W E R T	Y U I O
TAB D F G	H J K L BSPC
A X C V B	N M LGUI .
Z	LALT RET LSHFT
SPACE	LCTRL sh_base
sh_base:	
LS(W) LS(E) LS(R) LS(T)	LS(Y) LS(U) LS(I) LS(0)
LS(TAB) LS(S) LS(D) LS(F) LS(G)	LS(H) LS(J) LS(K) LS(L) BSPC LS(P)
LS(A) LS(X) LS(V) LS(B)	LS(N) LS(COMMA LS(DOT) LS(P) LS(RET)
sym SPACE	LCTRL sh_base
sym:	LCTIL
	UP
Q LSHFT LCTRL , ESC LGUI	DEL DOWN BSPC
macro 2 4 5 1 7 8 9 0	LEFT RIGHT ;
6 7 9 0	- / ) fxn RET LSHFT
SPACE	LCTRL sh_base
sh_sym:	
% & ESC	DEL ~ PGUP "
LS(Q) * =	HOME PGDN END BSPC
/ @ # \$	
! sym	? sh_base
SPACE	LCTRL SII_Dase
fxn:	
BT 0 F11 F12	LALT
CLR F2 F3 F4 F5	
F7 F9 F10	
sym	SPACE sh_base
macro:	
	VOL LC(EQUAL LC(MINUS)
game	MUTE LC(LBKT) &arrow LC(RBKT)
	VOL PREV PP NEXT
	DN
SPACE	LCTRL sh_base
game:	
Q W E R	VOL UP
TAB A S D F	MUTE
LSHFT Z C V	VOL DN PREV PP NEXT
ESC SPACE	&to
SPACE	

base: