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## KbdEdit Editions

KbdEdit exists in [Premium](#), [Personal](#), [Lite](#) and [Player](#) editions. Each edition has custom-tailored pricing, feature set and licensing options aimed at specific needs of home and business users.

All editions support both 32- and 64-bit Windows versions by default - it is not necessary to purchase a 64-bit version separately.

### Premium Edition

Premium edition is a fully functional version, without any restrictions on any of the features described in the manual.

This is the only KbdEdit edition that can produce [Standalone Layout Installers](#) ([Generate Layout Install Package](#) command). It is intended for users who want to publish their custom layouts to a wide audience.

You can order the KbdEdit Premium edition from the [Online purchase](#) page.



### Personal Edition

The only restriction in the Personal edition is the absence of the [Generate Layout Install Package](#) command.

This edition is intended for users who want to create custom layouts for personal use on a single computer. These layouts can still be deployed to other computers through KbdEdit's [KBE](#) file format, however each target machine is required to run its own installation of KbdEdit [Player](#).

Personal edition corresponds to the "Full" edition in pre-1.3.0 KbdEdit releases.

You can order the KbdEdit Personal edition from the [Online purchase](#) page.



### Lite Edition

Lite edition is a scaled-down version with an accordingly lower price tag. It is intended for users who only want basic [character-to-key mapping](#) functions, and do not need advanced features like [dead character table editing](#), [special keys remapping](#) or generation of [Layout Install Packages](#).

You can order the KbdEdit Lite edition from the [Online purchase](#) page.

Lite version **can be** used to:

- Make changes in the [high-level](#) editor: any Unicode character, [ligature](#) or an existing dead character can be assigned to any existing modifier combination of any mappable character.
- [Import KBE files](#) saved with the free Demo version, provided that they don't contain any low-level or dead char table modifications.
- [Import KBE files](#) saved from the Premium or Personal edition (including the [Examples](#)).
- Use all other features not explicitly mentioned in the below list of restrictions (like [Export KBE file](#), [Import KLC file](#), [Register Layout DLL files](#), etc).

Lite version **does not** allow to:

- Make changes in the [low-level](#) and [dead char](#) editors. This disables advanced features like creating and modifying dead chars, editing [virtual-key mappings](#) and [modifiers](#), using the [toggleable KANA modifier key](#) etc.
- [Import KBE files](#) saved with the Demo version, if they contain low-level or dead char table modifications.
- [Import KBE files](#) saved with any pre-1.1 version (either Personal or Demo)
- Generate [Layout Install Packages](#).



## Player Edition

Player edition is a read-only version used for the deployment of custom layouts created with the Premium, Personal or Lite version. It supports the features needed to import and deploy a custom layout from a number of formats (KBE, KLC, [layout DLL file](#)). It does not support any editing features.

Note that Player edition is **not** needed for the deployment of [Standalone Layout Installer](#) packages [generated](#) by the [Premium](#) edition.

The intended usage scenario is:

- Use the Premium, Personal or Lite version to create a custom layout.
- Export the layout in KBE file format.
- Use the Player version to deploy the KBE file to any number of computers.

Player version **can be** used to:

- [Import KBE files](#) saved from the Premium, Personal or Lite edition (including all [Examples](#)).
- [Import KLC files](#) created by MSKLC.
- Deploy the imported layouts by [Saving](#) them.
- Deploy custom [layout DLLs](#) using the [Register Layout DLL files](#). The DLLs can be generated by KbdEdit or a 3rd party tool, or can be "borrowed" from another Windows version.
- [Print](#) sticker maps.

Player version **does not** allow to:

- Make any kind of changes to layouts - the [high-level](#), [low-level](#) and [dead char](#) editors are strictly read-only.
- [Import KBE files](#) saved with the Demo version.
- [Import KBE files](#) saved with any pre-1.1 version (either Personal or Demo)
- [Export KBE files](#).
- Generate [Layout Install Packages](#).
- [Customize](#) sticker maps.



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