W E R T	Y U I O
Q D F G	H J K L BSPC
A C C V B	N M LGUI . P
Z	LALT RET LSHFT
TAB SPACE	LCTRL sh_base
sh_base:	
LS(W) LS(E) LS(R) LS(T)	LS(Y) LS(U) LS(I) LS(0)
LS(Q) LS(S) LS(D) LS(F) LS(G)	LS(H) LS(J) LS(L) BSPC
LS(A) LS(X) LS(C) LS(V) LS(B)	LS(N) LS(COMMA LS(DOT) LS(P)
LS(Z) LS(TAB)	LS(RET)
SPACE	LCTRL
sym:	
LSHFT . , ESC LGUI	DEL
2 3 4 5	LEFT DOWN RIGHT BSPC
1 7 8 9 0 6 6	() ; fxn RET
sym SPACE	LCTRL sh_base
sh_sym:	LCTAL
^	PGUP
% & ESC	DEL ~ " BSPC
* + =	HOME END :
! @ \$ -	[] ?
SPACE	LCTRL sh_base
fxn:	
BT 1 F11 F12	∩︀_wo
BT CLR F2 F3 F4 F5	LALT
F1 F8 F9 F10	OUT USB BLE
F6	
SPACE	SPACE sh_base
macro:	
game	VOL LC(EQUAL LC(MINUS)
	MUTE LC(LBKT) &arrow LC(RBKT)
	VOL DN PREV PP NEXT
sym	sh_base
SPACE	LCTRL
game:	
Q W E R	VOLUP
LSHFT X D F	MUTE
LCTRL Z C V	VOL DN PREV NEXT
ESC SPACE	base
532	

base: