

基于 Kimera Core 的键盘键位编辑可先参考下方 YANG 编写的《Golbat 40%键盘编辑键位说明 Ver 1.1》进行了解，原理基本一致。待成团后，会第一时间发布针对 AKB L 及 Atreus with Kimera Core 的键位编辑教程。

ProD
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Golbat 40%键盘编辑键位说明

Ver 1.1

by YANG
2015/11/18

这篇暂时不会讲如果装驱动以及如何刷固件，这两部分教程请从其他途径了解。如有需要以后再补充。

KLE: <http://www.keyboard-layout-editor.com/>

TKG: <http://www.enjoyclick.org/tkg/> 或 <http://keyboard.fans/tkg/>

本文主要讲利用如果利用上面两个工具来定义键位，生成 eep 文件，此文以 Golbat 40 为列，支持 TKG 的键盘操作都类似。凡请使用者自身多思考，多操作，勿要做一个懒惰的伸手党。

下文用到的 40 的标准模式和多合一模式的 KLE 地址：

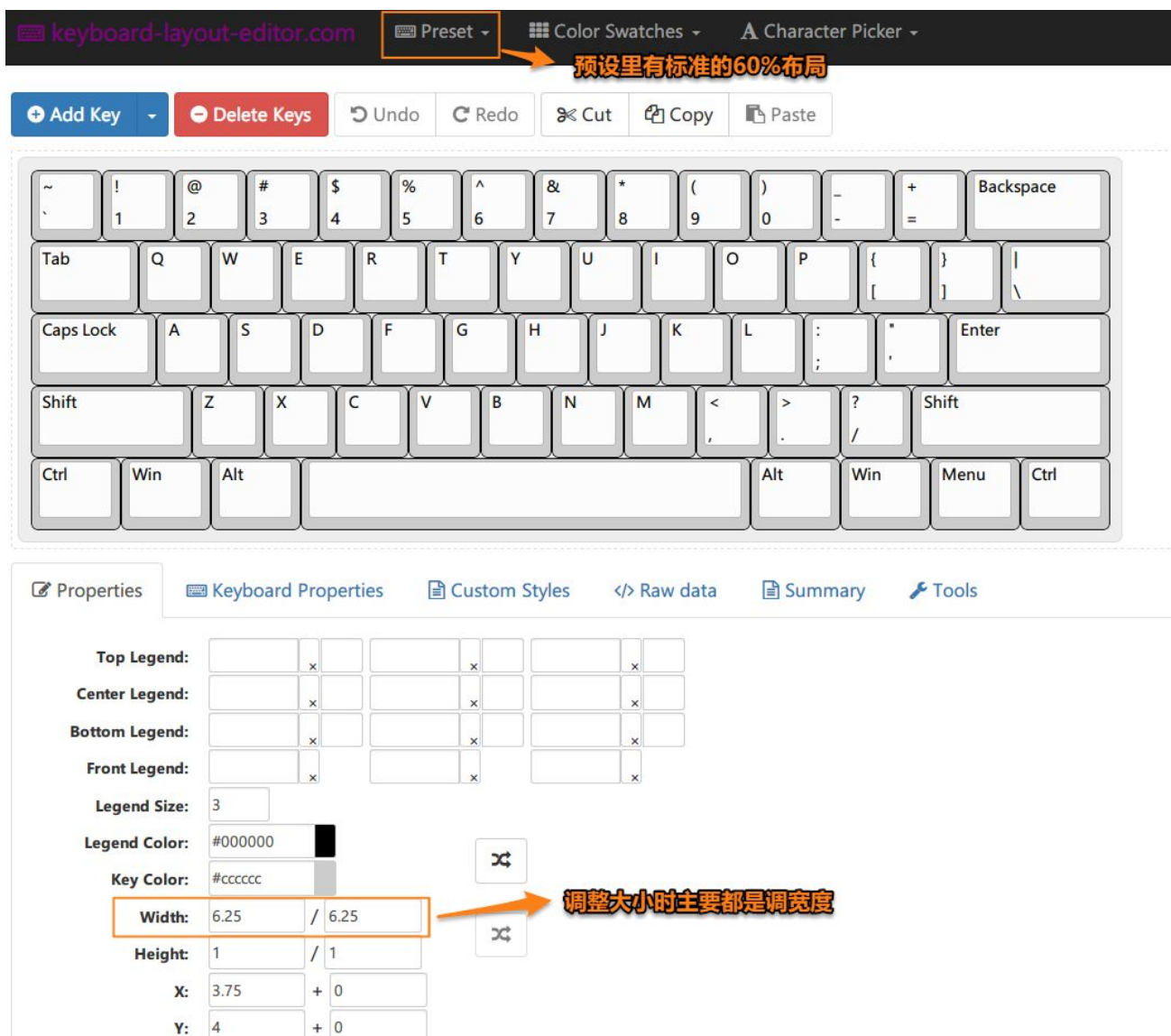
<http://www.keyboard-layout-editor.com/#/gists/6ae1374357f4adcb2b60>

再提供一个 40 的简单模式的 KLE 示例：<http://www.keyboard-layout-editor.com/#/gists/34ca9a78dce8e51b937e>

一、层模式：标准

首先打开 KLE 的网站（有时打开很慢，耐心等等，载入完成后再使用就很快了）：<http://www.keyboard-layout-editor.com/>，建议是使用账号登录（登录后可以保存键盘布局以及一些额外的技巧）。

KLE 的使用方法很简单，Present 里有预置的多个布局，选中一个按键或多个按键可以调整它们的大小以及位置：调整位置使用键盘上下左右而不是用鼠标拖动（初学者容易这里犯浑），调整大小见下图。



简单学会怎么排布局后，开始自己建立一个布局，并且把第 0 层填上去。
我是以 Golbat 40%为例，如下图：



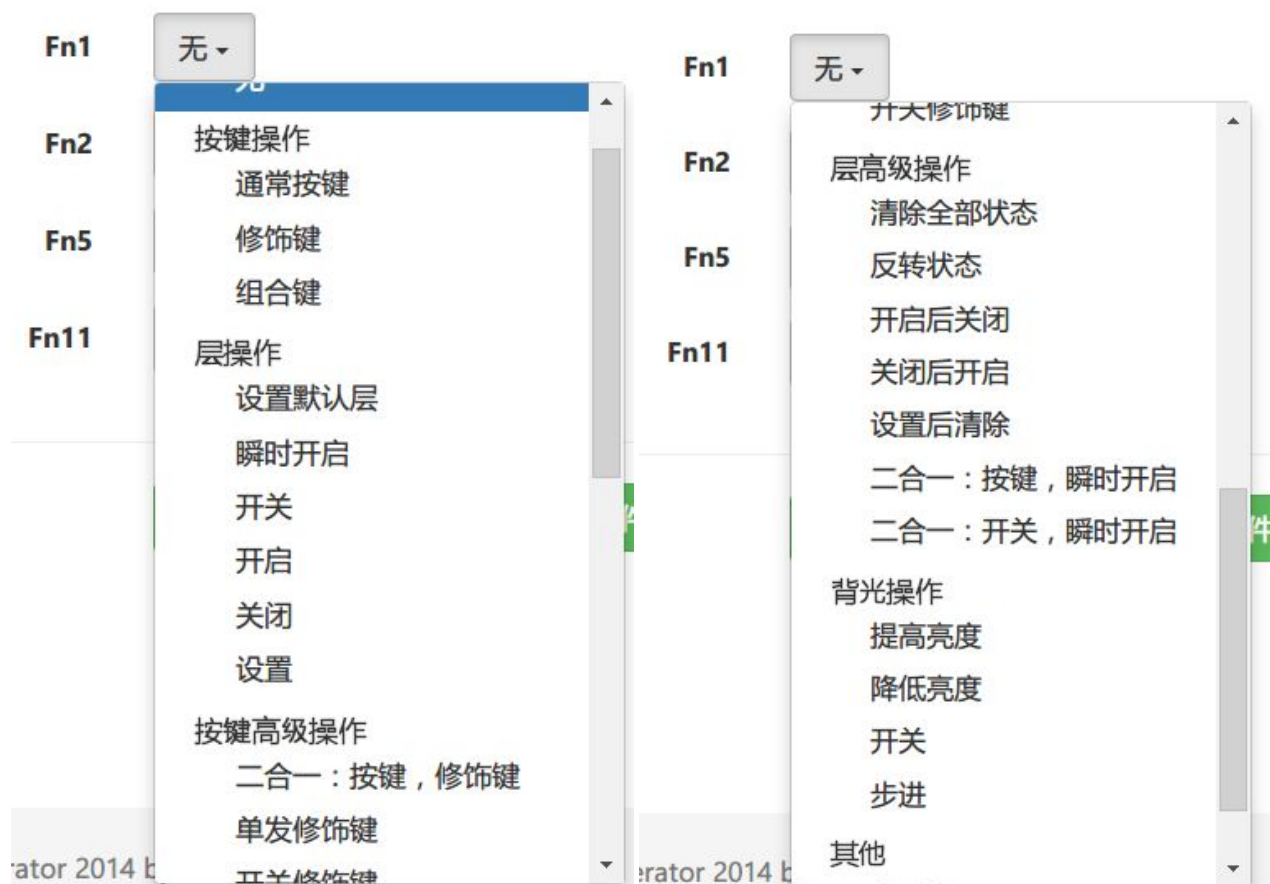
Golbat 40% 三层 示范用
YANG



按键的填写格式见 TKG 的帮助: <http://www.enjoyclick.org/tkg/#help> , 里面列举的各个按键对应的标签, 如下图。Print Screen 后面随便填哪个标签到 KLE 里都行, 填在 Top Legend 里; 类似 Pause and Break 这样的, 就需要上图的 Top Legend 和 Bottom Legend 两个黑框分开填。不要自己发明 TKG 里没有的标签填上, 也不要为了在 KLE 上好看自己乱填位置 (比如居中填)。

Print Screen	printscreenscreenprint screenprtscprintpsc
Scroll Lock	scroll lockscrolllockscrlcscrk
Pause and Break	pausepus
	breakbrk
Insert	insertins

针对 Fn 简单说一下，方便新手。Fn 键的功能并不只是像常规键盘那样，和其他键组合实现不同的功能，它还有更多的功能，如下图（这是 TKG 的 FN 功能设置，后面还会说的）。想要更好的用好 60，请慢慢理解 Fn 的强大。



KLE 并不具备设置按键的功能，所以我上面的布局上的 Fn1、Fn2 和 Fn11 只看 KLE 是没法明白的，这东西需要你在画 KLE 键位时，自己心里有数会用哪个 Fn 来当什么键用，Fn 的填写规范在 TKG 帮助里有，从 Fn（或 Fn0）到 Fn31，共 32 个 Fn 可用。我的这三个说明一下就是：

Fn1：层高级操作 二合一：按键空格，瞬时开启第 1 层。（意思就是单按它的时候是空格，按住它再按其他键时它是瞬时开启第 1 层，下面二合一按键也一样。）

Fn2：层操作：瞬时开启第 2 层。

Fn11：按键高级操作 二合一：按键方向上，修饰键右 Shift。

第 0 层完成后，开始第 1 层和第 2 层，可以在 KLE 里重新建立一个布局，但我的作法是画在同一个布局里。复制全选先前这个 40 的布局，你要几层就复制粘贴几次，因为 Golbat 40%最多支持为 3 层，所以我以 3 层为例。



Golbat 40% 三层 示范用
YANG

以上 KLE 的工作就做完了，编辑完后最终需要的是这个 Raw data，绿色方框内就是需要的数据。

Golbat 40% 三层 示范用
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Properties

Keyboard Properties

Custom Styles

</> Raw data

Summary

Tools

```
1 ["ESC", "Q", "W", "E", "R", "T", "Y", "U", "I", "O", "P", "BS"],
2 [{w:1.25}, "Fn2", "A", "S", "D", "F", "G", "H", "J", "K", "L", {w:1.75}, "Enter"],
3 [{w:1.75}, "lshift", "Z", "X", "C", "V", "B", "N", "M", "<\n", {w:1.25}, ">\n.", "Fn11"],
4 [{w:1.25}, "lctrl", "lgui", {w:1.25}, "lalt", {w:2.25}, "fn1", {w:2.75}, "Space", {w:1.25}, "←", "↓", {w:1.25}, "→"],
5 [{w:4.5, h:0.5}, "下方为层1"],
6 [{y:-0.5}, "~\n", "!\\n1", "@\\n2", "#\\n3", "$\\n4", "%\\n5", "^\\n6", "&\\n7", "*\\n8", "(\\n9", ")\\n0", "BS"],
7 [{w:1.25}, "Tab", "F1", "F2", "F3", "F4", "F5", "H", "J", "K", "L", {w:1.75}, "Enter"],
8 [{w:1.75}, "lshift", "F6", "F7", "F8", "F9", "F10", "F11", "F12", "<\n", {w:1.25}, ">\n.", "Fn11"],
9 [{w:1.25}, "lctrl", "lgui", {w:1.25}, "lalt", {w:2.25}, "fn1", {w:2.75}, "Space", {w:1.25}, "mute", "voldn", {w:1.25}, "volup"],
10 [{w:4.5, h:0.5}, "下方为层2"],
11 [{y:-0.5}, "Caps", "Q", "pgup", "home", "F2", "T", "{\\n[", "}\\n]", "↑", "_\\n-", "+\\n=", "del"],
12 [{w:1.25}, "Fn2", "Del", "pgdn", "end", "F5", "G", "H", "←", "↓", "→", {w:1.75}, "Enter"],
13 [{w:1.75}, "lshift", "Z", "pause\\nbreak", "C", "V", "B", ":\\n", ";\\n'", "?\\n/", {w:1.25}, "|\\n\\", "Fn11"],
14 [{w:1.25}, "lctrl", "lgui", {w:1.25}, "lalt", {w:2.25}, "lshift", {w:2.75}, "Enter", {w:1.25}, "Fn21", "Fn22", {w:1.25}, "Fn23"]
15 |
```

第0层的数据

第1层的数据

第2层的数据

接下来打开 TKG，键盘上做好选择你的型号，Kimera 的话还需要设置一下矩阵映射，这步很重要，在使用简单模式和多合一模式时，也需要设置。如下图：

键盘

Kimera ▾

关闭

详细

行映射

1 x

2 x

3 x

4 x

5 x

6 x

7 x

8 x

添加行

列映射

9 x

10 x

11 x

12 x

13 x

14 x

15 x

16 x

17 x

18 x

19 x

20 x

21 x

22 x

23 x

24 x

25 x

26 x

27 x

28 x

29 x

30 x

31 x

32 x

添加列

矩阵映射

["1,1","1,2","1,3","1,4","1,5","1,6","1,7","1,8","1,9","1,10","1,11","1,12",

["{w:1.25},"2,1","2,2","2,3","2,4","2,5","2,6","2,7","2,8","2,9","2,10",{w:1.75},"2,12"],

["{w:1.75},"3,1","3,3","3,4","3,5","3,6","3,7","3,8","3,9","3,10",{w:1.25},"3,11","3,12"],

["{w:1.25},"4,1","4,2",{w:1.25},"4,3",{w:2.25},"4,5",

["{w:2.75},"4,7",{w:1.25},"4,10","4,11",{w:1.25},"4,12"]

Golbat 40 的矩阵映射数据是（在文前给的示例的 Keyboard Properties 里也能找到）

```
["1,1","1,2","1,3","1,4","1,5","1,6","1,7","1,8","1,9","1,10","1,11","1,12"],
[{w:1.25},"2,1","2,2","2,3","2,4","2,5","2,6","2,7","2,8","2,9","2,10",{w:1.75},"2,12"],
[{w:1.75},"3,1","3,3","3,4","3,5","3,6","3,7","3,8","3,9","3,10",{w:1.25},"3,11","3,12"],
[{w:1.25},"4,1","4,2",{w:1.25},"4,3",{w:2.25},"4,5",
[{w:2.75},"4,7",{w:1.25},"4,10","4,11",{w:1.25},"4,12"]
```

层模式选择标准，层数设置为你要使用的层数（我这里是 3 层），再将先前各层的数据复制过去。如果用我画 KLE 多层的方法，第 0 层和第 1 层末尾那个逗号要去掉。之后如果有错 TKG 会提示，没有错三个填层数据的边框都会是绿的，下方 Fn 键的设置也显示出来了。

通常

键盘

Kimera ▾

设定

详细

层

层模式

标准

简单

多合一

层数

-

3

+

第0层

```
["ESC","Q","W","E","R","T","Y","U","I","O","P","BS"],
[(w:1.25),"Fn2","A","S","D","F","G","H","J","K","L",{w:1.75},"Enter"],
[(w:1.75),"lshift","Z","X","C","V","B","N","M","<\n",{w:1.25},">\n","Fn11"],
[(w:1.25),"lctrl","lgui",{w:1.25},"lalt",{w:2.25},"fn1",{w:2.75},"Space",{w:1.25},"←","↓",{w:1.25},"→"]
```

第1层

```
{(y:-0.5),"~\n`","!\n1","@\n2","#\n3","$\n4","%\n5","^\n6","&\n7","*\n8","(\n9",")\n0","BS"],
[(w:1.25),"Tab","F1","F2","F3","F4","F5","H","J","K","L",{w:1.75},"Enter"],
[(w:1.75),"lshift","F6","F7","F8","F9","F10","F11","F12","<\n",{w:1.25},">\n","Fn11"],
[(w:1.25),"lctrl","lgui",{w:1.25},"lalt",{w:2.25},"fn1",{w:2.75},"Space",{w:1.25},"mute","voldn",{w:1.25},"volup"]
```

第2层

```
{(y:-0.5),"Caps","Q","pgup","home","F2","T","{\n[","}\n]","f","_n-","+_n=","del"],
[(w:1.25),"Fn2","Del","pgdn","end","F5","G","H","←","↓","→",{w:1.75},"Enter"],
[(w:1.75),"lshift","Z","pause\nbreak","C","V","B":\n;","\"\\n\""?n/","{\n\\","Fn11"],
[(w:1.25),"lctrl","lgui",{w:1.25},"lalt",{w:2.25},"lshift",{w:2.75},"Enter",{w:1.25},"Fn21","Fn22",{w:1.25},"Fn23"]
```

Fn

Fn1

无 ▾

Fn2

无 ▾

Fn11

无 ▾

Fn21

无 ▾

Fn22

无 ▾

Fn23

无 ▾

接下来就是对 Fn 进行设置。我的 Fn21、22、23 这三个是控制背光的，它们位于第 2 层，也就是 Fn2+键盘右下角三个键来控制。一些没有独立 CapsLock 灯的键盘，如果想开背光时 CapsLock 灯也一起亮，可以在 LED 里设置，CapsLock 灯或背光灯还能作为层指示灯，这个有兴趣自己研究。

Fn

Fn1	层高级操作 > 二合一：按键，瞬时开启 ▾	层 1 ▾	按键 Spacebar ▾
Fn2	层操作 > 瞬时开启 ▾	层 1 ▾	
Fn11	按键高级操作 > 二合一：按键，修饰键 ▾	修饰键 右 ▾	Shift ▾ 按键 ↑ (Up) ▾
Fn21	背光操作 > 开关 ▾		
Fn22	背光操作 > 降低亮度 ▾		
Fn23	背光操作 > 提高亮度 ▾		

LED

LED1	Num Lock ▾	<input type="checkbox"/> 反向	<input type="checkbox"/> 背光
LED2	Caps Lock ▾	<input type="checkbox"/> 反向	<input checked="" type="checkbox"/> 背光
LED3	Scroll Lock ▾	<input type="checkbox"/> 反向	<input type="checkbox"/> 背光
LED4	无 ▾	<input type="checkbox"/> 反向	<input checked="" type="checkbox"/> 背光

📄 下载 .eep 文件

📄 下载 .c 文件

最后，点击下载 .eep 文件，再刷到键盘里就行了，刷了后键盘就是你的自定义布局了。

为了不每次都设置 Fn，特别是 Fn 较多的人，可以选择导出 Fn 设置，我是习惯导出后保存在 KLE 的 Keyboard Properties 里的 Notes 里。



二、层模式：简单

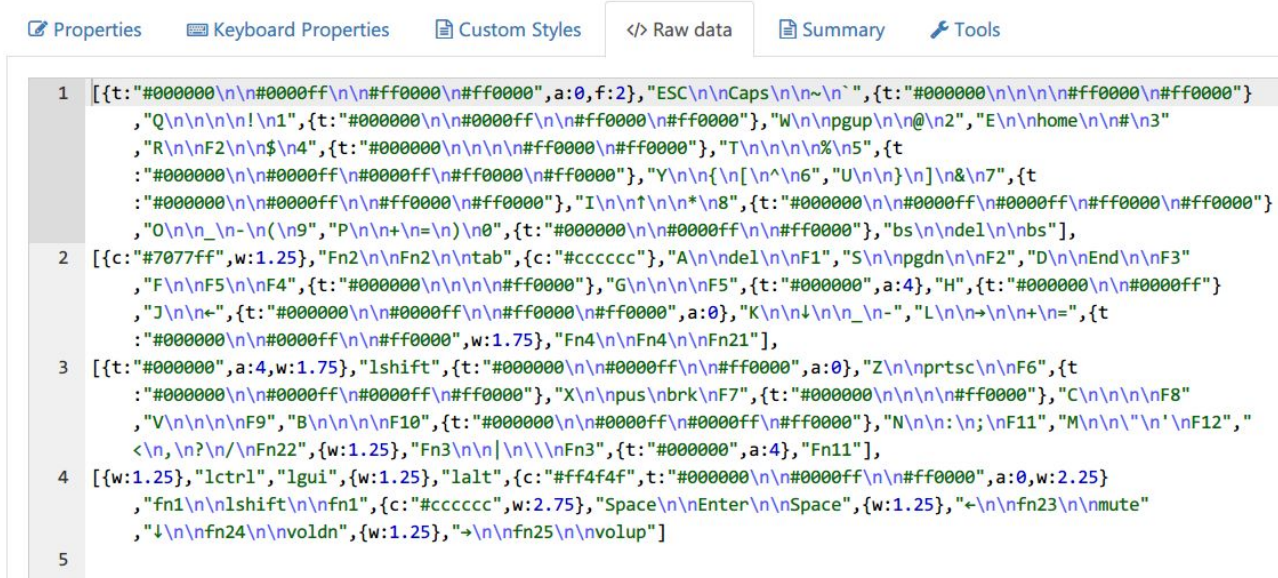
所谓的简单模式，应该算是用起来简单理解起来稍难一点，不过如果有完成前面标准模式下的操作，这个多合一的层操作也好理解了。

主要是 KLE 里的填法不同，简单模式下，我目前找到的方法，最多是只能创建三层。填法如下（不要看我的图上按键复杂吓到，你熟悉了完全可以按你的习惯来定制，这些根本不需要太多额外记忆，因为这就是你的习惯）：



按键上的文字颜色以及键帽的颜色只是为了方便我自己识别，这颜色设置与否不会对功能上造成任何影响。需要的依然是 Raw data，因为我添加了颜色在里面，所以这次单看 Raw data 没那么整洁了。

Golbat 40 三层混合布局 (自己)
YANG



直接一次性全部复制到 TKG 里的复合层里，再设置好 Fn 就行了。

层

层模式 标准 **简单** 多合一

复合层

```
[[{"t":"#000000\n\n#0000ff\n\n#ff0000\n\n#ff0000",a:0,f:2},"ESC\n\nCaps\n\n~\n\n",  
{t:"#000000\n\n\n\n#ff0000\n\n#ff0000"},"Q\n\n\n\n!\n\n1",  
{t:"#000000\n\n#0000ff\n\n\n\n#ff0000\n\n#ff0000"},"W\n\n\npgup\n\n\n@\n\n2","E\n\n\nhome\n\n\n#\n\n3","R\n\n\nF2\n\n\n$\n\n4",{t:"#000000\n\n\n\n\n\n#ff0000\n\n#ff0000"},"T\n\n\n\n\n%\n\n5",  
{t:"#000000\n\n\n#0000ff\n\n\n#0000ff\n\n\n#ff0000\n\n#ff0000"},"Y\n\n\n\n\n\n\n\n^ \n\n6","U\n\n\n\n\n\n\n\n& \n\n7",
```

Fn

Fn1 层高级操作 > 二合一：按键，瞬时开启 ▾ 层 1 ▾ 按键 Spacebar ▾

Fn2 层操作 > 瞬时开启 ▾ 层 2 ▾

Fn3 层高级操作 > 二合一：按键，瞬时开启 ▾ 层 1 ▾ 按键 . and > ▾

Fn4 层高级操作 > 二合一：按键，瞬时开启 ▾ 层 2 ▾ 按键 Enter ▾

Fn11 按键高级操作 > 二合一：按键，修饰键 ▾ 修饰键 右 ▾ Shift ▾ 按键 1 (Up) ▾

Fn21 按键操作 > 组合键 ▾ 修饰键 左 ▾ Shift ▾ 按键 ' and " ▾

Fn22 按键操作 > 组合键 ▾ 修饰键 左 ▾ Shift ▾ 按键 / and ? ▾

Fn23 背光操作 > 开关 ▾

Fn24 背光操作 > 降低亮度 ▾

Fn25 背光操作 > 提高亮度 ▾

LED

LED1 绑定层 ▾ 层 2 ▾ ☐ 反向 ☒ 背光

LED2 绑定层 ▾ 层 1 ▾ ☐ 反向 ☒ 背光

LED3 Scroll Lock ▾ ☐ 反向 ☐ 背光

LED4 无 ▾ ☐ 反向 ☒ 背光

之后就是下载 eep 然后自己刷。

三、层模式：多合一

只要会使用标准模式了，这个多合一模式解释一下怎么用，相信一看就明白了。多合一模式，在 KLE 上画出的布局是下图这样的，就是把多层全部放在一起，但是不要像我在标准模式的示例里那样添加多余的说明文字。



Golbat 40% 三层 示范用
YANG

然后将 Raw data 整体直接复制到多合一的复合层里，它会自动识别不同层的，再设置 Fn 就行了。

通常

键盘

Kimera

设定

详细

层

层模式

标准

简单

多合一

复合层

[{"ESC","Q","W","E","R","T","Y","U","I","O","P","BS"], [{"w:1.25},"Fn2',"A',"S',"D',"F',"G',"H',"J',"K',"L',{w:1.75},"Enter"], [{"w:1.75},"Ishift',"Z',"X',"C',"V',"B',"N',"M',"<\n',{w:1.25},">\n.,"Fn11"], [{"w:1.25},"Ictrl',"Igui',{w:1.25},"Ialt',{w:2.25},"fn1',{w:2.75},"Space',{w:1.25},"←","I',{w:1.25},"→"], [{"y:0.5},"~\n","!\n1',"@\n2',"#\n3','\$\n4','%\n5','^\n6','&\n7','*\n8','(\n9',')\n0',"BS"], [{"w:1.25},"Tab',"F1',"F2',"F3',"F4',"F5',"H',"J',"K',"L',{w:1.75},"Enter"], [{"w:1.75},"Ishift',"F6',"F7',"F8',"F9',"F10',"F11',"F12',"<\n',{w:1.25},">\n.,"Fn11"], [{"w:1.25},"Ictrl',"Igui',{w:1.25},"Ialt',{w:2.25},"fn1',{w:2.75},"Space',{w:1.25},"mute","voldn",{w:1.25},"volup"], [{"y:0.5},"Caps","Q","pgup","home","F2","T",{n[""]}\n"],"1","_ \n-","+ \n=","del"], [{"w:1.25},"Fn2',"Del',"pgdn',"end',"F5',"G',"H',"←","I',"→",{w:1.75},"Enter"], [{"w:1.75},"Ishift',"Z',"pause\nbreak',"C',"V',"B':"":\n",""\n","?"\n/{w:1.25},"|\n\\',"Fn11"], [{"w:1.25},"Ictrl',"Igui',{w:1.25},"Ialt',{w:2.25},"Ishift',{w:2.75},"Enter",{w:1.25},"Fn21","Fn22",{w:1.25},"Fn23"]]

Fn

Fn1

无

Fn2

无

Fn11

无

Fn21

无

Fn22

无

Fn23

无

LED

第0层

INFO

已解决的冲突

Enter

第1层

INFO

已解决的冲突

Enter

第2层

INFO

已解决的冲突

{ }

[]

Ent

四、简单总结

三个模式作一个简单总结

标准模式：这是最好理解的，也是最适合新手的，每一层都是单独设置。
缺点就是每一层的数据都要单独复制一次。

简单模式：适合 3 层以内使用，熟悉后它使用起来其实最直观，最方便。

多合一模式：适合每一层单独编辑的用户，以及有 3 层以上的用户。只需要复制一次数据。

所以我的建议是标准模式算是一个入门学习的过程，这个过程我也是写得最详细的。入门之后，可以根据自己的需要和习惯，平时使用简单模式或多合一模式。