

i have loaded an usb monitor software on my windows machine data transmitted from the apple keyboard AND logitech keyboard are both:

00 00 64 00 00 00 00 00

and

00 00 35 00 00 00 00 00

as expected, when having the adb_usb teensy connected, it behaves the other way round... now it would be interesting to get this data on mac...

edit: i think i found the issue.....actually i was...

When you plug in a new keyboard to mac, the keyboard setup assistant appears and asks you to press the key right from the left shift key...however i never saw that dialog on my mac..

I just found another site where someone describes this very issue. So if I press the caret key (which is actually the < in adb_usb) the behaviour is switched (like it is wrong now under windows).

Those two keys should be interchanged in adb_usb. Sorry for reporting it wrong in the first place.

The keyboard layout can be reset by deleting the /Library/Preferences/com.apple.keyboardtype.plist file. Then restart. Mac OS X now brings up the keyboard assistant again. With the correct adb_usb keyboard layout, after using this assistant, the keys should also work correct then.



tmk commented on May 25, 2013

I seemed to be confused about those keys, if I can get them correctly they should be like following table, right?

ADB ISO(DE) keyboard has different code0A) for key left of 1 from US layout(32). This is very confusing. I think we should have another KEYMAP macro for ISO in keymap.c.

	Code		
Key Position	ADB-US	ADB-DE(ISO)	USB
Left of 1 Right of LShift	0x32 NONE	0×0A 0×32	0x35 Grave 0x64 Non-US \





tmk closed this on May 25, 2013



DOCaCola commented on May 27, 2013

i am really 100% sure. As it is now in the keycode.c file it is not correct for the german keyboard. It will work under OS X, but it will turn out wrong on Windows etc.



tmk commented on May 1, 2014

Looks like two solutions can exist.

- 1) adb_usb needs ISO keymap macro. US and ISO layout are incompatible due to two keys above.
- 2) Or if we are able to know layout(US, ISO or JIS?) with ADB command firmware can handle the two keys especially and we can have one universal keymap. I don't know this command really exists.

French AZERTY has same problem.

http://geekhack.org/index.php?topic=14290.msg1312242#msg1312242







tmk commented on May 1, 2014

Owner

OSX can recognize its layout(ANSI, ISO or JIS) automatically for **Apple products only** so that faithful users doens't need 'Keyboard Setup Assistant' to start using it. Meanwhile **third party products** including TMK are handled as **ANSI layout** by default unless user specified its layout in some way.

OSX checks **only** Apple USB vendor/product ID.(and ADB product ID, probably.) See IOHIDKeyboard::handlerID.

http://opensource.apple.com/source/IOHIDFamily/IOHIDFamily-503.1.13/IOHIDFamily/IOHIDKeyboard.cpp

OSX uses ADB scan codes as internal key codes and USB codes(usages) should be converted into ADB codes. This file defines USB-ADB code convert table.

http://opensource.apple.com/source/IOHIDFamily/IOHIDFamily-503.1.13/IOHIDFamily/Cosmo_USB2ADB.c

OSX checks **only** Apple USB vendor/product ID and ADB product ID, probably.(See IOHIDKeyboard::handlerID) And the table is patched when Apple ISO keyboard is using. This circumvents the key swap problem.(See IOHIDKeyboard::deviceType)

http://opensource.apple.com/source/IOHIDFamily/IOHIDFamily-503.1.13/IOHIDFamily/IOHIDKeyboard.cpp

But our keyboard is handled as ANSI layout so we suffer from the key swap problem.

[DELETE]

YOU NEED TO SPECIFY LAYOUT UNLESS YOUR KEYBOARD IS APPLE PRODUCT OR ANSI.

Maybe you can use **Keyboard Setup Assistant**. This itself is not problem at all. [/DELETE]

Problem is USB-ADB convert table to support both ISO and ANSI ADB keyboard layouts which are incompatile with eatch other. ANSI uses ADB code 0x32 to register '^'(left of '1') while ISO uses 0x32 for '<'(right of Left Shift) and 0x0A for '^'. How iMate resolves this? Maybe solution 2.

Methinks. Just two cents.





tmk referenced this issue from a commit on May 20, 2014

- → M Add ISO keymap(issue #35) and use new keymap API ed8cf12



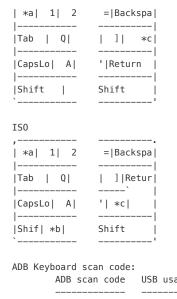
tmk commented on May 20, 2014

Owner

Use ISO keymap with make KEYMAP=iso to circumvent this problem.

ADB ISO keyboard has weird layout which swaps key on left of 1(a) and key on right of Shift(b). We need to use keymap for this ISO layout.

ADB ANSI/ISO Keymapping Note

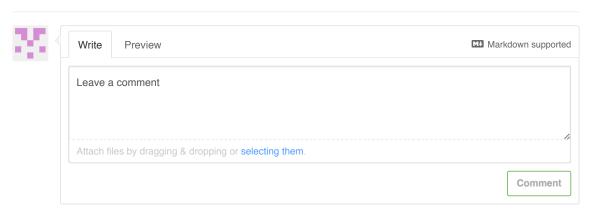


	ADB sc	an code	USB us	age
Key	ANSI	ISO	ANSI	ISO
*a	0x32	0×0A	0x35	0x35
*b		0x32		0x64
*C	0x2A	0x2A	0x31	0x31(or 0x32)

TMK ADB-USB mapping:

ADB U	JSB(ANSI)	USB(ISO)
0×0A -		0x64 0x35 0x31(or 0x32)

- argyakrivos referenced this issue from a commit in argyakrivos/tmk_keyboard on May 30, 2014
 - → Merge remote-tracking branch 'upstream/master' ... 0c68f2c
- coreyjewett referenced this issue from a commit on Oct 25, 2014
 - ◆ Merge branch 'cub_layout' of github.com:coreyjewett/tmk_keyboard ··· cc44ef0



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