

Letter / Symbol Modification Guide

You may modify letters/symbols of the keyboard by editing the language csv. files.

The Keyboard is defined by a skin. The skin is represented by a set of layouts (text layout, numerical layout, navigation layout, Fx layout, calculator) defined by xaml files (Microsoft Silverlight format).

Each layout consists of a group of buttons (keys). Every button has a name ("ID") which serves for a connection with the appropriate language (csv.) file.

Language (csv.) files can be edited in Microsoft Excell or a classic text editor (Notepad, Wordpad). They consist of 7 columns and many rows. Each row defines what is about to be displayed and typed after you press the specific button. The default csv. file is designed for English and includes all the symbols. Other language files contain only symbols specific for the particular language. If the symbol exists in the corresponding language file, the program use it, if not, the application takes it from the default csv. file.

Description of the specific columns in the language csv. file:

1. **Skin ID** — the connection of the button to the csv. file
2. **ScanCode** — hardware ID of the button (either a symbol or a hexadecimal code)
3. **Label** — the symbol displayed and typed after pressing the button
by virtual buttons (such as Shift) — the symbol is only displayed (like key preview)
by text buttons — the symbol is displayed and also typed
4. **Holdkey** — the symbol displayed and typed while holding the button (text buttons only)
5. **Shiftkey** — the symbol displayed and typed when the shift state is on
6. **Keys** — set of symbols you may choose from after holding the button (the set of symbols appears)
7. **Keys** — set of symbols you may choose from after holding the button with a shift state on

Example #1

I am using English language and I want to swap the letters "z" and "y". Moreover, while holding the key for the letter "m" I want the symbol "€" to be typed.

How to solve it?

1. Copy the file "_Default.csv" located in "Languages" subfolder into desktop and rename it "My Language.csv". Open the new file in a text editor and delete all lines except header (first two lines) and lines starting with "z", "y" and "m".

2. Modify second (header) line to:

```
EN,,,,,
```

(this will cause that the language will appear as "Resco Keyboard (EN)" in the list of input methods)

Now the file contains following lines:

```
SkinID,ScanCode,Label,HoldKey,ShiftKey,Keys,ShiftKeys
```

```
,,,,,  
y,Y,y,6,Y,,  
z,Z,z,-,Z,,  
m,M,m,\,M,,
```

3. Now you can swap the assignment of the "y" and "z" buttons. Keep in mind that you should keep the hold key, otherwise you would swap also HoldKeys "6" and "-".

Then put € as a HoldKey for "m" button:

Now the file contains following lines:

```
SkinID,ScanCode,Label,HoldKey,ShiftKey,Keys,ShiftKeys
```

```
,,,,,  
y,Z,z,6,Z,,  
z,Y,y,-,Y,,  
m,M,m,€,M,,
```

4. Save the file and copy it back into device (Language subfolder of the Resco Keyboard Pro installation). You should now observe the item "My Language" item in the Resco Keyboard options language list. Choose it as a primary language or as a one of secondary languages. Done!