A500KB

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1 Main Page

Attach an Amiga A500 (or similar from other models) keyboard to an Arduino or chipKIT (etc) board.

See the documentation folder and examples for usage.

2 LICENSE

3 Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

4 Class Documentation

4.1 A500KB Class Reference

Public Member Functions

- A500KB (uint8_t clock, uint8_t data, uint8_t reset, uint8_t drive=255, uint8_t power=255)
- void begin ()
- int scan ()
- uint8_t translate (int scancode)
- void power (uint8_t state)
- void drive (uint8_t state)

4.1.1 Constructor & Destructor Documentation

4.1.1.1 A500KB::A500KB (uint8_t *clock*, uint8_t *data*, uint8_t *reset*, uint8_t *drive* = `255`, uint8_t *power* = `255`) `[inline]`

Constructor to make a new A500KB object. It takes (and stores for later use) the clock, data and reset pins the A500 keyboard is connected to. Can also take two additional pins to control the two LEDs on the keyboard.

Note: controlling the LEDs requires a 5V logic level output, so will only work with a 5V Arduino or with logic level shifting added to your system.

4.1.2 Member Function Documentation

4.1.2.1 void A500KB::begin ( )

Initialize the keyboard system. Basically this sets the IO pins to the right direction.

4.1.2.2 void A500KB::drive (uint8_t *state*)

Control the DRIVE led. Takes a HIGH or LOW for ON or OFF.

4.1.2.3 void A500KB::power (uint8_t *state*)

Control the POWER led. Takes a HIGH or LOW for ON or OFF.

4.1.2.4 int A500KB::scan ( )

Scan for an incoming keypress. Must be called as regularly as possible. It's (mostly) non-blocking and returns -1 if there is no keypress available. A keypress is an 8-bit value with the most significant bit set for a press and cleared for a release.

4.1.2.5 uint8_t A500KB::translate (int *scancode*)

Translate a keypress code into a character or keycode suitable for Keyboard.press() or Keyboard.release().

The documentation for this class was generated from the following files:

- A500KB.h

- A500KB.cpp

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