base:

Q	W	E	R	T		Y	U	I	O	BSPC
A	S	D	F	G		H	J	K	L	P
Z	X	C	V	B		N	M	, LGUI	. LALT	RET LSHFT
			TAB sym	SPACE		LCTRL	sh_base			

Z key: LCTRL

sh_base:

LS(Q)	LS(W)	LS(E)	LS(R)	LS(T)		LS(Y)	LS(U)	LS(I)	LS(O)	BSPC
LS(A)	LS(S)	LS(D)	LS(F)	LS(G)		LS(H)	LS(J)	LS(K)	LS(L)	LS(P)
LS(Z)	LS(X)	LS(C)	LS(V)	LS(B)		LS(N)	LS(M)	LS(COMMA)	LS(DOT)	LS(RET)
			LS(TAB) sym	SPACE		LCTRL	sh_base			

sym:

macro	LSHFT	. LCTRL	, LALT	ESC LGUI		DEL	`	UP	'	BSPC
1	2	3	4	5		\	LEFT	DOWN	RIGHT	; fxn
6	7	8	9	0		_	/	(	)	RET LSHFT
			sym	SPACE		LCTRL	sh_base			

sh_sym:

	%	^	&	ESC		DEL	~	PGUP	"	BSPC
	*	-	+	=		|	HOME	PGDN	END	:
/	@	#	$	_		[	]	{	}	?
!			sym	SPACE		LCTRL	sh_base			

fxn:

BT CLR	BT 0	BT 1	F11	F12				&caps_wor		
F1	F2	F3	F4	F5				LALT		
F6	F7	F8	F9	F10			OUT BLE	OUT USB		
			sym	SPACE		SPACE	sh_base			

macro:

	game					VOL UP	LC(EQUAL		LC(MINUS)	
						MUTE	LC(LBKT)	&arrow	LC(RBKT)	
						VOL DN	PREV	PP	NEXT	
			sym	SPACE		LCTRL	sh_base			

game:

TAB	Q	W	E	R		VOL UP				
LSHFT	A	S	D	F		MUTE				
LCTRL	Z	X	C	V		VOL DN	PREV	PP	NEXT	
			ESC	SPACE			base			