KMK FW - Modules

Modules, unlike extensions, change how your keyboard works. These are meant to have the ability to alter the core code in any way. Unlike extensions, these are not in a sandbox, and can make massive changes to normal operation.

Core Modules

These modules are provided in all builds and can be enabled. Currently offered modules are

- Combos: Adds chords and sequences
- Layers: Adds layer support (Fn key) to allow many more keys to be put on your keyboard.
- HoldTap: Adds support for augmented modifier keys to act as one key when tapped, and modifier when held.
- Mouse keys: Adds mouse keycodes.
- OneShot: Adds support for oneshot/sticky keys.
- Power: Power saving features. This is mostly useful when on battery power.
- Split: Keyboards split in two. Seems ergonomic!
- SerialACE: [DANGER - *see module README*] Arbitrary Code Execution over the data serial.
- TapDance: Different key actions depending on how often it is pressed.
- Dynamic Sequences: Records a sequence of keypresses and plays it back.

Require Libraries

These modules can be used without specific hardware, but require additional libraries such as the `Adafruit CircuitPython Bundle`.

- MIDI: Adds sending MIDI data in the form of keymap entries.

Peripherals

These modules are for specific hardware and may require additional libraries to function. - ADNS9800: Controlling ADNS9800 optical sensor. - Encoder: Handling rotary encoders. - Pimoroni trackball: Handling a small I2C trackball made by Pimoroni. - AS5013 aka EasyPoint: Handling a small I2C magnetic position sensor made by AMS.