

		'D' type pin numbers, key Group Select								'D' type pin numbers, Keyboard Data							Binary encoder pin numbers, Data						
		8	15	7	14	6	13	5	12	4	11	3	10	2	9	1	Keydown	A	B	C	D	E	F
Note																							
OCTAVE 3	C	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	0	0	0	0	0	First key of new 49 key keyboard
	C#	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	0	0	0	
	D	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	0	0	
	D#	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	1	0	0	
	E	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	0	0	0	
OCTAVE 4	F	1	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	0	1	1	0	0	First key of Maplin 48 key keyboard
	F#	1	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	0	
	G	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	0	0	1	0	
	G#	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	0	0	0	1	0	
	A	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	0	1	0	
	A#	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	0	1	0	
	B	0	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	0	0	1	1	0	
	C	0	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	0	1	1	1	0	
	C#	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	1	0	
	D	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	1	1	1	0	
	D#	1	1	1	1	1	1	1	1	1	0	1	1	0	1	1	1	1	0	0	0	1	
	E	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	0	0	1	
OCTAVE 5	F	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	1	0	1	
	F#	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	0	0	1	
	G	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	0	1	0	1	
	G#	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	1	
	A	1	1	1	1	1	1	1	1	1	0	1	1	0	1	1	1	1	0	1	1	0	
	A#	1	1	1	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	0	1	
	B	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	0	1	1	
	C	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	1	0	0	1	1	
	C#	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	0	1	1	
	D	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	1	0	1	1	
	D#	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	1	0	1	1	1	
	E	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	1	0	1	1	1	
OCTAVE 6	F	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	0	1	1	1	1	
	F#	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	1	
	G	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	0	0	0	1	
	G#	1	1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	0	0	0	1	
	A	1	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	0	1	0	0	1	
	A#	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	0	1	
	B	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	0	0	1	0	1	
	C	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	0	1	0	0	1	
	C#	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	0	1	1	0	1	
	D	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	
	D#	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	0	1	0	1	
	E	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	0	0	1	0	1	
OCTAVE 7	F	1	0	1	1	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	1	1	1	0	1	1	1	0	1	0	1	
	G	1	1	1	1	1	1	0	1	1	1	0	1	1	1	1	1	0	0	1	1	0	
	G#	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	0	1	1	0	
	A	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	0	1	1	1	0	
	A#	1	1	1	1	1	1	0	1	1	1	1	0	1	1	1	1	1	1	1	0	1	
	B	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	0	0	0	1	1	
	C	1	1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	0	0	0	1	1	
	C#																						
	D																						
	D#																						
	E																						
OCTAVE 8	F																						

Logic levels to and from the keyboard

Logic levels to the Keyboard Controller