



Arduino	MT8812-16	Connection	Note
2	38	DATA	
3	N/A	PS2 CLK	
4	18	STROBE	
5	2	AY2	
6	25	AY1	
7	24	AY0	
8	23	AX2	
9	22	AX1	
10	5	AX0	
11	4	AX3	
12	N/A	PS2 DATA	
13	3	RESET	
A0	C64-3	RESTORE	
C64	MT8812-16	Connection	
5	1	PB3-Y3	
6	17	PB6-Y6	
7	19	PB5-Y5	
8	21	PB4-Y4	
9	15	PB7-Y7	
10	39	PB2-Y2	
11	37	PB1-Y1	
12	35	PB0-Y0	
13	33	PA0-X0	
14	8	PA6-X6	
15	28	PA5-X5	
16	29	PA4-X4	
17	30	PA3-X3	
18	31	PA2-X2	
19	32	PA1-X1	
20	9	PA7-X7	
GND	16 & 20	VSS & VEE	
+5 VDC	36 & 40	C/S & VDD	

NOTES:

- PIN 4 (+5 VDC) can be used to power UNO/NANO, MT8812/16 and PS2 Keyboard. The DUE will need to be connected through its barrel jack to the + side of C10.
- DUE is not recommended for the PS2 project. A level shifter (3.3v - 5V Bi directional) will be needed for DUE/PS2 connections.

Arduino UNO/NANO C64 KEYBOARD PROJECT

PS2 KEYBOARD TO C64

MT8812/16 (MT8808 on separate drawing)

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File: C64PS2Key_MT8812-16.sch

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