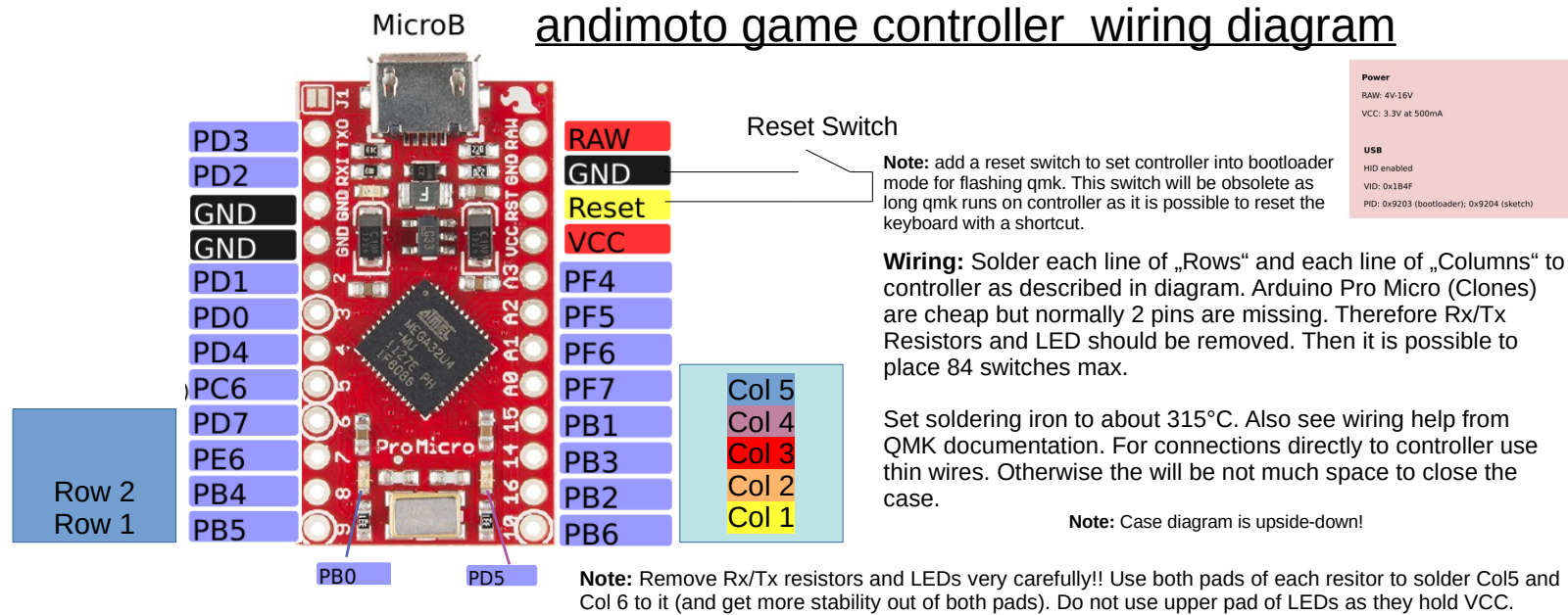


# andimoto game controller wiring diagram



Power	
RAW: 4V-16V	
VCC: 3.3V at 500mA	
USB	
HID enabled	
VID: 0x1B4F	
PID: 0x9203 (bootloader); 0x9204 (sketch)	

ATmega32U4	
Built in USB 2.0	
Absolute maximum VCC: 6V	
Maximum current for chip: 200mA	
Maximum current per pin: 40mA	
Recommended current per pin: 20mA	
8-bit Atmel AVR	
Flash Program Memory: 32kB	
EEPROM: 1kB	
Internal SRAM: 2.5kB	
ADC: 10-bit	
PWM: 8-bit	
High Speed PWM with programmable resolution from 2-11 bits	

**Note:** add a reset switch to set controller into bootloader mode for flashing qmk. This switch will be obsolete as long qmk runs on controller as it is possible to reset the keyboard with a shortcut.

**Wiring:** Solder each line of „Rows“ and each line of „Columns“ to controller as described in diagram. Arduino Pro Micro (Clones) are cheap but normally 2 pins are missing. Therefore Rx/Tx Resistors and LED should be removed. Then it is possible to place 84 switches max.

Set soldering iron to about 315°C. Also see wiring help from QMK documentation. For connections directly to controller use thin wires. Otherwise the will be not much space to close the case.

**Note:** Case diagram is upside-down!

Parts of Controller Diagram taken from Sparkfun documentation

