

Commodore 64 keyboard matrix layout

	Bit#0 \$01,\$FE	Bit#1 \$02,\$FD	Bit#2 \$04,\$FB	Bit#3 \$08,\$F7	Bit#4 \$10,\$EF	Bit#5 \$20,\$DF	Bit#6 \$40,\$BF	Bit#7 \$80,\$7F
Bit#0 \$01,\$FE	Insert/Delete	Return	cursor left/right	F7	F1	F3	F5	cursor up/down
Bit#1 \$02,\$FD	3	W	A	4	Z	S	E	left Shift
Bit#2 \$04,\$FB	5	R	D	6	C	F	T	X
Bit#3 \$08,\$F7	7	Y	G	8	B	H	U	V
Bit#4 \$10,\$EF	9	I	J	0	M	K	O	N
Bit#5 \$20,\$DF	+ (plus)	P	L	– (minus)	. (period)	: (colon)	@ (at)	' (comma)
Bit#6 \$40,\$BF	£ (pound)	* (asterisk)	; (semicolon)	Clear/Home	right Shift (Shift Lock)	= (equal)	↑ (up arrow)	/ (slash)
Bit#7 \$80,\$7F	1	← (left arrow)	Control	2	Space	Commodore	Q	Run/Stop

Notes:

1. Rows refer to values for memory address \$DC00, columns to values for \$DC01.

