

Commodore 64 keyboard connector and keyboard matrix

Composed by Ruud Baltissen

C64 Keyboard matrix

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

PB PA

Pin	Portbit	CIA pin	Function
1	-	-	GND
2	-	-	Key / no pin
3	-	-	RESTORE key
4	-	-	+5V
5	PB3	13	joystick #1 right
6	PB6	16	
7	PB5	15	
8	PB4	14	#1 fire
9	PB7	17	
10	PB2	12	#1 left
11	PB1	11	#1 down
12	PB0	10	#1 up
13	PA0	2	joystick #2 up
14	PA6	8	"1" -> paddle set A
15	PA5	7	
16	PA4	6	#2 fire
17	PA3	5	#2 right
18	PA2	4	#2 left
19	PA1	3	#2 down
20	PA7	9	"1" -> paddle set B

Port A		Port B							
bit	0	1	2	3	4	5	6	7	
PIN	12	11	10	8	7	6	9		
2	0	DEL	Return	<- ->	F7	F1	F3	F5	up down
19	1	3	W	A	4	Z	S	E	shift left
18	2	5	R	D	6	C	F	T	X
17	3	7	Y	G	8	B	H	U	V
16	4	9	I	J	zero	M	K	O	N
15	5	+	P	L	-	.	:	@	,
14	6	Pound	*	;	home	shift right	=	arrow up	/
20	7	1	<-	Ctrl	2	space	C=	Q	Run Stop