Keymapping Presets for Degenatrons 20 Input Arcade Encoder

Version 1.5, 9th July 2012

Group A — Direct Wired Maps

Pin Number	Mode 1 Player 1 MAME*		Mode 2 Player 2 MAME*		Mode 3 Players 1 & 2 MAME*		Mode 4 Players 3 & 4 MAME*		Mode 5 Player 1 Pinball**		Mode 6 Generic Alphabetic		Mode 7 Generic Hexidecimal	
A1	5	P1 Coin	6	P2 Coin	5	P1 Coin	7	P3 Coin	5	Coin	A	A	0	0
A2	1	P1 Start	2	P2 Start	1	P1 Start	3	P3 Start	1	Start	B	B	1	1
A3	Right Arrow	P1 Right	G	P2 Right	Right Arrow	P1 Right	L	P3 Right	Right Arrow	Right	C	C	2	2
A4	Left Arrow	P1 Left	D	P2 Left	Left Arrow	P1 Left	J	P3 Left	Left Arrow	Left	D	D	3	3
A5	Up Arrow	P1 Up	R	P2 Up	Up Arrow	P1 Up	I	P3 Up	Up Arrow	Up	E	E	4	4
A6	Down Arrow	P1 Down	F	P2 Down	Down Arrow	P1 Down	K	P3 Down	Down Arrow	Down	F	F	5	5
A7	L-Ctrl	P1 Button 1	A	P2 Button 1	L-Ctrl	P1 Button 1	R-Ctrl	P3 Button 1	L-Ctrl	L/Magnasave	G	G	6	6
A8	L-Alt	P1 Button 2	S	P2 Button 2	L-Alt	P1 Button 2	R-Shift	P3 Button 2	R-Ctrl	R/Magnasave	H	H	7	7
A9	Space	P1 Button 3	Q	P2 Button 3	Space	P1 Button 3	Enter	P3 Button 3	Space	Fwd/Nudge	I	I	8	8
A10	L-Shift	P1 Button 4	W	P2 Button 4	L-Shift	P1 Button 4	Select		L-Shift	L/Flipper	J	J	9	9
B1	Z	P1 Button 5	K	P2 Button 5	Z	P1 Button 5	6	P2 Coin	Z	L/Nudge	K	K	A	A
B2	X	P1 Button 6	K	P2 Button 6	X	P1 Button 6	2	P2 Start	R-Shift	R/Nudge	L	L	B	B
B3	C	P1 Button 7	J	P2 Button 7	C	P1 Button 7	G	P2 Right	/	R/Nudge	M	M	C	C
B4	V	P1 Button 8	L	P2 Button 8	V	P1 Button 8	D	P2 Left	Q	Quit (VP)	N	N	D	D
B5	Enter	Select	Enter	Select	Enter	Select	R	P2 Up	Enter	Plunger	O	O	E	E
B6	P	Pause	P	Pause	P	Pause	F	P2 Down	Pause/Break	Pause	P	P	F	F
B7	F7	Load/Save	F7	Load/Save	F7	Load/Save	A	P2 Button 1	A	L/Up/Flipper	Q	Q	Space	Space
B8	Tilde	OSD	Tilde	OSD	A	P2 Button 1	Numpad-Decimal	P4 Button 2	Apostrophe	(R)/Up/Flipper	R	R	Enter	Enter
B9	Tab	Config	Tab	Config	S	P2 Button 2	Numpad-Enter	P4 Button 3	Tab	View Backglass	S	S	Tab	Tab
B10	Esc	Cancel	Esc	Cancel	Q	P2 Button 3	Tab	Config	Esc	Exit	Esc	Esc	Esc	Esc

Group B — Extended Maps

Pin Number	Mode 1 Players 1 & 2 MAME* Extended		Mode 2 Players 3 & 4 MAME* Extended	
A1	Right Arrow	P1 Right	L	P3 Right
A2	Left Arrow	P1 Left	J	P3 Left
A3	Up Arrow	P1 Up	I	P3 Up
A4	Down Arrow	P1 Down	K	P3 Down
A5	L-Ctrl	P1 Button 1	R-Ctrl	P3 Button 1
A6	L-Alt	P1 Button 2	R-Shift	P3 Button 2
A7	Space	P1 Button 3	Enter	P3 Button 3
A8	L-Shift	P1 Button 4	Backslash	P3 Button 4
A9	Z	P1 Button 5	Period	P3 Button 5
A10	Enter	P1 Button 6	Comma	P3 Button 6
B1	G	P2 Right	Numpad-6	P4 Right
B2	D	P2 Left	Numpad-4	P4 Left
B3	R	P2 Up	Numpad-8	P4 Up
B4	F	P2 Down	Numpad-2	P4 Down
B5	A	P2 Button 1	Numpad-0	P4 Button 1
B6	S	P2 Button 2	Numpad-Decimal	P4 Button 2
B7	Q	P2 Button 3	Numpad-Enter	P4 Button 3
B8	W	P2 Button 4	Numpad-Plus	P4 Button 4
B9	C	P2 Button 5	Numpad-Minus	P4 Button 5
B10	V	P2 Button 6	Numpad-Mulitply	P4 Button 6

Group C — Hot-Swap MAME/Pinball

Pin Number	Mode 1 Player 1 MAME*		Mode 2 Player 1 Pinball**	
A1	5	P1 Coin	5	Coin
A2	1	P1 Start	1	Start
A3	Right Arrow	P1 Right	Right Arrow	Right
A4	Left Arrow	P1 Left	Left Arrow	Left
A5	Up Arrow	P1 Up	Up Arrow	Up
A6	Down Arrow	P1 Down	Down Arrow	Down
A7	L-Ctrl	P1 Button 1	L-Ctrl	L/Magnasave
A8	L-Alt	P1 Button 2	R-Ctrl	R/Magnasave
A9	Space	P1 Button 3	Space	Fwd/Nudge
A10	L-Shift	P1 Button 4	L-Shift	L/Flipper
B1	Z	P1 Button 5	Z	L/Nudge
B2	X	P1 Button 6	R-Shift	R/Flipper
B3	C	P1 Button 7	/	R/Nudge
B4	V	P1 Button 8	Q	Quit (VP)
B5	Enter	Select	Enter	Plunger
B6	P	Pause	Pause/Break	Pause
B7	F7	Load/Save	A	L/Up/Flipper
B8	Tilde	OSD	Apostrophe	(R)/Up/Flipper
B9	Tab	Config	Tab	View Backglass
B10	Esc	Cancel	Esc	Exit

Group D — Hot-Swap MAME/Pinball 2 Players Extended

Pin Number	Mode 1 Players 1 & 2 MAME* Extended		Mode 2 Players 1 & 2 Pinball**	
A1	Right Arrow	P1 Right	Right Arrow	Right
A2	Left Arrow	P1 Left	Left Arrow	Left
A3	Up Arrow	P1 Up	Up Arrow	Up
A4	Down Arrow	P1 Down	Down Arrow	Down
A5	L-Ctrl	P1 Button 1	L-Ctrl	L/Magnasave
A6	L-Alt	P1 Button 2	R-Ctrl	R/Magnasave
A7	Space	P1 Button 3	Space	Fwd/Nudge
A8	L-Shift	P1 Button 4	L-Shift	L/Flipper
A9	Z	P1 Button 5	Z	L/Nudge
A10	Enter	P1 Button 6	Enter	Plunger
B1	G	P2 Right	/	R/Nudge
B2	D	P2 Left	R-Shift	R/Flipper
B3	R	P2 Up	Esc	Exit
B4	F	P2 Down	Apostrophe	R/Up/Flipper
B5	A	P2 Button 1	A	L/Up/Flipper
B6	S	P2 Button 2	Tab	View Backglass
B7	Q	P2 Button 3	Q	Quit (VP)
B8	W	P2 Button 4	5	Coin
B9	C	P2 Button 5	1	Start
B10	V	P2 Button 6	Pause/Break	Pause

Extended Mapping Notes

Extended mapping is defined using key combinations.

These impossible combinations ensure there will be no conflicts.
(e.g. up and down together).

To use this mode effectively, these additional mappings should be configured in the emulator.

P1 Up+P1 Down = P1 Start
P1 Left+P1 Right = P1 Coin
P2 Up+P2 Down = P2 Start
P2 Left+P2 Right = P2 Coin
P1 Up+P1 Down+P2 Up+P2 Down = Cancel

Group E — Hot-Swap Emulators

Pin Number	Mode 1 Player 1 MAME*		Mode 2 Generic Alphabetic		Mode 3 Generic Hexadecimal	
A1	5	P1 Coin	A	A	0	0
A2	1	P1 Start	B	B	1	1
A3	Right Arrow	P1 Right	C	C	2	2
A4	Left Arrow	P1 Left	D	D	3	3
A5	Up Arrow	P1 Up	E	E	4	4
A6	Down Arrow	P1 Down	F	F	5	5
A7	L-Ctrl	P1 Button 1	G	G	6	6
A8	L-Alt	P1 Button 2	H	H	7	7
A9	Space	P1 Button 3	I	I	8	8
A10	L-Shift	P1 Button 4	J	J	9	9
B1	Z	P1 Button 5	K	K	A	A
B2	X	P1 Button 6	L	L	B	B
B3	C	P1 Button 7	M	M	C	C
B4	V	P1 Button 8	N	N	D	D
B5	Enter	Select	O	O	E	E
B6	P	Pause	P	P	F	F
B7	F7	Load/Save	Q	Q	Space	Space
B8	Tilde	OSD	R	R	Enter	Enter
B9	Tab	Config	S	S	Tab	Tab
B10	Esc	Cancel	Esc	Esc	Esc	Esc

Group F — External LED and Sound

Pin Number	Mode 1 Player 1 MAME*		Mode 2 Player 2 MAME*		Mode 3 Players 1 and 2 MAME*		Mode 4 Players 3 and 4 MAME*		Mode 5 Player 1 Pinball*		Mode 6 Generic Alphabetic		Mode 7 Generic Hexidecimal	
A1	5	P1 Coin	6	P2 Coin	5	P1 Coin	7	P3 Coin	5	Coin	A	A	0	0
A2	1	P1 Start	2	P2 Start	1	P1 Start	3	P3 Start	1	Start	B	B	1	1
A3	Right Arrow	P1 Right	G	P2 Right	Right Arrow	P1 Right	L	P3 Right	Right Arrow	Right	C	C	2	2
A4	Left Arrow	P1 Left	D	P2 Left	Left Arrow	P1 Left	J	P3 Left	Left Arrow	Left	D	D	3	3
A5	Up Arrow	P1 Up	R	P2 Up	Up Arrow	P1 Up	I	P3 Up	Up Arrow	Up	E	E	4	4
A6	Down Arrow	P1 Down	F	P2 Down	Down Arrow	P1 Down	K	P3 Down	Down Arrow	Down	F	F	5	5
A7	L-Ctrl	P1 Button 1	A	P2 Button 1	L-Ctrl	P1 Button 1	R-Ctrl	P3 Button 1	L-Ctrl	L/Magnasave	G	G	6	6
A8	L-Alt	P1 Button 2	S	P2 Button 2	L-Alt	P1 Button 2	R-Shift	P3 Button 2	R-Ctrl	R/Magnasave	H	H	7	7
A9	Space	P1 Button 3	Q	P2 Button 3	Space	P1 Button 3	Enter	P3 Button 3	Space	Fwd/Nudge	I	I	8	8
A10	L-Shift	P1 Button 4	W	P2 Button 4	L-Shift	P1 Button 4	Select		L-Shift	L/Flipper	J	J	9	9
B1	Z	P1 Button 5	K	P2 Button 5	Enter	P2 Coin	P	Pause	Z	L/Nudge	K	K	A	A
B2	X	P1 Button 6	K	P2 Button 6	2	P2 Start	8	P4 Coin	R-Shift	R/Flipper	L	L	B	B
B3	C	P1 Button 7	J	P2 Button 7	G	P2 Right	Numpad-6	P4 Right	/	R/Nudge	M	M	C	C
B4	V	P1 Button 8	L	P2 Button 8	D	P2 Left	Numpad-4	P4 Left	Q	Quit (VP)	N	N	D	D
B5	Enter	Select	Enter	Select	R	P2 Up	Numpad-8	P4 Up	Enter	Plunger	O	O	E	E
B6	P	Pause	P	Pause	F	P2 Down	Numpad-2	P4 Down	Pause/Break	Pause	P	P	F	F
B7	F7	Load/Save	F7	Load/Save	A	P2 Button 1	Numpad-0	P4 Button 1	A	L/Up/Flipper	Q	Q	Space	Space
B8	Tilde	OSD	Tilde	OSD	S	P2 Button 2	Numpad-Decimal	P4 Button 2	Apostrophe	(R)/Up/Flipper	R	R	Enter	Enter
B9	Esc	Exit	Esc	Exit	Q	P2 Button 3	Numpad-Enter	P4 Button 3	Esc	Exit	Esc	Esc	Esc	Esc
B10	LED/Sound***		LED/Sound***		LED/Sound***		LED/Sound***		LED/Sound**		LED/Sound***		LED/Sound***	

Group G — Custom

Mode 1 Custom Mappings
One or more custom modes to suit your own specific mapping requirements.
By default this is an empty mapping.

---

* Compatible with MAME (Multiple Arcade Machine Emulator)

** Compatible with Future Pinball and Visual Pinball

*** An external LED, speaker or buzzer is connected to this pin. It is not available for input. It will identify the mode by signals.