How to get started with NohBoard

This resource is meant to help you set up an input display *for keyboard only* and give you a good starting point to customize it yourself. The included layout is a blank 7x2 grid of keys with a basic style file and this document will explain how to import them and customize them.

1 - Download NohBoard

https://github.com/ThoNohT/NohBoard/releases/tag/v1.3.0

The layout included in this zip was made for the version of NohBoard linked above. Visit that github link, then download and extract this zip file:
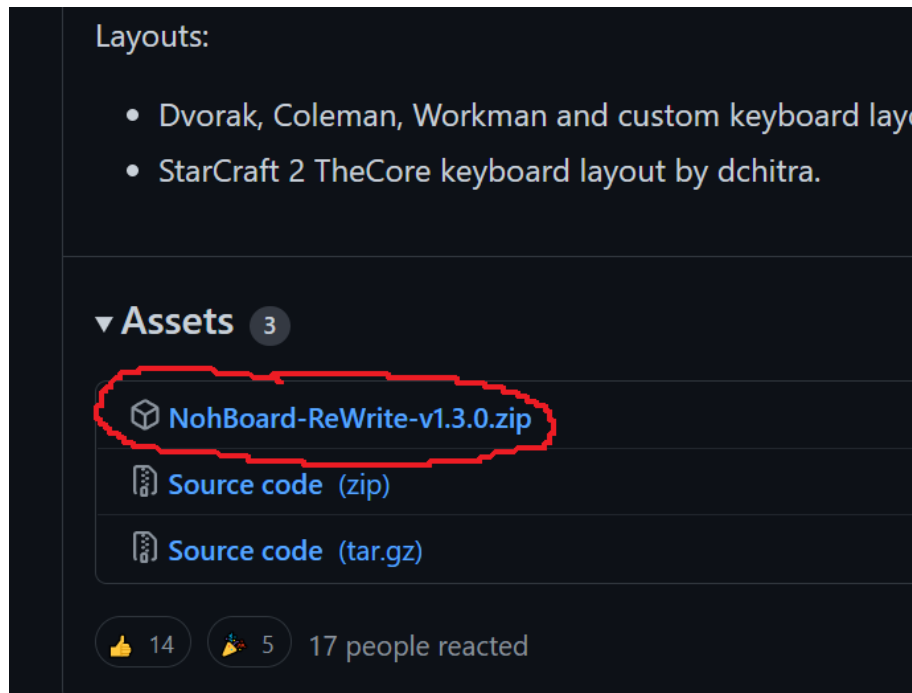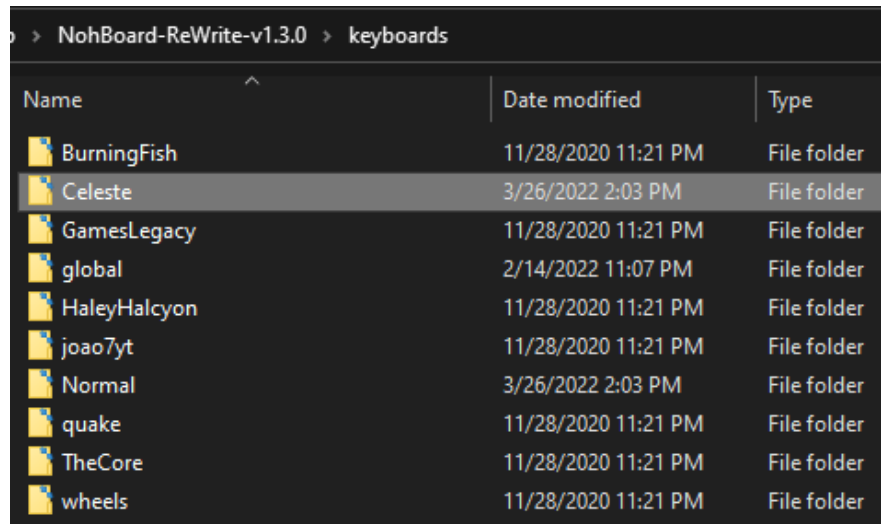

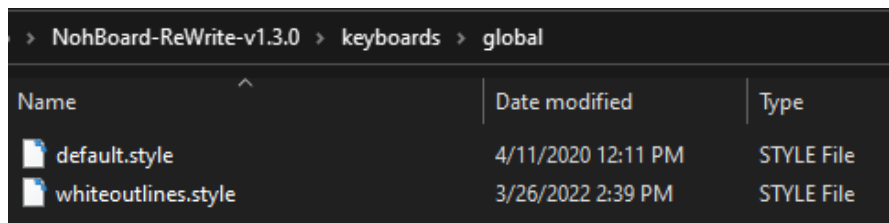When it's all extracted, you should have a folder that looks roughly like this:

2 - Drop in the included layout and style files

a) Go into the "keyboards" folder above, and drop in the "Celeste" folder included in this zip. The folder should look something like this afterward

b) Next, go into the "global" folder you see in the above screenshot (so overall it's NohBoard-ReWrite-v1.3.0 > keyboards > global), and drop in the included whiteoutlines.style file. It should look like this afterward:

2.5 - Optionally, update NohBoard's framerate to match Celeste

Open and then close nohboard.exe once. This will make it generate NohBoard.json, a settings file. You'll see that file in the same folder as nohboard.exe. Open it and you'll see UpdateInterval is set to 33. That means 33ms or 30fps. You can set it as low as 5ms for 200fps (I do this with no cpu usage issues) or you can just set it to 16 so it roughly matches celeste's 60fps. Or you can leave it totally alone!
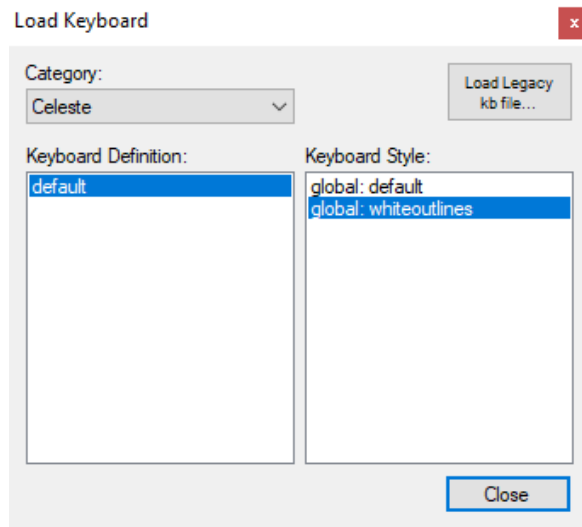
3 - Open NohBoard and load the layout+style

Open nohboard.exe. You'll see this at first:
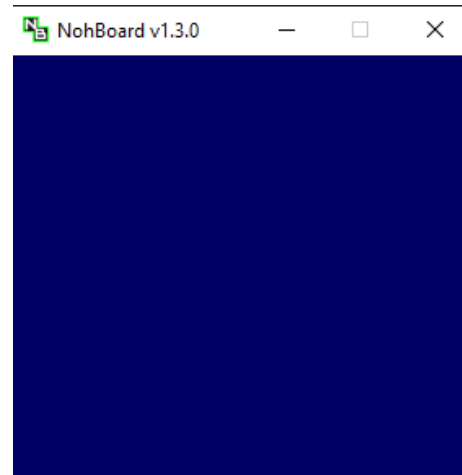
Right click on this and click "Load Keyboard", then click the category dropdown and pick "Celeste". Make sure to select the "global: whiteoutlines" style as well:

If you've done everything correctly so far, you'll see this grid of empty keys:
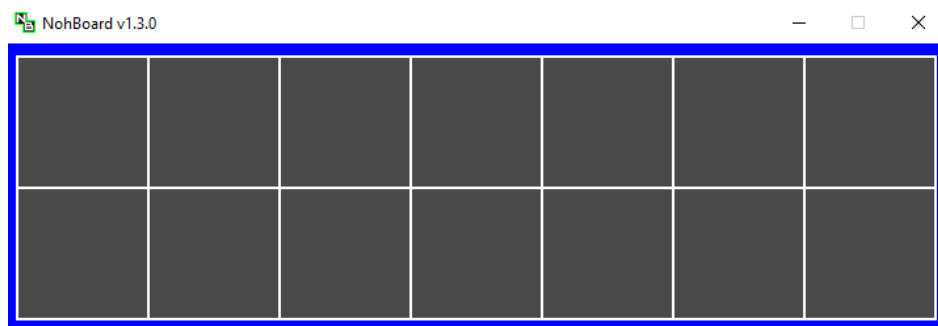
If you just see a blank rectangle with no gridlines, it just means you probably forgot to select the whiteoutlines style when you loaded the keyboard as described above

Now all that's left is for you to fill them in with your keybinds, and customize the font and colors and all that.

4 - Filling in your keybinds

To begin, you first need to unlock the interface by right clicking and choosing "Start Editing".
WARNING: Do not attempt to click and drag, nohboard's click+drag feature is basically broken, but you can just ctrl+z if you mess something up with it. You can also move elements around manually one pixel at a time by s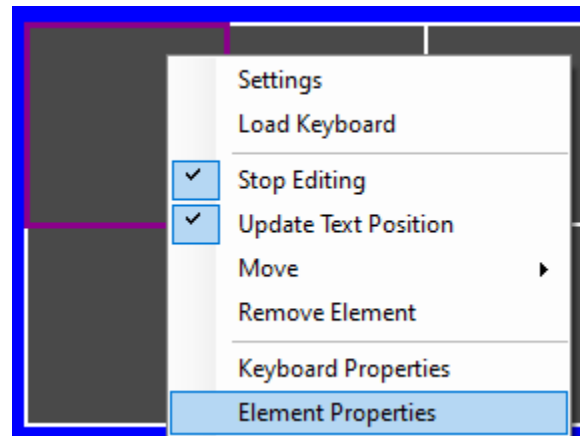electing them and then using the arrow keys, but you shouldn't need to unless customizing beyond what this guide walks you through.

Now you just need to add label text and key codes to each of your keys, and remove any extras you don't want. Start by right clicking a key and selecting "element properties".

The "Text" and "Shift Text" fields are the label text by default and when holding shift (I guess this allows you to have a label and then show the key itself when holding shift? I'm not entirely sure of the purpose here). If you don't want the text to change when holding shift, you need to fill out the same label in both fields.
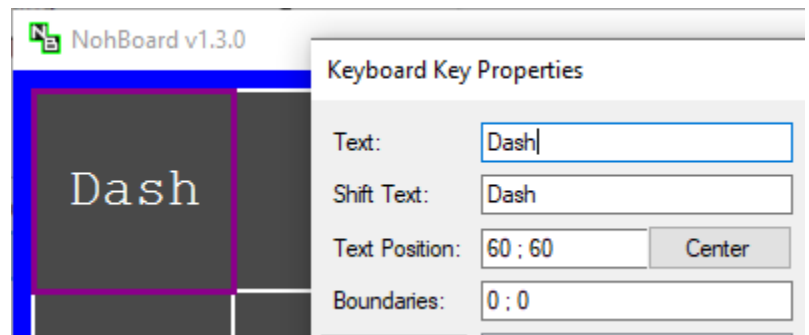
Side note: Here are some unicode arrow characters to copy+paste for your direction key labels if you want. Font support for these will vary a lot (try different fonts as described below!). I tried adding more than these 2 sets but they wouldn't export with the pdf :(so google for unicode arrow characters if you want other options.

←↑↓→ ⇦⇧⇩⇨
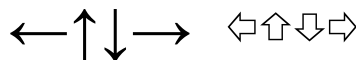
To assign a key code to an element of the layout:
- click "Detect"
- press your key
- **click the "Detecting…" button again**
- click "Add"

This part is a bit weird but you'll get used to it.
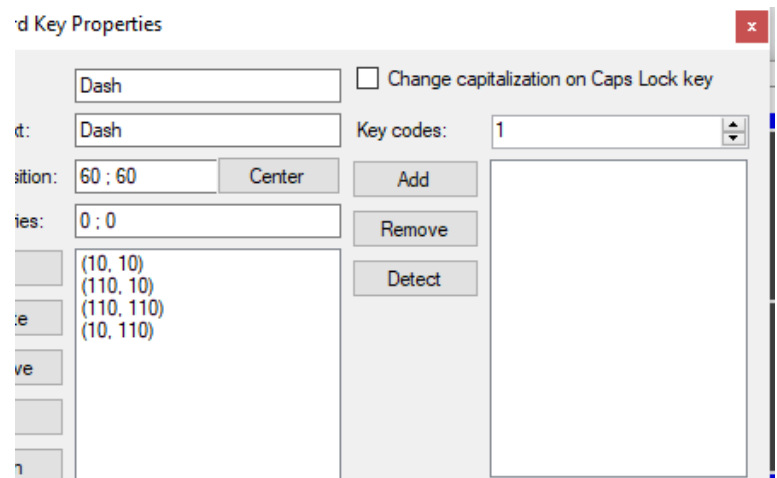
It is strongly recommended to save your changes after editing each individual key, like so:

It's also worth mentioning: if you find yourself not needing all these keys, you can just right click one and select "remove element". Similarly, you can select a key and ctrl+c ctrl+v to make a duplicate of it if you want to add more.
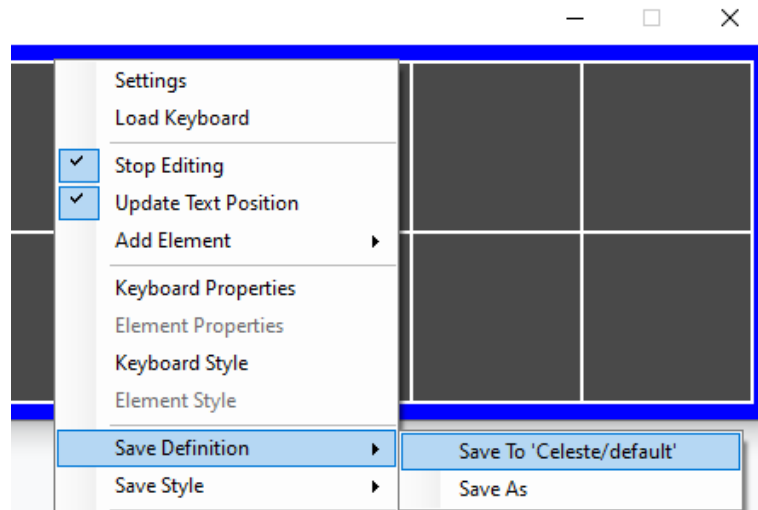
If you want more or fewer rows or columns and need extra space or want to remove excess, edit **Keyboard Properties** and change the dimensions. Each key is 100px x 100px, and the whole thing has 10px of padding. So add or subtract multiples of 100 to keep it looking right.

4.5 - Make it pretty if you feel like it

A basic style file was included in here just so you can see outlines of keys, but if you want to customize the font and colors and all that, just right click and select "Keyboard Style".

One confusing aspect of this interface is that you need to **double click on "pick a font"** to actually be able to pick a font. Figuring out the rest of the keyboard style interface is left as an exercise to the reader.
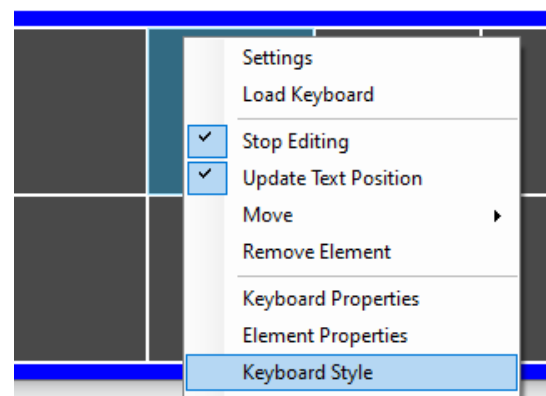
To save your style changes, you need to specifically save the style as shown here:
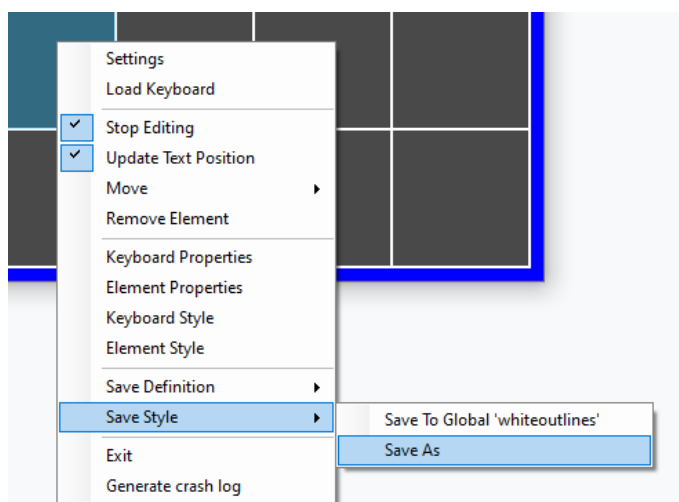
5 - How to use with OBS

This is not meant to be an OBS guide, so there won't be much detail here, but in short:
- This needs to be used as a **window capture source**
- **NohBoard itself can't be minimized when you're window capturing it** or it will be frozen visually. Having it open behind a fullscreen game works fine though. Probably an OS level limitation.
- **The blue outline is intended to be removed** with a **color key** or **chroma key filter**, it's pure blue **(#0000FF)**
- To make the whole source transparent, **use a color/chroma key filter and lower the opacity slider** until it's as transparent as you want.
- The point of that blue outline is it gives your window capture source some easy automatic built-in padding if you put it at the edge of your scene. If you prefer not to have it, cropping it off is fairly easy, but should be done *after* removing the blue itself so it'll never leak through if your crop gets changed at all.

That's just about everything you need to get started. If those points about OBS are confusing, sorry but you'll need to look it up elsewhere. Or you can feel free to ask more questions about OBS or NohBoard or anything at all regarding Celeste speedrunning in the speedrunning channels of the Celeste discord.

Feel free to use your resulting layout on any stream or youtube video or whatever, that's why I made this guide :) All I ask is that if anyone asks about your input display and how it was put together, that you point them to this guide. Have fun!

Sleepy__Dan__