

Set up your keyboard's key positions by adjusting the motor angles:

BotEditorMaui

✓ Check keys

Keys

Scripts

Listen mic

Available COM Ports: ☐ COM1 ☒ COM5

Key Name:

Get actual data

FI (First Motor) angle:

SE (Second Motor) angle:

TH (Third Motor) angle:

FO (Fourth Motor) angle:

Check Key

Add Key

Key Name	First Motor	Second Motor	Third Motor	Fourth Motor	Use it	Click	Action
F2	0	0	0	0	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div></div>
H	90	0	10	0	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div></div>
	4	0	0	0	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div></div>
C	100	100	100	10	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div></div>
F	30	45	100	20	<input type="checkbox"/>	<input type="checkbox"/>	<div><div></div><div></div></div>
Test	50	50	50	10	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<div><div></div><div></div></div>

Align all motors

Repetitions:

Check Uselt Keys

Save

I recommend using the rotary encoder



for more precise positioning of the clicker.

Each click on the rotary encoder switches the active motor, preparing it for either clockwise or counterclockwise rotation.

Sample on YouTube <https://youtu.be/NIAYTM6Bs1w>

When the clicker is near the desired key:

Set "Key Name"

Press "Get actual data"

Key Name:

FI (First Motor) angle: SE (Second Motor) angle:

TH (Third Motor) angle: FO (Fourth Motor) angle:

Press "Check Key".

If the key on the keyboard was successfully clicked, press "Add key" and "**Save**".

K	50	45	34	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
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Repetitions:

You can verify individual key clicks by selecting the "Use it" and "Click" checkboxes next to the keys you want to test. Set the number of repetitions to evaluate the consistency of the key clicks. Then, press the "Check Uselt Keys" button.

To modify a key already listed in the table, please use the 'Edit' button.

Utilize the rotary encoder and or modify the data already set in the fields.

First Motor) angle: SE (Second Motor) angle:

FO (Fourth Motor) angle:

Press "Check Key".

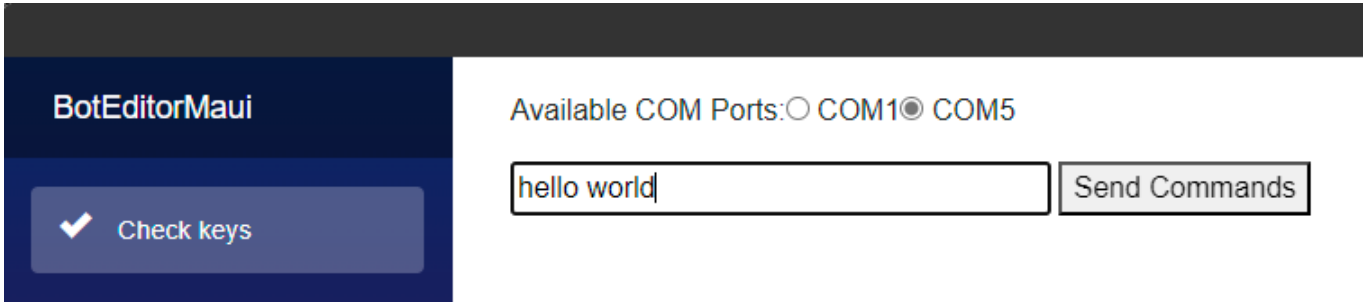
If the key on the keyboard was successfully clicked, press "Add key" and "**Save**".

"If you wish to remove a key from the table, please use the button.

Ensure you confirm every change by pressing the "Save" button.

Check keys

This feature enables you to press the added keys in the desired sequence

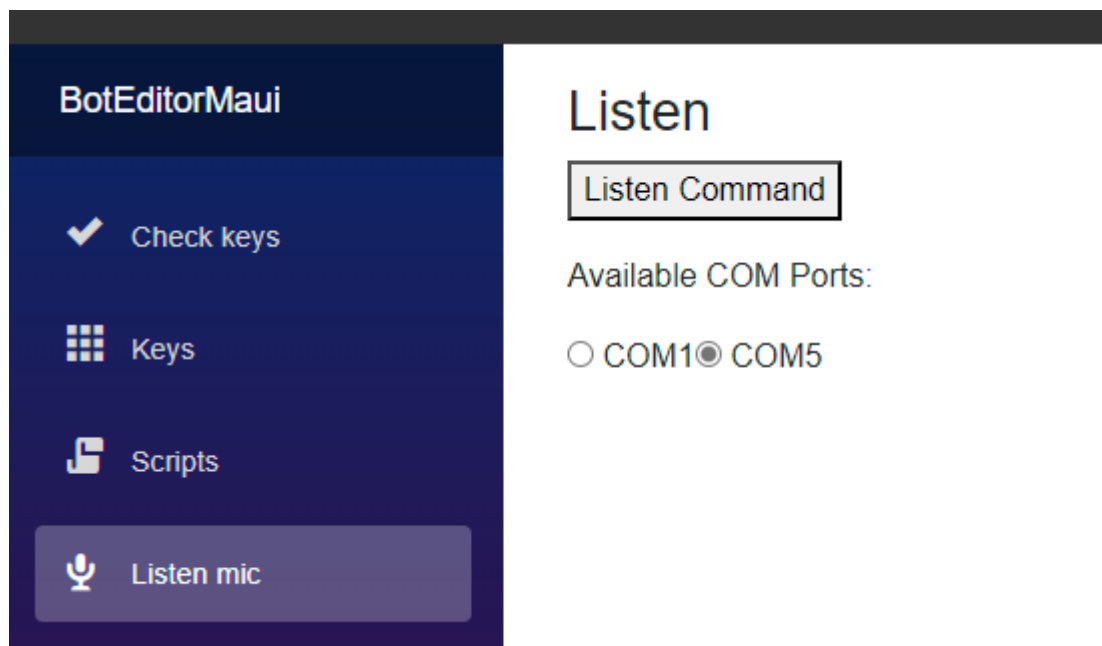


Scripts



This feature lets you set up scripted combinations. The 'Command Key' is a phrase in English that you can vocalize using the 'Listen Mic' function.

Listen mic



By combining the 'Scripts' and 'Listen Mic' features, saying 'Repeat Hello' will result in typing 'hello' five times."

Script h(2)e(3)l(3)l(3)o(2)(R5) mean:

Press **h** and wait **2** seconds

Press **e** and wait **3** seconds

Press **l** and wait **3** seconds

Press **l** and wait **3** seconds

Press **o** and wait **2** seconds

Repeat 5 times

Just click "Listen command" and say "Command Key" phrase

Listen

Stop Listening

Click on 'Stop Listening' when you wish to deactivate this feature. If needed, you can manually edit the 'scripts.json' file in the Data folder, as the application currently lacks a 'Delete Script' function.