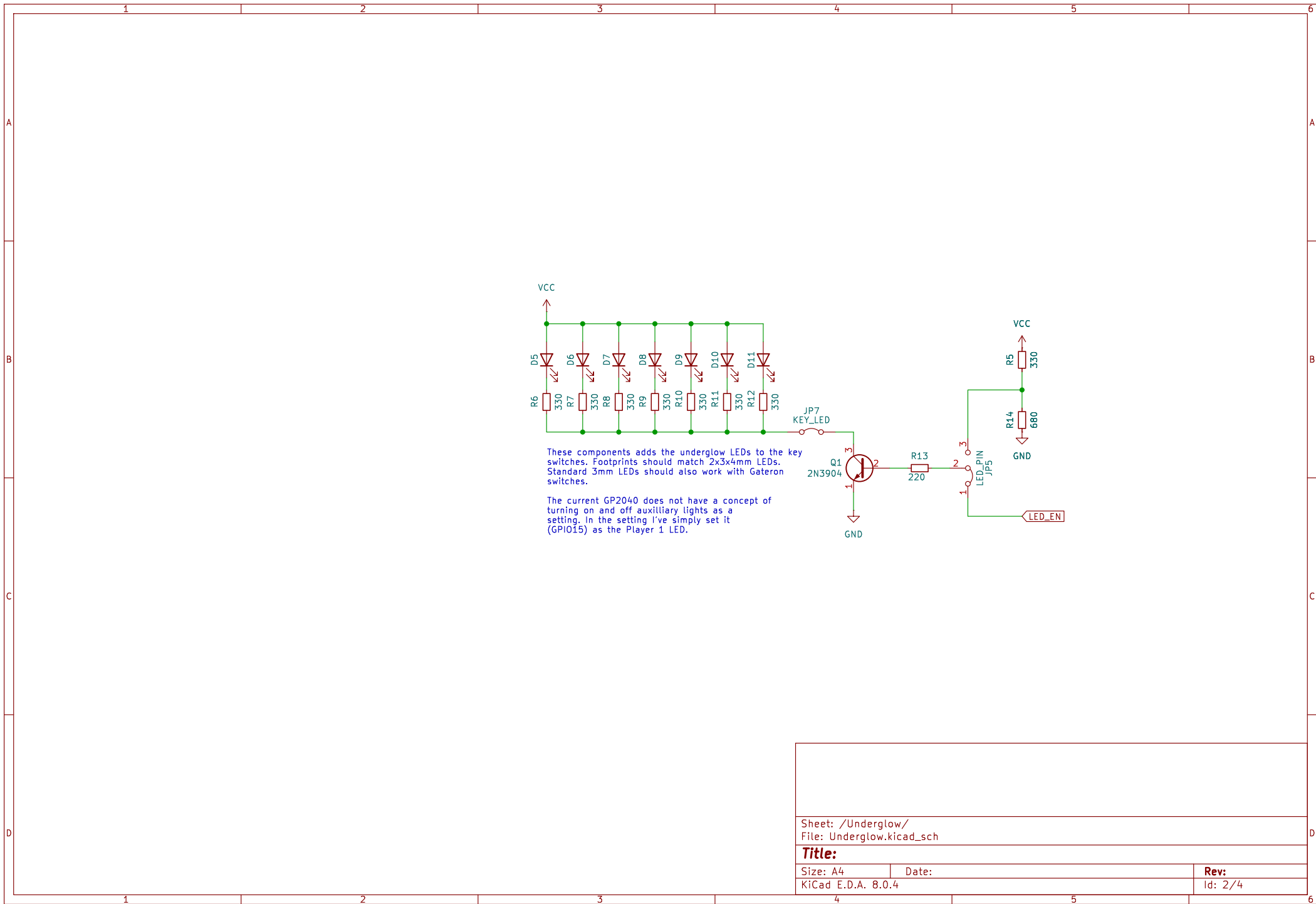


File: Buttons.kicad_sch

File: Underglow.kicad_sch

File: Output.kicad_sch

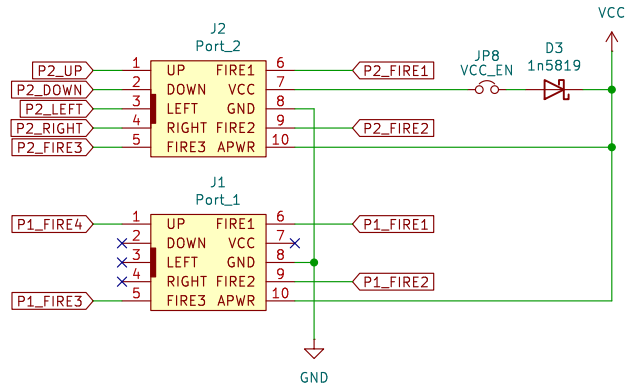
Size: A3	Date:	Rev: A
KiCad E.D.A. 8.0.4		Id: 1/4



Commonly you'll find that the port marked 2 on a Commodore 64 will be the main controller port, so that's the reason why port 2 is also the standard here. Plenty of exceptions though.

Port 1 is simply used for additional fire buttons, and isn't intended for use as a second controller because... how could that possibly work?

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 should denote this setting. If you don't know, then don't attempt to use it until you do.



The jumper VCC_EN is to enable the computer to power up the C64 JoyKEY, a diode has been added to ensure that other direction doesn't happen.

Power is always routed through to APWR, but this is only used in order to provide power to the adapters themselves. Not sure if I'll ever need it, but if I have it – then I have it.

Sheet: /Output/
File: Output.kicad_sch

Title:

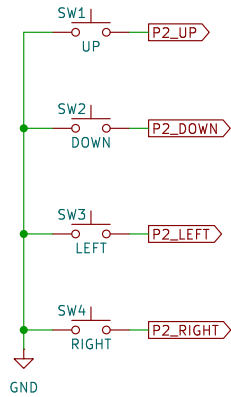
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KiCad E.D.A. 8.0.4

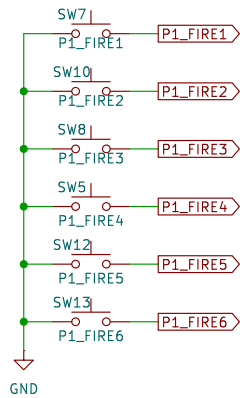
Rev:

Id: 3/4

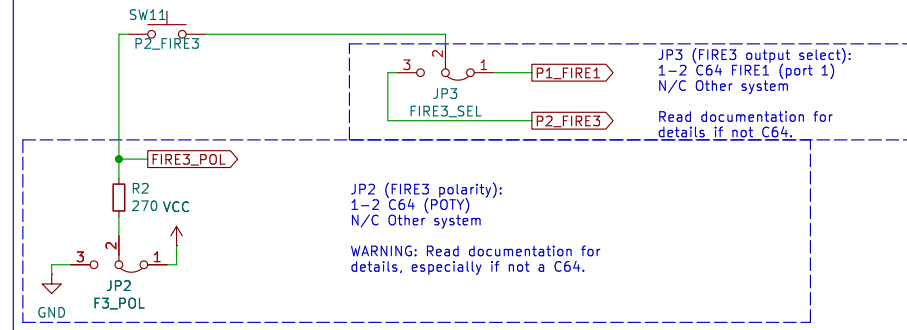
Directions



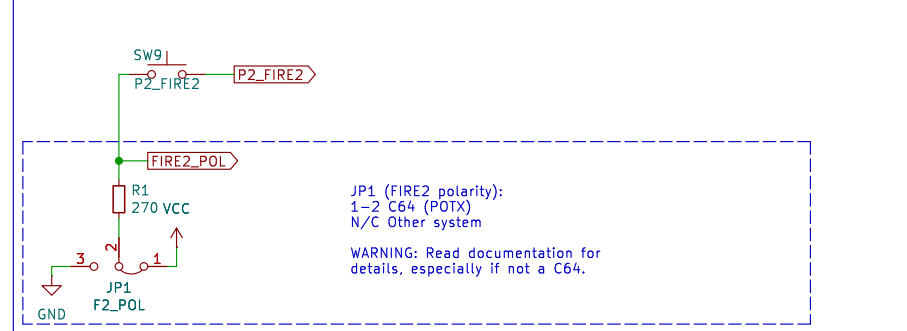
Extra buttons:



FIRE 3:



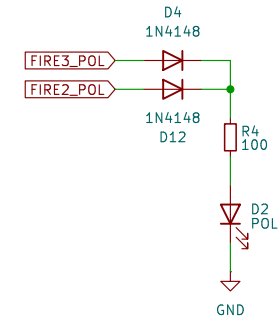
FIRE 2:



FIRE 1:



Polarity:



There are resistors on the polarity jumpers, and while they should be sufficient to avoid accidentally destroying something – we'll light up the LED to show that one jumper has been tied to 5v.

Sheet: /Buttons/
File: Buttons.kicad_sch

Title:

Size: A4
KiCad E.D.A. 8.0.4

Date:

Rev:

Id: 4/4