

QMK File Editing

Our purpose is to modify layout “gh60v2a.json”



To be gh60v2b default layout below

GH60 V2B Layout



1. We upload the file gh60v2a.json, I compiled it by “TMK Editor” long time ago.

(1) Open website: <http://kbfirmware.com/>

Click “Upload” in the blue box, go to file “QMK.Flasher-darwin-x64-0.5.2”, choose and upload file “gh60v2a.json”.

Keyboard Firmware Builder

Upload Keyboard Firmware Builder configuration

Upload

You can upload json file here

Or import from keyboard-layout-editor.com

Paste layout here...

You can paste layout here,
compiled thru keyboard-layout-editor

Import

Or choose a preset layout

Click here,you can choose

GH60 (ANSI)

a preset layout

GH60 Satan (ANSI)

Alps64 (AEK)

MiniVan (Standard)

MiniVan (Arrow)

1Up RGB Custom PCB (Full)

1Up RGB Custom PCB (Standard)

1Up Sweet16

S60-X RGB (ANSI)

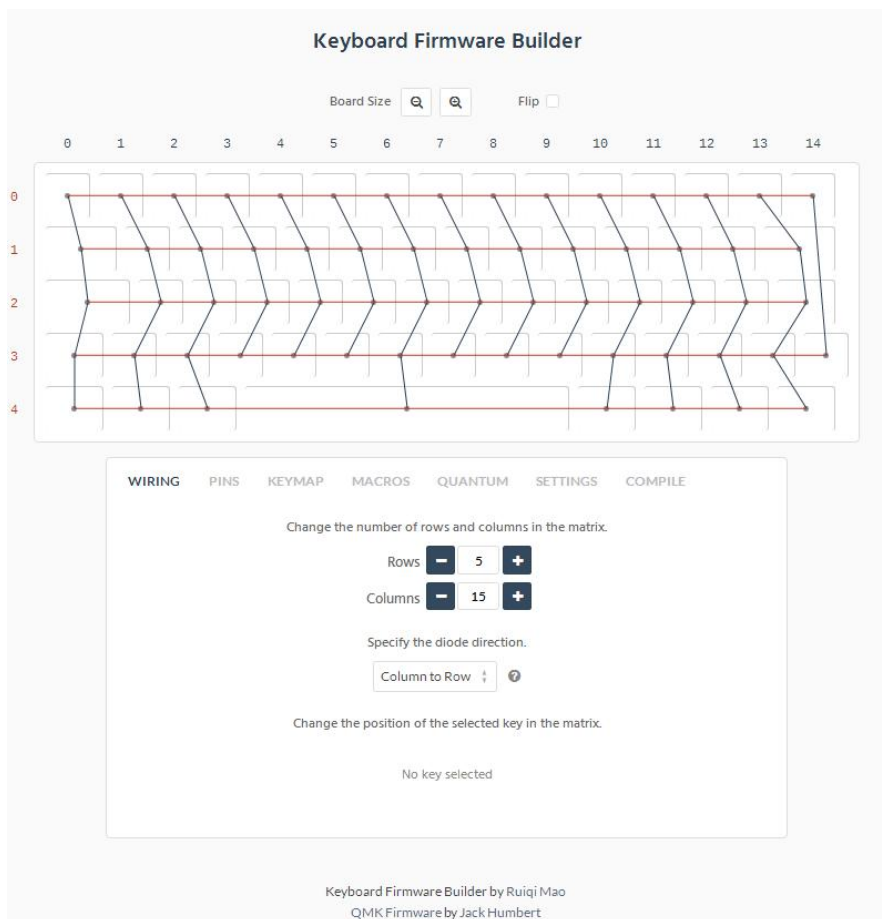
S60-X RGB (ISO)

S60-X RGB (Generic)

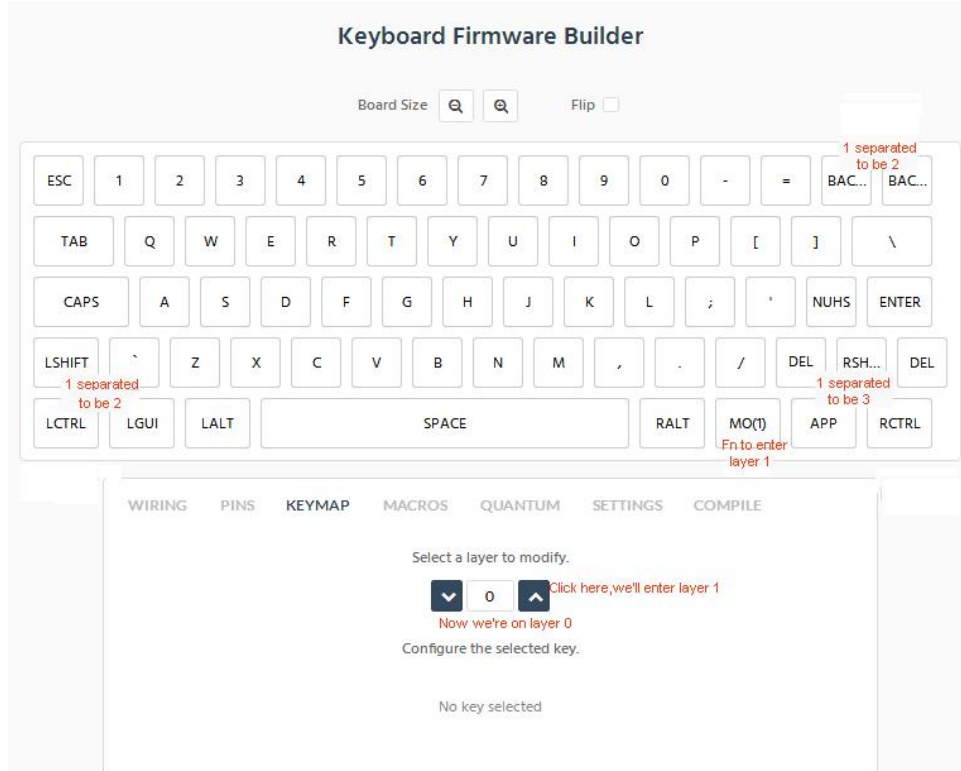
You'll see columns below:

WIRING,PINS,KEYMAP,MACROS,QUATUM,SETTINGS,COMPILE

Here we only introduce KEYMAP,SETTINGS,COMPILE



(2) Click "KEYMAP", we have following, you can see, Layer 0 layout is the same with our "GH60 V2B Layout"----we don't change it.



(3) Click the blue "up arrow", then we enter layer 1 as the following.

Keyboard Firmware Builder

Board Size Flip ☐



(4) Now we need to change layer1 layout to be our “GH60 V2B Layout”(as the red legends.)

Eg. change “UP” to be “SLCK”

Click “UP”--”KC_UP”--”SLCK”

You need to find this “SLCK” in

“PRIMARY”--main keys zone,

“SECONDARY”--function keys zone,

KEYPAD---keypad zone

LIGHTING--lighting control zone

FN--control zone

OTHER--other



WIRING PINS KEYMAP MACROS QUANTUM SETTINGS COMPILE

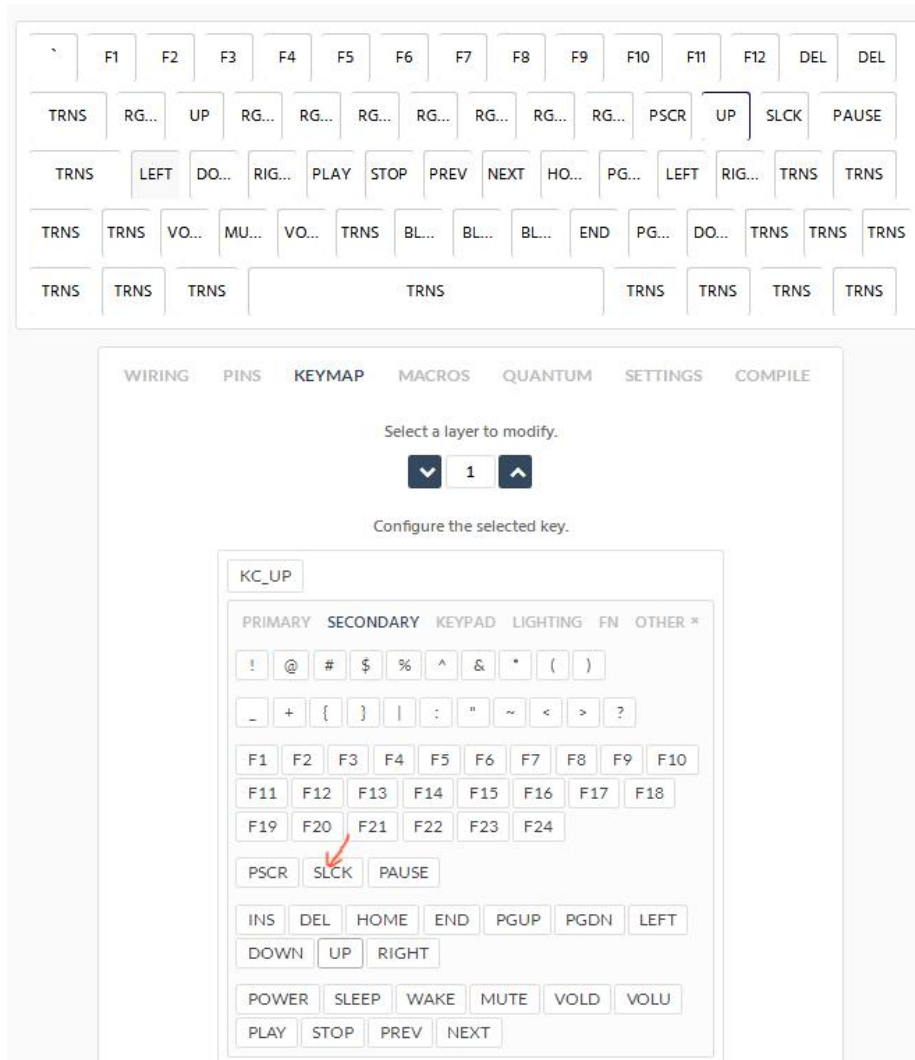
Select a layer to modify.

1

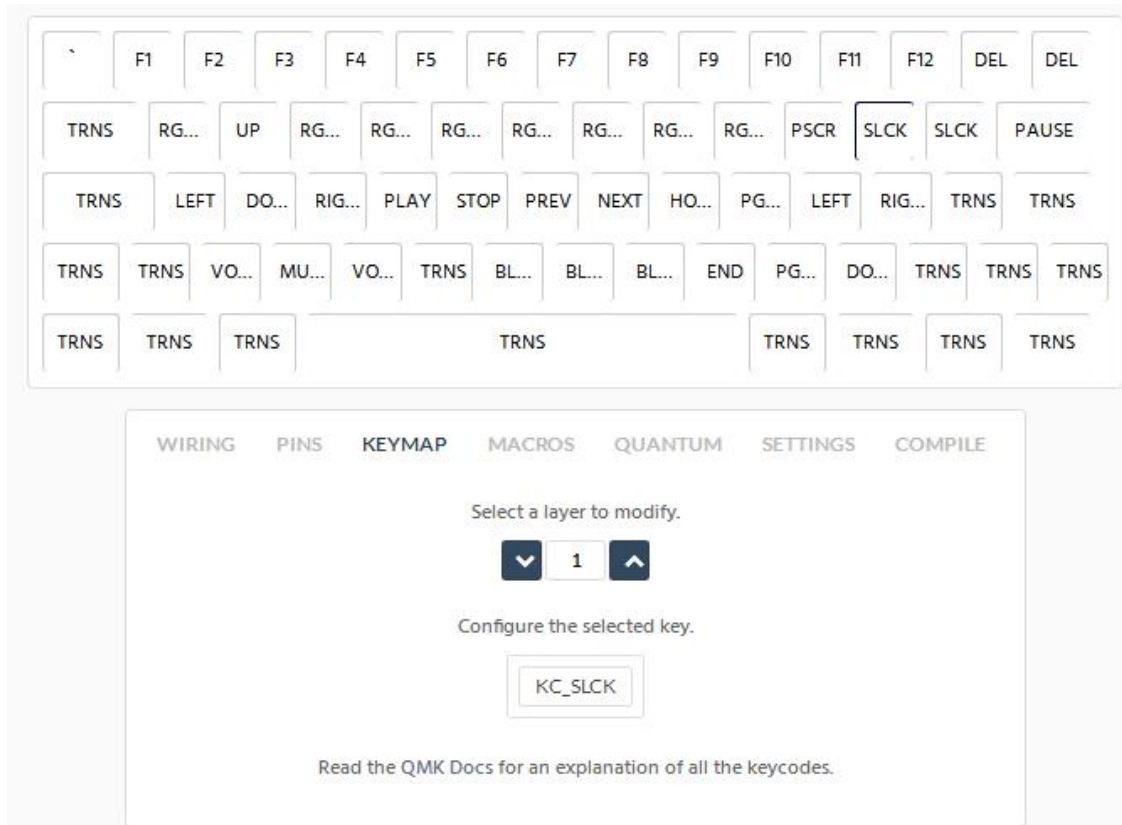
Configure the selected key.

KC_UP

Read the QMK Docs for an explanation of all the keycodes.

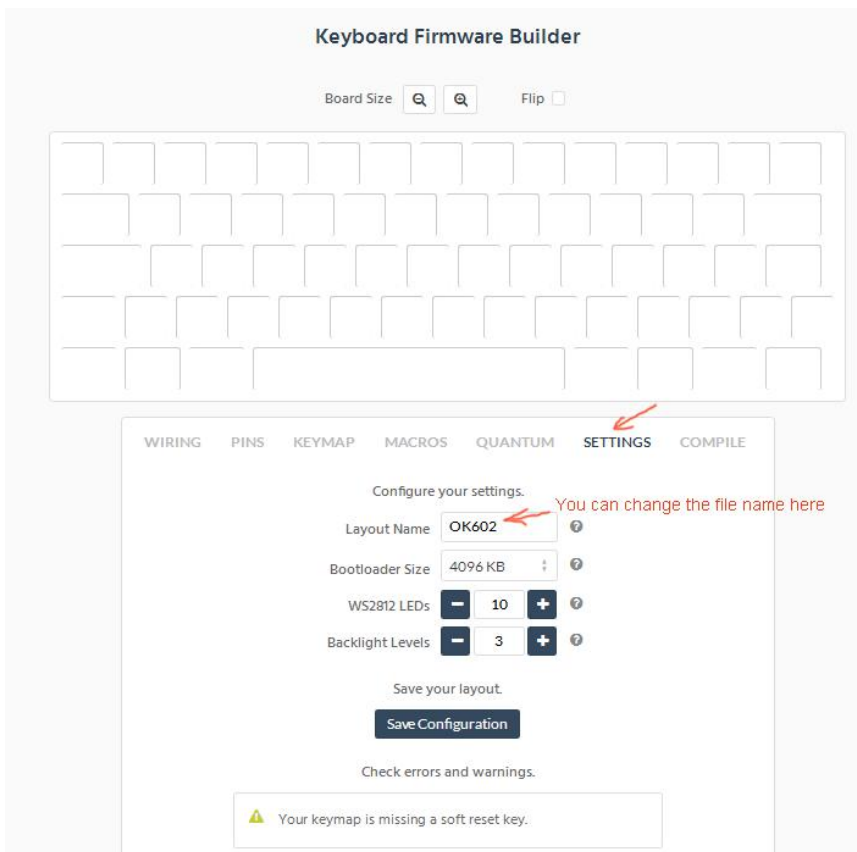


You can see “UP” is changed to be “SLCK”

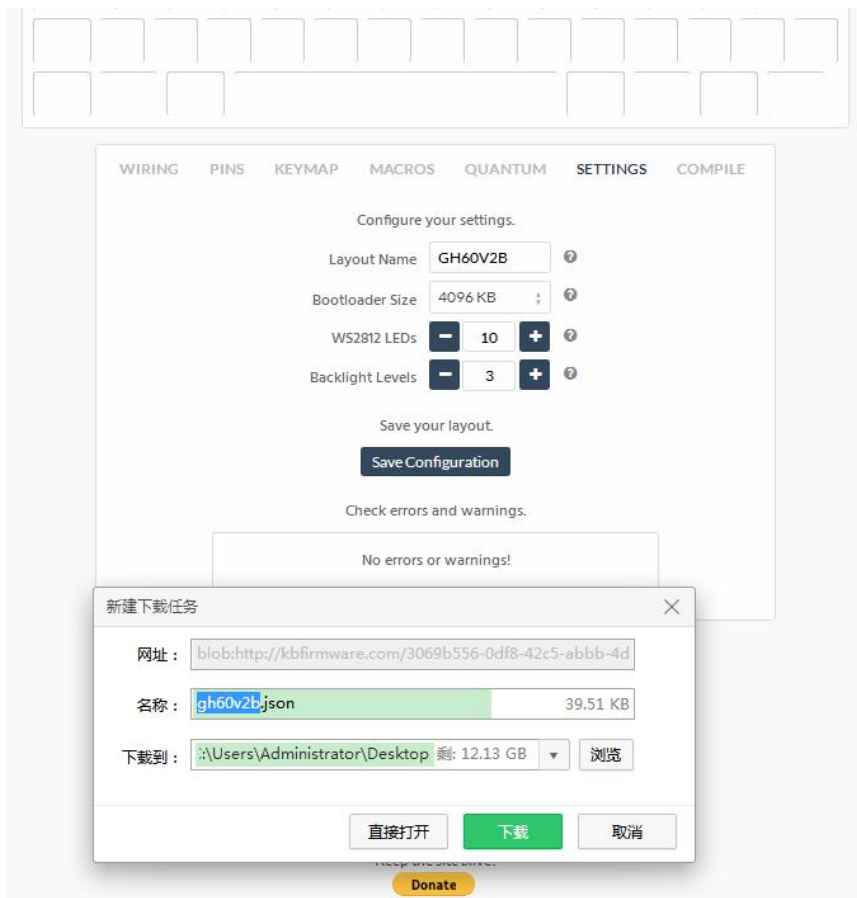


(5) Use the same method to change other key maps.

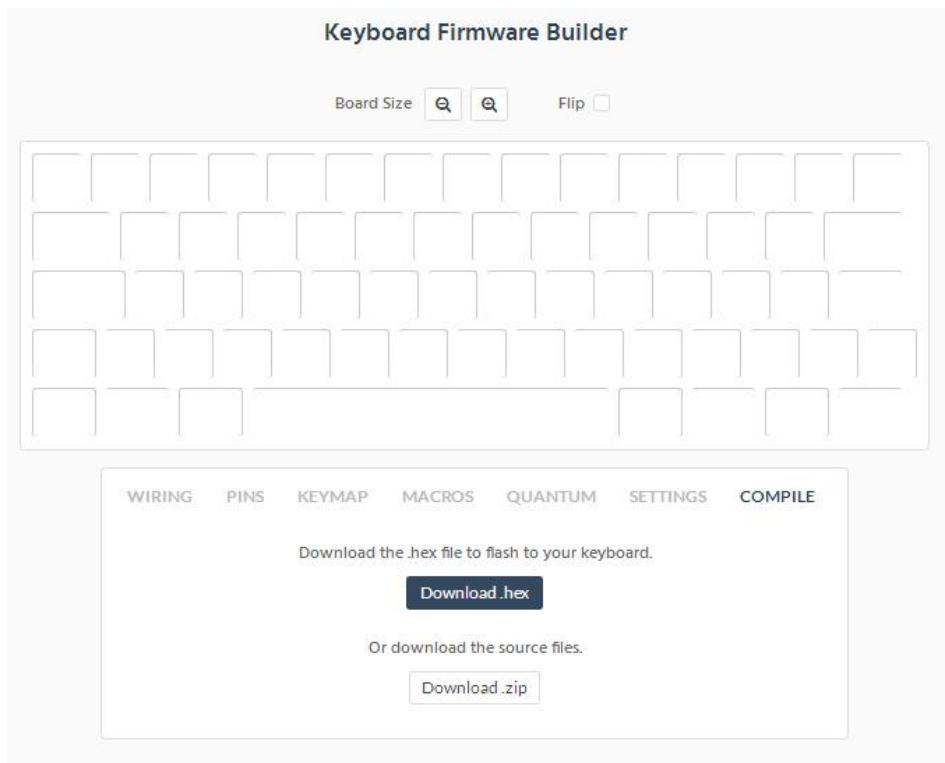
(6) After changed all the keycaps, Click “SETTINGS”



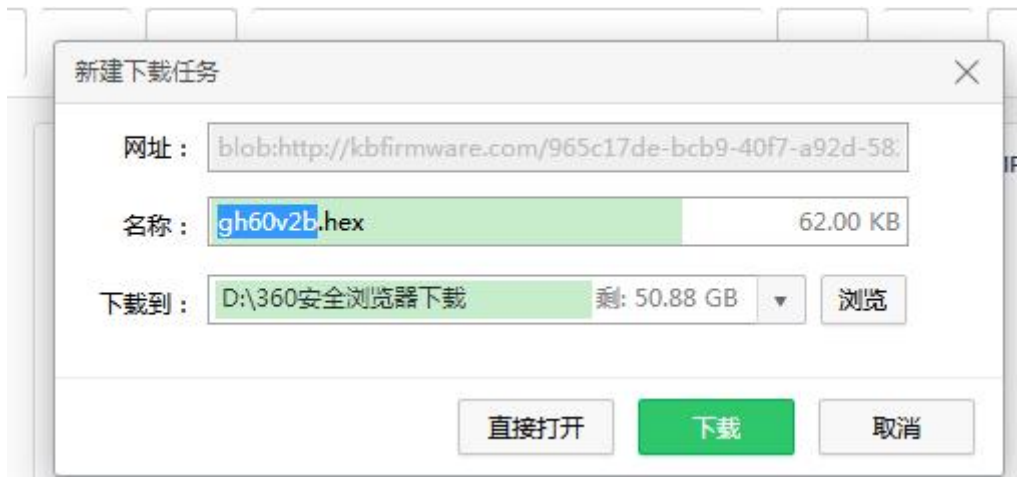
Click “Save Configuration” black letters,name it to be “gh60v2b.json”.
Click “Download”,then you downloaded the .json file on computer.



(7)Click “COMPILE”---then click “Download.hex”



(8) Download and save it(Name gh60V2b.hex) on computer.



2. Details of some terms(Ref)

(1)PRIMARY

PRIMARY
SECONDARY
KEYPAD
LIGHTING
FN
OTHER

1234567890

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

NUHS

NUBS

- = [] \ ; ' ~ , . /

ENTER

ESC

BACKSPACE

TAB

SPACE

CAPS

APP

LCTRL

LSHIFT

LALT

LGUI

RCTRL

RSHIFT

RALT

RGUI

TRNS

NO

RESET

RESET: Like the button on the back of the PCBA

NO: Ignore this key

NUBS: NonUS keys # and ~

NUHS:NonUS keys | and \

(2)SECONDARY

PRIMARY
SECONDARY
KEYPAD
LIGHTING
FN
OTHER
×

!
@
#
\$
%
^
&
*
(
)

_
+
{
}
|
:
"
~
<
>
?

F1
F2
F3
F4
F5
F6
F7
F8
F9
F10
F11
F12

F13
F14
F15
F16
F17
F18
F19
F20
F21
F22

F23
F24

PSCR
SLCK
PAUSE

INS
DEL
HOME
END
PGUP
PGDN
LEFT
DOWN
UP

RIGHT

POWER
SLEEP
WAKE
MUTE
VOLD
VOLU
PLAY
STOP

PREV
NEXT

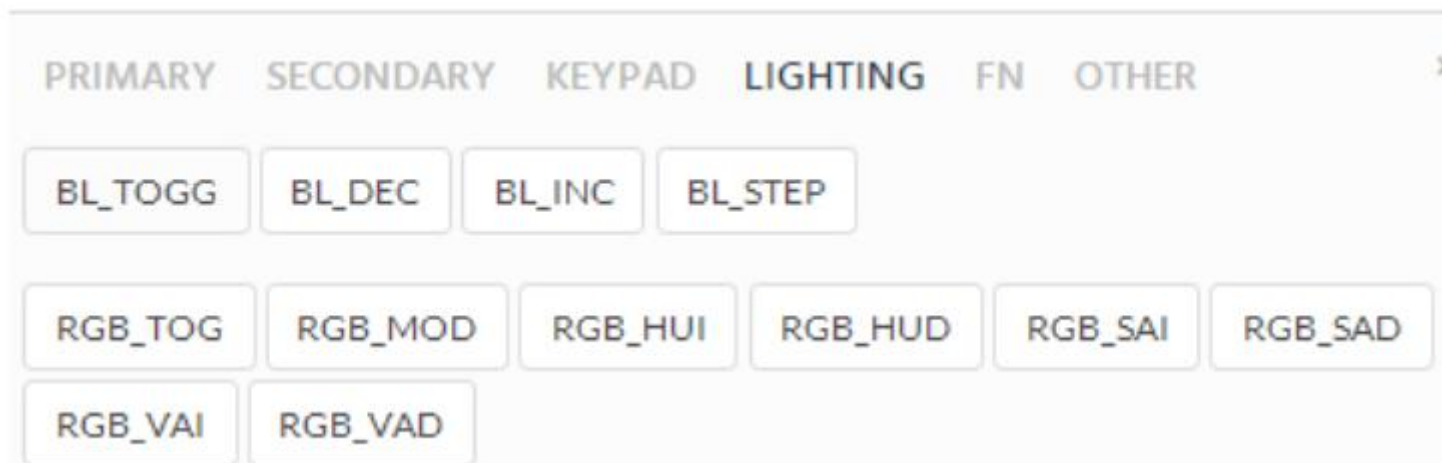
F1-F24
LEFT,DOWN,UP,RIGHT: 4 Arrows
POWER,SLEEP,WAKE,MUTE,
VOLD:Volume down
VOLU:Volume up
(3)KEYPAD

PRIMARY
SECONDARY
KEYPAD
LIGHTING
FN
OTHER

NLCK
P/
P*
P-
P+
P.
P=
PENT

P1
P2
P3
P4
P5
P6
P7
P8
P9
P0

(4)LIGHTING



BL_TOGG:Top lighting switch

BL_DEC: Top lighting down

BL_INC:Top lighting up

BL_STEP:Top lighting by step

RGB_TOG:Bottom RGB switch

RGB_MOD:Bottom RGB mode

RGB_HUI:Bottom RGB hue increase

RGB_HUD:Bottom RGB hue decrease

RGB_SAI:Bottom RGB saturation increase

RGB_SAD:Bottom RGB saturation decrease

RGB_VAI:Bottom RGB brightness increase

RGB_VAD:Bottom RGB brightness decrease

(5)FN



➤ Key combinations

- **LSFT(kc)** – left shift+kc。 e.g. **LSFT(a)** =LSHIFT+A
- **RSFT(kc)** – right shift+kc。 _
- **LCTL(kc)** – left ctrl+kc
- **RCTL(kc)** – right ctrl+kc
- **LALT(kc)** – left alt+kc
- **RALT(kc)** – right alt+kc
- **LGUI(kc)** – left gui+kc
- **RGUI(kc)** –right gui+kc
- **HYPR(kc)** –shift+ctrl+gui+alt+kc
- **MEH(kc)** –shift+ctrl+alt+kc
- **LCAG(kc)** – ctrl+gui+alt+kc
- **ALTG(kc)** – ctrl+alt+kc

MO(1):temporarily enter layer1,the same function as Fn(1),

If you set key MO(1) on layer0,then on layer1 you can only set it to be TRNS.

If you set a certain key on layer0,then it's blank on layer1,please also set TRNS on layer1.

Eg:Press MO(1) +8(the key on layer0),can get F8,

If you release MO(1),press 8,you'll get 8.

QMK File Re-flash to GH60 V2.0

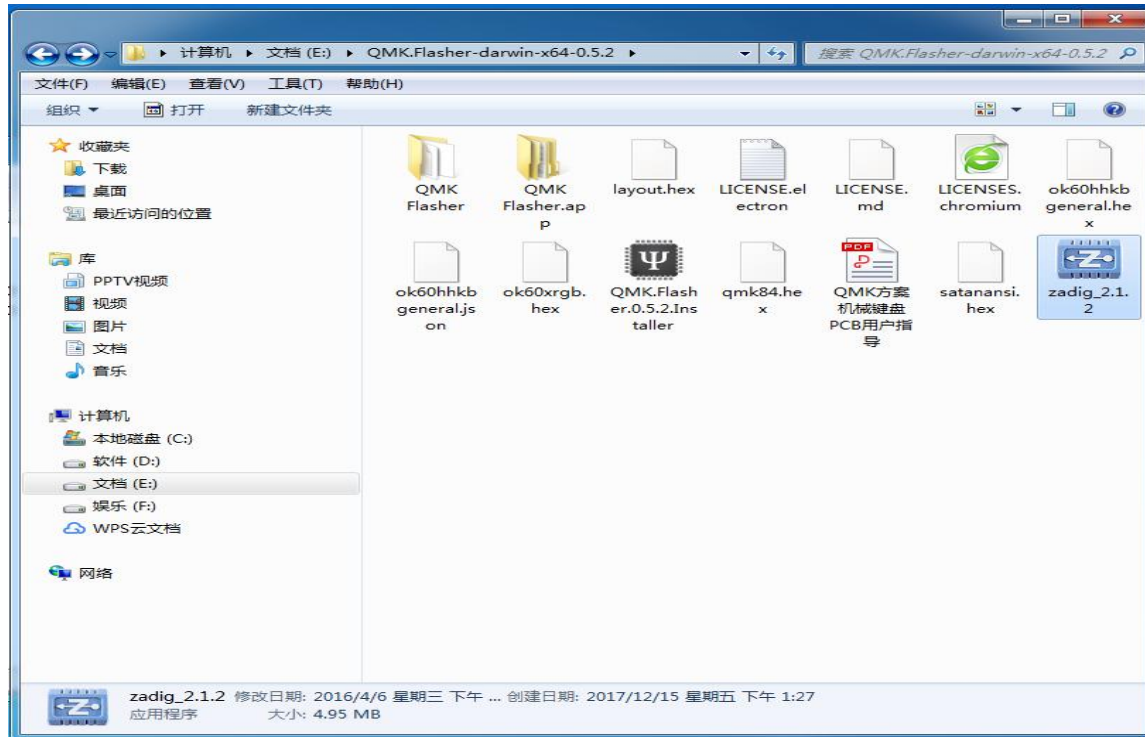
Note:QMK tool can only offline flash .hex file made by QMK editor.

Please decompress the file “QMK.Flasher-darwin-x64-0.5.2”on your computer.

1. Install USB driver “Zadig” for bootloader on the computer.(Windows system.)

(1) Connect the Keyboard to computer,press the metal button on the back of the PCBA(Please disconnect other keyboards powered by Atmega32u4.)

In file “QMK.Flasher-darwin-x64-0.5.2”,find “zadig.2.1.2” icon,then click it.

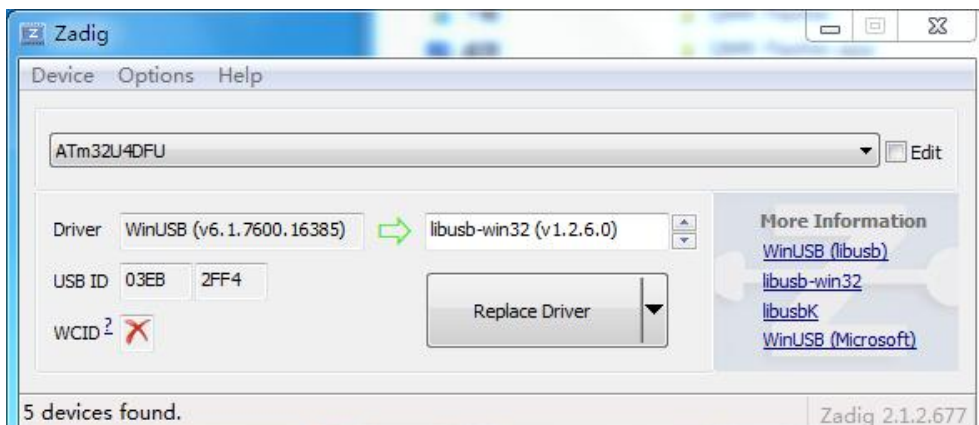


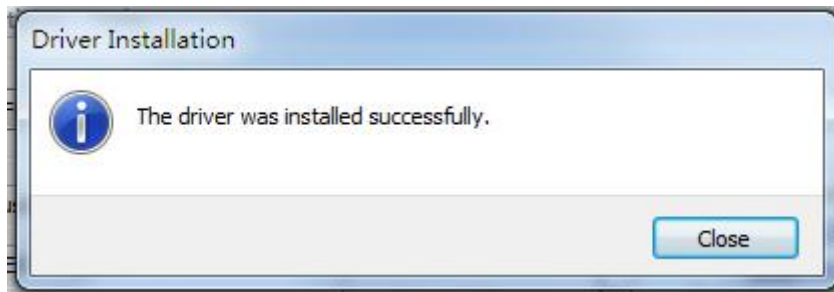
(2) Then following window will appear,Click”Options”---”List all devices”

(3) Then you'll see device “ATm32U4DFU”.(Please only select this device.)

Choose “libusb-win32(v1.2.6.0)” at the right side of the blue Arrow, Click “Install Driver” in the below box.Computer will say “Driver has been successfully Installed”.

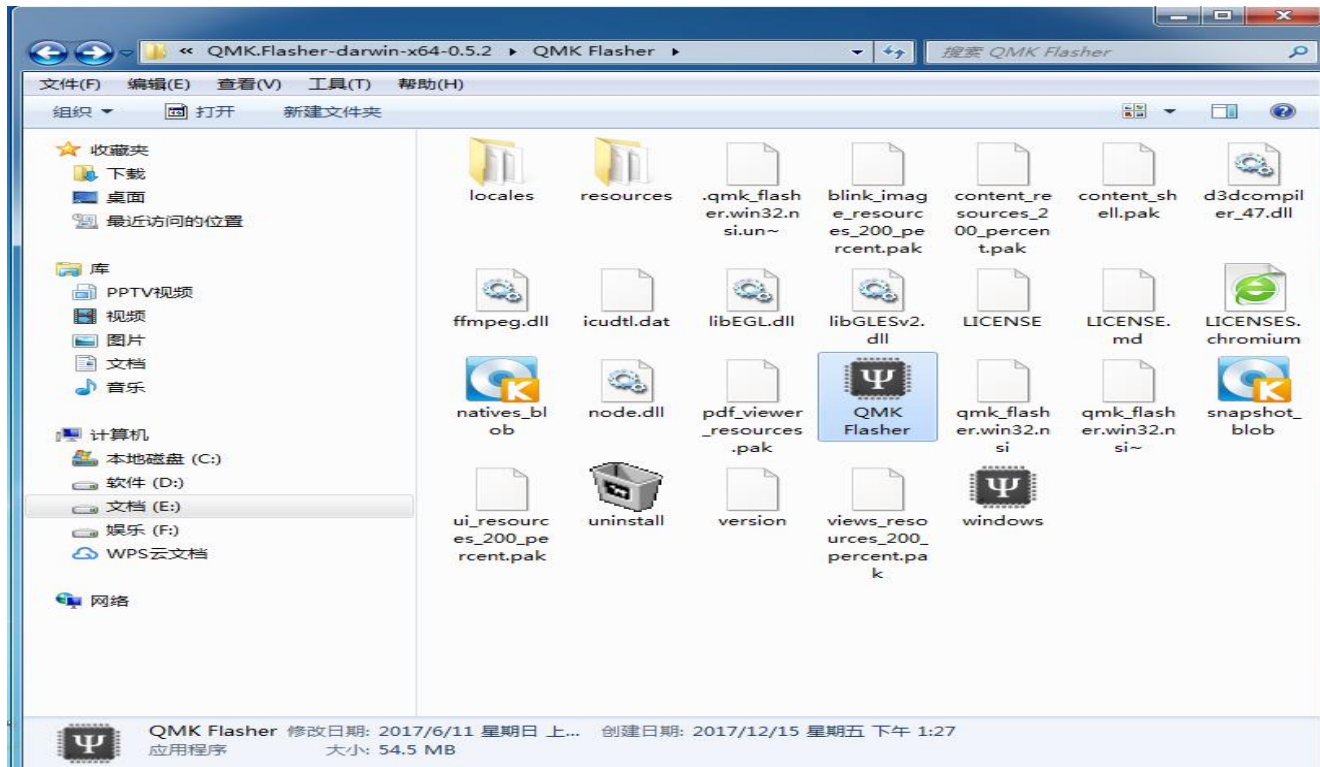
If you're the 2nd time to install driver for Atmega32u4, click “Replce Driver” in the below box.Computer will say “The driver was installed successfully ”.



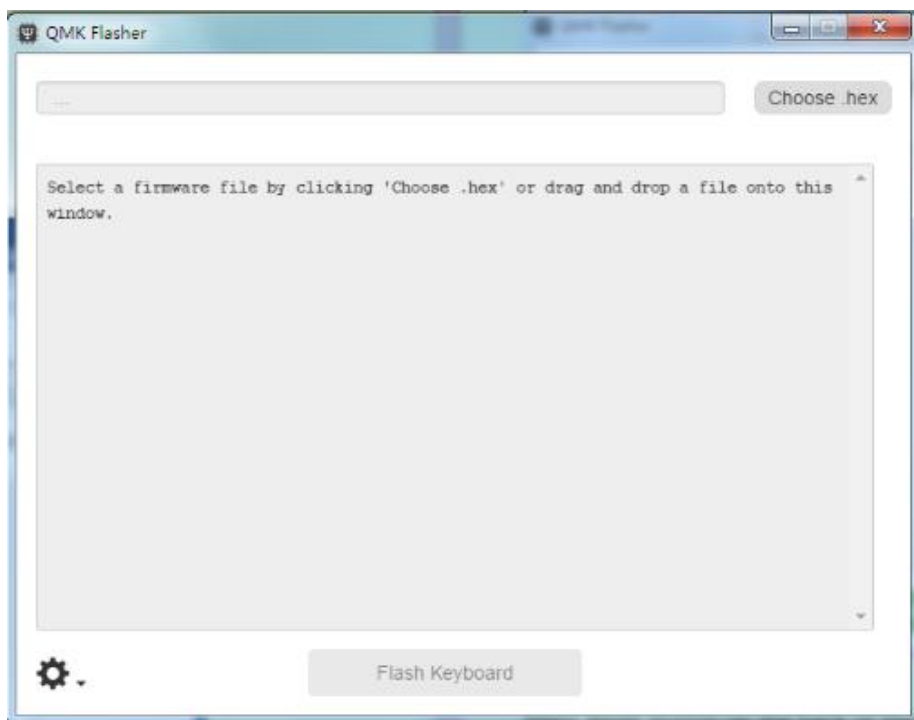


2.Reflash the keyboard.

(1) Enter file“QMK.Flasher-darwin-x64-0.5.2”--“QMK Flasher”,find a icon named “QMK Flasher”,Click it.

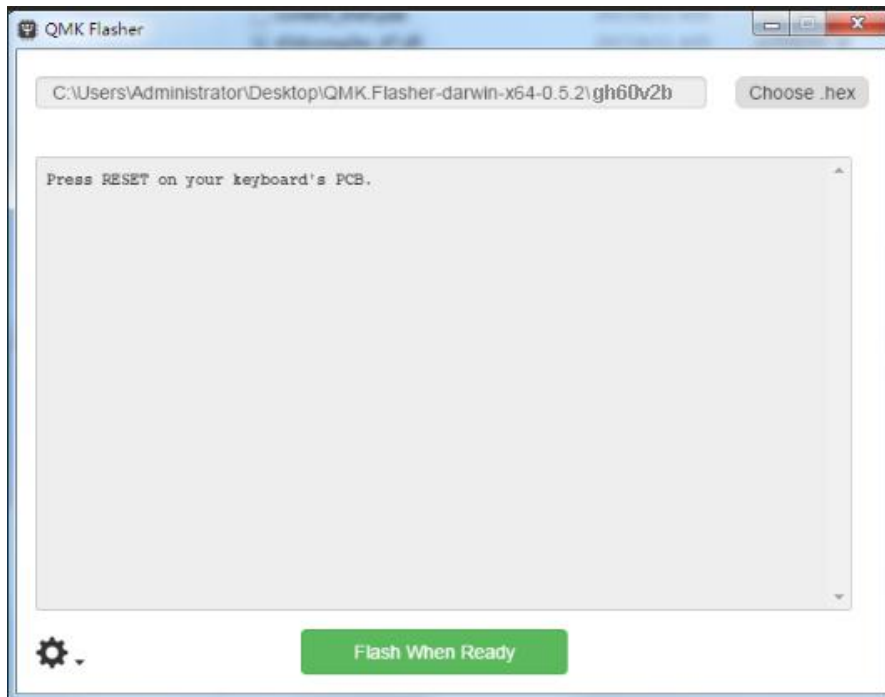


(2)Then following window will appear,Click box “Choose hex”

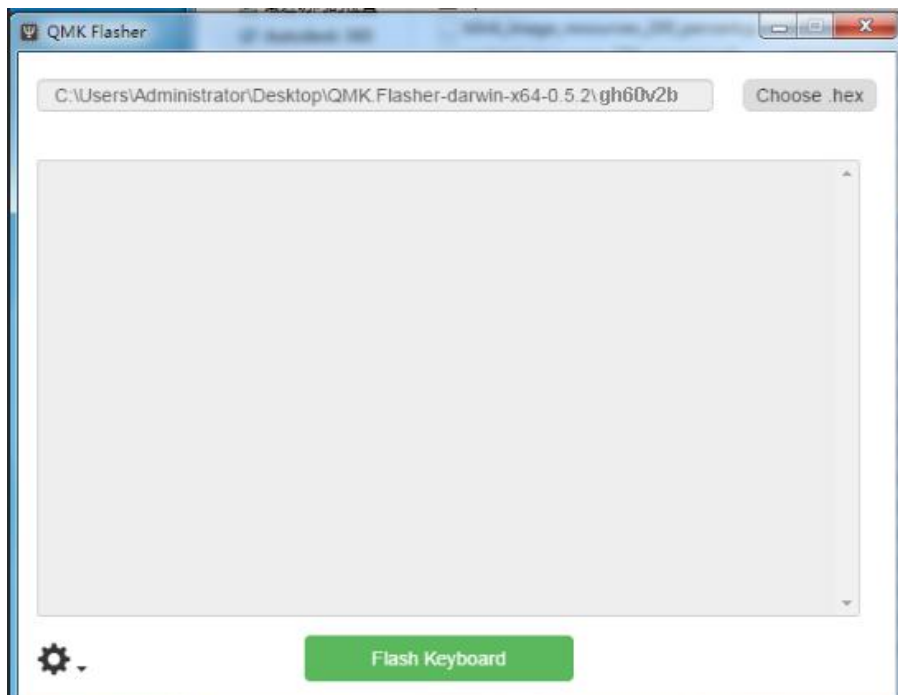


(3)Go to file “QMK.Flasher-darwin-x64-0.5.2”,choose a file named “gh60v2b.hex”

Following window will appear



(4) You can see "Press RESET on your keyboard's PCB". Turn over the keyboard, through a hole to press the metal button for about 2 seconds. (or press "Fn+Z" to reset it.) --Then wait for a long time, till "Press RESET on your keyboard's PCB" disappear. (as following window), Click "Flash Keyboard"



(5) The following window indicates Flashing process and Completion.

