

Configuration QMK de mon clavier OLKB Planck

Océane*

[2024-04-19 Fri 19:37]

1 rules.mk

```
DEFERRED_EXEC_ENABLE = yes  
LTO_ENABLE = yes
```

```
CONSOLE_ENABLE = no  
COMMAND_ENABLE = no  
MOUSEKEY_ENABLE = no
```

```
RGBLIGHT_ENABLE = yes
```

```
AUDIO_ENABLE = yes  
AUTO_SHIFT = yes  
BLUETOOTH = no  
BOOTMAGIC_ENABLE = yes  
KEY_LOCK_ENABLE = yes  
STENO_ENABLE = yes  
TAP_DANCE_ENABLE = no  
TERMINAL_ENABLE = yes
```

2 config.h

```
/* Copyright 2015–2023 Jack Humbert  
*  
* This program is free software: you can redistribute it and/or modify  
_____  
* océane.fr
```

```

* it under the terms of the GNU General Public License as published by
* the Free Software Foundation, either version 2 of the License, or
* (at your option) any later version.
*
* This program is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
* GNU General Public License for more details.
*
* You should have received a copy of the GNU General Public License
* along with this program. If not, see <http://www.gnu.org/licenses/>.
*/

#pragma once

/*
#ifdef AUDIO_ENABLE
#   define STARTUP_SONG SONG(PLANCK_SOUND)
// #define STARTUP_SONG SONG(NO_SOUND)

#   define DEFAULT_LAYER_SONGS \
        { SONG(QWERTY_SOUND), SONG(COLEMAK_SOUND), SONG(DVORAK_SOUND) }
#endif
*/

/*
* MIDI options
*/

/* enable basic MIDI features:
- MIDI notes can be sent when in Music mode is on
*/

#define MIDI_BASIC

/* enable advanced MIDI features:
- MIDI notes can be added to the keymap
- Octave shift and transpose
- Virtual sustain, portamento, and modulation wheel
*/

```

```

    - etc.
*/

#define MIDI_ADVANCED

```

3 keymap.c

3.1 Licence

```

/* Copyright 2015–2023 Jack Humbert
 *
 * This program is free software: you can redistribute it and/or modify
 * it under the terms of the GNU General Public License as published by
 * the Free Software Foundation, either version 2 of the License, or
 * (at your option) any later version.
 *
 * This program is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
 * GNU General Public License for more details.
 *
 * You should have received a copy of the GNU General Public License
 * along with this program. If not, see <http://www.gnu.org/licenses/>.
 */

```

3.2 En-têtes

```

#include QMK_KEYBOARD_H
#include "keymap_bepo.h"

enum planck_layers { _BASE, _ADJUST, _LOWER, _RAISE, _FUNCTIONS };

enum planck_keycodes { BASE = SAFE_RANGE, ADJUST, LOWER, RAISE, FUNCTIONS };

#define LOWER MO(_LOWER)
#define RAISE MO(_RAISE)

```

```
/* clang-format off */
const uint16_t PROGMEM keymaps[][MATRIX_ROWS][MATRIX_COLS] = {
```

3.3 Couches

3.3.1 Bépo

B	É	P	O	È	Y^	V	D	L	J	Z	Bksp/W
A	U	I	E	,	C	T	S	R	N	M	Ç
Ê	À	Y	X	.	K	'	Q	G	H	F	Enter
?	Ctrl	GUI	Alt	Lower	Space	Raise	Left	Down	Up	Right	

```
[_BASE] = LAYOUT_planck_1x2uC(
    BP_B,          BP_EACU, BP_P,    BP_O,    BP_EGRV, BP_DCIR, BP_V,    BP_D,
    BP_A,          BP_U,    BP_I,    BP_E,    BP_COMM, BP_C,    BP_T,    BP_S,
    MT(MOD_LSFT, BP_ECIR), BP_AGRV, BP_Y,    BP_X,    BP_DOT, BP_K,    BP_QUOT, BP_Q,
    KC_TAB,        KC_LCTL, KC_LGUI, KC_LALT, LOWER,    KC_SPC,    MT(RAIS
),
```

3.3.2 Adjust

Reset			Vol+		PtScrn	CpScrn		Brght+	Hue -	Hue +	RgbTgl
Escape	Raise	Prev	Vol-	Next	PtSel	CpSel	Play	Brght-	Satur-	Satur+	RgbMod
Tab	Lower		Mute		PtWndw	CpWndw			Value-	Value+	
Base	Fn										

```
[_ADJUST] = LAYOUT_planck_1x2uC(
    RESET,    _____,    _____, KC_VOLU, _____,    KC_PSCR,    C(KC_PSCR),    _____, K
    KC_ESC,    TG(_RAISE),    KC_MPRV, KC_VOLD, KC_MNXT, S(KC_PSCR), S(C(KC_PSCR)), KC_MPLY, K
    _____, TG(_LOWER),    _____, KC_MUTE, _____, A(KC_PSCR), A(C(KC_PSCR)), _____, _
    _____, TG(_FUNCTIONS), _____, _____, _____, _____, _____, _____, _
),
```

3.3.3 Lower

ESC	ESCAPE	Paste	€	7	8	9	/	Bsp	
CapsLo	AutoKp	0	\$	#	4	5	6	*	=
	Yank		%	1	2	3	-	Enter	
			,	0	.	+			

```
[_LOWER] = LAYOUT_planck_1x2uC(
    KC_ESC,    RESET,    _____, TD(KC_PASTE), _____, _____, BP_EURO,    BP_7
    KC_CAPS,  C(A(BP_A)), _____, _____, BP_0,    BP_DLR, BP_HASH,    BP_4
    _____, _____, TD(KC_COPY), _____, _____, _____, BP_PERC,    BP_1
    _____, _____, _____, _____, _____, _____, LT(_RAISE, BP_COMM), BP_0
),
```

3.3.4 Raise

&	<	>	[	]	'	@	+	-	/	*	=
^	\	(	)	\$	LftArr	DwnArr	UpArr		RhtArr		
Shft	«	»	{	}	~	"					
					-						

```

[_RAISE] = LAYOUT_planck_1x2uC(
    BP_AMPR , BP_LABK, BP_RABK, BP_LBRC, BP_RBRC, RALT(BP_EGRV), BP_AT ,BP_PLUS, BP_MINS, BP_S
    BP_PIPE , BP_CIRC, BP_BSLS, BP_LPRN, BP_RPRN, BP_DLR , KC_LEFT, KC_DOWN, KC_UP , KC_
    KC_LSFT , BP_LDAQ, BP_RDAQ, BP_LCBR, BP_RCBR, BP_TILD , BP_DQUO, _____, _____, _____
    _____ , _____, _____, _____, _____, BP_UNDS , _____, _____, _____
),

```

3.3.5 Function keys

F1	F2	F3	F4		
F5	F6	F7	F8	Ctrl	Alt
F9	F10	F11	F12		

```
[_FUNCTIONS] = LAYOUT_planck_1x2uC(
    _____, KC_F1  , KC_F2  , KC_F3  , KC_F4  , _____, _____, _____, _____, _____,
    _____, KC_F5  , KC_F6  , KC_F7  , KC_F8  , _____, _____, KC_LCTL, KC_LALT, _____,
    _____, KC_F9  , KC_F10 , KC_F11 , KC_F12 , _____, _____, _____, _____, _____,
    _____, _____, _____, _____, _____, _____, _____, _____, _____, _____,
```

```
)  
  
};
```

3.4 Couleurs

```
void keyboard_post_init_user(void) {  
    rgblight_enable_noeprom();  
    rgblight_sethsv_noeprom(100, 255, 255);  
}
```