

Update Arduino Script

1. Changing Device Name

- a. In line 4, ``BleKeyboard bleKeyboard("Truck Button Box", "ESP32-S3", 100);`` you can see the device name and manufacturer information.
- b. For example, it can be change into:
``BleKeyboard bleKeyboard("My Custom Controller", "Custom Brand", 100);``

2. Modifying SPST Toggle Switches

- a. In line 7-8, the pin to key mapping:
`const int spstPins[8] = {14,13,12,11,10,9,46,3};`
`const char spstKeys[8] = {'A', 'B', 'C', 'D', 'E', 'F', 'G', 'H'};`
14 → 'A'
13 → 'B'
12 → 'C'
11 → 'D'
10 → 'E'
9 → 'F'
46 → 'G'
3 → 'H'
- b. If you want pin 14 to trigger 'X', pin 13 to trigger 'Y', etc.:
`const char spstKeys[8] = {'X', 'Y', 'Z', '0', '1', '2', '3', '4'};`

3. Modifying SPDT Toggle Switches

- a. Similar to instruction in Step 2, the following lines 11-14 can be rearranged like this:
`const int spdtLeftPins[7] = {35, 46, 21, 19, 37, 39, 41};`
`const char spdtLeftKeys[7] = {'I', 'J', 'K', 'L', 'M', 'N', 'O'};`
`const int spdtRightPins[7] = {36, 45, 47, 20, 38, 40, 42};`
`const char spdtRightKeys[7] = {'P', 'Q', 'R', 'S', 'T', 'U', 'V'};`
- b. You can modify **spdtLeftKeys** and **spdtRightKeys** to assign different key presses.

4. Modifying Momentary Buttons

- a. For lines 17-30, the Momentary Buttons can be modified for different gpio pins and key presses.
- b. For lines 20-21, the mapping method is similar to SPDT Toggle Switches.