SW2
Reset

Power Out

1	GND
2	+5V
3	+12V
4	-12V

J2

J2 can be used for powering the ASCII Keyboard Tester or Character Generator Tester.

Apple-1

GND — 9 | 8 — B7
+12V — 10 | 7 — B6
-12V — 11 | 6 — B5
Clear — 12 | 5 — B1
— 13 | 4 — B2
Strobe — 14 | 3 — B3
JP1 B8 — 15 | 2 — B4
1 2
+5V — 16 | 1 — Reset

J1

SW1
Clear Screen

330 R1

D1

Power

SW3
ASCII Data

+5V

1	14	B7
2	13	B6
3	12	B5
4	11	B4
5	10	B3
6	9	B2
7	8	B1

SW4
Keypress

Strobe

R2
1K

RN1
1K

| 8 |
| 7 |
| 6 |
| 5 |
| 4 |
| 3 |
| 1 | 2 |

GND

Set a 7-bit ASCII code using the DIP switches (SW3) and confirm by pressing Keypress (SW4).

When attached to a computer, it could be that the character is put on screen more than once. The push button (SW4) is not debounced because of the educational/fun purpose of the Poor Man's Keyboard and to keep the circuit simple.
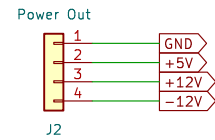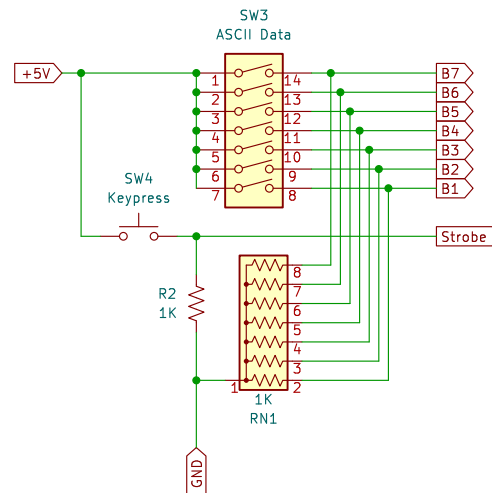
Close solder jumper JP1 for normal operation of the Apple-1, i.e. B8 is tied to +5V. This jumper can be left open for custom, experimental configurations of the Apple-1.

The main connector (J1) is facing down (solder side) and can be inserted into the Apple-1 keyboard socket at position B4.

It can be inserted in the Apple-1 DIP-16 connector of the ASCII Keyboard Tester or Character Generator Tester as well.

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Sheet: /
File: Apple-1PoorMansKeyboard.kicad_sch

Title: Apple-1 Poor Man's Keyboard

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