0	W E R T	YUUIO
SPACE   LCTRL   Sh. base   Sh. ba	Q D F	K BSPC
TAB	X LGUI V B	N M LGUI .
sh_base:  LS(W) LS(E) LS(R) LS(T) LS(S) LS(D) LS(F) LS(G) LS(A) LS(X) LS(C) LS(V) LS(B) LS(Z) LS(X) LS(C) LS(V) LS(B) LS(Z) LS(X) LS(C) LS(V) LS(B) LS(Z) LS	Z LCTRL TAB	sh base
LS(W) LS(E) LS(R) LS(T) LS(T) LS(Y) LS(U) LS(I)	sym	LCTRL
LS(N)   LS(N)   LS(R)   LS(T)   LS(T)   LS(U)   LS(U		
LS(S) LS(F) LS(G) LS(H) LS(J) LS(L)	LS(W) LS(R) LS(T)	LS(Y) LS(U) LS(O) BSPC
Sym   Space   LCTRL   Sh_base   Sh_base   Space   LCTRL   Sh_base   Space	LS(S) LS(F) LS(G)	LS(H) LS(J) LS(L) LS(P)
Sym   SPACE   LCTRL   Sym   SPACE   LCTRL   Sh_base   SPACE	L5(B)	L3(N)
DEL   DOWN RIGHT   BSPC   LLTL   LLT   CGUI   SYM   SPACE   LCTRL   Sh_base   Space   Spac		LCTRL sh_base
Sym   SPACE	sym:	
SPACE   SPAC	LALT	
7 9 0 - / ) fxn  RET  LSHFT  Sym SPACE  LCTRL sh_base  Sh_sym:  BEL	macro 3	I FET DICUT
Sym       SPACE       LCTRL sh_base         Sh_sym:         DEL       PGUP       "       BSPC         I	7 9 0	- / ) fxn
sh_sym:  sh_sym:    DEL	SVM	sh base
# \$ -   HOME   PGDN   BSPC		LCTRL
# \$ - + =   HOME   BSPC     HOME   FIND   BSPC		
/ @ # \$ _ [ ] { } ?  sym SPACE LCTRL sh_base  fxn:  BT	* + +	DEL PGDN BSPC
fxn:    Sym   SPACE   LCTRL   sh_base	/ #	
fxn:    BT		
BT	SPACE	LCTRL sh_base
BT		
F1 F7 F8 F9 F10  Sym Space Spa	BT	
F7 F9 F10  Sym SPACE SPACE sh_base	F2 F4 F5	
SPACE		
macro:	SPACE	SPACE sh_base
	macro:	
game VOL LC(EQUAL LC(MINUS)	game	VOL LC(EQUAL LC(MINUS)
MUTE LC(LBKT) LC(RBKT)		&a rrow
VOL DN PREV PP NEXT		VOL PREV NEXT
sym SPACE LCTRL sh_base	Sym	sh_base
game:		Leme
W F	W	VOL
TAB A S D F MUTE	TAB S D	UP
LSHFT Z X C V VOL PREV PP NEXT	LSHFT X	VOL PREV PP NEXT
LCTRL	LCTRL	
ESC SPACE base	ESC   SPACE	base

base: