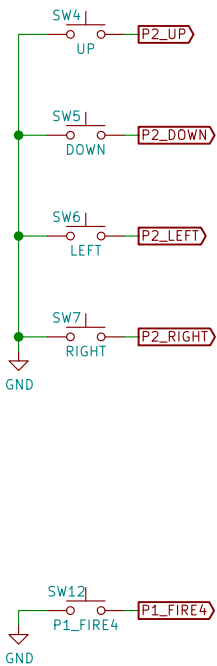
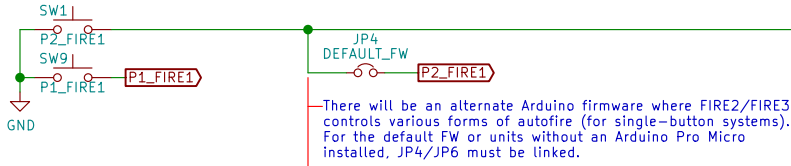


DIRECTIONS:

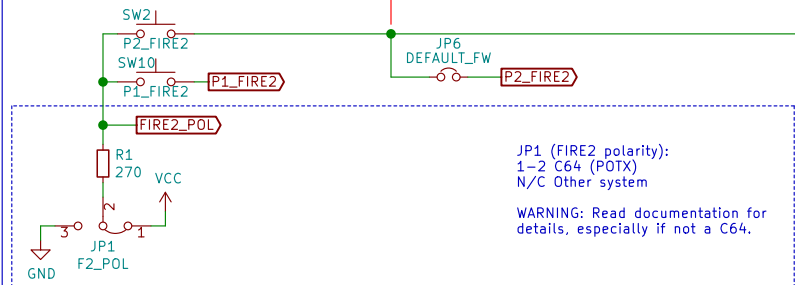


FIRE 1:



There will be an alternate Arduino firmware where FIRE2/FIRE3 controls various forms of autofire (for single-button systems). For the default FW or units without an Arduino Pro Micro installed, JP4/JP6 must be linked.

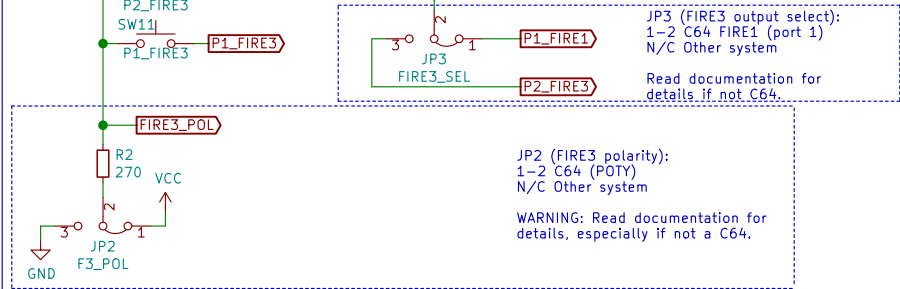
FIRE 2:



JP1 (FIRE2 polarity):
1-2 C64 (POTX)
N/C Other system

WARNING: Read documentation for details, especially if not a C64.

FIRE 3:



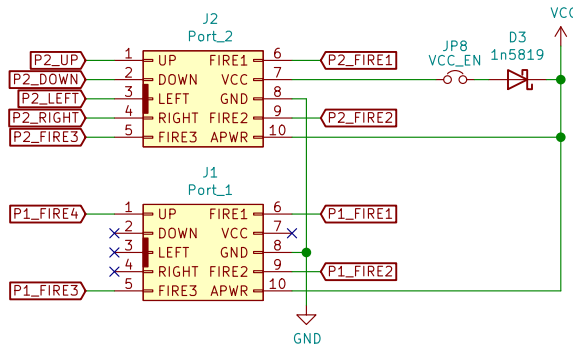
JP2 (FIRE3 polarity):
1-2 C64 (POTY)
N/C Other system

WARNING: Read documentation for details, especially if not a C64.

JP3 (FIRE3 output select):
1-2 C64 FIRE1 (port 1)
N/C Other system

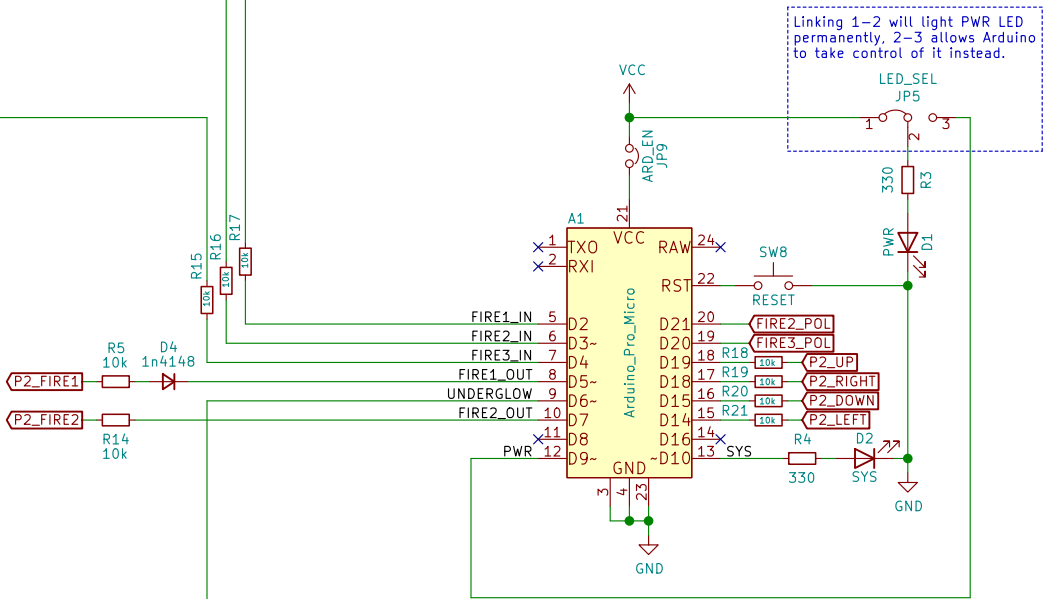
Read documentation for details if not C64.

OUTPUT:



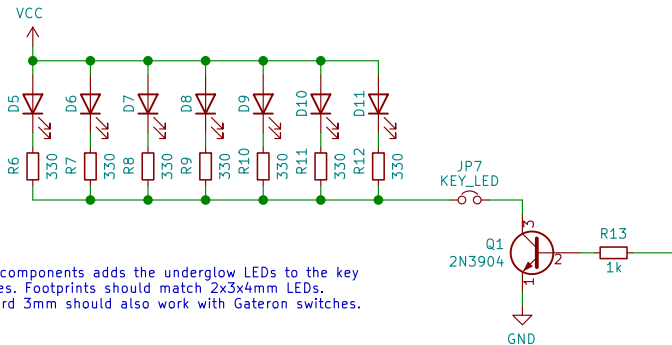
As is common, but definitely not always, on the Commodore 64, port 2 is the main controller port. Port 1 is simply used for additional fire buttons, at the moment it does not include direction signals (this is by design).

Pay particular attention to the polarity settings for the switches, these need to be set correctly in order to avoid damaging the system (this will affect both ports). An adapter designed for a specific system will usually denote this setting.



Linking 1-2 will light PWR LED permanently, 2-3 allows Arduino to take control of it instead.

Underglow LEDs:



These components adds the underglow LEDs to the key switches. Footprints should match 2x3x4mm LEDs. Standard 3mm should also work with Gateron switches.

WASD-style keypad for use with vintage computers, can also be used as a simple USB keyboard with Arduino Pro Micro installed. Note that selecting the wrong polarity may not be a good thing depending on which system you're connecting it to (not installing a jumper here may be the safe choice).