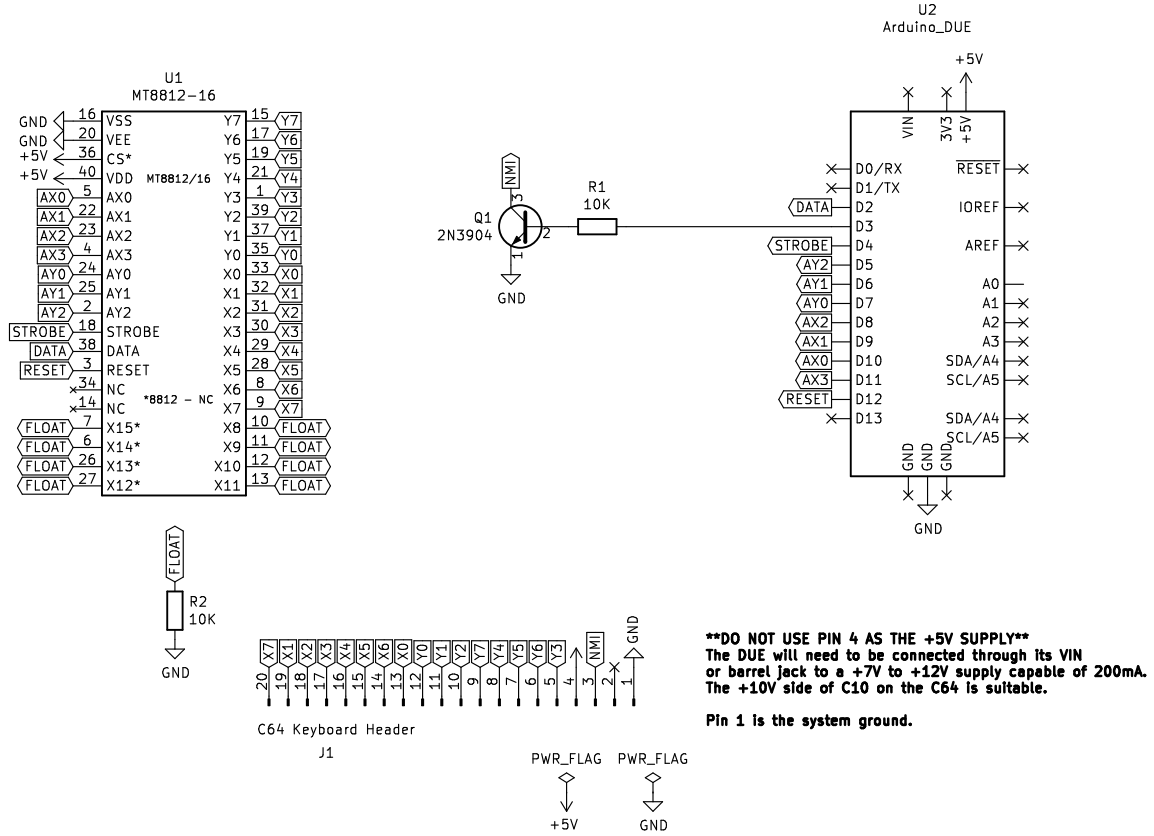
DUE to MT8812-16		
DUE	MT8812-16	Connection
2	38	DATA
3	R1	Q1-NMI
4	18	STROBE
5	2	AY2
6	25	AY1
7	24	AY0
8	23	AX2
9	22	AX1
10	5	AX0
11	4	AX3
12	3	RESET
C64 Keyboard Header to MT8812-16		
C64	MT8812-16	Connection
5	1	PB3-Y3
6	17	PB6-Y6
7	19	PB5-Y5
8	21	PB4-Y4
9	15	PB7-Y7
10	39	PB2-Y2
11	37	PB1-Y1
12	35	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
Power to MT8812-16		
GND	16 & 20	VSS & VEE
+ 5 VDC	36 & 40	C/S & 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)
MT8812-16 Analog Switch Array

Sheet: /
File: C64 KEY DUE MT8812_16.sch

Title: C64 PS2/USB keyboard project

Size: A	Date: 12/2021	**Rev:** 1.00
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