

MidiBoxKB

Since Thorsten released a 8*8 scan matrix driver,

it's easily possible to use a C64 Keyboard with MIOS.

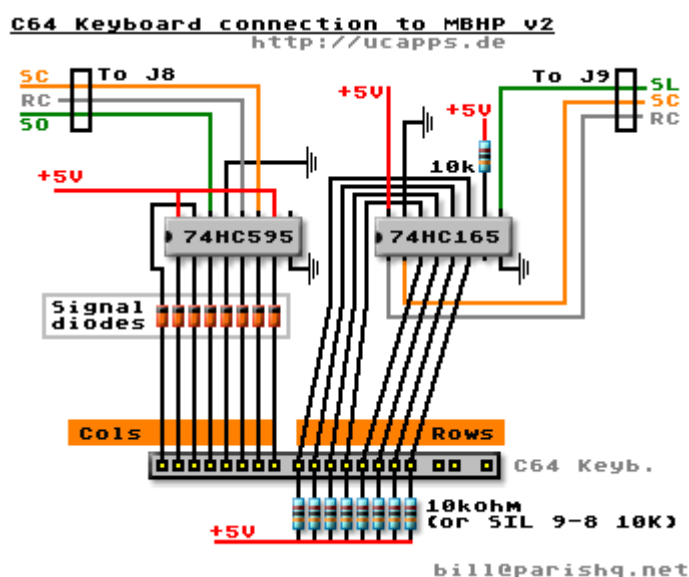


<http://www.midibox.org/forum/index.php?topic=6505.msg40727#msg40727>

The C example can be downloaded here :

1. http://ucapps.de/mios/sm_example2_v1.zip
2. http://ucapps.de/mios/sm_example1_v2.zip

First, i did this pcb (on a breadboard) :



The program

Use that sample program to test your keyboard connection :

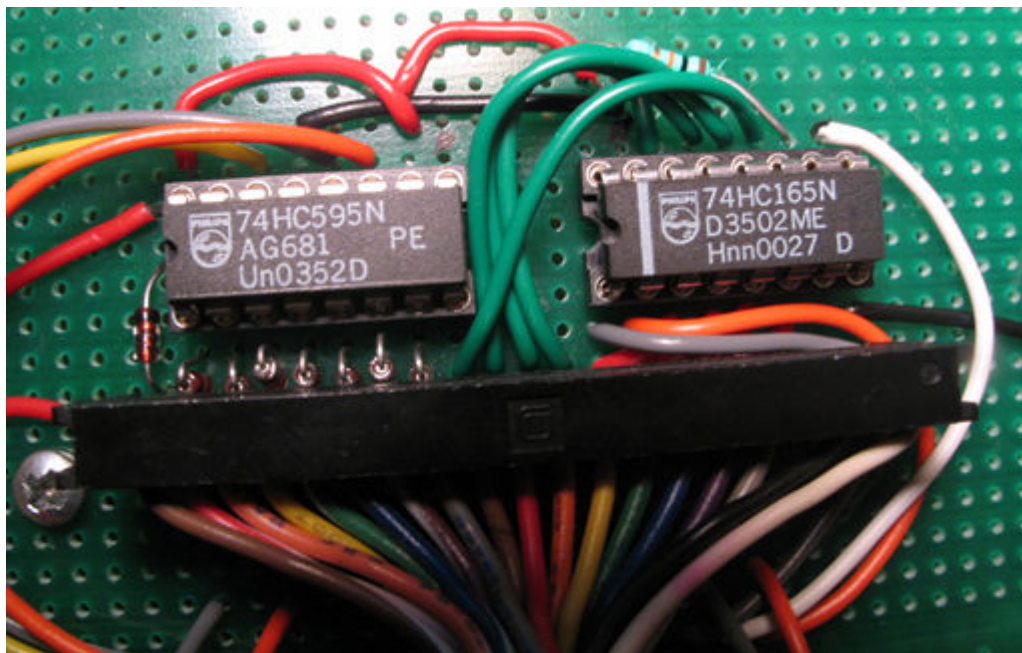
- [c64-keyboard-test-v2.zip](#) (sources are included)

This small app display the key number, the corresponding Character, the midi note number associated to that key, and play a note on channel 1. The keyboard mapping can be found in the "variables.h" file. More than a test, it's a good base for your own programs.

A bigger and more interesting program (a funky sequencer) is still on developpement... stay tuned !

It can look like this

<http://www.youtube.com/watch?v=OZGhumzoR70>

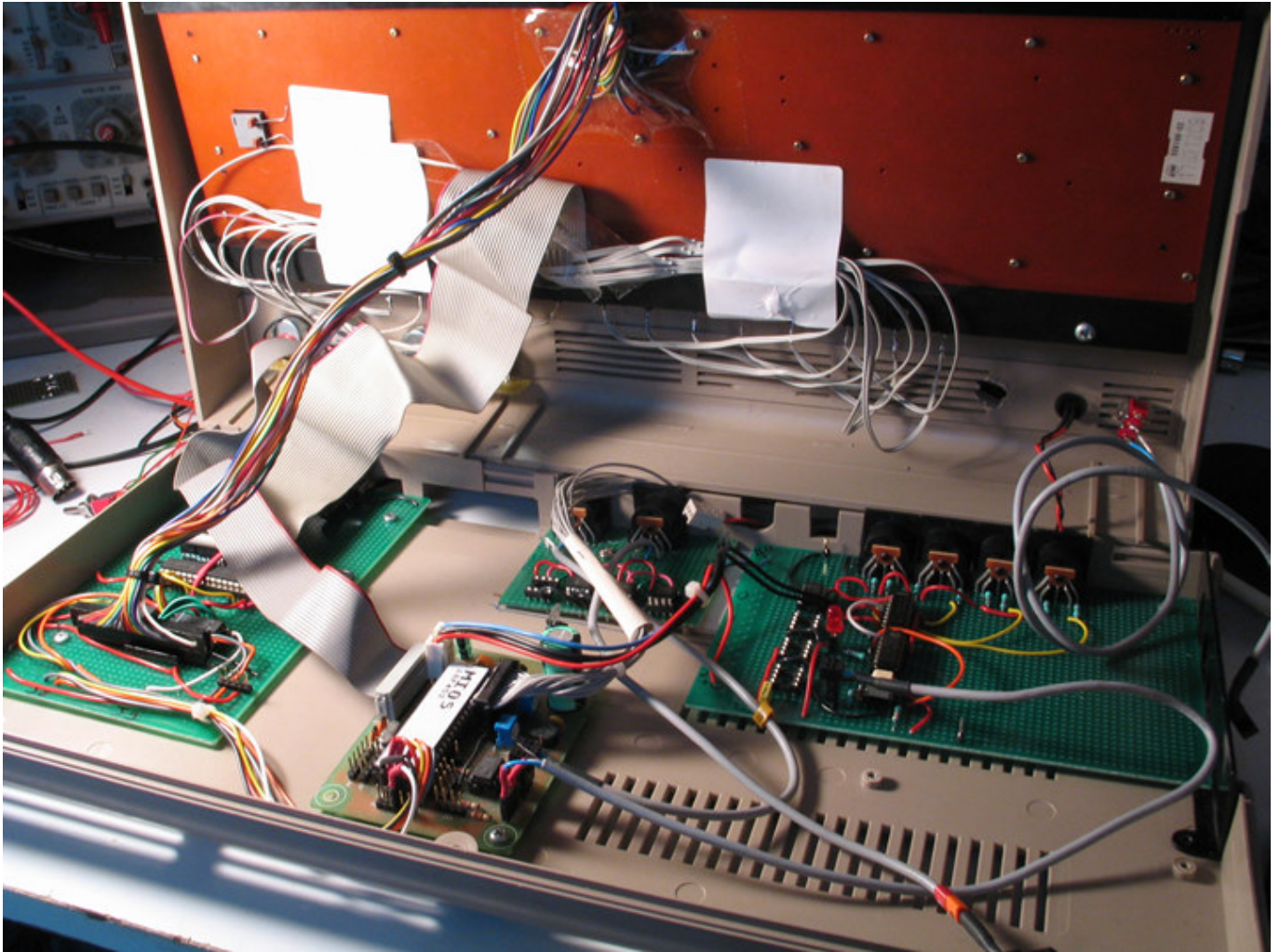


Please write me if you have questions.

Get various files and details related at <http://jambonbill.free.fr> or
<http://jambonbill.free.fr/?rep=../midibox-kb>

— *bill* 2006/05/02 05:06

More photos





Bugs

Atm, some key combination lead to errors : The C64 keyboard pcb do not have signal leds. So, when you try to play some chords (no worry, only a few of them) the scan matrix do not read the keyboard correctly. I guess that problem exist on the real C64, but is not a problem because there's no need to press 4 keys at the same time, in a normal way of use. Most or all 3 notes chords can be played with no problem.

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