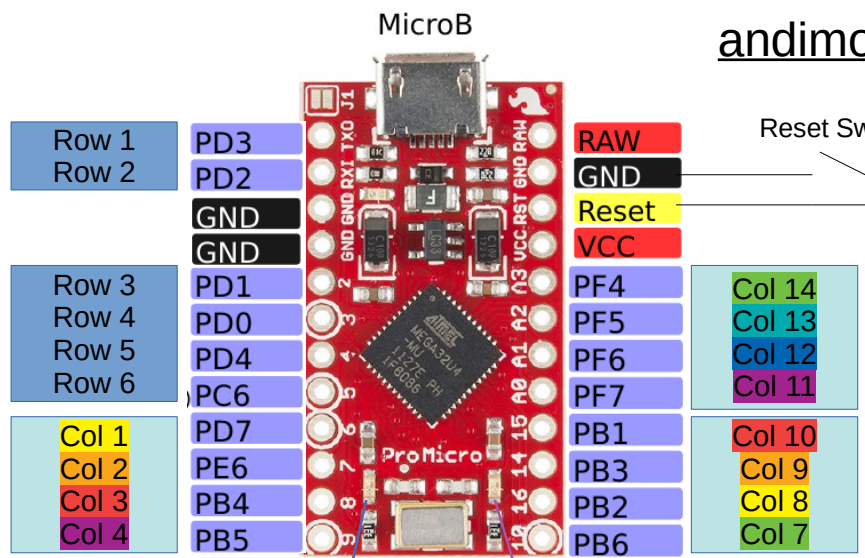


http://cdn.sparkfun.com/datasheets/Dev/Arduino/Boards/Pro_Micro_v13b.pdf
https://cdn.sparkfun.com/assets/77/6/c/a/c/ProMicro8MHzv2.pdf

andimoto7583 wiring diagram



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!

Note: Remove Rx/Tx resistors and LEDs very carefully!! Use both pads of each resitor to solder Col5 and Col 6 to it (and get more stability out of both pads). Do not use upper pad of LEDs as they hold VCC.

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

Parts of Controller Diagram taken from Sparkfun documentation

