KADE-KEY

Pin Mapping Reference Table for the USB/HID Keyboard Encoder



GROUP A – Direct Wired Maps

	Mode 1		Mode 2		Mode 3		Mode 4		Мо	Mode 6		Mode 7		
	Player 1		Player 2		Players 1 & 2		Players 3 & 4		Player 1		Generic		Generic	
Pin	MAME*		MAME*		MAME*		MAME*		Pinball**		Alphabetic		Hexidecimal	
													TICKIC	1 cciiiieii
A1	5	P1 Coin	6	P2 Coin	5	P1 Coin		P3 Coin	5	Coin	А	A	0	0
A2	1	P1 Start	2	P2 Start	1	P1 Start	3	P3 Start	1	Start	В	B	1	1
A3	Right Arrow	P1 Right	G	P2 Right	Right Arrow	P1 Right	L	P3 Right	Right Arrow	Right	С	С	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	l	P3 Up	Up Arrow	Up	Е	Е	4	4
A6	Down Arrow	P1 Down	F	P2 Down	Down Arrow	P1 Down	К	P3 Down	Down Arrow	Down	F	F	5	5
A7	L-Ctrl	P1 Button 1	Α	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	Н	Н	7	7
A9	Space	P1 Button 3	Q	P2 Button 3	Space	P1 Button 3	Enter	P3 Button 3	Space	Fwd/Nudge	Ι	Ι	8	8
A10	L-Shift	P1 Button 4	W	P2 Button 4	Enter	Select	Р	Pause	L-Shift	L/Flipper	J	J	9	9
B1	Z	P1 Button 5	1	P2 Button 5	6	P2 Coin	8	P4 Coin	Z	L/Nudge	K	K	Α	Α
B2	Χ	P1 Button 6	K	P2 Button 6	2	P2 Start	4	P4 Start	R-Shift	R/Flipper	L	L	В	В
В3	С	P1 Button 7	J	P2 Button 7	G	P2 Right	Numpad-6	P4 Right	1	R/Nudge	М	M	С	С
В4	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	0	0	Е	Е
В6	Р	Pause	Р	Pause	F	P2 Down	Numpad-2	P4 Down	Pause/Break	Pause	Р	Р	F	F
B7	F7	Load/Save	F7	Load/Save	Α	P2 Button 1	Numpad-0	P4 Button 1	Α	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
В9	Tab	Config	Tab	Config	Q	P2 Button 3	Numpad-Enter	P4 Button 3	Tab	View Backglass	S	S	Tab	Tab
B10	Esc	Cancel	Esc	Cancel	Esc	Cancel	Tab	Config	Esc	Exit	Esc	Esc	Esc	Esc

Important Notes

Press HWB to toggle modes

Long press of HWB to toggle groups

Croup A contains the most popular mo

Group A contains the most popular modes.

The complete mapping table (shown on next page) describes all of the available groups and modes.

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	Mode 1			M	lode 2	Мо	ode 3	Mod	le 4	N	Node 5	Mode 6	Mode 7
	Pin Number	Player 1	P1 Coin	Playe	P2 Coin	Players 1	& 2 MAME* P1 Coin	Players 3 8	P3 Coin	Playe 5	r 1 Pinball** Coin	Generic Alphabetic A A	Generic Hexidecimal
	A2 A3	1 Right Arrow	P1 Start P1 Right	G D	P2 Start P2 Right	1 Right Arrow	P1 Start P1 Right	3 L	P3 Start P3 Right	1 Right Arrow	Start Right	B B C C	1 1 2 2
	A4 A5 A6	Left Arrow Up Arrow	P1 Left P1 Up	D R	P2 Left P2 Up	Left Arrow Up Arrow	P1 Left P1 Up	J	P3 Left P3 Up	Left Arrow Up Arrow	Left Up	D D E E	3 3 4 4
	A6 A7	Down Arrow L-Ctrl	P1 Down P1 Button 1	A	P2 Down P2 Button 1	Down Arrow L-Ctrl	P1 Down P1 Button 1	R-Ctrl	P3 Down P3 Button 1	Down Arrow L-Ctrl	Down L/Magnasave	F F G G	5 5 6
Group A	A7 A8 A9 A10	L-Alt Space L-Shift	P1 Button 2 P1 Button 3 P1 Button 4	S Q W	P2 Button 2 P2 Button 3 P2 Button 4	L-Alt Space Enter	P1 Button 2 P1 Button 3 Select	R-Shift Enter	P3 Button 2 P3 Button 3 Pause	R-Ctrl Space L-Shift	R/Magnasave Fwd/Nudge L/Flipper	H H I I J J	7 7 8 8 9 9
Direct Wired Maps	B1 B2	Z X	P1 Button 5 P1 Button 6	I K	P2 Button 5 P2 Button 6	6	P2 Coin P2 Start	8	P4 Coin P4 Start	Z R-Shift	L/Nudge R/Flipper	K K	A A B B
	B3 B4	Ĉ v	P1 Button 7 P1 Button 8	j i	P2 Button 7 P2 Button 8	G D	P2 Right P2 Left	Numpad-6 Numpad-4	P4 Right P4 Left	/ O	R/Nudge Quit (VP)	M M N N	C C
	B5 B6	Enter P	Select Pause	Enter P	Select Pause	R F	P2 Up P2 Down	Numpad-8 Numpad-2	P4 Up P4 Down	Enter Pause/Break	Plunger	O O	E E
	B7 B8	F7 Tilde	Load/Save OSD	F7 Tilde	Load/Save OSD	A S	P2 Button 1 P2 Button 2	Numpad-0 Numpad-Decimal	P4 Button 1 P4 Button 2	A Apostrophe	L/Up/Flipper (R/Up/Flipper	Q Q R R	Space Space Enter Enter
	B9 B10	Tab Esc	Config Cancel	Tab Esc	Config Cancel	Q Esc	P2 Button 3 Cancel	Numpad-Enter Tab	P4 Button 3 Config	Tab Esc	View Backglass Exit	S S Esc Esc	Tab Tab Esc Esc
	Pin Number	Players 1 & 2 N			lode 2 I MAME* Extended								
	A1 A2	Right Arrow Left Arrow	P1 Right P1 Left	L J	P3 Right P3 Left								
	A3 A4 A5	Up Arrow Down Arrow	P1 Up P1 Down	K R Ct-l	P3 Up P3 Down								
	A6 A7	L-Ctrl L-Alt Space	P1 Button 1 P1 Button 2 P1 Button 3	R-Ctrl R-Shift Enter	P3 Button 1 P3 Button 2 P3 Button 3								
	A8 A9	L-Shift	P1 Button 4 P1 Button 5	Backslash Period	P3 Button 4 P3 Button 5								
Group B Extended Maps		Enter G	P1 Button 6 P2 Right	Comma Numpad-6	P3 Button 6 P4 Right								
	B2	D R	P2 Left P2 Up	Numpad-4 Numpad-8	P4 Left P4 Up								
	B4 B5	F A	P2 Down P2 Button 1	Numpad-2 Numpad-0	P4 Down P4 Button 1								
	В6	s	P2 Button 2	Numpad- Decimal	P4 Button 2								
		Q W	P2 Button 3 P2 Button 4	Numpad-Plus	P4 Button 3 P4 Button 4								
	B10	c v	P2 Button 5 P2 Button 6	Numpad-Minus Numpad- Mulitply	P4 Button 5 P4 Button 6								
	Pin Number		de 1 I MAME*	M	lode 2 r 1 Pinball**	1							
	A1 A2	5 1	P1 Coin P1 Start	5	Coin Start								
	A3 A4 A5	Right Arrow Left Arrow	P1 Right P1 Left	Right Arrow Left Arrow	Right Left								
	A6	Up Arrow Down Arrow	P1 Up P1 Down	Up Arrow Down Arrow	Up Down								
	A7 A8	L-Ctrl L-Alt	P1 Button 1 P1 Button 2	L-Ctrl R-Ctrl	L/Magnasave R/Magnasave								
Group C Hot-Swap	A9 A10 B1	Space L-Shift	P1 Button 3 P1 Button 4 P1 Button 5	Space L-Shift	Fwd/Nudge L/Flipper L/Nudge								
MAME/Pinball	B2	X C	P1 Button 6 P1 Button 7	R-Shift	R/Flipper R/Nudge								
	B4	V Enter	P1 Button 8 Select	Q Enter	Quit (VP) Plunger								
	B6 B7	P F7	Pause Load/Save	Pause/Break A	Pause L/Up/Flipper								
	B8 B9	Tilde Tab	OSD Config	Apostrophe Tab	(R/Up/Flipper View Backglass								
	B10		Cancel de 1		Exit lode 2								
	Pin Number A1	Players 1 & 2 N Right Arrow	P1 Right	Right Arrow	1 & 2 Pinball** Right							Extended N	Mapping Notes
	A2 A3	Left Arrow Up Arrow Down Arrow	P1 Left P1 Up P1 Down	Left Arrow Up Arrow Down Arrow	Left Up Down								ng is defined using key binations.
	A4 A5 A6	L-Ctrl L-Alt	P1 Button 1 P1 Button 2	L-Ctrl R-Ctrl	L/Magnasave R/Magnasave								ombinations ensure there
	A7 A8	Space L-Shift	P1 Button 3 P1 Button 4	Space L-Shift	Fwd/Nudge L/Flipper							will be	no conflicts. I down together).
Group D Hot-Swap		Z Enter	P1 Button 5 P1 Button 6	Z Enter	L/Nudge Plunger							To use this mode eff	ectively, these additional
MAME/Pinball 2 Players Extended	B2	G D	P2 Right P2 Left	/ R-Shift	R/Nudge R/Flipper								d be configured in the nulator.
	B3 B4 B5	R F A	P2 Up P2 Down P2 Button 1	Esc Apostrophe	Exit R/Up/Flipper L/Up/Flipper								Down = P1 Start Right = P1 Coin
	B6	s Q	P2 Button 2 P2 Button 3	Tab Q	View Backglass Quit (VP)							P2 Up+P2	Down = P2 Start Right = P2 Coin
	B8 B9	w c	P2 Button 4 P2 Button 5	5 1	Coin Start							P1 Up+P1 Down+P	2 Up+P2 Down = Cancel
	B10		P2 Button 6 Mode 1		Pause/Break Pause Mode 2		ode 3	1					
	Pin Number	Player 1	P1 Coin	A	A A	Generic F	Hexadecimal 0						
	A2 A3	1 Right Arrow Left Arrow	P1 Start P1 Right P1 Left	B C D	B C D	2	1 2 3						
	A4 A5 A6	Up Arrow Down Arrow	P1 Up P1 Down	E	E F	4	4						
	A6 A7 A8	L-Ctrl L-Alt	P1 Button 1 P1 Button 2	G H	G H	6 7	6						
Group E	A9 A10	Space L-Shift	P1 Button 3 P1 Button 4	I J	l J	8	8						
Hot-Swap Emulators	B1 B2 B3	Z X C	P1 Button 5 P1 Button 6 P1 Button 7	K L M	K L M	A B C	A B C						
	B4	V Enter	P1 Button / P1 Button 8 Select	N O	N O	C D E F	D E						
	B6 B7	P F7	Pause Load/Save	P Q	P Q	F Space	F Space						
	B8 B9	Tilde Tab	OSD Config	R S	R S	Enter Tab	Enter Tab						
	B10	Esc Mod	Cancel de 1	Esc M	Esc lode 2	Esc Mc	esc ode 3	Mod	le 4		lode 5	Mode 6	Mode 7
	Pin Number	Player 1	P1 Coin	Playe 6	P2 Coin	Players 1 a	and 2 MAME* P1 Coin	Players 3 ar	nd 4 MAME* P3 Coin		r 1 Pinball* Coin	Generic Alphabetic A A	Generic Hexidecimal
	A2 A3 A4	1 Right Arrow Left Arrow	P1 Start P1 Right P1 Left	G D	P2 Start P2 Right P2 Left	1 Right Arrow Left Arrow	P1 Start P1 Right P1 Left	S L	P3 Start P3 Right P3 Left	1 Right Arrow Left Arrow	Start Right Left	B B C C D	1 1 2 2 3 3
	A5	Leπ Arrow Up Arrow Down Arrow	P1 Left P1 Up P1 Down	D R F	P2 Lett P2 Up P2 Down	Up Arrow Down Arrow	P1 Lett P1 Up P1 Down	i K	P3 Up P3 Down	Up Arrow Down Arrow	Up	E E	3 3 4 4 5 5
	A6 A7 A8	L-Ctrl L-Alt	P1 Button 1 P1 Button 2	A S	P2 Button 1 P2 Button 2	L-Ctrl L-Alt	P1 Button 1 P1 Button 2	R-Ctrl R-Shift	P3 Button 1 P3 Button 2	L-Ctrl R-Ctrl	L/Magnasave R/Magnasave	G G H H	6 6 7 7
Group F External LED and	A9 A10	Space L-Shift	P1 Button 3 P1 Button 4	Q W	P2 Button 3 P2 Button 4	Space Enter	P1 Button 3 Select	Enter P	P3 Button 3 Pause	Space L-Shift	Fwd/Nudge L/Flipper	l l J J	8 8 9 9
Sound Sound	B1 B2	Z X	P1 Button 5 P1 Button 6	K	P2 Button 5 P2 Button 6	6	P2 Coin P2 Start	8	P4 Coin P4 Start	Z R-Shift	L/Nudge R/Flipper	K K	A A B
	B4	C V Enter	P1 Button 7 P1 Button 8	J L Enter	P2 Button 7 P2 Button 8	G D	P2 Right P2 Left	Numpad-6 Numpad-4	P4 Right P4 Left	/ Q Enter	R/Nudge Quit (VP)	M M N N	C C D D
	B6	Enter P F7	Select Pause Load/Save	Enter P F7	Select Pause Load/Save	R F A	P2 Up P2 Down P2 Button 1	Numpad-8 Numpad-2 Numpad-0	P4 Up P4 Down P4 Button 1	Enter Pause/Break	Plunger Pause L/Up/Flipper	O O P P Q Q	E
	B8 B9	Tilde Esc	OSD Exit	Tilde Esc	OSD Exit	s Q	P2 Button 1 P2 Button 2 P2 Button 3	Numpad-Decimal Numpad-Enter		A Apostrophe Esc	(R/Up/Flipper Exit	R R Esc Esc	Enter Enter Esc Esc
	B10	LED/Sound*** Mode 1		LED/Sound***		LED/Sound***		LED/Sound***		LED/Sound**	•	LED/Sound***	LED/Sound***
		Custom Mappin	igs										
	One or more custom modes to suit your own												
Group G Custom	specific mapping requirements. By default this is an empty mapping.												
	Ly del	uno io dii eilip	.,appilig.										
	<u> </u>			J									
* Compatible with	MAMF (Mu)	tiple Arcade Ma	achine Emulato	r)									

^{*} 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.