



Demo version

A free Demo version of KbdEdit is available for download:

- 32-bit (x86) : [KbdEditDemo.exe](#) Download the exe corresponding to your platform to your local drive and double-click it.
64-bit (x64) : [KbdEditDemoX64.exe](#) If you are not sure of the platform, you probably need the 32-bit version.
both platforms : [KbdEditDemo.zip](#) (**Warning:** demo must be started from an account with Administrator privileges; see [installation](#) for information on Vista UAC restrictions)

See [Release notes](#) for information on the current version.

The demo will give you a good impression of what the fully functional versions looks like, and will even provide certain limited functionality.

Which features are enabled in Demo version?

- All edit operations can be used without restrictions ([low-](#) and [high-level](#) editing, [dead char](#) editor, [sticker map](#), [ligatures](#), [modifiers](#), [drag-drop](#) etc).
- Layouts can be [exported](#) and [imported](#) in KbdEdit's custom KBE format.
- KLC files generated by MSKLC (Microsoft Keyboard Layout Creator) can be [imported](#).
- [Preview](#) mode is enabled.
- [Manage language bar list](#) dialog is fully functional.



Features not accessible in Demo version

- Changes to DLL layout files cannot be saved (command [Save](#) is not functional).
- New layouts cannot be created ([Save As](#) dialog can be opened, but cannot be exited with OK).
- Consequently, the KBE and KLC Import features are only partially functional: you can open a KBE or KLC file in the editor, but you cannot create an actual layout DLL file.
- [Sticker maps](#) cannot be printed.
- DLL layout files cannot be registered with the system ([Register Layout DLL File](#) dialog can be opened, but cannot be exited with OK).
- Custom layouts registered with the system cannot be deleted ([Delete keyboard layout](#) dialog can be opened, but cannot be exited with OK).
- **Important:** Demo version-generated KBE files containing [low-level](#) or [dead char table](#) modifications cannot be imported into the [Lite](#) edition.
- **Important:** [Player](#) edition cannot deploy demo version-generated KBE files - they must be run through the [Personal](#) or [Lite](#) version first.

Essentially, the presence of restricted KBE Export / Import features makes it possible to use the Demo version to design, test, save and retrieve your custom layouts. The "DLL file save" functionality being absent, a [Personal](#) or [Lite](#) edition is still needed to deploy them.