

Sketch more!

Visualisation is good

Block
Decls
(Either
format)

Extensions
(Dynamic
conns)
extensions

"JS
CodeGen"
generators

Design NBS / NFA / DYC

Tech

Conceptual
as Diagrams

F1	F2	F3	F4	F5	
+ =	! 1	@ 2	# 3	\$ 4	% 5
- _	~ `	B	N	M	" ,
T	Tab	Q	W	E	R
G	Shift	A	S	D	F
V	Ctrl	Z	X	C	Escape
					Space

Gaming Layer

MoErgo Glove80 keyboard

Miryoku layers & home row mods

Engram-mer keyboard layout

See is.gd/sunaku_glove80

	G	H	J	K	L	;	
Back space	Delete	Enter	< (([)]	>)	Magic
Unlock layer	Tab	Space					

F1	F2	F3	F4	F5	
+ =	! 1	@ 2	# 3	\$ 4	% 5
Tab	Q	W	E	R	T
Escape	A	S	D	F	G
- _	Z	X	C	V	B
Magic	Home	End	←	→	Left Shift

Factory Layer

MoErgo Glove80 keyboard

Miryoku layers & home row mods

Engram-mer keyboard layout

See is.gd/sunaku_glove80

Left GUI	Right Ctrl	Right Shift	↑	↓	{ [}]	Page down
Right Alt	Enter	Space					

- Trivial inconveniences stock up qdch, prevent iteration
- Top-down block reduction easier at first, but does not scale. Think in terms of smaller primitives
- Making a simpler IR was a good idea, but now figuring out consistent serialisation matters more
- Typing w/ auto. cov. H, display II --
- THE CSS. Very annoying, gets you out of flow state.