

# MIDIbox SEQ v3 inside a C64 case, using its keyboard

It's possible to save some time and money building the SEQ into a Commodore 64 case and repurposing the keyboard, so that each key corresponds to each of the buttons expected in the original project.

Note that this is different than using just the chassis: in that case you would make a panel, attach buttons etc. like any other "standard" implementation.

Pros:

- No buttons required.
- The C64 case can fit all the needed circuitry of MBSEQ.
- Only 6 DINs and 6 DOUTs required (or one DINX4, one DOUTX4 and two protoboards).

Cons:

- The right LCD is misaligned to the corresponding buttons, unless using a "staggered" layout.
- It's suggested that all the keys should be re-labeled with their new function.

The "kernel" of this mod is both in hardware and in software. The hardware part is made by a scan matrix circuit which interfaces the Core to the C64 keyboard. It's exactly the one used for [MidiBoxKB](#). The software part is a little patch to the SEQ firmware, valid for v3.2 and v3.2a, that uses that circuit to emulate presses/releases of the buttons.

The spare space above the keyboard is then used to hold the encoders and the two 2×40 LCDs. In my own implementation I "extended" the keyboard plane with a panel: this way LCDs and encoders have a more comfortable position when using the sequencer sitting in a desk.



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For any other info, please watch [this forum thread](#).

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