

A500KB

Generated by Doxygen 1.8.9.1

Tue Sep 22 2015 00:06:00



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## Chapter 1

# Main Page

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



## Chapter 2

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## Chapter 3

# Class Index

### 3.1 Class List

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

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## Chapter 4

# Class Documentation

### 4.1 A500KB Class Reference

#### Public Member Functions

- [A500KB](#) (uint8\_t clock, uint8\_t data, uint8\_t reset)
- void [begin](#) ()
- int [scan](#) ()
- uint8\_t [translate](#) (int scancode)

#### 4.1.1 Constructor & Destructor Documentation

4.1.1.1 `A500KB::A500KB ( uint8_t clock, uint8_t data, uint8_t reset )` [`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.

#### 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 `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.

4.1.2.3 `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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