base:

Q	W	E	R	T		Y	U	I	O	BSPC
A	S	D	F	G		H	J	K	L	P
Z	X	C	V	B		N	M	,	.	RET

- W, E top row; S, D; X (LALT), C (LGUI)
- Z (LCTRL)
- , (LGUI), . (LALT), RET (LSHFT)
- TAB (sym) | SPACE
- LCTRL | sh_base

sh_base:

LS(Q)	LS(W)	LS(E)	LS(R)	LS(T)		LS(Y)	LS(U)	LS(I)	LS(O)	BSPC
LS(A)	LS(S)	LS(D)	LS(F)	LS(G)		LS(H)	LS(J)	LS(K)	LS(L)	LS(P)
LS(Z)	LS(X)	LS(C)	LS(V)	LS(B)		LS(N)	LS(M)	LS(COMMA)	LS(DOT)	LS(RET)

- sym | SPACE
- LCTRL | sh_base

sym:

macro	LSHFT	. (LCTRL)	, (LALT)	ESC (LGUI)		DEL	`	UP	'	BSPC
1	2	3	4	5		\	LEFT	DOWN	RIGHT	; (fxn)
6	7	8	9	0		_	/	(	)	RET (LSHFT)

- sym | SPACE
- LCTRL | sh_base

sh_sym:

&nont	%	^	&	ESC		DEL	~	PGUP	"	BSPC
/	*	-	+	=				HOME	PGDN	END	:
!	@	#	$	_		[	]	{	}	?

- sym | SPACE
- LCTRL | sh_base

fxn:

BT CLR	BT 0	BT 1	F11	F12						
F1	F2	F3	F4	F5				LALT		
F6	F7	F8	F9	F10						

- sym | SPACE
- SPACE | sh_base

macro:

	game				VOL UP	LC(EQUAL)		LC(MINUS)	
					MUTE	LC(LBKT)	&arrow	LC(RBKT)	
					VOL DN	PREV	PP	NEXT	

- sym | SPACE
- LCTRL | sh_base

game:

TAB	Q	W	E	R		VOL UP				
LSHFT	A	S	D	F		MUTE				
LCTRL	Z	X	C	V		VOL DN	PREV	PP	NEXT	

- ESC | SPACE
- | base