## Interface Protocol of SEGA MegaDrive's 6-Button-Controller

```
Pin Assign (D-SUB9P)
# SignalName | Explanation (Direction)
              | Data (Controller -> Mainframe)
| Data (Controller -> Mainframe)
    2. D1
                              (Controller -> Mainframe)
    3. D2
               Data
    4. D3 | Data (Controller -> Mainframe)
5. +5V | PowerSupply (Supplied to Controller by Mainframe)
               Data
                               (Controller -> Mainframe)
               | SelectSignal (Mainframe -> Controller)
    8. GND
                Ground
    9. D5
               Data
                               (Controller -> Mainframe)
```

# All signals are TTL compatible.

```
In Case of 3-Button-Controller

Sel   D0 D1 D2 D3 D4 D5
Low   UP DW LO LO A ST
High UP DW LF RG B C

# LO --- Always Low
# UP --- Up of Cross Key
# DW --- Down of Cross Key
# LF --- Left of Cross Key
# RG --- Right of Cross Key
# A ---- Trigger Button A
# B --- Trigger Button B
# C ---- Trigger Button C
# ST --- Start Button
## Low -> Pressed , High -> Not Pressed
```

Data Aguisition Sequence of 6-Button-Controller

## D0 D1 D2 D3 D4 D5 Sel UP DW LO LO A ST High UP DW LF RG B C UP DW LO LO A ST High UP DW LF RG B C # If there is two up-edge in 1.1 milli seconds, Low LO LO LO LO A ST # DO - D3 go Low as Sel goes Low. High Z Y X MD HI HI # Make Sel High and read D0 - D3. Low HI HI HI A ST # Check that D0 - D3 go High as Sel goes Low. High UP DW LF RG B C # Once this sequence take place Low UP DW LO LO A ST # sequence can't be started for 1.8 milli seconds # after the first up-edge of Sel. # Only Datas read in 1.6 milli seconds from the # first up-edge of Sel are reliable. # LO --- Always Low # HI --- Always High # UP --- Up of Cross Key # DW --- Down of Cross Key # LF --- Left of Cross Key # RG --- Right of Cross Key # A ---- Trigger Button A # B ---- Trigger Button B # C --- Trigger Button C

```
# X ---- Trigger Button X
# Y ---- Trigger Button Y
# Z ---- Trigger Button Z
# ST --- Start Button
# MD --- Mode Button
## Low -> Pressed , High -> Not Pressed
```

Time parameters were measured by using my PC's timer. It seems that the time is measured by discharging of a capacitor in a 6-Button-Controller. It may mean parameters differ one by one controller. Please choose values you think proper for parameters.

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