KeyRemap4Macbook

creating your own custom layout

on Snow Leopard 10.6.4

Step1: Go to   http://pqrs.org/macosx/keyremap4macbook/source.html

- **Version 6.7.0**

Snow Leopard

KeyRemap4MacBook-6.7.0.zip

Step2: Go to http://developer.apple.com/technologies/xcode.html

Sign into Mac Dev Center

Xcode

This complete developer toolset for creating Mac OS X and iOS applications includes the Xcode IDE, performance analysis tools, iPhone Simulator, and OS framework bundles in the form of Mac SDKs and iPhone SDKs.

Xcode

Xcode 3.2.3 and iPhone SDK 4 — Jun 21, 2010
About Xcode 3.2.3 and iPhone SDK 4 — Jun 21, 2010

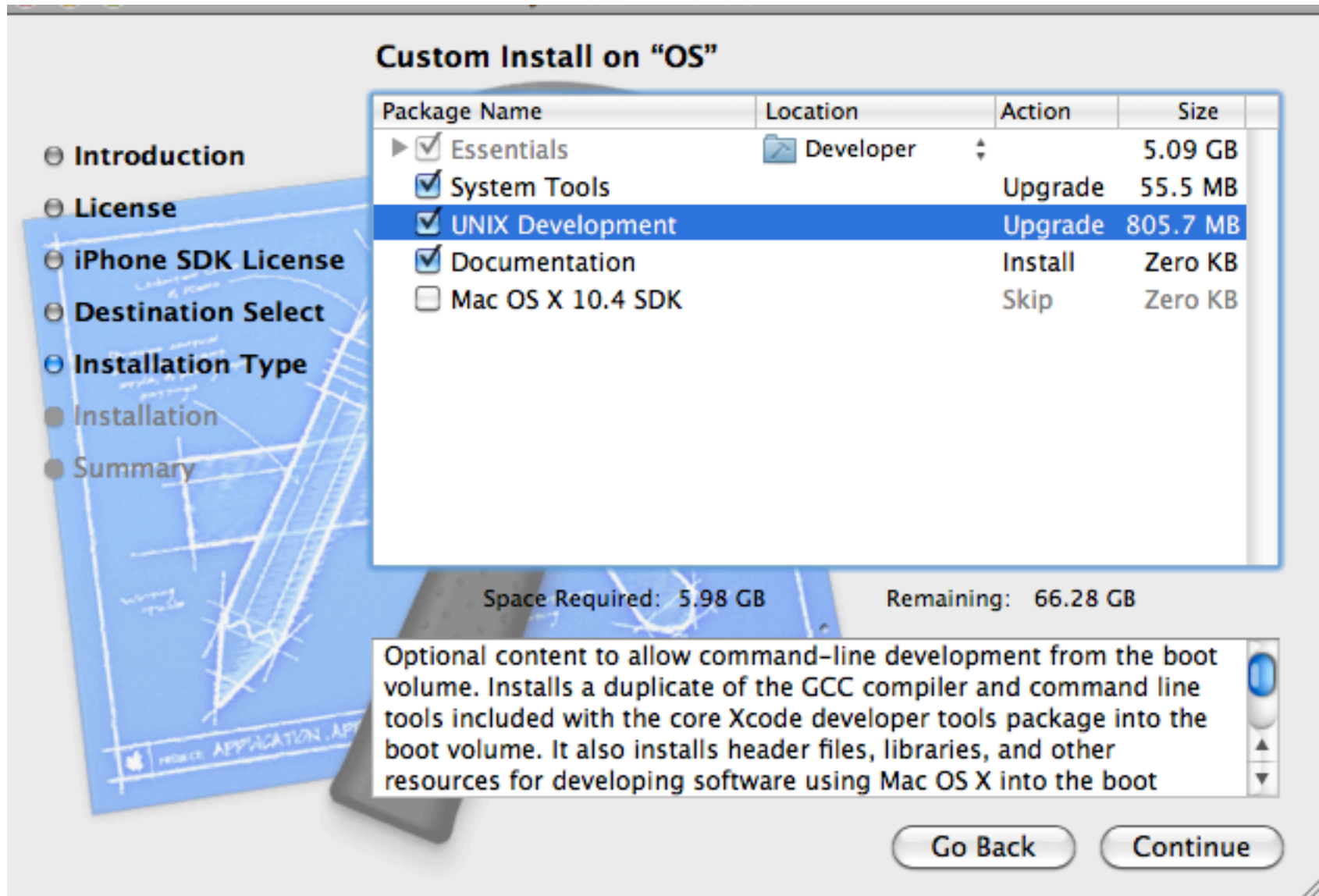## Or make a new free account

Register as an Apple Developer

Register for free and get access to technical resources, tools, and information for developing with iOS and Mac OS X.

Get Started   Free

Step3: Install Xcode
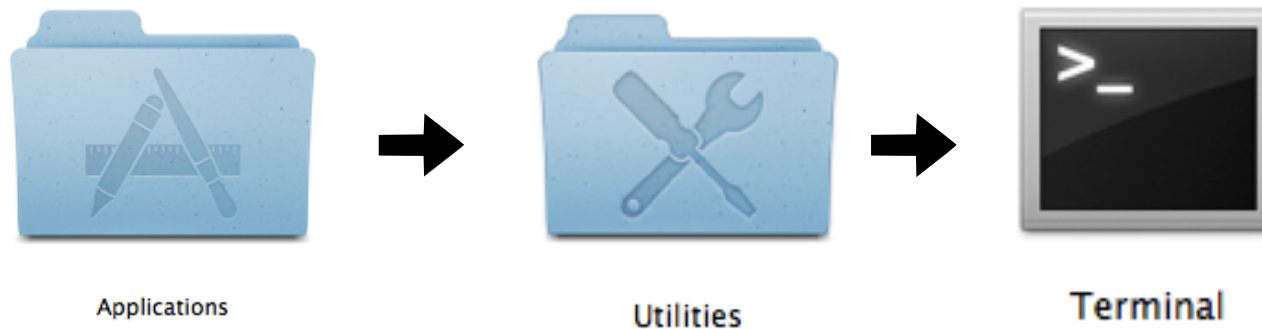
Xcode and iPhone SDK for
Snow Leopard

Custom Install on "OS"

Package Name	Location	Action	Size
▶ ☑ Essentials	📁 Developer ⬍		5.09 GB
☑ System Tools		Upgrade	55.5 MB
☑ UNIX Development		Upgrade	805.7 MB
☑ Documentation		Install	Zero KB
☐ Mac OS X 10.4 SDK		Skip	Zero KB

- ⊖ **Introduction**
- ⊖ **License**
- ⊖ **iPhone SDK License**
- ⊖ **Destination Select**
- ⊖ **Installation Type**
- Installation
- Summary

Space Required: 5.98 GB   Remaining: 66.28 GB

Optional content to allow command-line development from the boot volume. Installs a duplicate of the GCC compiler and command line tools included with the core Xcode developer tools package into the boot volume. It also installs header files, libraries, and other resources for developing software using Mac OS X into the boot

(Go Back)   (Continue)

Step4:   Unzip the source code download

Step5:   Open up Terminal.app

Applications → Utilities → Terminal

inside utilities then open terminal.app

Step6: change directories to the source file

KeyRemap4MacBook-6.7.0

you can just drag and drop
the folder instead of typing
out the location in terminal ;)

➡ `trainer:~ x$`   ➡ type cd to "change directory"

`trainer:Downloads x$ cd /Users/x/Downloads/KeyRemap4MacBook-6.7.0`

➡ `trainer:KeyRemap4MacBook-6.7.0 x$`

Step7: compile the source

➡️ `trainer:KeyRemap4MacBook-6.7.0 x$`

now type out the following and hit enter: ➡️ *make clean all*

you will have to enter your login password

Step8: Install the new package.

uninstall KeyRemap4MacBook if it's already installed

xcode and terminal will have put it inside the
KeyRemap4Macbook folder

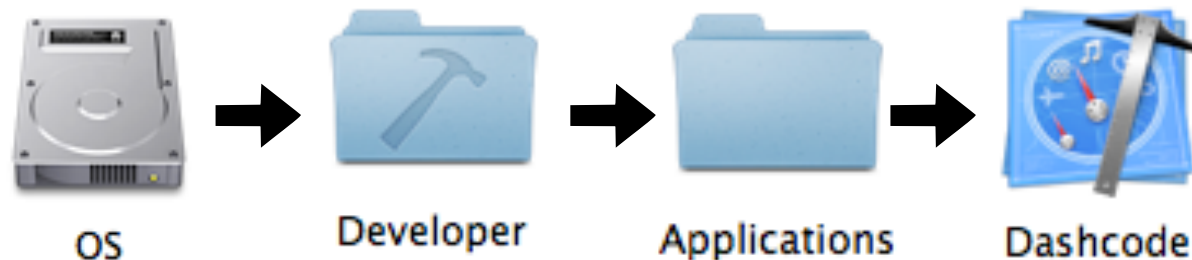COPYING   files   KeyRemap4MacBoo ➡️ KeyRemap4MacBoo   make-package.sh
                                k-6.7.0.pkg.zip   k.pkg

Step9:   Restart for changes to take effect.
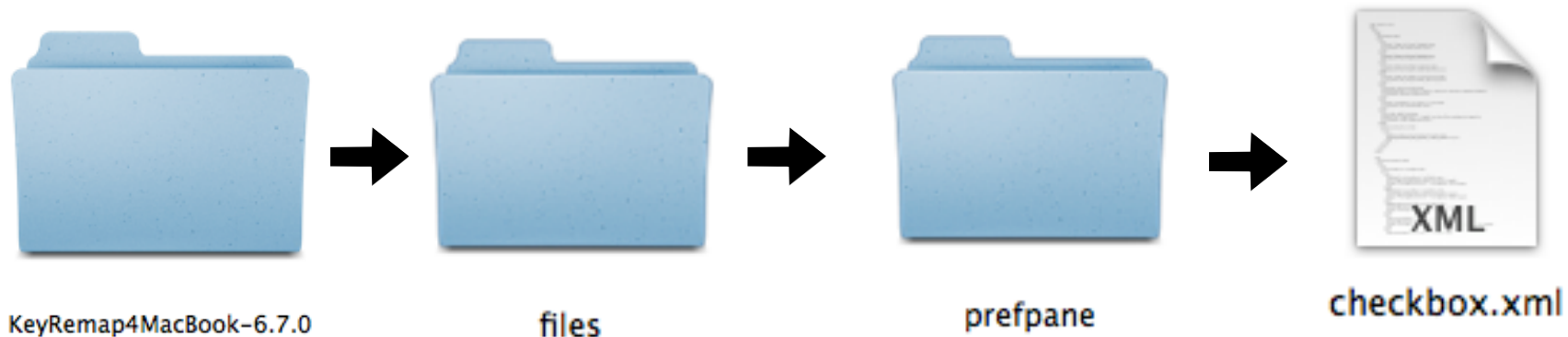
➡ not just logging out... but a full restart :)

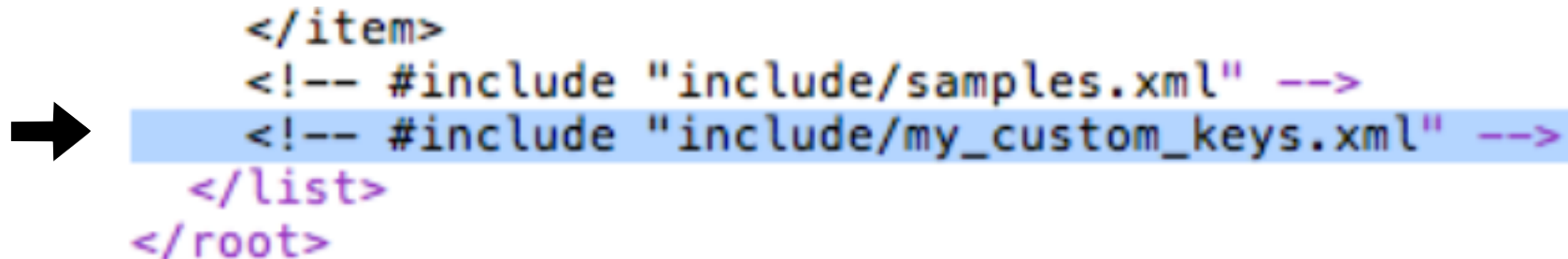# Step10:   Making your own custom keys!.

open dashcode (installed with xcode)

OS   Developer   Applications   Dashcode

Step11: Edit the xml source

open the checkbox.xml file

KeyRemap4MacBook-6.7.0 → files → prefpane → checkbox.xml

scroll all the way to the bottom of the file and add in the line:

<!-- #include "include/my_custom_keys.xml" -->

```
    </item>
    <!-- #include "include/samples.xml" -->
    <!-- #include "include/my_custom_keys.xml" -->
  </list>
</root>
```
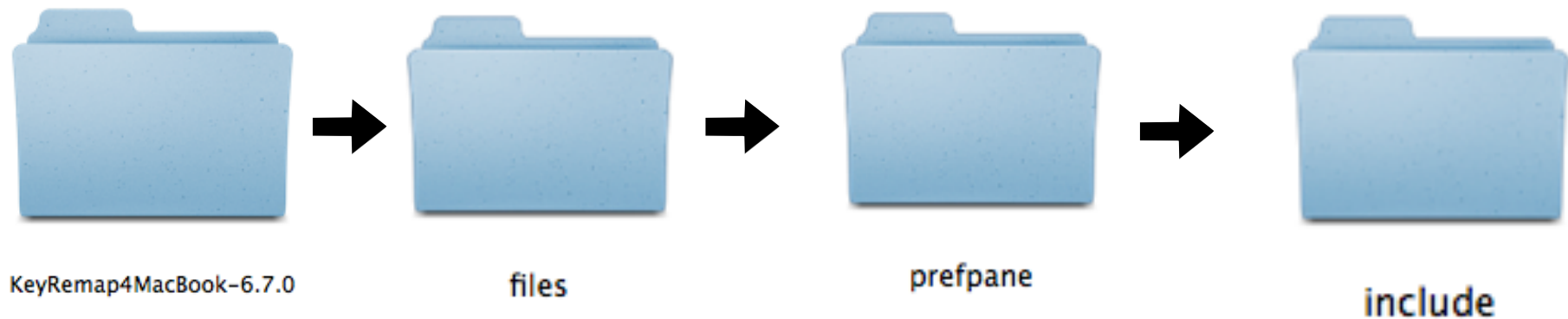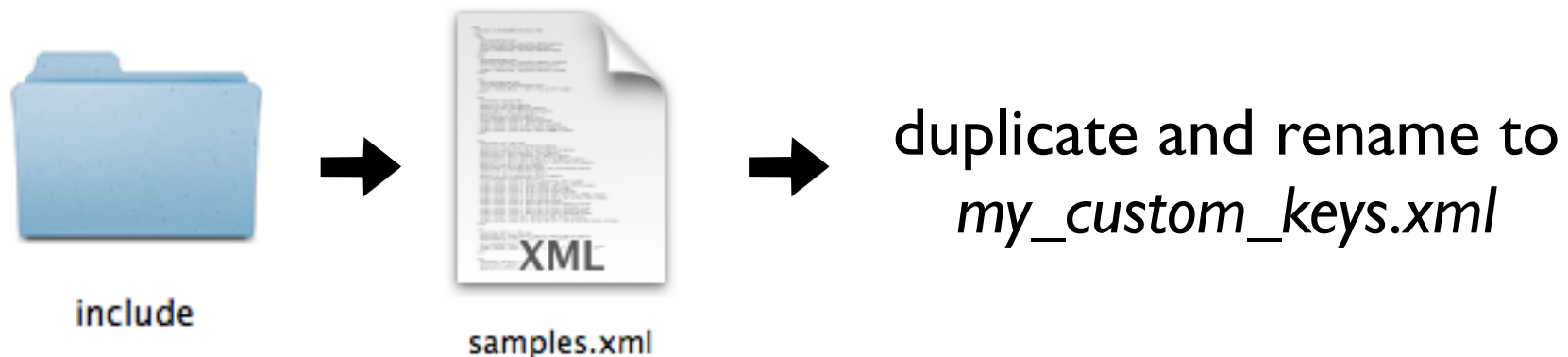
Step12:   make the new file

create a new xml file inside *include* called *my_custom_keys.xml*

KeyRemap4MacBook-6.7.0 → files → prefpane → include

You can duplicate the *samples.xml* file and just
erase the text inside of it inside dash code

include → samples.xml → duplicate and rename to
my_custom_keys.xml

Step13:   Edit the my_custom_keys.xml file

set up your custom keys how ever you want.
take a look at the other xml files for ideas and examples!

```
1 <item>
2   <name>My Custom Keys</name>
3   <list>
4
5     <item>
6
7       <name>Video Game</name>|
8
9       <sysctl>remap.mycustomkeys_videogame</sysctl>
10
11       <autogen>--KeyToKey-- KeyCode::E, KeyCode::D</autogen>
12       <autogen>--KeyToKey-- KeyCode::R, KeyCode::F</autogen>
13       <autogen>--KeyToKey-- KeyCode::T, KeyCode::G</autogen>
14       <autogen>--KeyToKey-- KeyCode::P, KeyCode::SEMICOLON</autogen>
15       <autogen>--KeyToKey-- KeyCode::O, KeyCode::L</autogen>
16       <autogen>--KeyToKey-- KeyCode::I, KeyCode::K</autogen>
17       <autogen>--KeyToKey-- KeyCode::H, KeyCode::J</autogen>
18       <autogen>--KeyToKey-- KeyCode::N, KeyCode::H</autogen>
19
20     </item>
21
22   </list>
23
24 </item>
```

Step14: compile the source

➡ `trainer:KeyRemap4MacBook-6.7.0 x$`

now type out the following and hit enter: ➡ *make clean all*

you will have to enter your login password

Step15: Install the new package.

uninstall KeyRemap4MacBook if it's already installed

xcode and terminal will have put it inside the
KeyRemap4Macbook folder

COPYING   files   KeyRemap4MacBoo ➡ KeyRemap4MacBoo   make-package.sh
                    k-6.7.0.pkg.zip   k.pkg

Step16:   Restart for changes to take effect.

➡ not just logging out... but a full restart :)

If there were any errors or the program didn't compile...

There probably was an error with xml.

make sure that your looking at the example files and key command names

▶ For HHK (Happy Hacking Keyboard) Users
▶ For IBM Model M Keyboard Users
▶ For Canadian
▶ For French
▶ For German
▶ For Italian
▶ For Japanese
▶ For Russian
▶ For Swedish
▶ For Swiss
▶ For UK Keyboard users
▶ Samples for KeyRemap4MacBook Developer
▼ My Custom Keys
    ☑ Video Game

Checkout the comments and debugging options at the website. Or comment on your own success or tips! :)

http://pqrs.org/macosx/keyremap4macbook/source.html