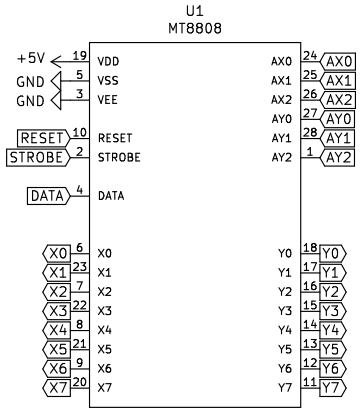
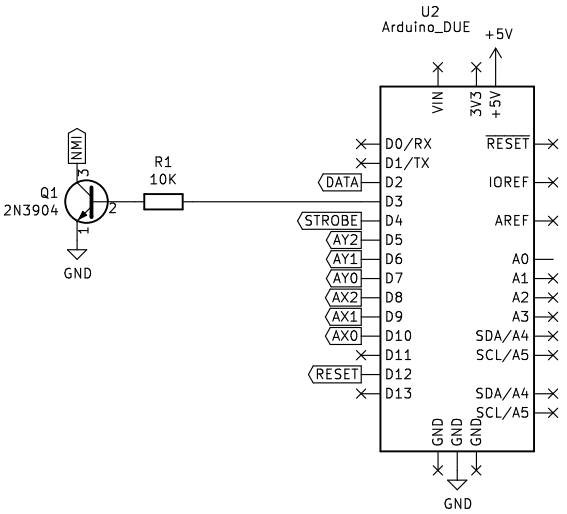
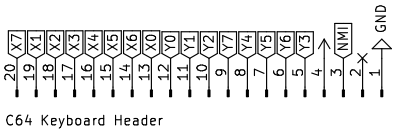
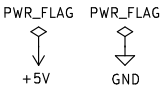
DUE to MT8808		
DUE	MT8808	Connection
2	4	DATA
3	R1	Q1-NMI
4	2	STROBE
5	1	AY2
6	28	AY1
7	27	AY0
8	26	AX2
9	25	AX1
10	24	AX0
11	N/C	N/C
12	10	RESET
C64 Keyboard Header to MT 8808		
C64	MT8808	Connection
5	15	PB3-Y3
6	12	PB6-Y6
7	13	PB5-Y5
8	14	PB4-Y4
9	11	PB7-Y7
10	16	PB2-Y2
11	17	PB1-Y1
12	18	PB0-Y0
13	6	PA0-X0
14	9	PA6-X6
15	21	PA5-X5
16	8	PA4-X4
17	22	PA3-X3
18	7	PA2-X2
19	23	PA1-X1
20	20	PA7-X7
Power to MT8808		
GND	3 & 5	VEE & VSS
+ 5 VDC	19	VDD

***NMI (Restore) must be connected to a transistor as shown.**
Although a 2N3904 is shown, any general purpose NPN transistor should work.









****DO NOT USE PIN 4 AS THE +5V SUPPLY**.**
The DUE will need to be connected through its VIN or barrel jack to a +7V to +12V supply capable of 200mA.
The +10V side of C10 on the C64 is suitable.

Pin 1 is the system ground.

DUE (USB keyboard)
MT8808 Analog Switch Array

Sheet: /
File: C64 KEY DUE MT8808.sch

Title: **C64 PS2/USB keyboard project**

Size: A	Date: 12/2021	**Rev:** 1.00
KiCad E.D.A. eeschema (5.1.10)-1		Id: 1/1