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[\[Up \]](#) [\[Frequently Asked Questions \]](#) [\[Installation \]](#) [\[KbdEdit Editions \]](#) [\[Accessing online help \]](#) [\[Introduction \]](#) [\[Administration and Deployment \]](#) [\[Preview \]](#) [\[High Level Editor \]](#) [\[Low Level Editor \]](#) [\[Dead Character Editor \]](#) [\[Sticker Map \]](#) [\[Undo/Redo \]](#) [\[Unicode Palette \]](#) [\[Character Magnifier \]](#) [\[Options Dialog \]](#) [\[KbdEdit Standalone Layout Installer \]](#) [\[Examples \]](#)

Introduction

Following a successful [installation](#), KbdEdit is [started](#) by choosing the "KbdEdit" icon from the Start Menu's "KbdEdit" folder.

At startup, KbdEdit will automatically load your default layout. As described in [Manage language bar list](#), this is the layout that gets activated by Windows when you log on, and which gets re-activated whenever a new application is started. Thus you can start customizing the layout you normally use immediately after KbdEdit is started.

If you have chosen to disable the **Open default layout at startup** setting in the [Options dialog](#), the initially active layout is "Untitled". This is the same layout that becomes active when [New](#) command is executed.

If you intend to create a completely new layout from scratch, or create a layout based on "US English", you might take "Untitled" as a starting point. In the majority of cases, however, you would start by [opening](#) an existing layout, and either continue modifying it or create a new layout based on it. In either case, you can find detailed explanation on how layouts are created, saved, modified etc in [Administration and deployment](#).

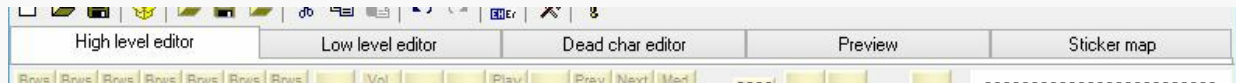
KbdEdit views

KbdEdit's layout editing features are grouped into four main views:

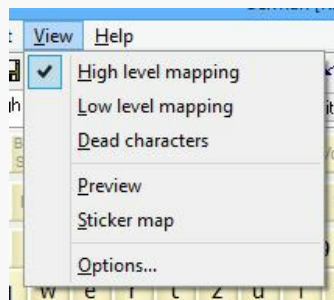
- [High level editor](#) - used for editing Unicode mappings assigned to "character-producing" virtual keys and modifier positions.
- [Low level editor](#) - this is where virtual key codes are assigned to physical keys (i.e. scan codes); in this editor modifier keys and modifier combinations are also defined.
- [Dead character editor](#) - for editing the layout's dead character table.
- [Preview](#) - enables the current layout to be tested and previewed before it is saved.
- [Sticker map](#) - for customisation and printing of high-quality key cap stickers.

At any moment, only one of the four views is active and visible.

To switch to another view, use the four tabs marked as **High Level**, **Low Level**, **Dead Char**, **Preview** and **Sticker map**. The tabs are placed just below the toolbar.



Alternatively, you can use the **View** menu items **High level mapping**, **Low level mapping**, **Dead characters**, **Preview** and **Sticker map**. In this menu, a checkmark is placed next to the current view.



Main window resizing

Since version 1.5.0, KbdEdit's main window is **resizable** - the user can stretch the window beyond the default size, enabling for a much better use of the available screen space on modern hi-DPI displays. As the window is being resized, the position and size of various UI elements is automatically adjusted to fit the current window width / height.

To maximise the use of available screen space, the aspect ratio of various elements is generally **not** preserved.

One exception is the visual keyboard display on the [High-level](#), [Low-level](#) and [Preview](#) screens, whose aspect ratio **is** preserved by default. This can be changed through the [Preserve aspect ratio](#) setting on the [Options](#) dialog.

[Manual index](#)