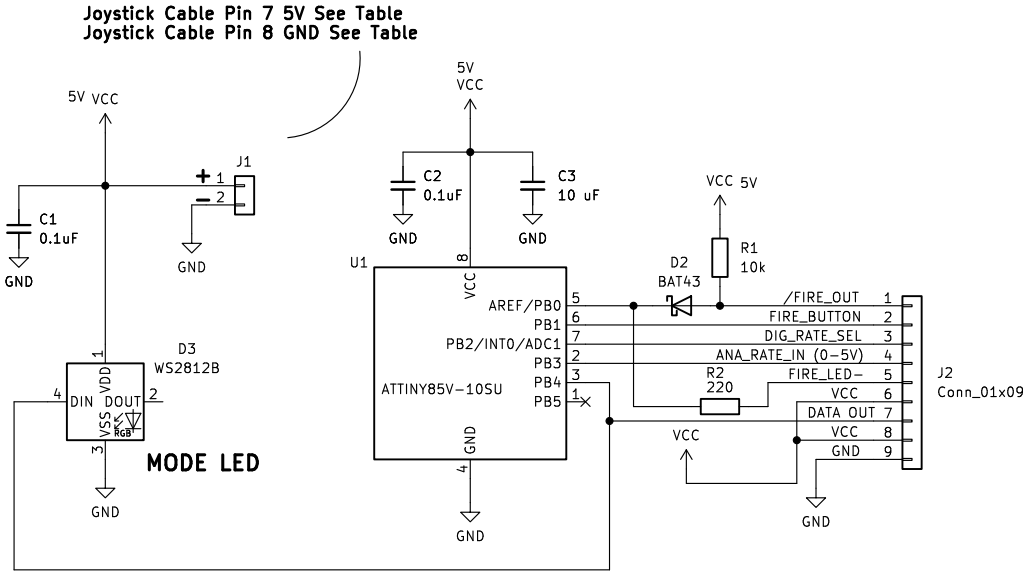


Notes:

J2 Signal Definitions:

PIN 1 /FIRE OUT – Active low signal output that emulates the trigger into the C64 or other computer to autofire a weapon at the following 3 selectable rates of 5, 10 and 15 pulses per second in fixed rate modes. In analog mode, it will pulse 2 – 23 pulses per second. This signal is normally HIGH. Signal wires to pin 6 of a joystick See TABLE 1

PIN 2 FIRE_BUTTON – Signal from fire control button on joystick. This signal pulls LOW each time the joystick fire button is presssed. This signal is normally HIGH.

PIN 3 DIG RATE SEL – Selects the autofire rate. Rates of 5, 10 and 20 PPS are selectable. A Quick press cycles the rates and long press enables the analog rate control.

PIN 4 A 0–5 VDC input from external 10K potentiometer to vary the fire rate from 2 to 23 pulses per second. This pot input is only active if the joystick is set to analog rate control.

PIN 5 Fire LED – output for user option to mount external led to indictae the press of the fire button or to indicate autofire pulsing.

PIN 6 5v supply for LED–. Limiting resistor is onboard so no resistor is required

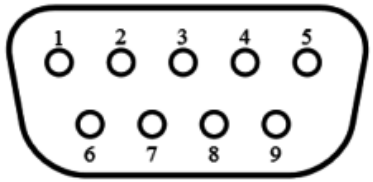
PIN 7 DATA OUTPUT for external Neopixel RGB LED

PIN 8 5V supply for Neopixel

PIN 9 GND for Neopixel

TABLE 1

Joystick Connectors



Pin	Port 1	Port 2	Description
1.	JOYA0	JOYB0	Up
2.	JOYA1	JOYB1	Down
3.	JOYA2	JOYB2	Left
4.	JOYA3	JOYB3	Right
5.	POT AY	POT BY	
6.	BUTTON A/LP	BUTTON B	Fire button
7.	+5 Volt	+5 Volt	Max 100mA
8.	Ground	Ground	
9.	POT AX	POT BX	

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