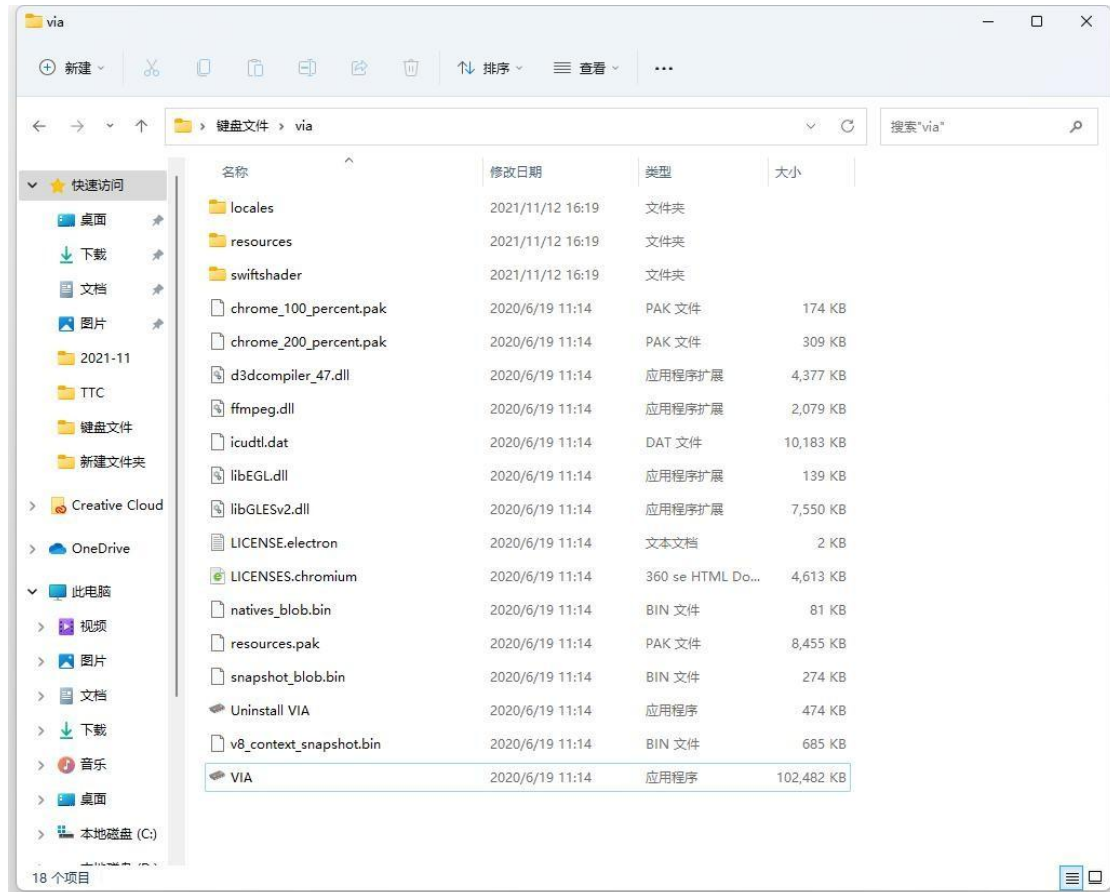
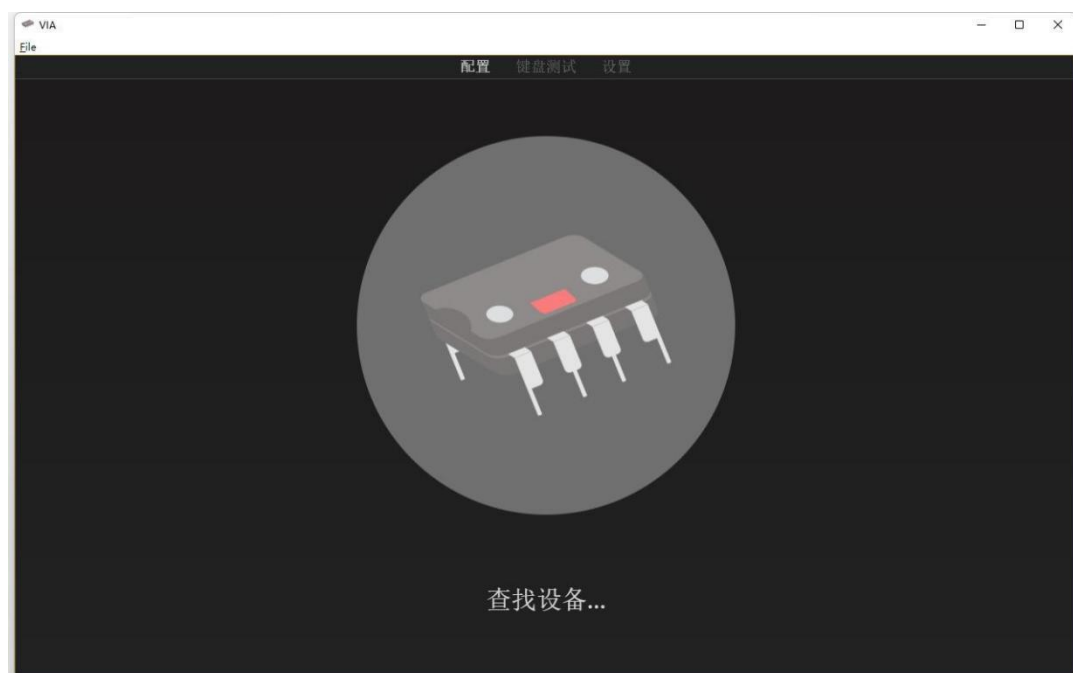


Open the VIA software

Locate the software path and double-click to open the "VIA" application

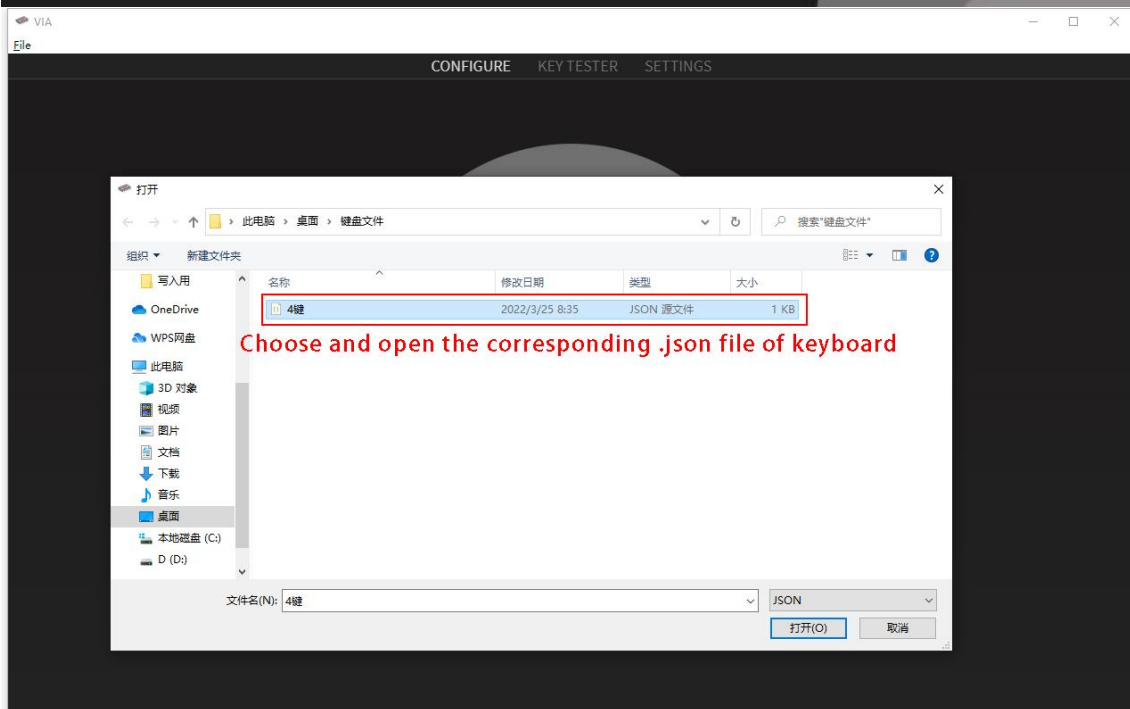
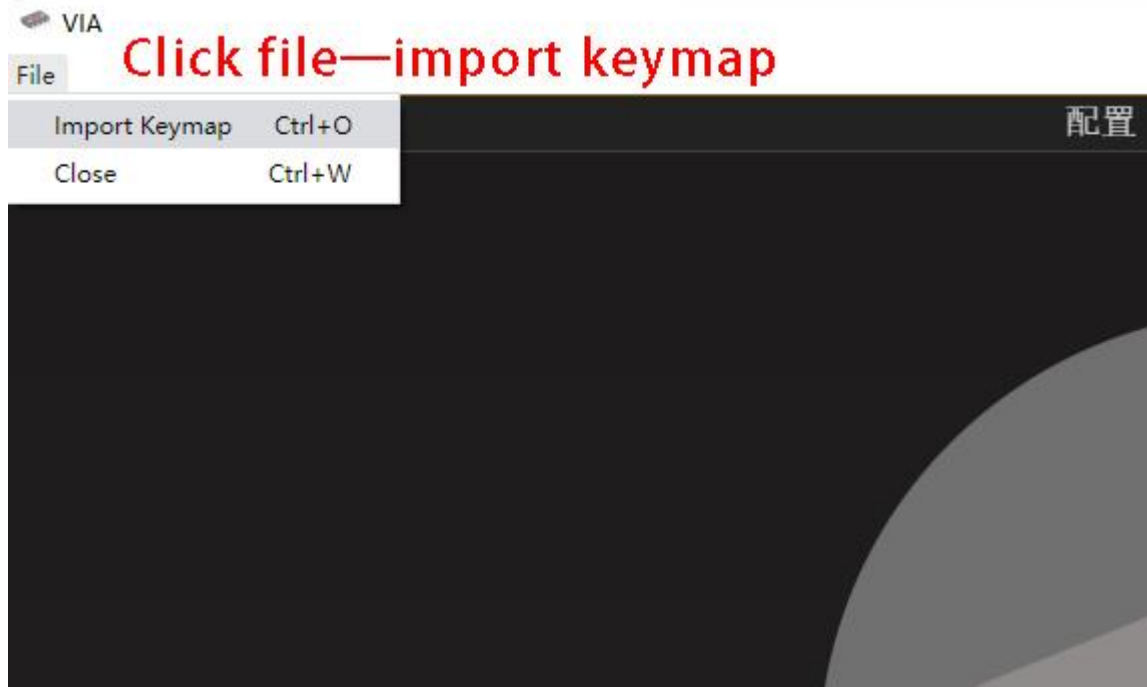


Software Interface

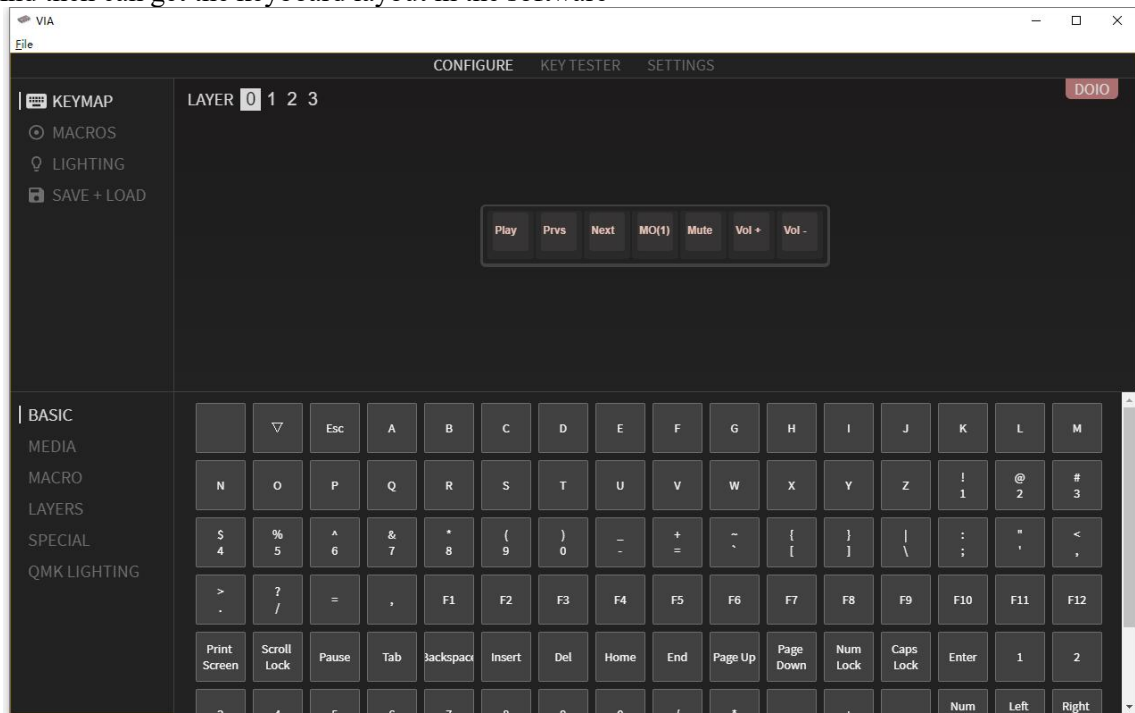


Open .json file

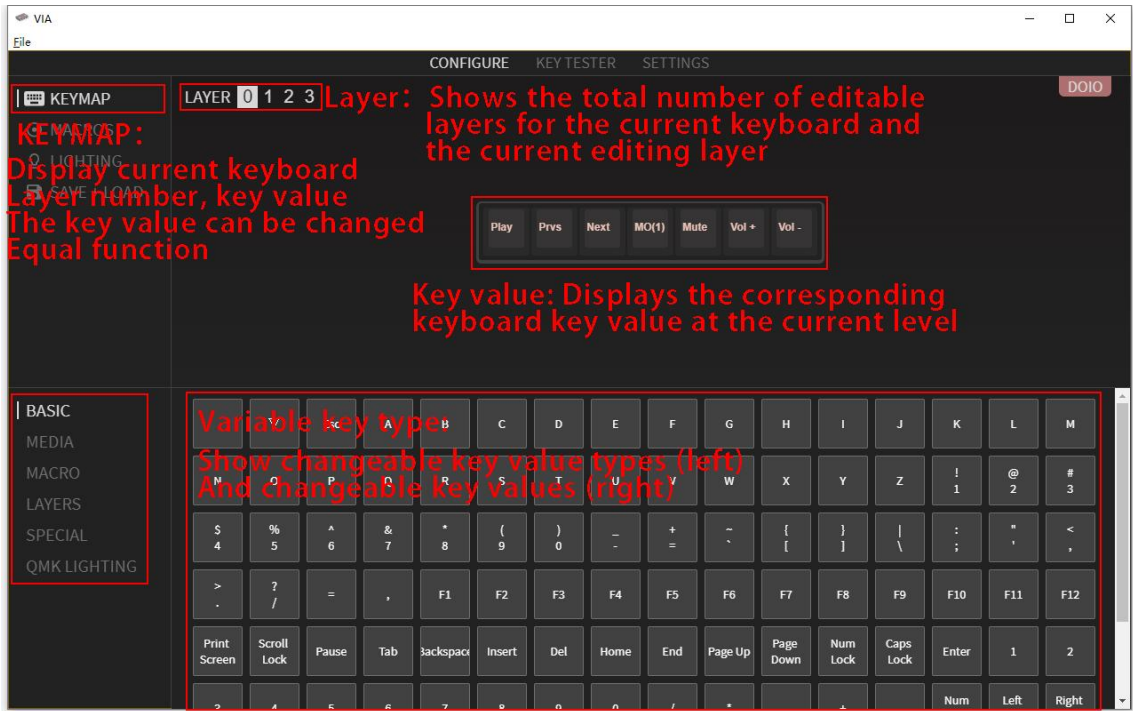
Click file——import keymap in turn, choose and open the corresponding .json file of keyboard



And then can get the keyboard layout in the software

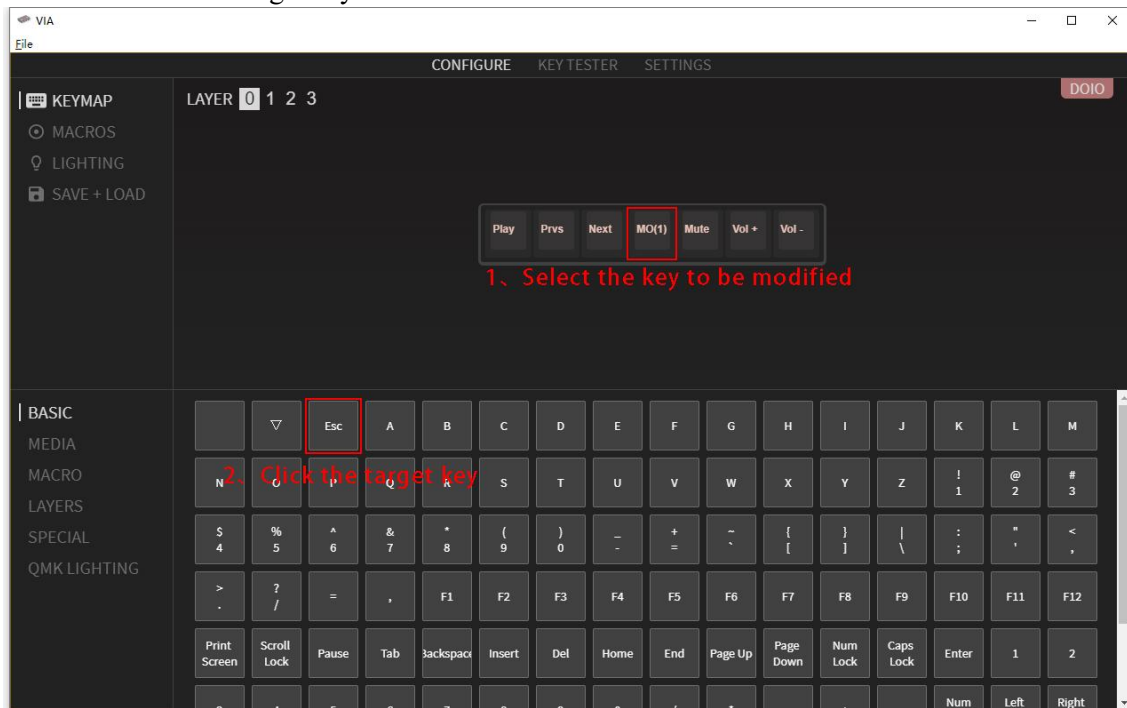


Interface introduction

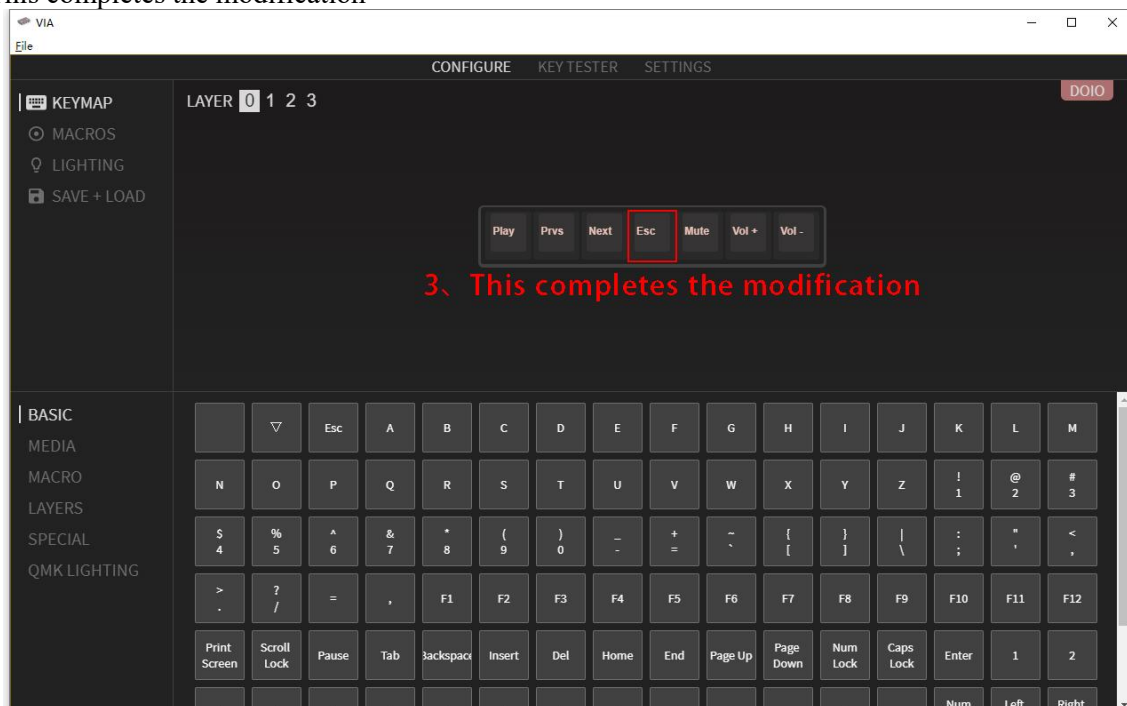


Basic rekeying:

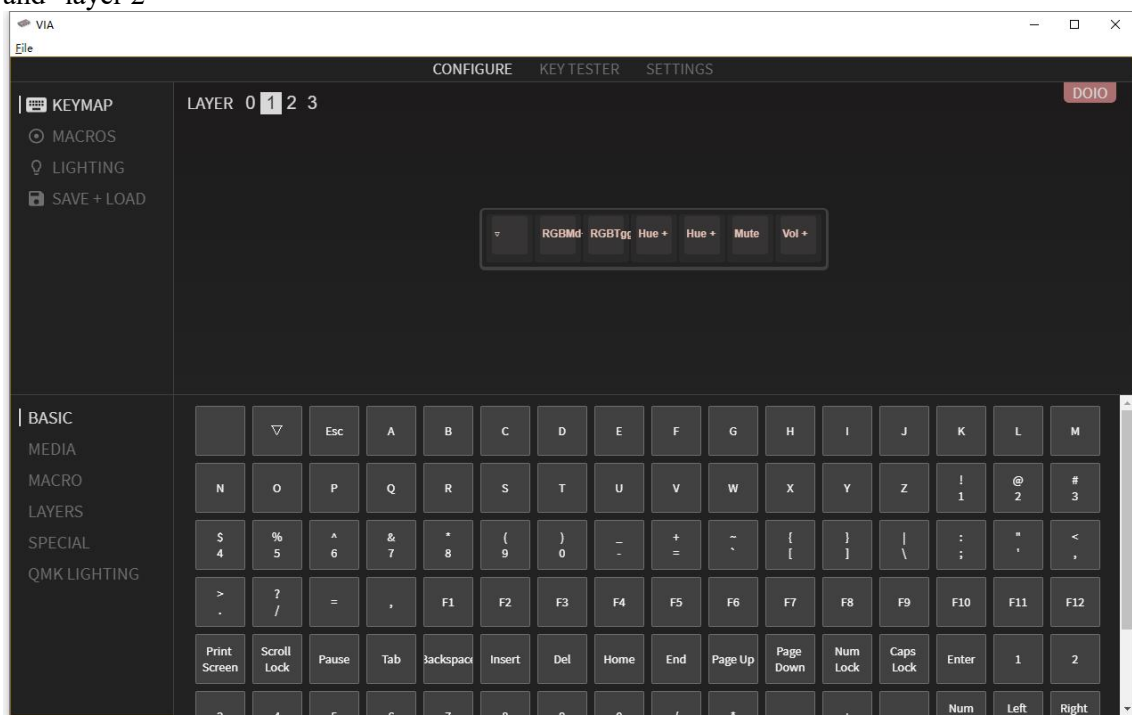
To modify the value of the corresponding key, just click on the key that needs to be modified, and then click on the target key value below



This completes the modification

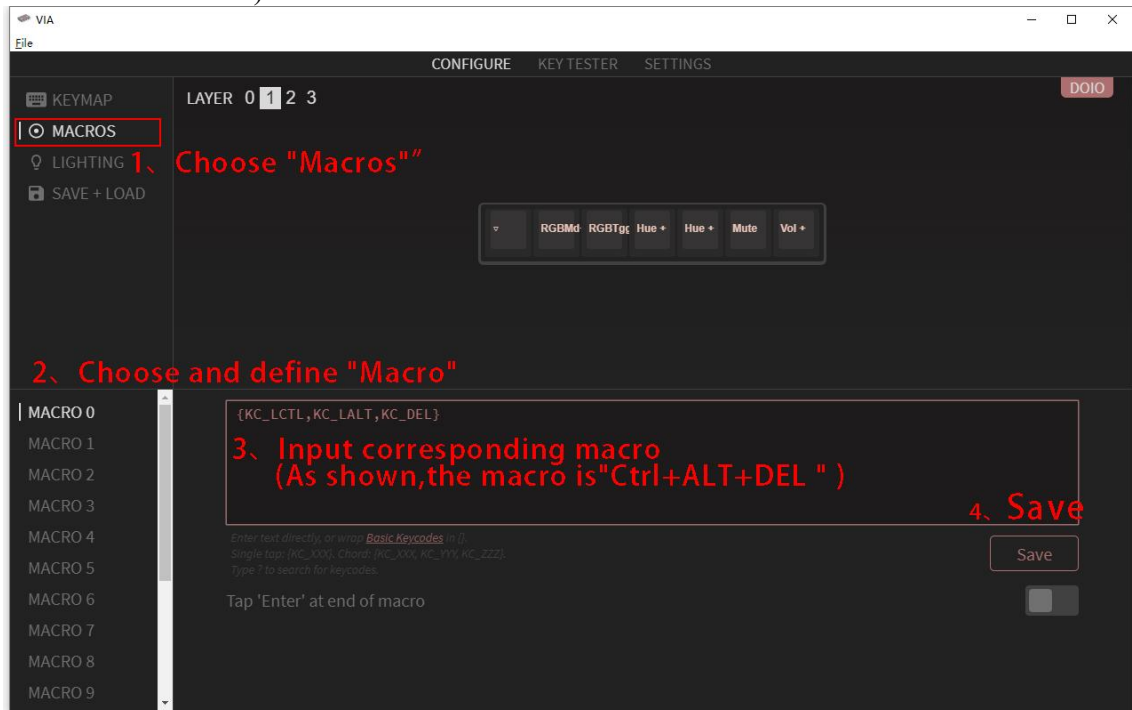


Players can define the keys of "layer 1""layer 2" and others blank in VIA as your needs. After defining it, on the keyboard can get the new customize key by changing "TO" key to "layer 1" and "layer 2"

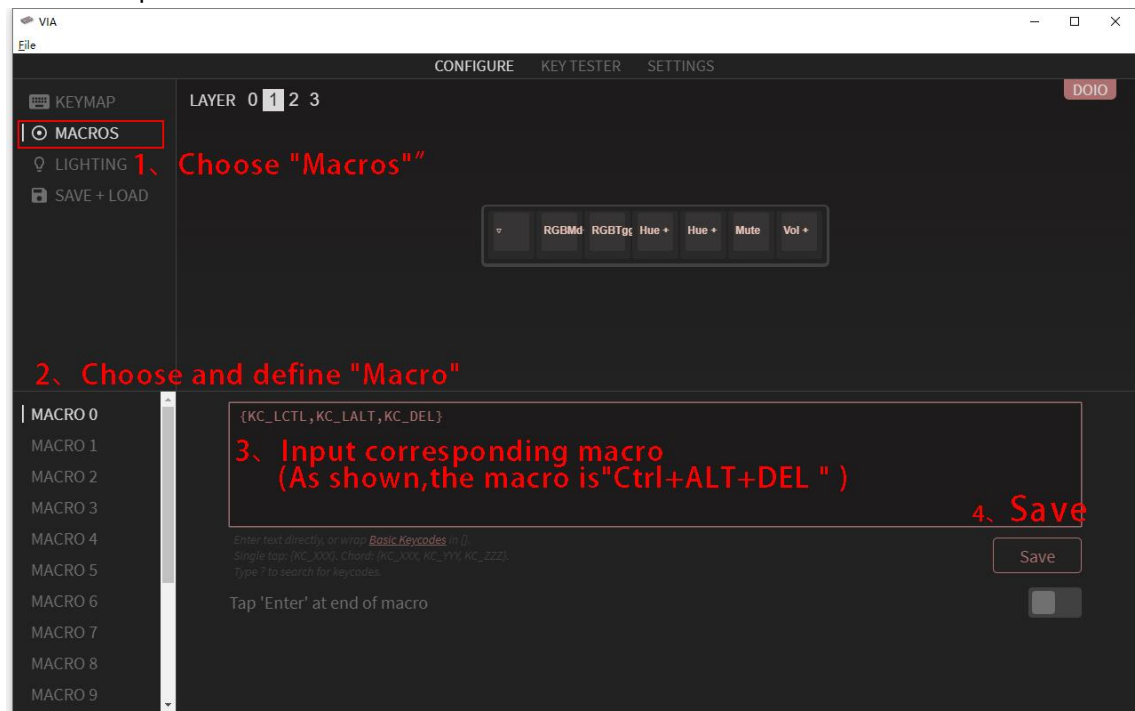


Macro

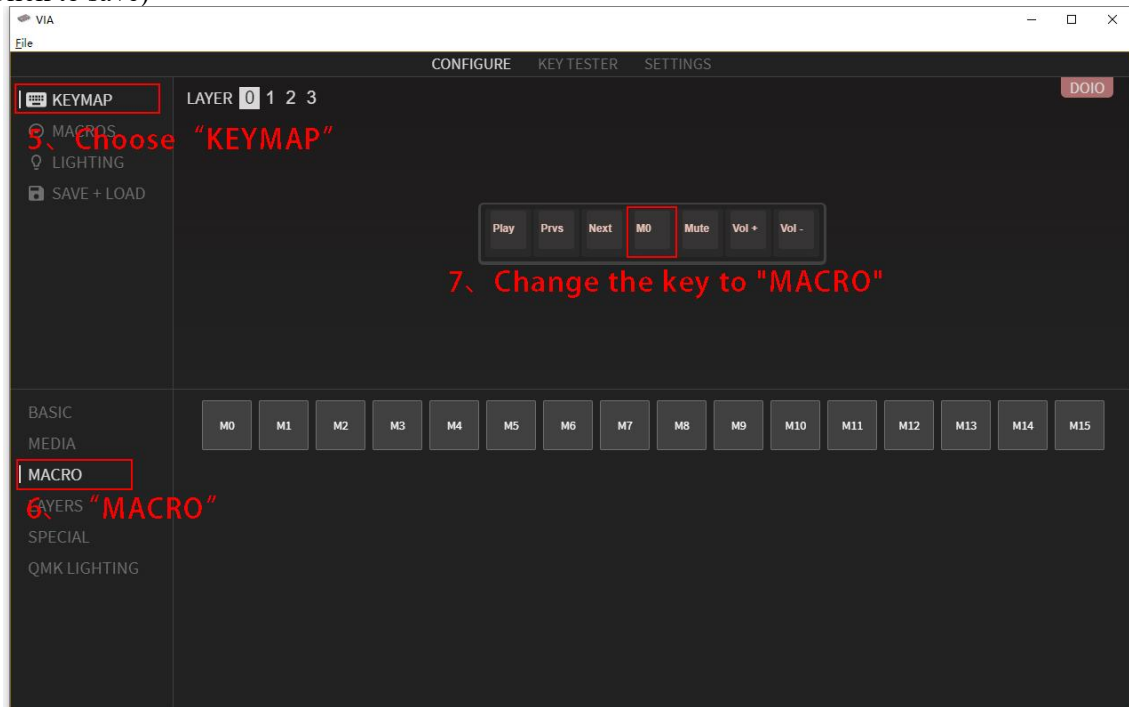
Input macro and save it under macro input box, then can define macro. (As shown, the macro is "Ctrl+ALT+DEL ")



For example:

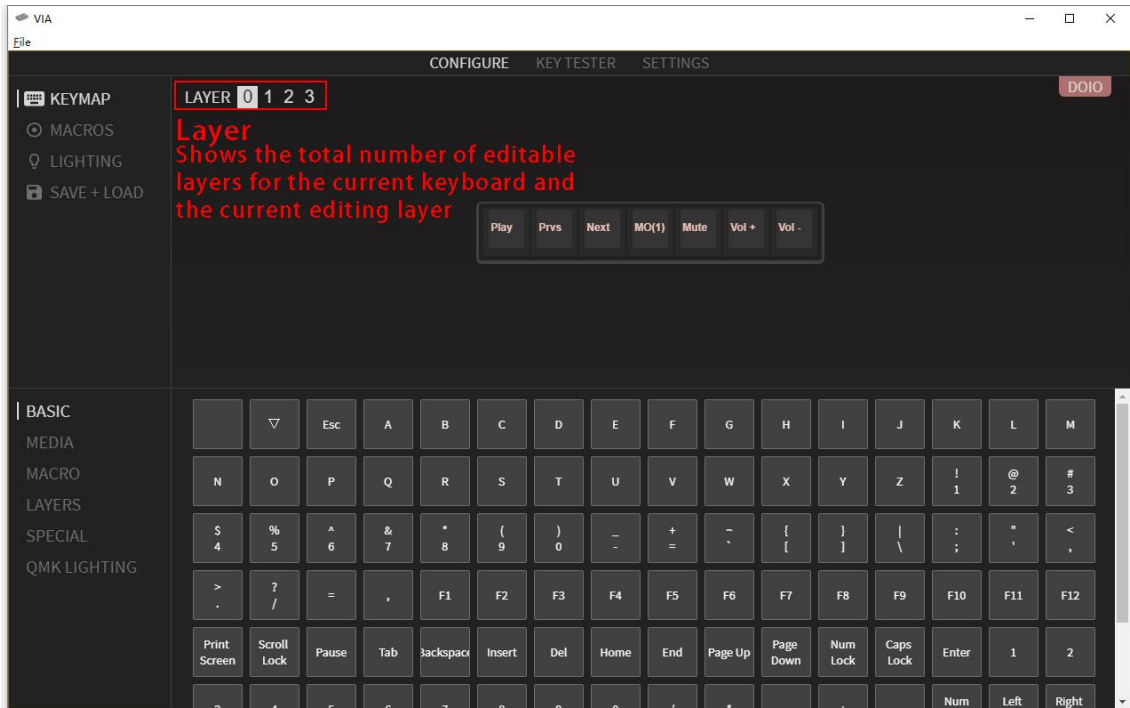


Click on the "Macro Editing" in the menu bar at the top left of the page, and write the combination key you want in the input box below. (The macro command in the picture is the combination command of Ctrl+ALT+ESC, and the combination key should be enclosed in "{}". Click to save)



Layer

The same key position in different layers can be set to different key values, achieving more key functions:



Definition of layer switching keys:

MO(*): This key is a combination key. When pressed, the current keyboard value can temporarily switch to the corresponding layer's key value. Pressing the corresponding layer key simultaneously can realize the function input of the corresponding layer key value.

TG(*): This key is a layer switching button. When pressed, it can switch the current keyboard key value to the target keyboard key value. Pressing it again will restore the original keyboard key value.

TT(*): 1. Pressing it can temporarily switch the current keyboard key value to the corresponding layer's keyboard key value. Pressing the corresponding layer key simultaneously can realize the function input of the corresponding layer key value

2. With five consecutive clicks, the current keyboard key value can switch to the target layer key value.

OSL(*): After pressing this key, the keyboard key value will switch to the target layer key value. After clicking on a key in the target layer, it will return to the original keyboard key value.

TO(*): This key is a layer switching button. When pressed, it can switch to the target layer keyboard key value.

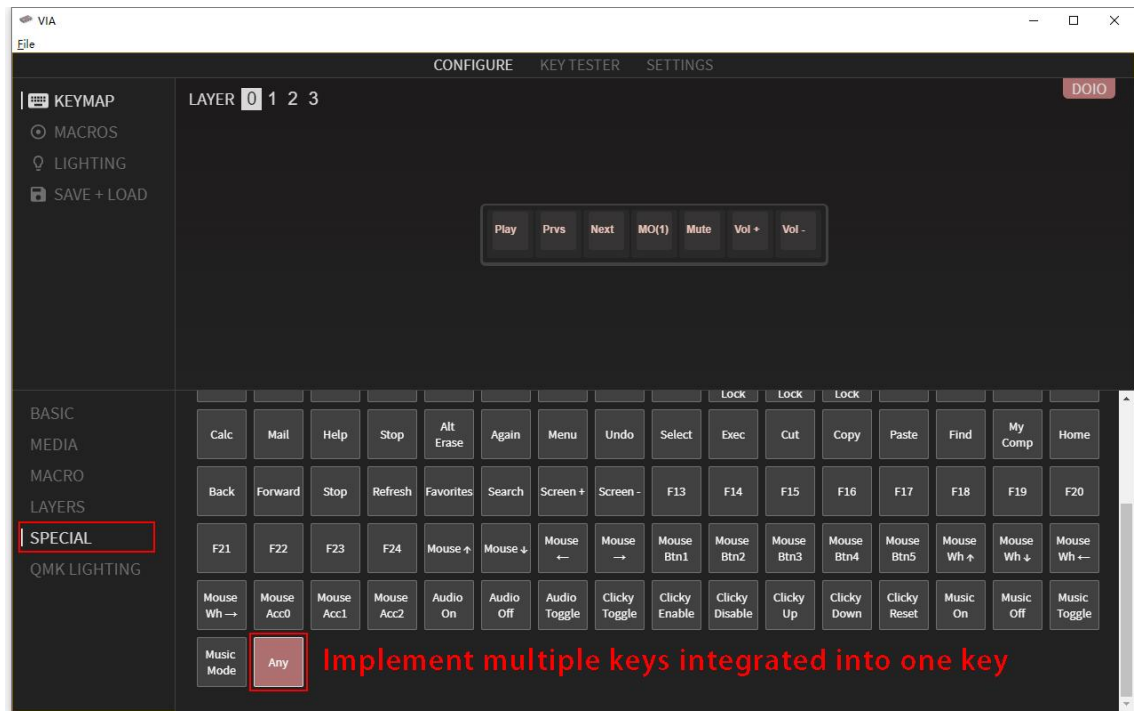
Since the lighting effect uses 2.0 enhanced lighting firmware, the lighting cannot be directly adjusted in VIA. Lighting adjustments must be made by pressing the keyboard combination key "MO(1)+ corresponding key".



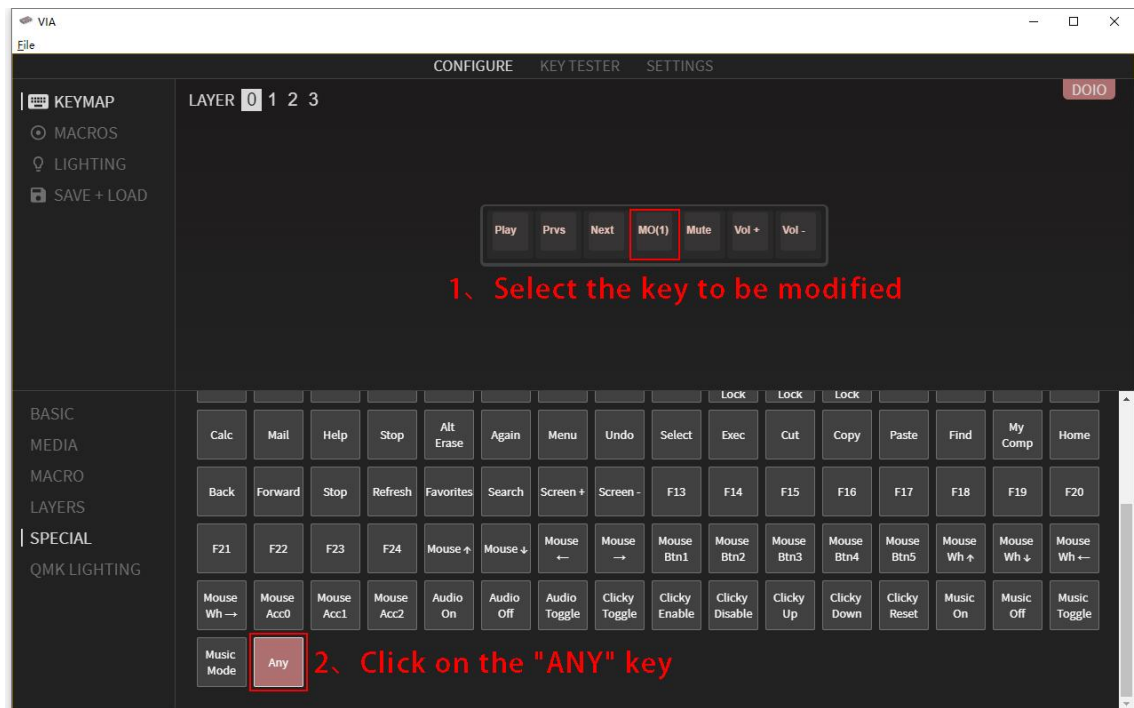
MO(1)+Player: Mode+
MO(1)+NEXT: Color+

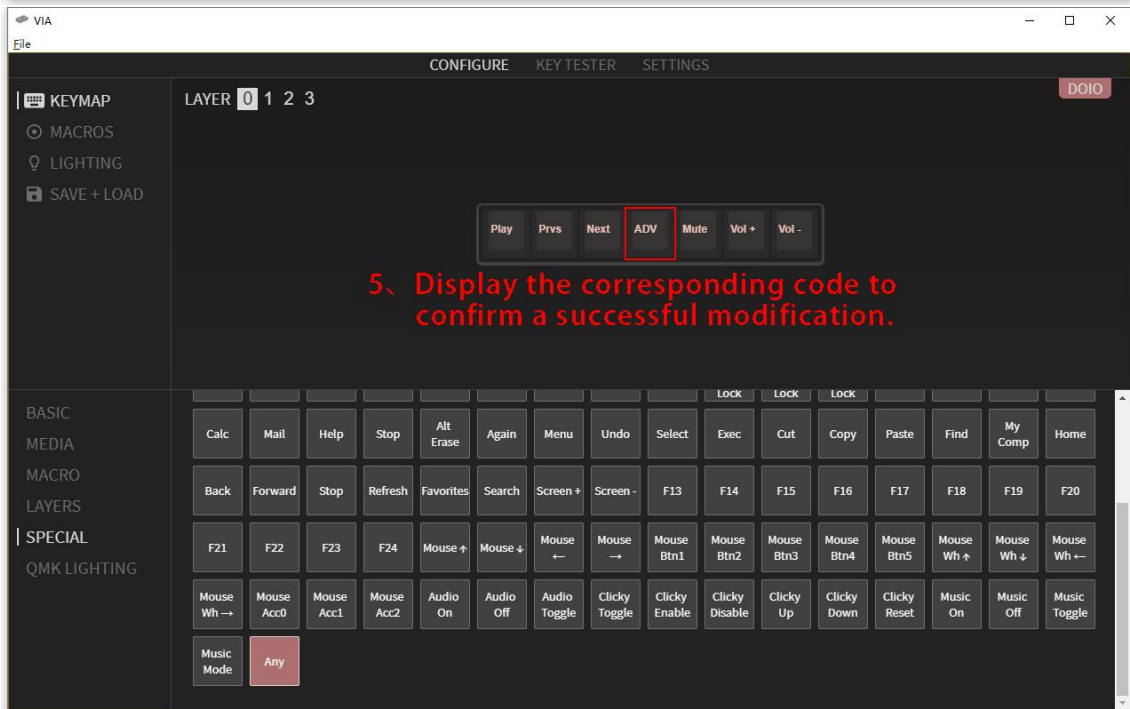
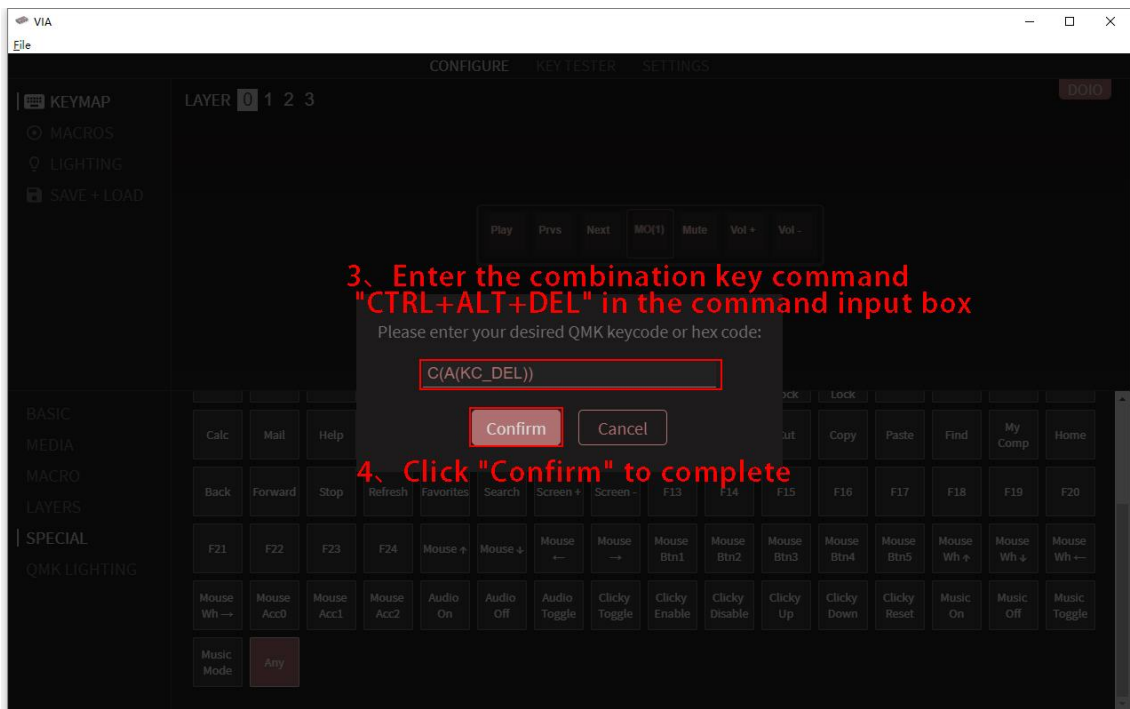
MO(1)+LAST: Switch

ANY Key



For example :





Note:

The "ANY" key can only define the key value of multiple function keys + one letter (number) key, for example: CTRL+ALT+A. It cannot set the key value of function key + multiple letters (number) keys, for example: ALT+A+O.

Save

Clicking save will preserve the current key value settings. Clicking "LOAD" can restore the current key value settings.

