

	'D' type pin numbers, key Group Select									'D' type pin numbers, Keyboard Data						Binary encoder pin numbers, Data							
	Note	8	15	7	14	6	13	5	12	4	11	3	10	2	9	1	Keydown	A	B	C	D	E	F
OCTAVE 4	F	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	0	1	1	0	0	0	0
	F#	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	0	0	0
	G	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	0	0	0	1	0	0
	G#	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	0	0	1	0	0
	A	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	0	1	0	0
	A#	1	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	0	0
	B	1	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	0	0	1	1	0	0
	C	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	0	0
	C#	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	0	0
	D	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	0	0
OCTAVE 5	D#	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	0	0	1	0
	E	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	0	1	0
	F	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	0	0	1	0
	F#	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1	1	1	1	0	0	1	0
	G	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	0	1	0	0
	G#	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	1	0
	A	1	1	1	1	1	1	1	1	1	0	1	1	0	1	1	1	1	0	1	1	0	0
	A#	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	0	1	0	0
	B	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	0	0	0	1	1	0
	C	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	1	0	0	1	1	0
OCTAVE 6	C#	1	1	1	1	1	1	1	0	1	1	0	1	1	1	1	1	0	1	0	1	0	
	D	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	1	0	1	1	0
	D#	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	0	0	1	1	0	
	E	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	0	1	1	1	0	
	F	1	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	0	1	1	1	0	
	F#	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	1	1	1	1	0	
	G	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	0	0	0	0	1	
	G#	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	1	1	0	0	0	1	
	A	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	0	0	0	1	
	A#	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	0	0	0	1	
OCTAVE 7	B	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	0	0	1	0	0	1	
	C	1	1	1	0	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	0	1	
	C#	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	0	1	
	D	1	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	
	D#	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	1	0	
	E	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	0	0	1	0	1	
	F	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	0	1	0	1	0	
	F#	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	0	1
	G	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	0	0	1	0	1
	G#	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	0	1
OCTAVE 8	A	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	1	
	A#	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	1
	B	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	1	1	
	C	1	1	1	1	1	1	0	1	1	0	1	1	1	1	1	1	1	0	0	1	1	
	C#	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	1	0	0	0	1	
	D	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	1	0	0	1	
	D#	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	0	0	1	0	1	
	E	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	0	1	0	1	0	
	F	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	0	1	1	0	1	
	F#	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	0	1	1	0	1	

Logic levels to and from the keyboard

Logic levels to the Keyboard Controller