

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

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3 Class Index

3.1 Class List

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

[A500KB](#)

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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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