# keyboardFX

## description

**keyboardFX** is a tool for Adobe After Effects, specifically designed to create highly customizable keyboards together with user defined typing animations.

## installation

**keyboardFX** can be run as a dockable panel or as a window.

To install and run as a dockable panel (will be visible in the "Window" menu):

1.  Copy the file **keyboardFX.jsxbin** into the folder:

     "..Support Files/Scripts/Script UI Panels" (on Windows)

     or "..Scripts/Script UI Panels" (on MacOS) of your After Effects installation.

2.  Restart After Effects

———————————————

To install and run as a window (will be visible in the File -> Scripts Menu):

1.  Copy the file **keyboardFX.jsxbin** into the folder:

     "..Support Files/Scripts/" (on Windows)

     or "..Scripts/" (on OS X) of your After Effects installation.

2.  Restart After Effects

The script can be run as a dockable panel (will be visible and run from the "Window" menu of After Effects) or in "window mode" (visible and run from the File -> Scripts menu). The mode depends on which folder you install the script in (see instructions on page 2)

Clicking on the logo brings up a window with small help tips.

Here we will also find a list of special codes for illuminating the modifier (CTRL, SHIFT etc.) cursor (arrow keys) navigation (Page Up/Down etc.) and numneric pad keys of a keyboard

Here you can type the custom text that keyboardFX will generate typing animations for.

Please refer to pages 5-8 on this guide for more information on how to illuminate special keys.
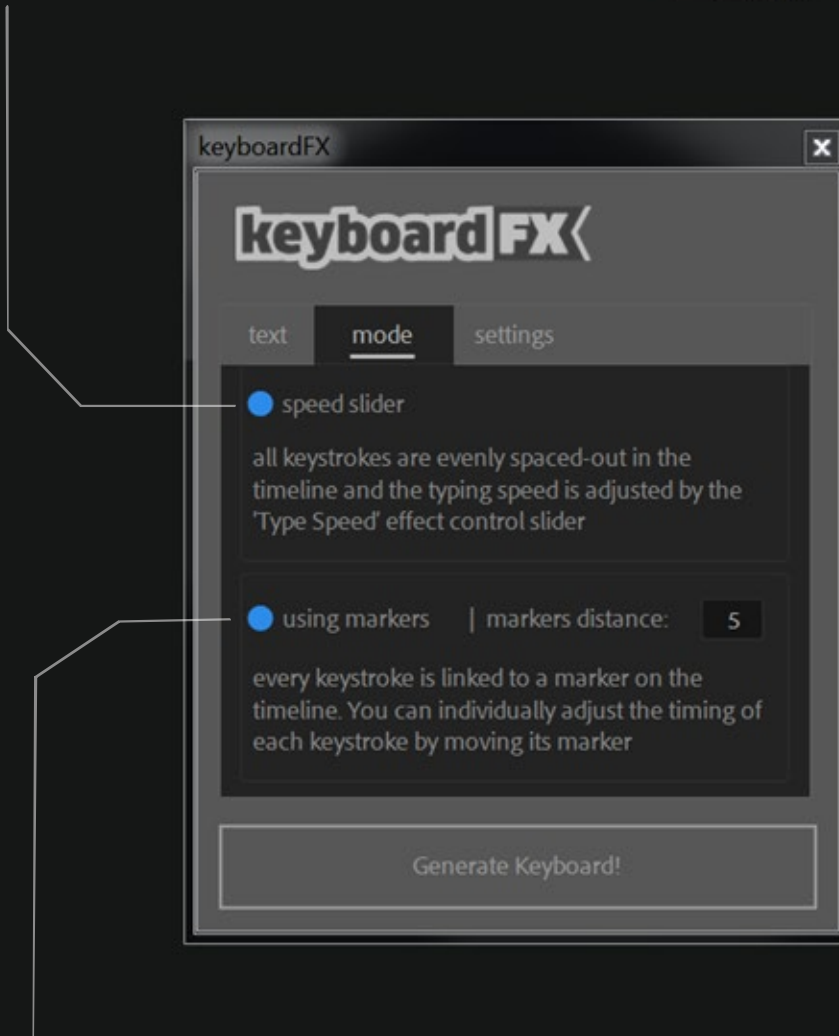
**keyboard FX**

text      mode      settings

custom text

text to type

Hello World!

Generate Keyboard!

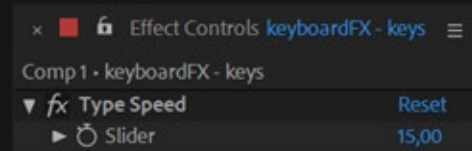Besides the custom text, there are five presets for generating interesting lighting key animations:

_ sequentially horizontal
_ sequentially vertical
_ random
_ spiral-in
_ spiral-out

Starts the generation procedure

**Speed Slider Mode:** In this mode, the typing speed of the generated text is controlled from the "Type Speed" effect control. This controls the speed of the typing animation as a whole.

× ■ 🔒 Effect Controls keyboardFX - keys ≡
Comp 1 · keyboardFX - keys
▼ *fx* Type Speed      Reset
   ► ⏱ Slider      15,00

keyboardFX    ✕

**keyboardFX⟨**

text    mode    settings

● speed slider

all keystrokes are evenly spaced-out in the timeline and the typing speed is adjusted by the 'Type Speed' effect control slider

● using markers   | markers distance:   5

every keystroke is linked to a marker on the timeline. You can individually adjust the timing of each keystroke by moving its marker

Generate Keyboard!

**Using Markers Mode:** In this mode every character of the generated text is assigned to a named marker on the timeline. There is no "Type Speed" slider. You can presicely time your typing animation by moving each marker.
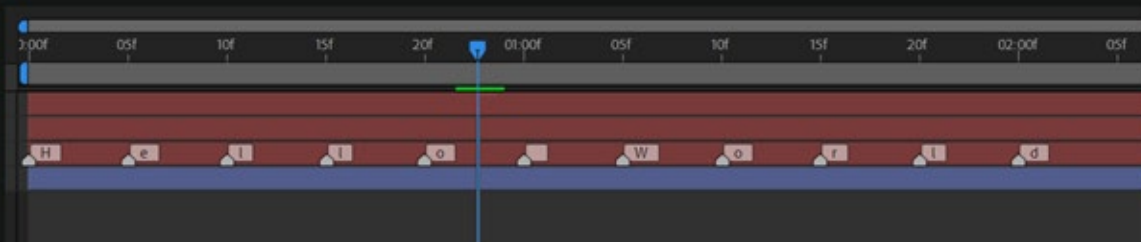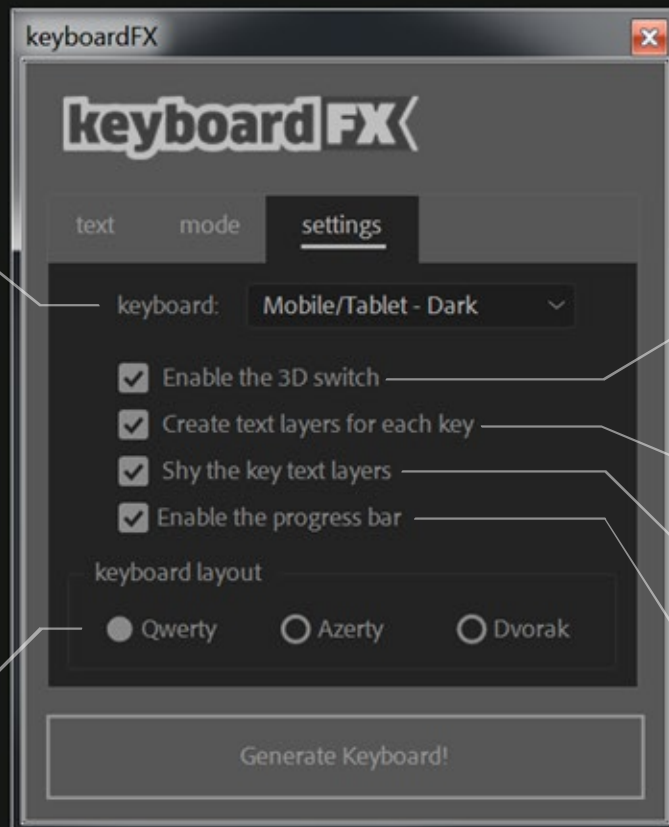
You can select between 7 basic types of keyboards.
Keep in mind that all keyboards are highly customizable with a lot of effect controls.

The 7 basic types of keyboards are:

Apple - Dark __
Apple Light __
PC - Dark __
PC Classic 2-Color Beige __
Mobile/Tablet Dark __
Mobile/Tablet Light __
Commodore 64 __

select between a QWERTY, AZERTY or DVORAK keyboard layout

Enables the 3D switch for all layers that keyboardFX creates and applies a small extrusion to the keys and backplate of the keyboard

creates separate text layers for each key of the keyboard

enables the shy switch for all the key text layers

enables/disables the progress bar

**keyboardFX**

**keyboard** **FX**

text          mode          settings

keyboard:          Mobile/Tablet - Dark

☑ Enable the 3D switch
☑ Create text layers for each key
☑ Shy the key text layers
☑ Enable the progress bar

keyboard layout
● Qwerty      ○ Azerty      ○ Dvorak

Generate Keyboard!

page 6

A keyboard apart from the CHARACTER keys, also features a lot of extra keys.

These typically are:

The **FUNCTION** keys: F1, F2 . . . F12 etc.
The **MODIFIER** keys: ALT, CTRL, SHIFT, MENU etc.
The **ARROW** keys:  ↑ ← ↓ →
The **NAVIGATION** keys: INSERT, DELETE, HOME, END, PAGE UP etc.
The **NUMERIC KEYPAD** keys: 0....9, NUM LOCK, SLASH, ASTERISK, MINUS SIGN, ENTER etc.



In order for keyboardFX to understand -on a string of text- that you want these keys to be illuminated, a special code must be typed. This special code is nothing more than double curly brackets before and after the special key you want to be illuminated, like this: **{{SPECIAL KEY}}**

For example:

You want keyboardFX to generate typing animations for the following two words: **Hello World!** and immediately after that, you want to illuminate the "**Page Down**" key. What you should write in the text field of keybardFX is: **Hello World!{{PAGE DOWN}}** and then press the "Generate keyboard!" button.

There are detailed lists of all special codes for each basic keyboard in the following pages.

# special codes - Apple

Escape: {{ESC}}
F1: {{F1}}
F2: {{F2}}
F3: {{F3}}
F4: {{F4}}
F5: {{F5}}
F6: {{F6}}
F7: {{F7}}      F13: {{F13}}
F8: {{F8}}      F14: {{F14}}
F9: {{F9}}      F15: {{F15}}
F10: {{F10}}    F16: {{F16}}
F11: {{F11}}    F17: {{F17}}
F12: {{F12}}    F18: {{F18}}
▲ : {{EJECT}}   F19: {{F19}}

fn: {{FUNCTION}}
home: {{HOME}}
page Up: {{PAGE UP}}
delete: {{NAV DELETE}}
end: {{END}}
page down: {{PAGE DOWN}}

delete: {{DELETE}}
tab: {{TAB}}
caps lock: {{CAPS LOCK}}
return: {{RETURN}}
left shift: {{LEFT SHIFT}}
right shift: {{RIGHT SHIFT}}
left control: {{LEFT CONTROL}}
left option: {{LEFT OPTION}}
left command: {{LEFT COMMAND}}
spacebar: {{SPACEBAR}} (optional)
right command: {{RIGHT ACOMMAND}}
right option: {{RIGHT OPTION}}
right control: {{RIGHT CONTROL}}

arrow up: {{ARROW UP}}
arrow left: {{ARROW LEFT}}
arrow down: {{ARROW DOWN}}
arrow right: {{ARROW RIGHT}}

clear: {{NUM CLEAR}}
= : {{NUM EQUAL}}
/ : {{NUM SLASH}}
* : {{NUM ASTERISK}}
7 : {{NUM 7}}
8 : {{NUM 8}}
9 : {{NUM 9}}
- : {{NUM MINUS}}
4 : {{NUM 4}}
5 : {{NUM 5}}
6 : {{NUM 6}}
+ : {{NUM PLUS}}
1 : {{NUM 1}}
2 : {{NUM 2}}
3 : {{NUM 3}}
0 : {{NUM 0}}
· : {{NUM FULL STOP}}
enter: {{NUM ENTER}}

# special codes - PC

Numbers Lock: {{NUM LOCK}}
Slash: {{NUM SLASH}}
Asterisk: {{NUM ASTERISK}}
Minus Sign/Dash: {{NUM MINUS}}
Seven: {{NUM 7}}
Eight: {{NUM 8}}

Escape: {{ESC}}
F1: {{F1}}
F2: {{F2}}
Nine: {{NUM 9}}
F3: {{F3}}
Insert: {{INSERT}}
Plus Sign: {{NUM PLUS}}
F4: {{F4}}
Home: {{HOME}}
Four: {{NUM 4}}
F5: {{F5}}
Page Up: {{PAGE UP}}
Five: {{NUM 5}}
F6: {{F6}}
Delete: {{NAV DELETE}}
Six: {{NUM 6}}
F7: {{F7}}
End: {{END}}
One: {{NUM 1}}
F8: {{F8}}
Page Down: {{PAGE DOWN}}
Two: {{NUM 2}}
F9: {{F9}}
Three: {{NUM 3}}
F10: {{F10}}
Print Screen:{{PRINT SCREEN}}
Zero: {{NUM 0}}
F11: {{F11}}
Scroll Lock:{{SCROLL LOCK}}
Full Stop: {{NUM FULL STOP}}
F12: {{F12}}
Pause/Break:{{PAUSE BREAK}}
Enter: {{NUM ENTER}}

Backspace: {{BACKSPACE}}
Arrow Up: {{ARROW UP}}
Tab: {{TAB}}
Arrow Left: {{ARROW LEFT}}
Caps Lock: {{CAPS LOCK}}
Arrow Down: {{ARROW DOWN}}
Enter: {{ENTER}}
Arrow Right: {{ARROW RIGHT}}
Left Shift: {{LEFT SHIFT}}
Right Shift: {{RIGHT SHIFT}}
Left Control: {{LEFT CONTROL}}
Left Windows: {{LEFT WINDOWS}}
Left Alt: {{LEFT ALT}}
Spacebar: {{SPACEBAR}} (optional)
Right Alt: {{RIGHT ALT}}
Right Windows: {{RIGHT WINDOWS}}
Menu: {{MENU}}
Right Control: {{RIGHT CONTROL}}

# special codes - mobile/tablet

Shift: **{{SHIFT}}**

Backspace: **{{BACKSPACE}}**

Symbols: **{{SYMBOLS}}**

Language: **{{LANGUAGE}}**

Return: **{{RETURN}}**

# special codes - Commodore64

Clear/Home: **{{CLEAR HOME}}**

Instert/Delete: **{{INST DEL}}**

Control: **{{CONTROL}}**

Commodore: **{{COMMODORE}}**

Right Shift: **{{RIGHT SWIFT}}**

Restore: **{{RESTORE}}**

Return: **{{RETURN}}**

Left Swift: **{{LEFT SHIFT}}**

Cursor Up/Down: **{{CURSOR UP DOWN}}**

Cursor Left/Right: **{{CURSOR LEFT RIGHT}}**

F1: **{{F1}}**

F3: **{{F3}}**

F5: **{{F5}}**

F7: **{{F7}}**

Apart from special codes for each keyboard there are also two extra codes that apply to every keyboard that keyboardFX generates.

## PAUSE

The **{{PAUSE}}** code. This code pauses the animation of the keys for a brief moment. The duration of a single PAUSE is one keystroke. You can prolong the duration of a PAUSE for more than one keystroke by putting a number after the HOLD code. You can enter {{PAUSE1}}. . . up to {{PAUSE30}}.

For example if you enter the following text in keyboardFX text field:

This takes a long **{{PAUSE10}}** time!

The typing of the text will begin, then just after typing the word "long", it will pause for a few moments and then continue typing the rest of the given text.

## HOLD

The **{{HOLD}}** code. This code prolongs the duration of the illumination of a key by one keystroke.

For example if you enter the following text in the keyboardFX text field:

Let's see a key combination!{{LEFT CONTROL}}**{{HOLD3}}**{{RIGHT ALT}}**{{HOLD2}}**{{NAV DELETE}}**{{HOLD1}}**

The typing of the text will begin. The **Left Control** key is going to illuminate, then while it stays illuminated the **Right Alt** key is going to light up, and while both of these keys stay illuminated the **Nav Delete** key is also going to light up. When all three light up completely, then they all going to turn off simultaneously.

The duration of a single HOLD is one keystroke. You can prolong the illumination of a key for more than one keystroke by putting a number after the HOLD code. So you can enter {{HOLD1}}...up to {{HOLD30}}

You can use the {{HOLD}} command to show key combinations, even light up complete rows or sections of a keyboard.

NOTE: The HOLD command works only in the "Speed Slider" mode.

# effect controls

Once the keyboard has been generated, you will find a number of the following effect controls in the effect panel of the shape layer of keyboardFX.
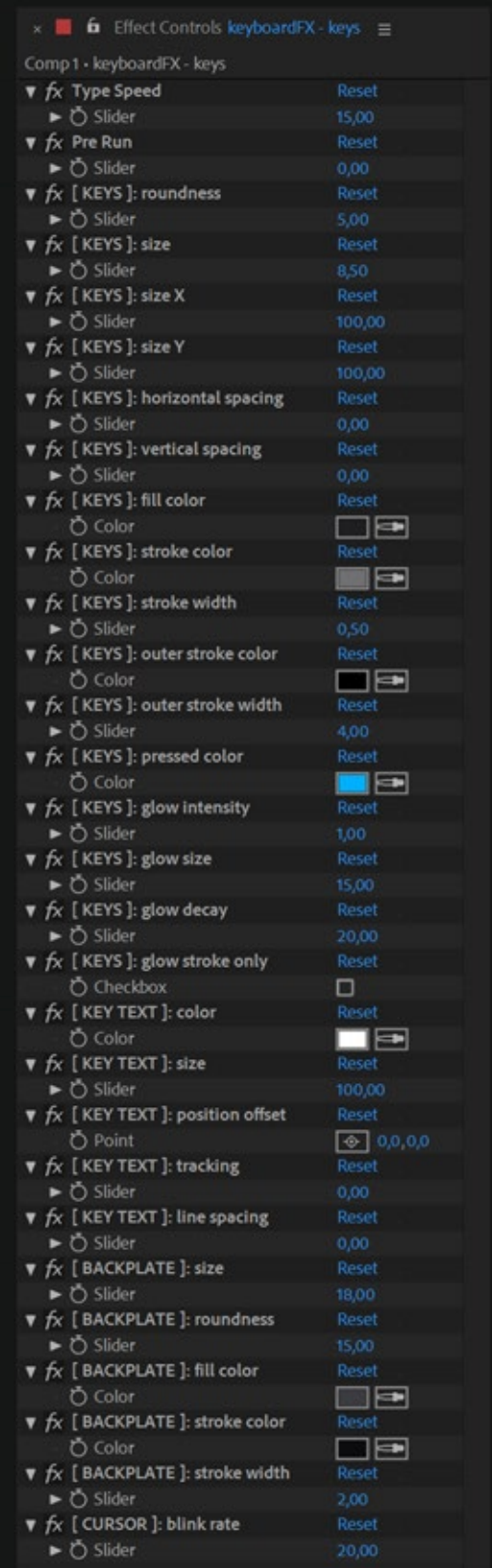
effect controls for adjusting the typing speed and the pre-run time

effect controls for adjusting the roundness size, spacing, color and glow properties of the keys

effect controls for adjusting the color, size, position, tracking and line spacing of the text layers for each key

effect controls for adjusting the look of the backplate

effect control for adjusting the cursor blinking rate

| × ■ 🔒 Effect Controls **keyboardFX - keys** ≡ | |
|---|---|
| Comp 1 • keyboardFX - keys | |
| ▼ *fx* Type Speed | Reset |
| ► ⏱ Slider | 15,00 |
| ▼ *fx* Pre Run | Reset |
| ► ⏱ Slider | 0,00 |
| ▼ *fx* [ KEYS ]: roundness | Reset |
| ► ⏱ Slider | 5,00 |
| ▼ *fx* [ KEYS ]: size | Reset |
| ► ⏱ Slider | 8,50 |
| ▼ *fx* [ KEYS ]: size X | Reset |
| ► ⏱ Slider | 100,00 |
| ▼ *fx* [ KEYS ]: size Y | Reset |
| ► ⏱ Slider | 100,00 |
| ▼ *fx* [ KEYS ]: horizontal spacing | Reset |
| ► ⏱ Slider | 0,00 |
| ▼ *fx* [ KEYS ]: vertical spacing | Reset |
| ► ⏱ Slider | 0,00 |
| ▼ *fx* [ KEYS ]: fill color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ KEYS ]: stroke color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ KEYS ]: stroke width | Reset |
| ► ⏱ Slider | 0,50 |
| ▼ *fx* [ KEYS ]: outer stroke color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ KEYS ]: outer stroke width | Reset |
| ► ⏱ Slider | 4,00 |
| ▼ *fx* [ KEYS ]: pressed color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ KEYS ]: glow intensity | Reset |
| ► ⏱ Slider | 1,00 |
| ▼ *fx* [ KEYS ]: glow size | Reset |
| ► ⏱ Slider | 15,00 |
| ▼ *fx* [ KEYS ]: glow decay | Reset |
| ► ⏱ Slider | 20,00 |
| ▼ *fx* [ KEYS ]: glow stroke only | Reset |
| ⏱ Checkbox | ☐ |
| ▼ *fx* [ KEY TEXT ]: color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ KEY TEXT ]: size | Reset |
| ► ⏱ Slider | 100,00 |
| ▼ *fx* [ KEY TEXT ]: position offset | Reset |
| ⏱ Point | ⊕ 0,0,0,0 |
| ▼ *fx* [ KEY TEXT ]: tracking | Reset |
| ► ⏱ Slider | 0,00 |
| ▼ *fx* [ KEY TEXT ]: line spacing | Reset |
| ► ⏱ Slider | 0,00 |
| ▼ *fx* [ BACKPLATE ]: size | Reset |
| ► ⏱ Slider | 18,00 |
| ▼ *fx* [ BACKPLATE ]: roundness | Reset |
| ► ⏱ Slider | 15,00 |
| ▼ *fx* [ BACKPLATE ]: fill color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ BACKPLATE ]: stroke color | Reset |
| ⏱ Color | ☐ |
| ▼ *fx* [ BACKPLATE ]: stroke width | Reset |
| ► ⏱ Slider | 2,00 |
| ▼ *fx* [ CURSOR ]: blink rate | Reset |
| ► ⏱ Slider | 20,00 |

## compatibility

**keyboardFX** is compatible and has been successfully tested on:

- After Effects CS6
- After Effects CC
- After Effects CC 2014
- After Effects CC 2015
- After Effects CC 2015.3
- After Effects CC 2017
- After Effects CC 2018
- After Effects CC 2019
- After Effects CC 2020

on both Windows and Mac OS platforms.

## trial limitations

You can test keyboardFX free for 7 days. In trial mode these limitations apply:

- 15% of the total keys of the keyboard will not be available

**1.2**   November 28th, 2019

- **fixed:** a bug which prevented the complete generation of Commodore64 keyboards on AE CS6
- **fixed:** the random preset for Commodore64 was not random. It now fixed.
- **fixed:** a few typing errors on some of the presets
- **fixed:** a bug where the custom input text field was locked on first run on AE CS6
- **fixed:** carriage returns no longer mess the timing of the animations and properly light up the "Enter" key
- **fixed:** the order of the layers became shuffled, if there were other existing layers in the timeline. It's now fixed.
- **fixed:** some layer properties stayed open in the timeline after the generation of the keyboard.
            It's now fixed and every property is closed (twirled up)


- **changed:** the glow and key layers are no longer locked
- **changed:** renamed the effect control "**Glow Decay**" to "**Glow Decay Speed**" for better clarity
- **changed:** smaller UI + a few cosmetic changes


- **optimized:** before generating any keyboard, keyboardFX checks the input text and informs the user
               about mistyped special codes
- **optimized:** when deleting keyboardFX layers, expression errors are now suppressed
- **optimized:** the -**initial**- typing speed and glow decay speed is automatically adjusted at a comfortable
               pace of approximately 8 characters per second
- **optimized:** redesigned progress bar that is more accurate, more informative, and works both in window
               and in dockable panel mode. Also added a enable/disable checkbox for it, in the settings tab (CS6  only)
- **optimized:** compatibility with macOS Catalina
- **optimized:** instead of typing multiple {{PAUSE}} codes to further prolong a pause you can now type
               **{{PAUSE1}}** through **{{PAUSE30}}** (the same applies with the HOLD code)


- **added:** the **{{HOLD}}** special code which allows the illumination of key combinations (like Ctrl+Alt+Del)
- **added:** a second mode of controlling the keystroke animations through markers **(Using Markers Mode)**

**1.1**   January 9th, 2019

- **added:** the DVORAK keyboard layout
- **added:** five keys lighting animation presets
- **optimized:** broadened compatibility. keyboardFX in now compatible with older versions of After Effects (CC + CS6)


- **changed:** keyboardFX no longer uses the "Arial" font as the default font for every text layer it generates.
             It will now use what ever font is selected in theAfter Effects Character Panel upon generation.


**1.0**   October 28th, 2018

- initial release

This script is provided "as is," without warranty of any kind, expressed or implied. In no event shall the author be held liable for any damages arising in any way from the use of keyboardFX.