

## 320 x 280 Screen with 4 Button Controller (no logic)

### Quick Start Guide

The purpose of this document is to allow you to adapt a Ben Eater style 6502 computer to work with a commonly available TFT screen and a 4 button controller using no logic gates.

Further documentation and example code is available on my GitHub [here](#).

## Requirements

The following materials are required:

Material	Available from
Elegoo 320 x 480 TFT screen	<a href="#">Amazon</a>
Dupont cables	<a href="#">Amazon</a>
4 Push button switches	Included in Ben Eater's kit
Connecting wire	Included in Ben Eater's kit

Basic knowledge of reading schematics, a functioning Ben Eater 6502 computer and a method for programming EEPROMs to write code to test the build.

## Test Code

This setup can be tested using the program Catch Clemo V2, available on GitHub [here](#).

## Screen Setup

Physical connection of the screen to the VIA is the same for both 320x280 and 480x320 screens. The following table outlines the connections necessary which are achieved in my build via the use of Dupont cables.

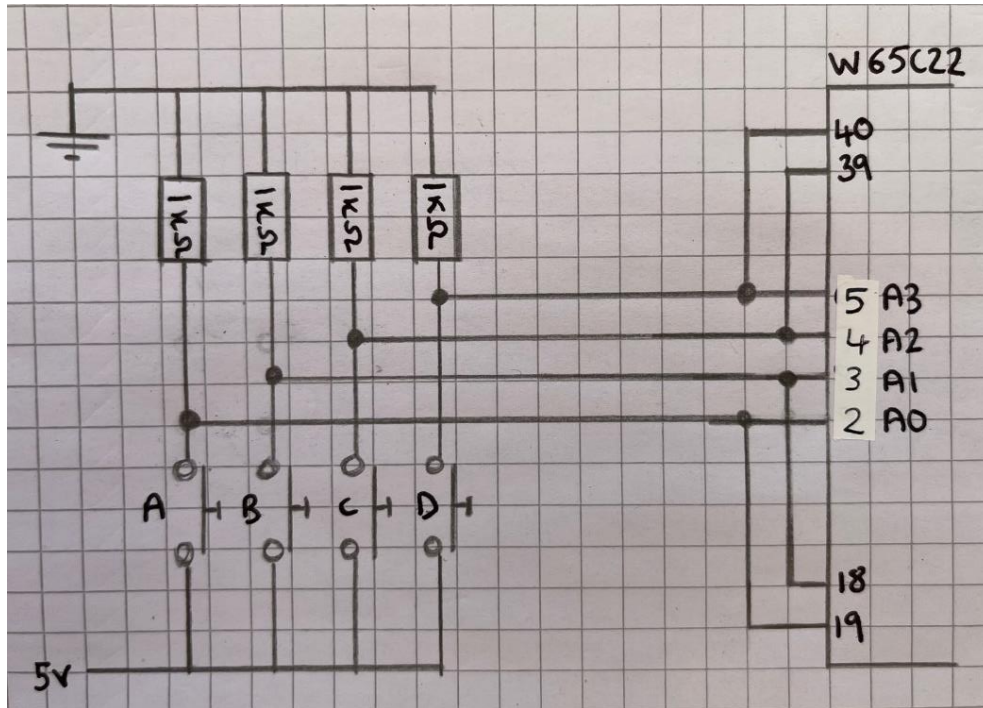
VIA Pin	Screen Pin	Purpose
6 A4	LCD_CS	LCD control pins
7 A5	LCD_RS	LCD control pins
8 A6	LCD_WR	LCD control pins
9 A7	LCD_RD	LCD control pins
10 B0	LCD_D0	LCD data pins
11 B1	LCD_D1	LCD data pins
12 B2	LCD_D2	LCD data pins
13 B3	LCD_D3	LCD data pins
14 B4	LCD_D4	LCD data pins
15 B5	LCD_D5	LCD data pins
16 B6	LCD_D6	LCD data pins
17 B7	LCD_D7	LCD data pins
(+5V)	LCD_RST	Used to reset screen
(+5V)	5V	Power for screen
(Ground)	Ground	Ground for screen

## Controller Setup

### 4 Button (with no logic)

This is the simplest setup but requires the most connections to the VIA. This setup works with *BIOS V1*, *BIOS V2*, *Catch Clemo V2* and *Catch Clemo V4*.

Requires: 4 x push buttons, 4 x 1k resistors, connecting wires.



1. Connect resistors to ground
2. Connect push button to resistor and +5V
3. Connect from each button to respective pins on VIA

When a button is pressed it pulls the interrupt and the data pin of the VIA high triggering the interrupt to read which button was pressed.