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 LALT
Z	RET LSHFT
SPACE	LCTRL
sh_base:	LS(I)
LS(W) LS(R) LS(T)	LS(Y) LS(U) LS(O) BSPC
LS(S) LS(F) LS(G)	LS(H) LS(J) LS(L) LS(P)
LS(Z) LS(V) LS(B)	LS(N) LS(DOT) LS(RET)
SPACE	LCTRL sh_base
sym:	
LSHFT , ESC LALT LSUT	DEL , UP ,
Q a d LACI LGUI 5	LEFT DOWN RIGHT BSPC
1 7 8 9 0	( ) ; fxn
6 SPACE	RET LSHFT
sh_sym:	LCTRL
	PGUP "
& ESC +	DEL "BSPC BSPC
/	
!	?
SPACE	LCTRL sh_base
fxn:	
BT 1 F11 F12	LALT
F1 F8 F4 F5	
F7 F9 F10	
SPACE	SPACE sh_base
macro:	
game	VOL LC(EQUAL LC(MINUS)
	MUTE LC(LBKT) &arrow LC(RBKT)
	VOL DN PREV PP NEXT
sym SPACE	LCTRL sh_base
game:	
W	VOL
TAB A S D F	MUTE
LSHFT Z C V	VOL PREV PP NEXT
LCTRL	DN
ESC SPACE	base

base: