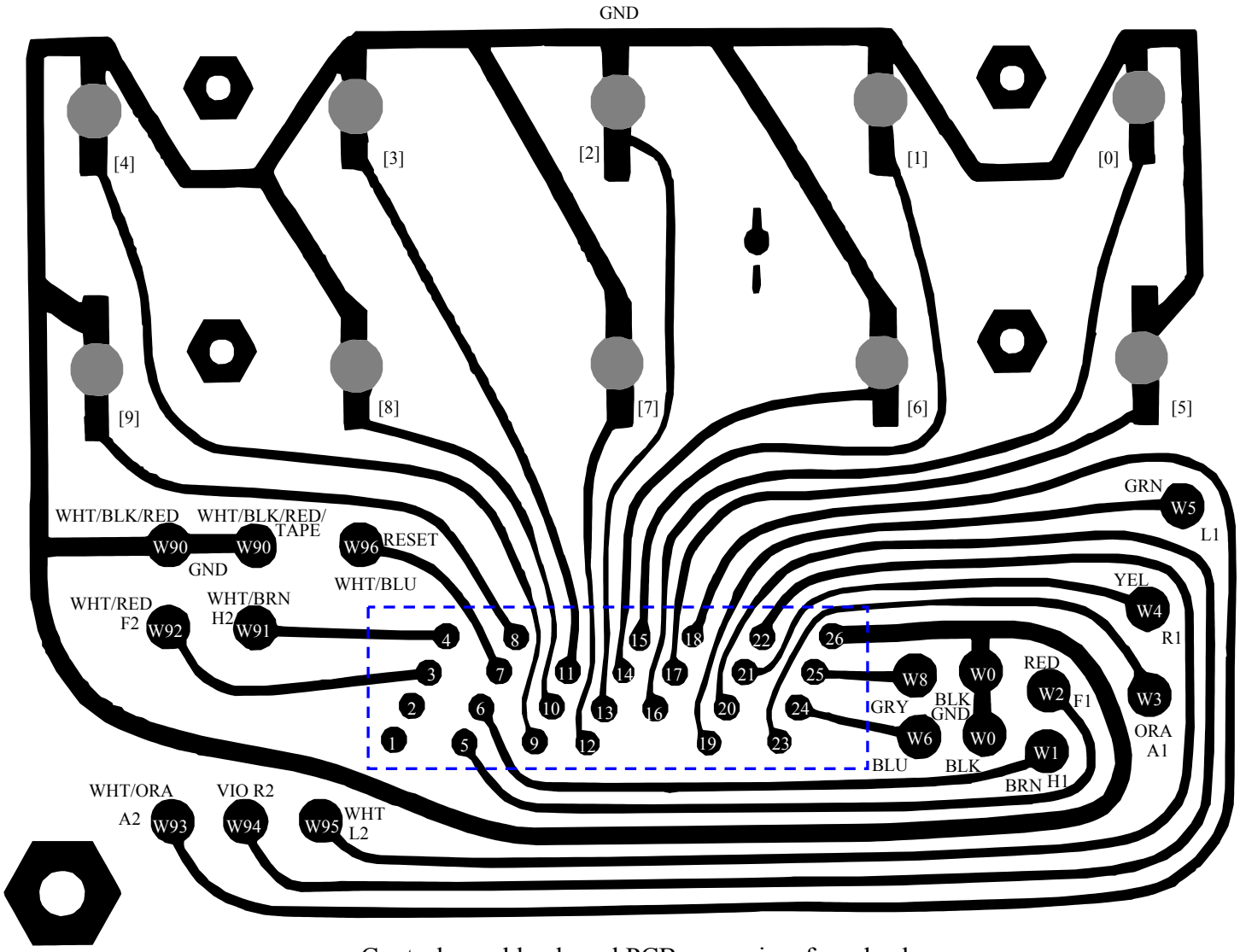
Vectorbeam control panel hookup:



Control panel keyboard PCB map, view from back

Filename: Vectorbeam_Space_War_Control_Panel_Hookup.pdf
By: William J. Boucher, Created: Dec. 18, 2008, Revised: Dec 19, 2008
Website: www.biltronix.com
Email: email@biltronix.com

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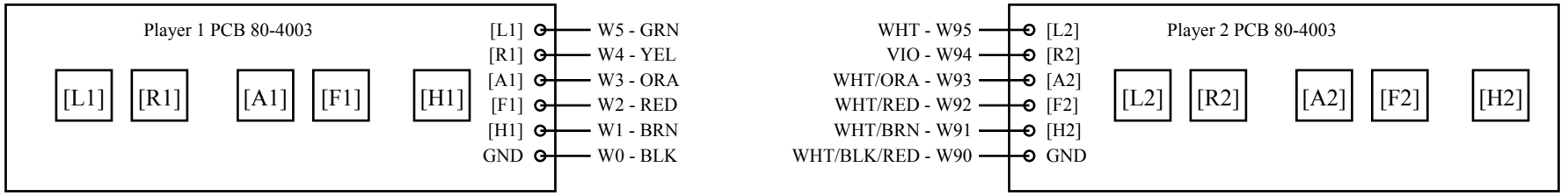
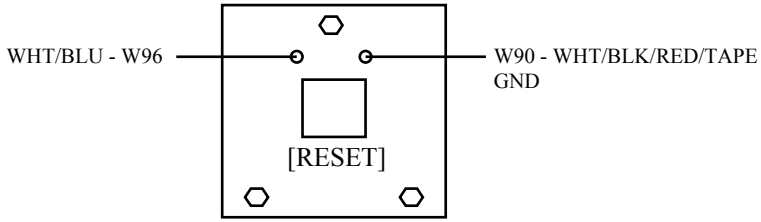
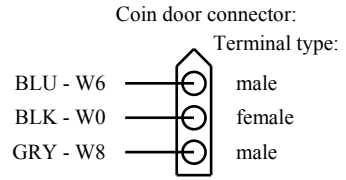
Vectorbeam control panel hookup continued:







Notes:

- Control panel cable is a 26 conductor flat ribbon type, 0.050" pitch, typically all red with first conductor marked orange. Other colors may be substituted of course. Connector at each end of cable is IDC type socket 2x13, 0.100" pitch.
- All wires 22 awg stranded.

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CCPU Input Paths:

Player PCBs	Wires	Distribution PCB			CCPU PCB			
Key	Wire Color	Terminal	Key	Ribbon Wire #	Port	Logic Name	Chip # Pin #	Chip Pin Name
[F2]	WHT/RED	W92		3	J3-3	SI-0	E4-4	D0
[H1]	BRN	W1		6	J3-6	SI-1	E4-3	D1
[F1]	RED	W2		5	J3-5	SI-2	E4-2	D2
[H2]	WHT/BRN	W91		4	J3-4	SI-3	E4-1	D3
					DIPsw1	SI-4	E4-15	D4
					DIPsw2	SI-5	E4-14	D5
[RESET]	WHT/BLU	W96		7	J3-7	SI-6	E4-13	D6
					B4-6	SI-7 (Coin)	E4-12	D7
			[3]	11	J3-11	PI-0	D4-4	D0
			[8]	10	J3-10	PI-1	D4-3	D1
			[4]	9	J3-9	PI-2	D4-2	D2
			[9]	8	J3-8	PI-3	D4-1	D3
			[1]	15	J3-15	PI-4	D4-15	D4
			[6]	14	J3-14	PI-5	D4-14	D5
			[2]	13	J3-13	PI-6	D4-13	D6
			[7]	12	J3-12	PI-7	D4-12	D7
[L1]	GRN	W5		19	J3-19	PI-8	C4-4	D0
[A2]	WHT/ORA	W93		18	J3-18	PI-9	C4-3	D1
			[5]	17	J3-17	PI-10	C4-2	D2
			[0]	16	J3-16	PI-11	C4-1	D3
[R2]	VIO	W94		20	J3-20	PI-12	C4-15	D4
[R1]	YEL	W4		21	J3-21	PI-13	C4-14	D5
[L2]	WHT	W95		22	J3-22	PI-14	C4-13	D6
[A1]	ORA	W3		23	J3-23	PI-15	C4-12	D7
Player 1 Gnd	BLK	W0		26	J3-26	GND		
Player 2 Gnd	WHT/BLK/RED	W90		26	J3-26	GND		
Reset Gnd	WHT/BLK/RED/ TAPE	W90		26	J3-26	GND		

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CCPU Input Paths continued:

Coin Door		Wires	Distribution PCB			CCPU PCB			
Switch Function	Wire Color	Wire Color	Terminal	Key	Ribbon Wire #	Port	Logic Name	Chip # Pin #	Chip Pin Name
N.C.	VIO	BLU	W6		24	J3-24	/COIN	A4-5	
COM	BLK	BLK	W0		26	J3-26	GND		
N.O.	GRY/WHT	GRY	W8		25	J3-25	COIN	A4-1,9,10	

Abbreviations:

Symbol	Description
[##]	Control panel key or button designating function followed by player number where applicable
#	Terminal or connector pin number
W#	Wire number
SI-#	Logical secondary input number
PI-#	Logical primary input number
DIPsw#	Option switch (or DIP switch) number
L#	Left turn function followed by player number
R#	Right turn function followed by player number
A#	Forward or Thrust function followed by player number
F#	Fire function followed by player number
H#	Hyperspace function followed by player number
N.O.	Normally open
N.C.	Normally closed
Gnd	Ground, circuit 0V
BLK	Black
BRN	Brown
RED	Red
ORA	Orange
YEL	Yellow
GRN	Green
BLU	Blue
VIO	Violet
GRY	Grey
WHT	White

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