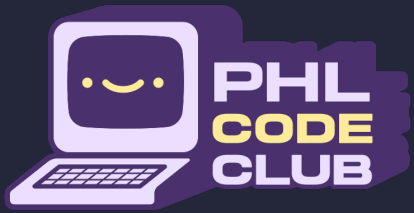

mvim
Mvim

echo $(whoami)

- Principle Software Engineer
- Keyboard and Ergonomics Enthusiast
- Co-founder and Chief Terminal Nerd @ PHL Code Club 🖵



Here is me with me cat, Fritzy =3



A Tragedy In 7 Parts

We are going to take a trip down memory lane and into the depths of HID *hell*.

1. The Beginning
2. Fitting In
3. A Discovery
4. Performative Measures
5. Preventative Measures
6. Finding Home
7. Explorations and Tinkering

The Beginning: Meandering the Membrane

Like most people, I started with a *membrane keyboard*. Something like this:



Or as a developer you might recognize this:



If you were really lucky you might have had a *pre* Lenovo Thinkpad...

Fitting In: The Gaming and RGB Era

Like many teens and young adults in the 21st century, I like video games. I made many friends playing video games, and I had keyboards made for video games:





A Discovery: You Can CHANGE PARTS?

The Keychron K2 introduced me to the world of customizing mechanical keyboards. I jumped straight in building over a dozen different keyboards of varying shapes, sizes, and colors. I spent time customizing the feel, the look and the sound.

There are many keyboards like them, but these are mine.

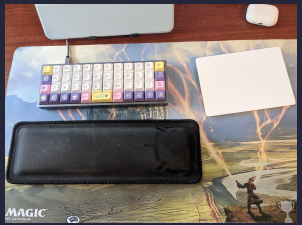




Performative Measures: Improving Ergonomics (But Not Really)

As I found myself spending more time at my keyboard I decided to take preventative measures and start trying out more ergonomic keyboards. I landed on a Planck.

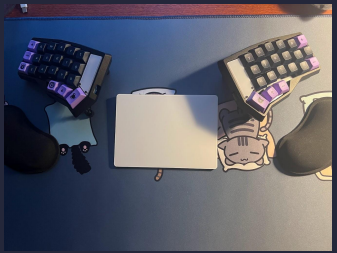
Contrary to my belief though, this was *worse* than the other keyboards! My wrists were bent, my hands were flat, and my shoulders scrunched.



Preventative Measures: Let's Do This Right

Having had a rough experience with the Planck I decided to do some actual research. This is where I came across *split* keyboards.

Split keyboards allow you to angle your wrists and arms, and relax you shoulders to make typing a breeze. Add in a tenting kit to reduce wrist rotation and you have a recipe for success.



Finding Home: More Specifically, The Home Row

My current keyboard and the one I have spent the longest time on is this Ferris Sweep. It has just 34 keys! However, I can still accomplish all the same tasks using various firmware tricks such as *layers*, *mod tap*, and *tap hold*.

This allows me to types with very little hand movement, allowing me to keep my fingers on the home row and stay in a comfortable position.



Exploration and Tinkering

I am still looking for ways to push the envelope and learn how I can better customize how I interface with my machines.

One such experiment I tried was the *CharaChorder*. It uses "3D" switches (Akin to joysticks), allow each finger to have access to 5 separate inputs without moving your hand, just your fingers.



It also supports *chorded entry* where you input a set of characters all at once and an algorithm on the microcontroller expands that into a larger input. Think auto completion but faster.

Exploration and Tinkering

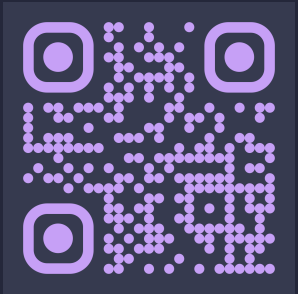
Another experiment I would like to try is using a *Svalboard*. This input device (I hesitate to even call it a keyboard) is based on the *DataHand* from the 90's.

It takes ergonomics and customization to the limit by allowing most parts to be adjusted to fit your exact anatomy.



echo $(which gvasquez)

My website! (*https://gvasquez.dev/*)



PHL Code Club (*https://phlcode.club/*)

