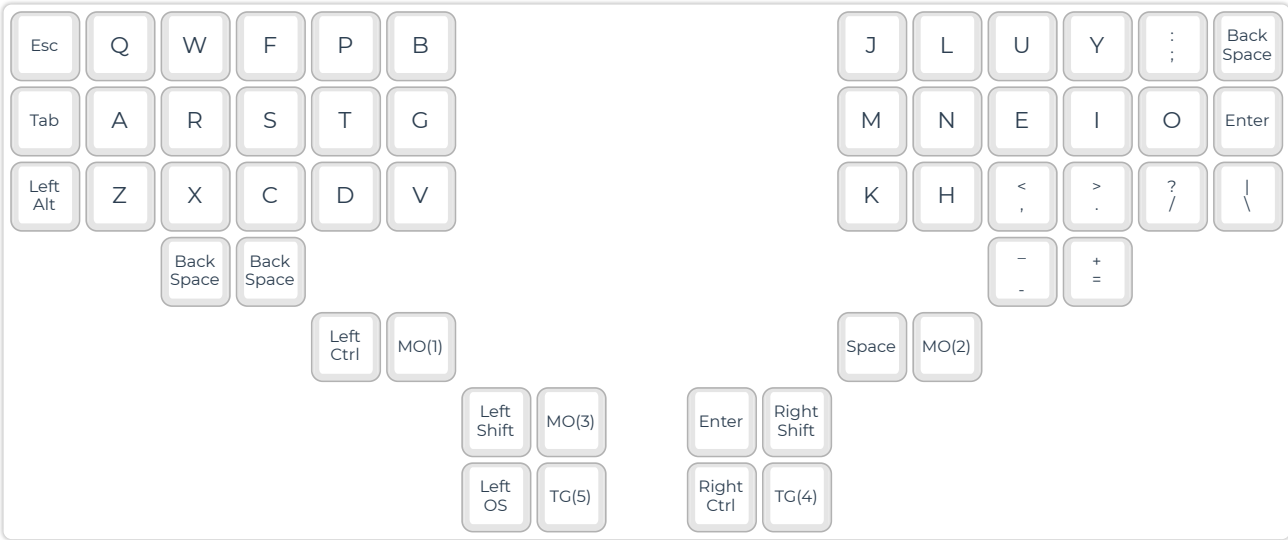


Keyboard	handwired/dactyl_manuform/4x6
Layout	LAYOUT
Author	Anonymous
Date	11/22/2021 6:24:27 AM
Source	https://github.com/qmk/qmk_firmware/tree/master/keyboards/handwired/dactyl_manuform/4x6
Notes	My awesome keymap

Layer 0



Layer 1



Diagram illustrating the layout of buttons for a 2D game controller. The buttons are arranged in a 6x6 grid. The top row contains 6 buttons with downward arrows. The second row contains 6 buttons with downward arrows. The third row contains 6 buttons with downward arrows. The fourth row contains 2 buttons with downward arrows. The fifth row contains 2 buttons with downward arrows. The sixth row contains 2 buttons with downward arrows. The right side of the diagram shows a 3x6 grid of buttons. The top row contains buttons labeled 'Up', 'Down', 'Left', 'Right', 'Media Stop', and 'Play'. The second row contains buttons labeled 'Vol -', 'Vol +', and two buttons with downward arrows. The third row contains buttons labeled 'Previous' and 'Next'.

The diagram illustrates a standard QWERTY keyboard layout. The keys are arranged in three main rows, with additional navigation keys below. The top row contains symbols: tilde (~), exclamation mark (!), at-sign (@), hash (#), dollar sign (\$), and percent (%). The middle row contains letters and punctuation: apostrophe/quotation mark ('), double quote ("), hash (#), dollar sign (\$), percent (%), and ampersand/asterisk (&). The bottom row contains letters and punctuation: tilde (~), apostrophe/quotation mark ('), double quote ("), hash (#), dollar sign (\$), percent (%), and ampersand/asterisk (&). Navigation keys include Home, End, and arrow keys (left, right, up, down) positioned below the main rows.

Layer 5

Esc

!1

@2

#3

\$4

%5

Tab

Tab

Q

W

E

R

Left Ctrl

A

^6

B

D

F

Left Alt

Space

Space

Space

▽

TO(0)

TO(0)