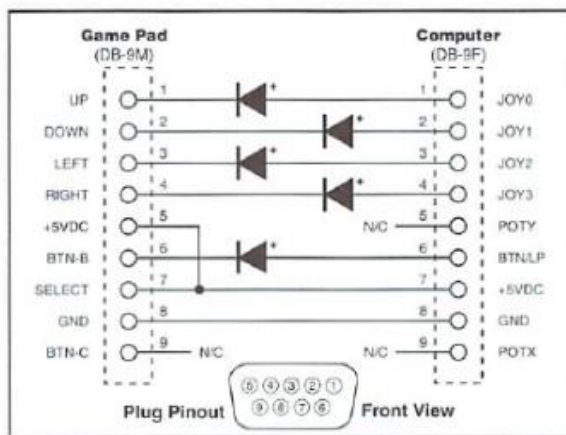


Commodore 64 to Sega Megadrive Gamepad Safety Adapter

Introduction

After refurbishing a Sega Megadrive recently I wondered if the game pad could be used on the C64. After some research I found they could but could potentially cause damage to the CIA chips by causing 5v from the C64 to directly short via the gamepad when pressing the select button. Some have stated they used the pads without damage and others stated the opposite, so it seems the former may have been lucky.

Further research found the following DIY adapter from an issue of Commodore World

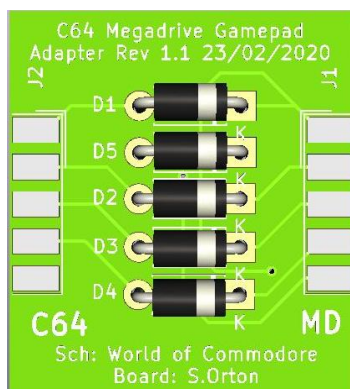


So I set about designing a PCB in Ki-Cad and this is it @ rev 1.0 ([SEE WARNINGS](#))

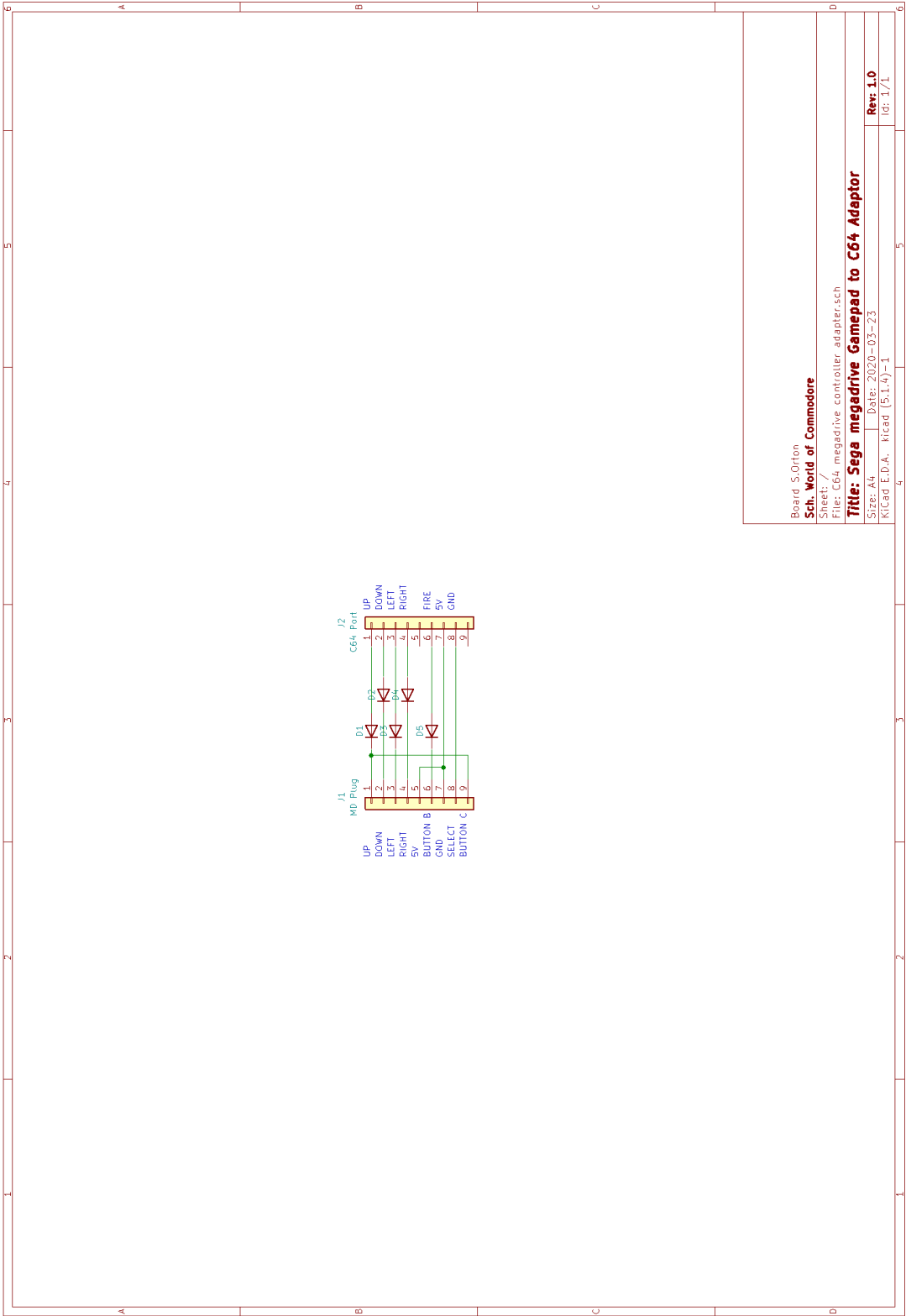
Assembly List

Id	Designator	Package	Quantity	Designation
1	J2	DSUB-9_Male_EdgeMount_P2.77mm	1	C64 Port
2	J1	DSUB-9_Female_EdgeMount_P2.77mm	1	MD Plug
3	D5,D4,D3,D2,D1	D_5W_P12.70mm 1N4148 Diode	5	D

PCB



Schematic



Board S.Orton	
Sch. World of Commodore	
Sheet: /	
File: C64 megadrive controller adapters.sch	
Title: Sega megadrive Gamepad to C64 Adaptor	
Size: A4	Rev: 1.0
KiCad E.D.A. v14.0.0	Id: 1/1
Date: 2020-03-23	

Board Revision Changes

Date	Revision	Change summary
23/03/2020	Rev 1.0	First Revision Rev 1.0 boards have errors due to the connectors being reversed see R1.0 Readme
23/03/2020	Rev 1.1	Error corrections from Rev 1.0