



Y\_Begin\_Mark pin is only low signaling that these Y3:Y0 bits (Y\_Scan) are the first column to scan, as defined by user on console by Scan -> Begin menu options. Its default state is high. Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder. Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder.

Read\_X\_Scan pin is low signaling that these Y3:Y0 bits (Y\_Scan) are updated and return high when reading X7:X0 (response from PS/2 to MSX Keyboard Converter – or a decoded MSX keyboard itself). It marks a time window to the converter has to answer. This time is also defined by user on console by tuning its time using "<" and ">". Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder. This information can also be used to trigger an external sampling asset, like, an oscilloscope or logic analyzer.

Designed by Evandro Souza  
Free to use as is.  
For more details, see the technical docs.

Sheet: /  
File: Tester-PS2-MSX-F4.sch

**Title:** PS/2 Adapter for MSX keyboard Project using WeAct Studio STM32F401CCU6 V2.0+ (Black Pill)

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