

## JammASD Pinout

Solder Side		Component Side	
GND	A	1	GND
GND	B	2	GND
<i>Not Used</i>	C	3	<i>Not Used</i>
<i>Not Used</i>	D	4	<i>Not Used</i>
<i>Not Used</i>	E	5	<i>Not Used</i>
+12	F	6	+12
Key	H	7	Key
<i>Not Used</i>	J	8	<i>Not Used</i>
<i>Not Used</i>	K	9	<i>Not Used</i>
GND Speakers (-)	L	10	Standard/Left Speaker (+)
<i>Not Used</i>	M	11	Right Speaker (+)
Video GREEN	N	12	Video RED
Video Sync	P	13	Video BLUE
Service	R	14	Video GND
<i>Not Used</i>	S	15	Test
2P Coin	T	16	1P Coin
2P Start	U	17	1P Start
2P Up	V	18	1P Up
2P Down	W	19	1P Down
2P Left	X	20	1P Left
2P Right	Y	21	1P Right
2P Button 1	Z	22	1P Button 1
2P Button 2	a	23	1P Button 2
2P Button 3	b	24	1P Button 3
*2P Button 4	c	25	*1P Button 4
*2P Button 5	d	26	*1P Button 5
GND	e	27	GND
GND	f	28	GND

\*Not standard Jamma Button.

Button 4 and 5 for both players are also available on the screw connectors.

Button 6, 7 and 8 for both players are only available on the screw connectors.

## Default Code Set

<b>Input</b>	<b>Normal Key</b>	<b>Shifted Key</b>
Test	9	
1P Coin	5	
1P Start (shift key)	1	
1P Up	Up Arrow	Tilde
1P Down	Down Arrow	P
1P Left	Left Arrow	Enter
1P Right	Right Arrow	Tab
1P Button 1	Left Ctrl	5
1P Button 2	Left Alt	6
1P Button 3	Space	
1P Button 4	Left Shift	
1P Button 5	Z	
1P Button 6	X	
1P Button 7	C	
1P Button 8	V	
Service	F2	
2P Coin	6	
2P Start	2	Esc
2P Up	R	
2P Down	F	
2P Left	D	
2P Right	G	
2P Button 1	A	
2P Button 2	S	
2P Button 3	Q	
2P Button 4	W	
2P Button 5	I	
2P Button 6	K	
2P Button 7	J	
2P Button 8	L	