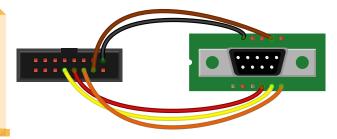
### X4: Family Computer Extension 1. GND 2-8 NC

9-11 NC 12. P/S

13. DATA 14. CLK 15. VCC



# X6: NES (New Famicom)

1. GND

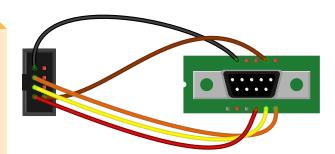
2. CLK

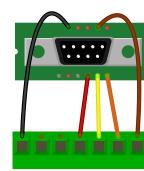
3. P/S

4. DATA

5. VCC 6. NC

7. NC





# X8: SNES (Super Famicom)

1. VCC

2. CLK

3. P/S

4. OUT 5. NC

6. NC

7. GND



1. NC

2. OUT (赤)

3. P/S (LATCH) (黄色)

4. CLK (オレンジ)

5. NC

6.5V(茶)

7. NC

8. NC

9. GND (黒)

#### 4021

11. Serial In

16. VCC

PI1-9は56kΩの抵抗でプルアップ

1. PI8 (FC A/SFC B : A Button)

2. Q6

3. Q8 DATA (FC OUT)

4. PI4 (Up)

5. PI3 (Down) 6. PI2 (Right)

7. PI1 (Left)

8. GND

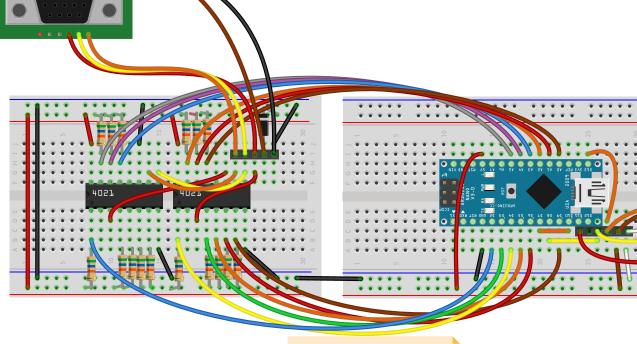
9. P/S

10. Clock

12. Q7 13. PI5 (Start : R)

14. PI6 (Select : L)

15. PI7 (FC B/SFC Y: X Button)



#### Arduino 接続ピン

D2 - IC2 1: A Button

D3 - IC1 4: Up Key

D4 - IC1 1: B Button

D5 - IC1 5: Down Key

D6 - IC1 6: Left Key

D7 - D10: Clear SPI Register

D8 - X2 3: Trigger

D9 - IC1 7: Right Key

D10: SS

D11: MOSI - X2 7: Data D12 NC

D13: SCK - X2 2: Clock

A0 - IC1 13: Start Button

A1 - IC1 14: Select Button

A2 - IC1 15: Y Button

A3 - IC2 13: R Button

A4 - IC2 14: L Button

A5 - IC2 15: X Button

A6 NC

A7 NC

fritzing

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-> D13

-> D8

-> D11

X2: Precision Pro DB15

Connector

1. Vcc (5V)

2. SCK

4. GND

5. NC

6. NC

8. NC

9. NC

10. NC

11. NC

12. NC

13. NC

14. NC

15. NC

3. Trigger

7. Data (MOSI)