



IMPORTANT INFORMATION

This notice includes information related to your rosco_m68k keyboard (revision one) product. Please read this sheet carefully and retain for your reference.

1. Switch Mounting

If you want to obtain the official rosco_m68k Keyboard case (once it becomes generally available), we recommend mounting your switches in sockets. This will allow them to be removed and re-inserted with the plate that forms part of the case (and is structurally required).

Mill-Max 3305 sockets work well for this but are somewhat expensive – of course you can shop around for cheaper alternatives if you wish.

<https://www.mouser.co.uk/ProductDetail/Mill-Max/3305-1-15-15-47-27-10-0?q=s=C1ayqK2gdcIk5qp32SsBtw%3D%3D>

Whichever sockets you choose, you will require 134 (two per switch), and we'd recommend getting a few extras as soldering them without getting solder inside can be a bit fiddly – although the longer body one the ones linked above will help with this.

Ensure they have as low a profile (above the board) as possible to ensure a snug fit – again, those above should be fine.

2. Stand-offs

If you are not planning to get the keyboard case, or would like an interim solution, we have some simple 3D-printed stand-offs than can be printed at home in a couple of hours.

Please join us on discord if you'd like to get the source files.

<https://discord.gg/3efKTfW2NZ>

3. PS/2 Mouse

Although not equipped with a PS/2 connector, your revision one keyboard does support PS/2 mouse with the use of a suitable PS/2 to 4-pin adapter. See the User's Manual for connection details.

4. Errata – Power LED

The power LED (D69) **does not support an RGB LED as indicated by the silkscreen**. Instead, a regular LED should be mounted between pins 1(the leftmost pin) and 3 – a standard 5mm LED should fit perfectly in this configuration.

Additionally, this LED should be mounted “backwards” when compared to the other LEDs, such that the anode (the long lead) is at pin 1.

Ensure you do not bridge any of the unconnected pins when soldering this LED.

In command mode, this LED is controlled as LED1, and it should be lit when the keyboard first receives power.

5. Unused Connectors

There are several connectors and components on the board which exist for factory testing or future expansion only and should not be populated or used:

- J1
- J2
- D70
- Lower row of J3
- Unmarked pins on J4
- J5
- J7
- J8
- SW1
- U2

Populating or attempting to use any of these components may cause your board to operate incorrectly, and in certain cases may even cause irreparable damage.

Warranty claims against boards where any of the above components are populated will be subject to a complete technical evaluation and are likely to be rejected.