

Switch numbering/row,col reference matches the matrix ordering in the ROM table. This appears to be reversed from the colour coded wires on the actual connector.

#### PET "B" Keyboard with mostly standard layout.

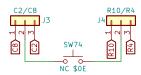
#### Notes

- Original uses '9U' spacebar. This uses 6.5U
- Add 2 '1.25U' keys beside the spacebar to fill the space
- Make SHIFT-LOCK position selectable TEXT/GRAPHIC button

Need to account for different MX switch height:
 Total PET Height = 40mm: 10mm key protrusion, 7mm case thinkness, 20mm Post, 3mm pcb
 Total MX Height (based on OSI600D replica) = 25mm. So PCB has to mount approx 15mm higher
 We can't use PCB mounting holes, we must use a different mounting system.

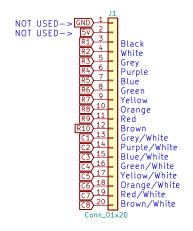
## SHIFT-LOCK KEY

SHIFTLOCK is not used that often, plus the Lockable MX switch is hard to get and expensive. If you have one it can be used. If not, you can re—assign it to be a GRAPHICS/TEXT key.



#### KEYBOARD CONNECTOR

Connector to motherboard. The original keyboard has 18 wires for the 8x10 matrix.



### "NC" KEYS

Some positions in the matrix have no actual key. However, they are assigned PETSCII codes and can be "pressed" by pressing 3 keys at once due to "ghosting".

"B" HIDDEN FUNCTION "N" Keyboard Function NC \$04 - Ctrl-D LEFT/RIGHT NC \$05 - Ctrl-E NC \$06 - Ctrl-F UP/DOWN SELECTABLE->NC \$0E - Ctrl-N = Text/Graphics CLŔ/HOME NC \$0F - Ctrl - 0 = Set TopNONE ADDED -> NC \$15 - Ctrl - T = Delete LineR SHIFT NC \$16 - Ctrl-U = Erase Start KP = ADDED->NC \$19 - Ctrl-Y = Scroll Down RETURN

ADDED keys have an additional benefit. The 3 chosen also add functionality as well as adding usable keys that correspond to keys on the "N" keyboard, allowing the keyboard to be more funtional when playing games designed for 40 column "N" keyboard.

# PET "B" KEYBOARD

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Sheet: / File: petkb.sch

Title: PET/CBM "B" Keyboard using MX switches

 Size: A4
 Date: 2020-06-22
 Rev: V1, R1

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