W E R T	Y U I O
Q D F G	H J K L BSPC
A X C V B	N M LGUI .
Z	LALT RET LSHFT
TAB sym SPACE	LCTRL sh_base
sh_base:	
LS(W) LS(E) LS(R) LS(T)	LS(Y) LS(U) LS(0)
LS(Q) 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)
LS(TAB)	LCTRL sh_base
sym:	
	UP
ESC LALT LGUI ESC LGUI 4 5	DEL DOWN BSPC
	() KIGHT ; ; fxn
6 0	RET
SPACE	LCTRL sh_base
sh_sym:	
%	DEL ~ PGUP "
* + =	HOME PGDN END BSPC
/ @ # \$	
! sym	? sh_base
SPACE	LCTRL
fxn:	
BT 0 F11 F12 F12	LALT
F1 F8 F8 F5	OUT OUT USB
F7 F9 F10	BLE
SPACE	SPACE sh_base
macro:	
game	VOL LC(EQUAL LC(MINUS)
	MUTE LC(LBKT) &arrow LC(RBKT)
	VOL PREV PP NEXT
sym	sh_base
SPACE	LCTRL
game:	
TAB S E R	VOL UP
LSHFT X C	MUTE PPEV PP NEXT
LCTRL Z V	VOL DN PREV NEXT
ESC SPACE	base

base: