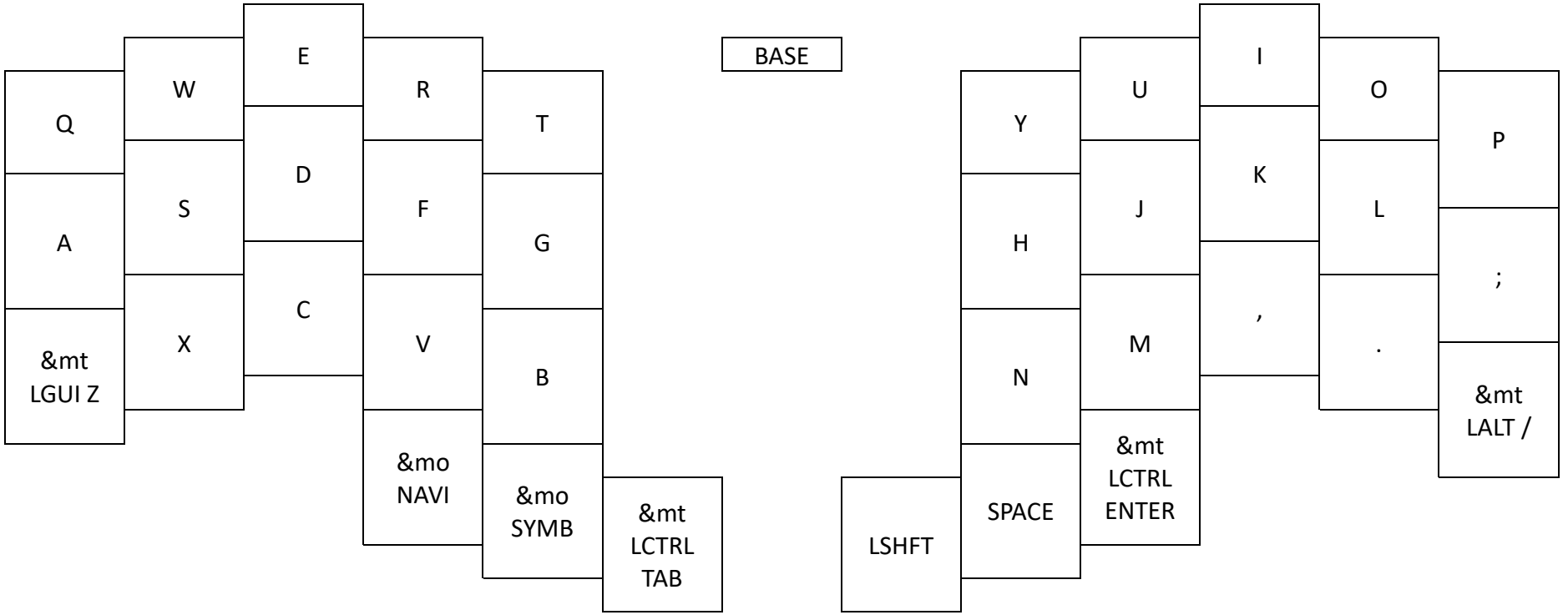
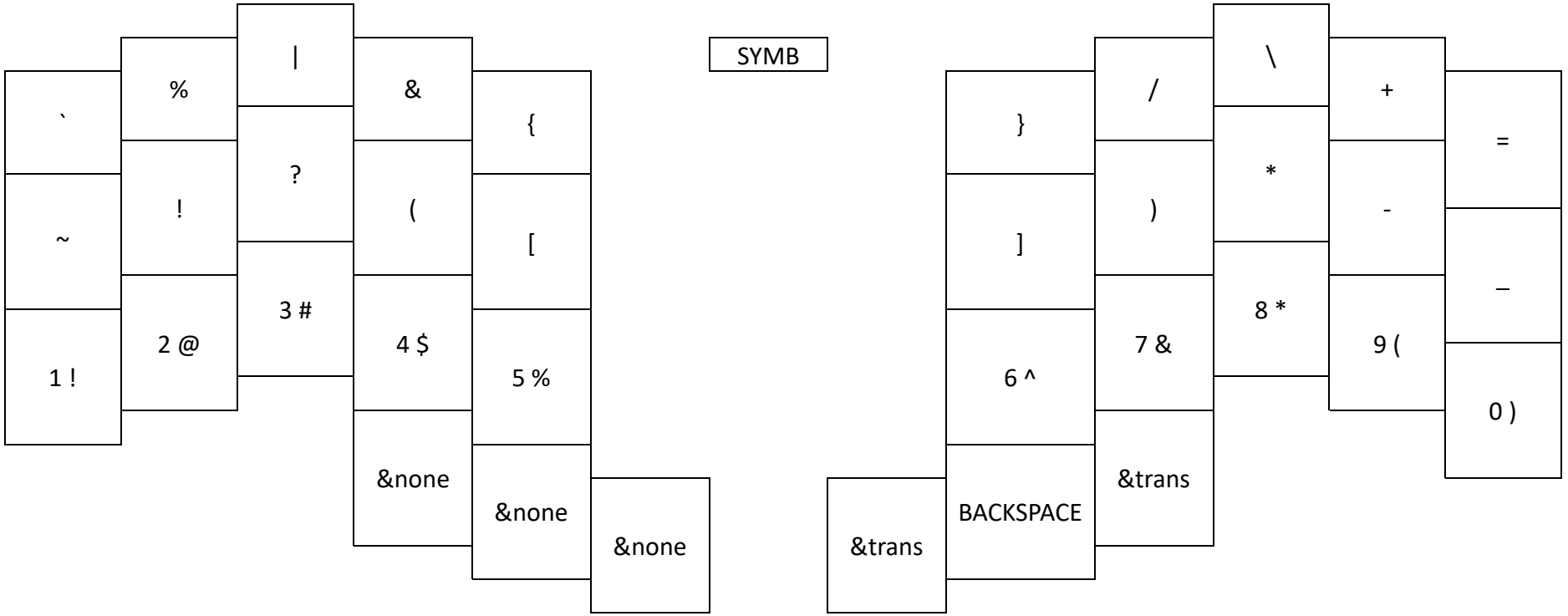


Notes:

1) **&mt** is a label in zmk and stands for "mod-tap". When held the key acts as a modifier. When tapped it acts as a keypress .

2) **&mo** is a label in zmk and stands for "momentary". This is a layer switching key. When held a different layer becomes active.

3) **LGUI** is the name for the left gui key. This is also known as the windows key, the super key, and on mac this would be the command key.

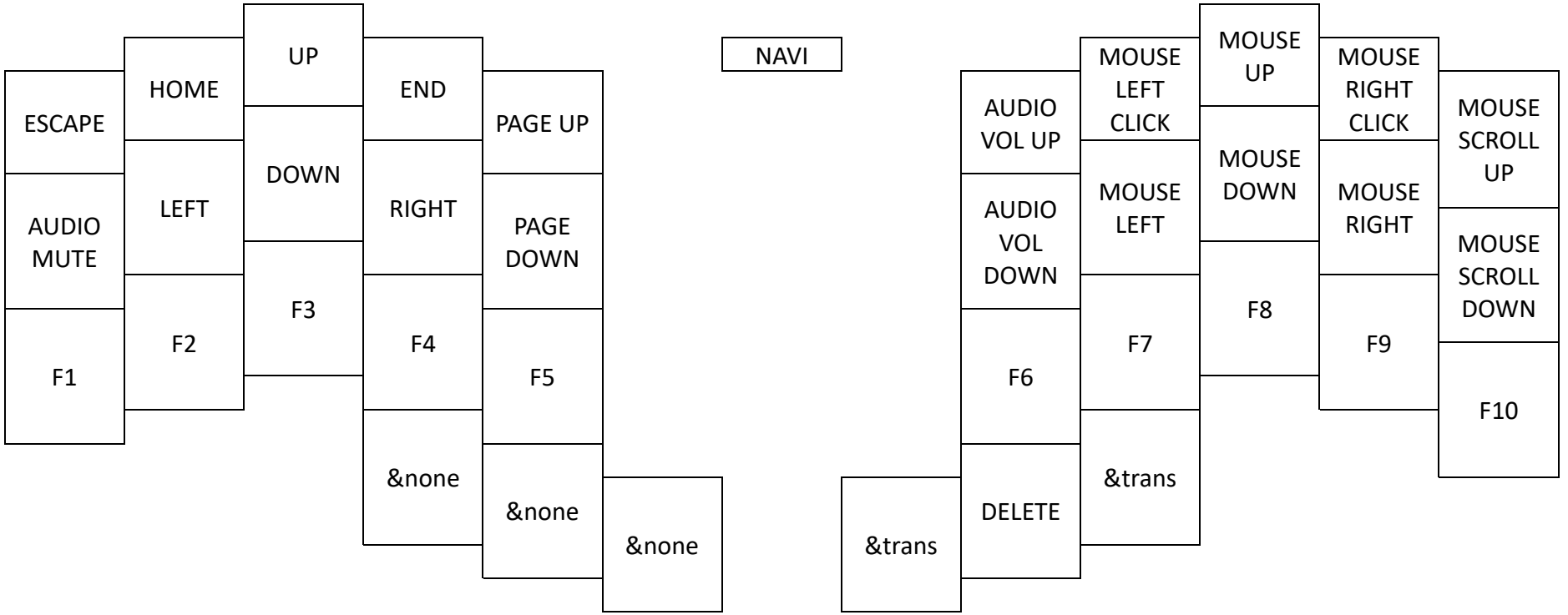


Notes:

4) **Number keys** can be used with shift for accessing those symbols.

5) **&none** is a label in zmk to indicate no functionality is set for these keys. Often used is different layers when the key would be used to access the current layer.

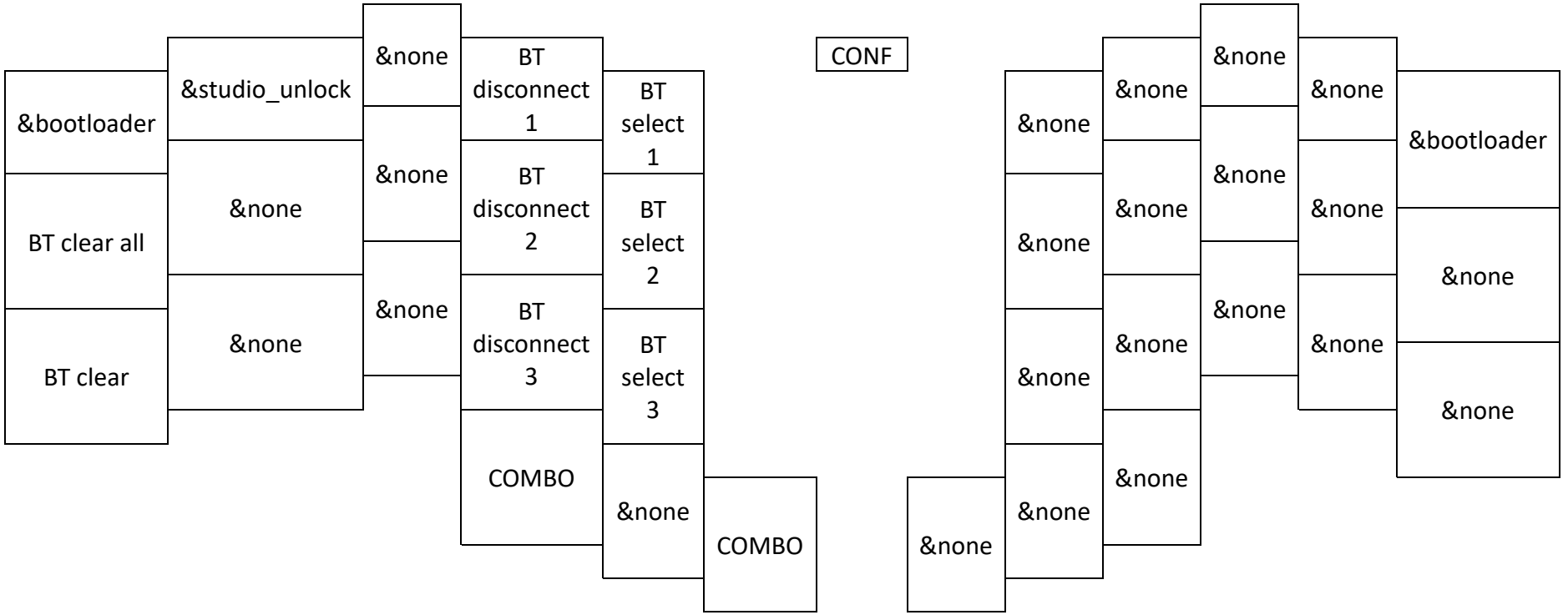
6) **&trans** is a label in zmk and stands for “transparent”. It acts as the key is the active layer underneath.



NOTES:

7) **MOUSE**: These are mouse actions. Other mouse button actions are available in zmk.

8) **AUDIO**: These are volume/audio actions. Actions to interact with media players are available in zmk.



Notes:

9) **&bootloader** is a label in zmk to launch the bootloader of the specific board. This will only be needed if you want to flash completely new firmware. Other method to launch the bootloader is by shorting the ground (GND) and reset (RST) pins on the microcontroller.

10) **BT**: these are the Bluetooth actions. Clearing out the current or all connections. Selecting a Bluetooth profile. And disconnecting from that profile.

11) The **COMBO** keys are defined to get into this layer. When pressing both keys from any layer at the same time (within 150ms) the CONF layer becomes active. This combo acts as a &mo label thus the layer will only be active while both keys are held down.

12) **&studio_unlock** is a label in zmk to unlock the zmk studio functionality. With ZMK studio you can change the layout to your own liking without having to flash a completely new firmware. Not all functionality can be change and the software itself is still a work in progress.