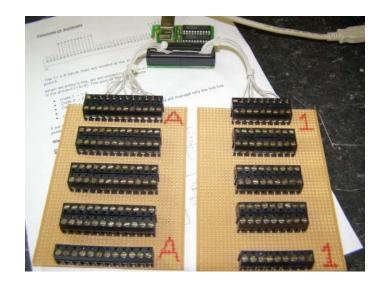# www.737ng.co.uk

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V1.1 Connection Diagram USBKeys

Connecting Switches to the OPENCOCKPITS USBKeys Card.

This card scans a matrix made up of 8 numbers and 11 letters, a total of 88 separate keys (or combinations) can be sent into your sim. I also found that using diodes prevented the erroneous switching I had encountered in earlier experiments. The principle of 'commoning' applies when connecting to the USBKeys card as it does with the BU0836.

The key no's start by connecting A+1 for key #1, A+2 for key #2, A+3 for key #3 etc. So it follows that the letter has to be the 'common' in a group.   To prevent continuity 'loopback', I have used 1N4001 diodes on the 'common' inputs (i.e. the Letters).   For a detailed description of using this card, see this document http://www.737ng.co.uk/USBKeys.pdf and the User Manual at Opencockpits - http://www.andare-ing.com/uploads//USBKeys%20(english).PDF .

Here's an example of various types of switches connected to the A (key #1 to 8) & B group (key #9-16).   Again a Matrix Board was used to make the connections as in the BU0836 example.