

<b>Keyboard</b>	boardsource/unicorne
<b>Layout</b>	LAYOUT_split_3x6_3
<b>Author</b>	nood
<b>Date</b>	4/8/2025 3:04:26 PM
<b>Source</b>	<a href="https://github.com/qmk/qmk_firmware/tree/master/keyboards/boardsource/unicorne">https://github.com/qmk/qmk_firmware/tree/master/keyboards/boardsource/unicorne</a>
<b>Notes</b>	My awesome keymap

Layer 0



A diagram of a keyboard layout. The keys are arranged in a grid. The left side of the keyboard includes keys with symbols: tilde (~), grave accent (`), apostrophe/quotation mark ('), double quotation mark ("), left parenthesis/underscore ([), right square bracket/pipe (]), plus/asterisk (=), minus/underscore (\_), left curly brace/pipe ({), right curly brace/pipe (}), equals/underscore (=), hyphen/underscore (\_), left square bracket/pipe ([), right square bracket/pipe (]), and a large key with a downward arrow. The right side includes keys with symbols: right parenthesis/apostrophe (]), exclamation mark (!), at-sign (@), hash (#), right square bracket/pipe (]), dollar sign (\$), percent sign (%), caret (^), right square bracket/pipe (]), ampersand/underscore (&), asterisk/underscore (\*), forward slash/backslash (/), and a large key with a downward arrow. At the bottom, there are three keys: 'Mouse 2', 'LT 3 Back Space', and 'Tab'.

The diagram illustrates a custom control panel layout with two main sections. The left section features a 3x4 grid of buttons: Hue (up/down), Sat (up/down), Bright (up/down), and RGB Mode/Toggle. Below this grid is a MO(5) button and a vertical bar. The right section features a 3x4 grid: Brightness Up/Down, Play/Mute, Vol (up/down), Prev/Rewind, Next/FFwd, and empty buttons. Below this grid is a vertical bar, a down arrow button, and an empty button.

The second floor layout includes the following rooms and connections:

- Rooms:** Power, Sleep, Wake, Reset, EEPROM Reset, and several unlabeled rooms.
- Connections:**
  - Power is connected to Sleep and Wake.
  - Sleep is connected to Wake.
  - Wake is connected to a hallway.
  - Reset is connected to EEPROM Reset.
  - EEPROM Reset is connected to a hallway.
  - The hallway connects the two main sections of the floor.

**Layer 5**