

Tavultesoft Keyboard Manager

User Documentation

VERSION 5.0

Tavultesoft

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CHAPTER 1

Introduction

Welcome to the Tavultesoft Keyboard Manager. With the Tavultesoft Keyboard Manager (Keyman), it becomes practical to enter and edit documents that use languages and scripts other than English, for a wide variety of Windows application programs such as word processors, spreadsheets, databases, and desktop publishers.

Keyman has been developed with particular reference to the languages of South-East Asia and their scripts, but it can be readily adapted for many other languages. Keyman will allow you to mix many languages in one document, in your favorite word processor.

The most important feature of Keyman is the keyboard definition language that lets you develop your own keyboard layouts for just about any language.

This manual will guide you through the basics of using Keyman. See the section "Documentation included in this distribution" for details on other documents.

New Features in Tavultesoft Keyboard Manager 5.0

Keyman 5.0 is designed to work with Unicode (<http://www.unicode.org/>) Unicode is a font encoding standard that supports most of the world's more common languages, and includes support for user-defined languages. Instead of a 256 character (8 bit) standard such as the 8 bit ANSI keyboards supported in Keyman 4.0, Keyman 5.0 now supports keyboards with 65536 characters (16 bit, Unicode), and with Unicode *surrogate extensions*, supports over 1 million additional characters.

Other features include:

- Closer integration with the Windows shell. Keyboards are now installed by double clicking them in Windows Explorer.
- Packaging of fonts, keyboards and associated files for instant installations and simpler redistribution.
- Creation of a special redistributable version of Keyman.
- Tavultesoft Integrated Keyboard Editor (TIKE) has been redeveloped for Keyman 5.0 and allows the user to create keyboards, packages, and redistributable self-extracting installations of Keyman. It also has support for testing and debugging keyboards.

Keyman 5.0 is shareware, and registered users of version 4.0

Documentation included in this distribution

The following documents should be included with your Keyman distribution:

- **User documentation (Keyman50.pdf):** This document. Includes information on usage of Keyman 5.0. Does not include programming or development environment details. You should read this if you want to use Keyman, and it provides an overview of the functionality that developers will also find useful. This file will be included in redistributable versions of Keyman.
- **Developer documentation (kmdev50.pdf):** Keyboard developers should use this document to understand how to write keyboards and packages, and make the best use of the Keyman development tools. Also includes a tutorial on writing a simple keyboard.
- **Keyboard definition language reference (Km50lang.pdf):** This file includes the details of the Keyman programming language (.kmn files), in a reference format.
- **Language code sheet (Langcode.pdf):** A list of the MS-defined language codes. Developers should always check the Tavultesoft website for information on more recent updates to this document.
- **Keyboard template sheet (Keys.rtf):** A useful template for documenting keyboard layouts.

- **Version information sheet (Version.txt):** Contains information on changes, bug fixes and current version.
- **License information (License.txt):** Contains details on the legal requirements for using Keyman, and licensing details.

Other documentation may become available and can be downloaded from <http://www.tavultesoft.com/keyman/docs/>.

Contacting Tavultesoft

The Tavultesoft website, <http://www.tavultesoft.com/> has support information and contact details.

Registering Keyman

The evaluation version of Keyman is licensed for 30 days use only. If you choose not to register Keyman after that time, you must uninstall Keyman from your computer.

You can register Keyman 4.0 online at <http://www.tavultesoft.com/keyman/register/>. Other methods of registration can be arranged if necessary; contact support@tavultesoft.com for details.

After you have registered Keyman, you will receive a registration code. From the Keyman window, select **About** and then click on **Register** to enter this registration code.

More details on Keyman registration can be found in LICENSE.TXT.

Documentation Version

This documentation is in a state of flux. Note that things will change, and the documentation may not quite keep up with the changes. Things marked in a *red italic font* will probably change more quickly; I will try and note what the likely change will be.

CHAPTER 2

Using Keyman

Installing Keyman

Keyman is available in two different distribution methods: a full development environment, available from Tavultesoft, and a cut-down version that is included in a redistributable installer, which will include 3rd party keyboards and fonts.



Installing the full distribution (keyman50.exe)

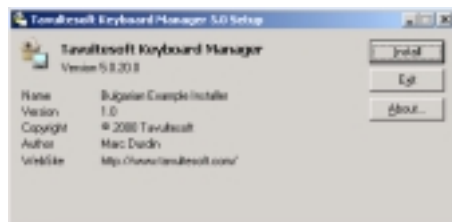
The Keyman distribution should be a single executable file **keyman50.exe**. Run this program to install Keyman. The setup program is straightforward and you should have no troubles installing.

Note: Under Windows NT, you must have Administrator privileges to install Keyman. A folder will be created in your Start Menu titled "Tavultesoft Keyboard Manager". You can start Keyman from there.



Installing redistributable versions

The redistributable install is also straightforward. When you start it, a dialog similar to the one below will appear on the screen. Follow the instructions, and when the program has finished, you should be able to start Keyman from the Start Menu; the folder name will be dependent on the 3rd party developer.



Uninstalling Keyman

Regardless of which version of Keyman was installed, an uninstall entry should have been created in the Windows Control Panel Add/Remove Programs applet.

When you uninstall the redistributable version, you have the option to not uninstall fonts and keyboards when you uninstall Keyman.

Starting Keyman

You can start Keyman from the Start Menu. If you want Keyman to start when Windows starts, simply copy the Keyman shortcut into the Startup folder. *This should probably change so that users can select to start Keyman with Windows when right-clicking the Keyman icon in the tool tray.*

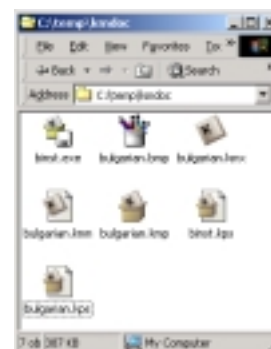
Installing Keyman Keyboards

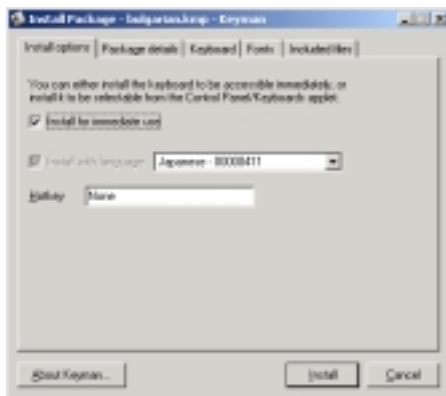
Keyman 5.0 has a much higher degree of integration with the Windows Explorer (or shell) than earlier versions. Keyboards are installed from Explorer, or by downloading them from a web site.

Keyman does not have to be running to install or uninstall keyboards.

To install a keyboard from the Explorer

1. Open the folder with the keyboard file.
2. Double click the keyboard you wish to install
3. The Keyman keyboard installer will appear:

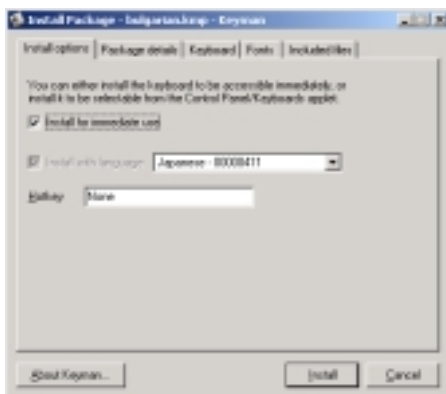




4. If you wish to make the keyboard available for selection from Control Panel, but do not want to install it for use now, unselect **Install for Immediate Use**.
5. You can change the hotkey by clicking in the **Hotkey** box and pressing the key combination you wish to use.
6. You can view further details about the keyboard by clicking on the tabs at the top of the dialog box.
7. Click **Install** to install the keyboard.

To install a keyboard from the web

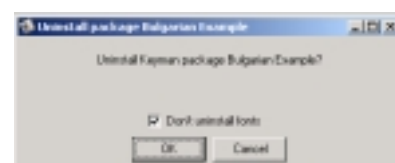
1. Click on the link for the keyboard file (.kmp or .kmp)
2. You can save the keyboard to your hard disk if you want to, or open it directly. If you save it to your hard disk, follow the instructions for installing from Explorer above.
3. When you open it directly, the Keyman keyboard installer will appear:



4. If you wish to make the keyboard available for selection from Control Panel, but do not want to install it for use now, unselect **Install for Immediate Use**.
5. You can change the hotkey by clicking in the **Hotkey** box and pressing the key combination you wish to use.
6. You can view further details about the keyboard by clicking on the tabs at the top of the dialog box.
7. Click **Install** to install the keyboard.

Uninstalling Keyman Keyboards

Keyman keyboards can be uninstalled from the Add/Remove Programs applet in Control Panel. They will be listed by "Keyman Keyboard" followed by the name of the keyboard. When you uninstall the keyboard, you have the option of not



uninstalling the fonts included with the keyboard, which is a good idea if you have documents that use those fonts.

Typing Using Keyman Keyboards

Once you have installed your keyboards, and ensured that Keyman is running (see the previous two sections), you can start to type using the keyboards.

When Keyman is running, an icon will appear, usually in the bottom right of the screen, near the clock, showing your currently selected keyboard or language. If you click the left mouse button on this icon, you will get a choice of languages in a menu. Select the language you wish to use, and that will become the active language in your application.

You will need to select a font that contains the characters which are included in the keyboard.



You can also change keyboards by pressing **Left Alt+Shift** or **Ctrl+Shift**. You can select the hotkey combination from the standard Keyboard Control Panel applet. See **Advanced options** for more information on this.

Some keyboards may have hotkeys associated with them, which you can choose when you install. *There will be, in the future, an option to change hotkeys for keyboards; it will also be displayed in the language menu.* You can press this hotkey at any time to select that language.

Each keyboard will have a different layout, which depends on the author of the keyboard. Most keyboards will probably include some documentation on how to use them.

Keyman File Types

Keyman has the following file types:

A keyboard source file. This file contains the instructions which the Keyman compiler will use to create a keyboard file that can be used with Keyman. You need TIKE to use this file.



A compiled keyboard file. You can install this into Keyman. This is the primary file type in Keyman.



A keyboard package source file. This file contains a list of files and other details that will be packaged up by the Keyman compiler to create a keyboard package. You need TIKE to use this file.



A keyboard package file. This file contains a keyboard, plus fonts, instructions for use and any other files that a keyboard developer wants to include.

A redistributable installer. This file contains one or more keyboard package files, plus the necessary files to run Keyman on an end-user system. It does not include the Keyman development environment or other files.

Differences between 95 and NT

There are several minor differences between Windows 95 and NT. The primary difference is that under NT, you cannot fully define your own languages. Keyman will let you type in those languages, but they will not be visible to Control Panel. This is unfortunately a limitation of the way in which Windows NT works. The second, minor, difference is that Microsoft-defined Windows NT keyboards have a **.dll** extension instead of a **.kbd** extension. Note that this does **not** refer to Keyman keyboards, which always have a **.kmx** extension.

Advanced options

Because of the way Keyman integrates into the Windows language interface, you can also use the Windows 95 Keyboard Control Panel applet to change many of your keyboard options. The most important option is the ability to change the language a Keyman keyboard is associated with. To do this, install the keyboard in the normal way, and then in the Keyboard Control Panel, select Language Properties to change the default keyboard associations. However this is not usually recommended, as it will reduce the usefulness of the Windows multi-language interface.

You can also select any keyboard to be your default language when you start Windows. In Control Panel, select the keyboard you want as default, and click the "Set as Default" button.