



Rewires the C64 JoyKEY for a 4-button layout suitable for use with PCs with a 15-pin gameport. While originally a system for analog joysticks, the adoption of gamepads such as the Gravis gamepad makes this a viable option for many games.
 DESIGN IS UNTESTED

Sheet: /		Date:	
File: Gameport.sch		Rev: A	
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Title: Gameport (C64 JoyKEY)