

# JOY-iT

## Joy-iT PS2 Module



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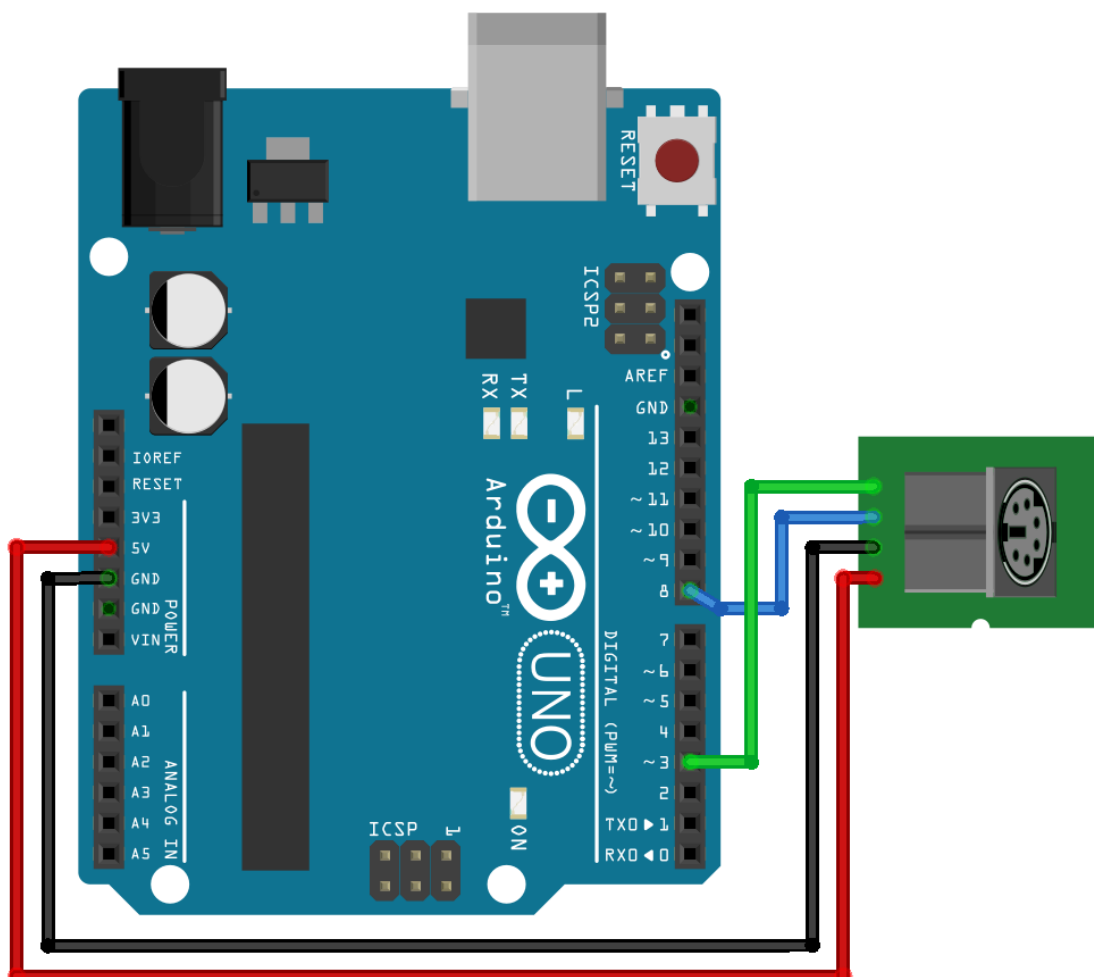
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1. Connecting to an Arduino
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Dear customer,  
 thank you for purchasing our product.  
 Please find our instructions below.

## 1. Connecting to an Arduino

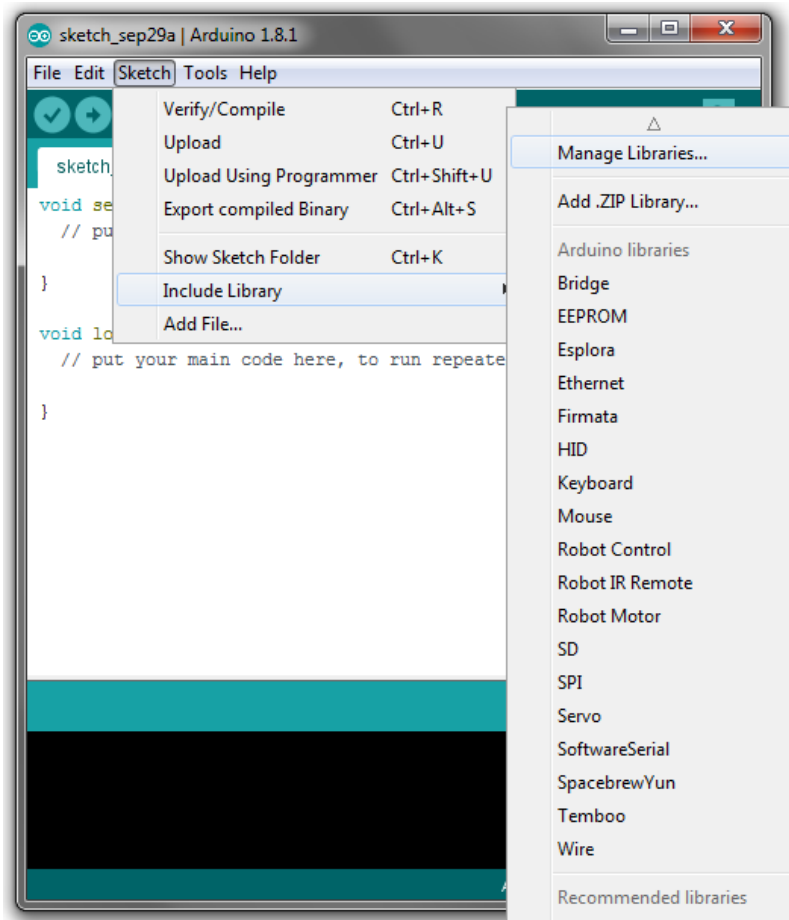
Connect the PS2-Module, as seen in the following image and in the following table, to your Arduino.



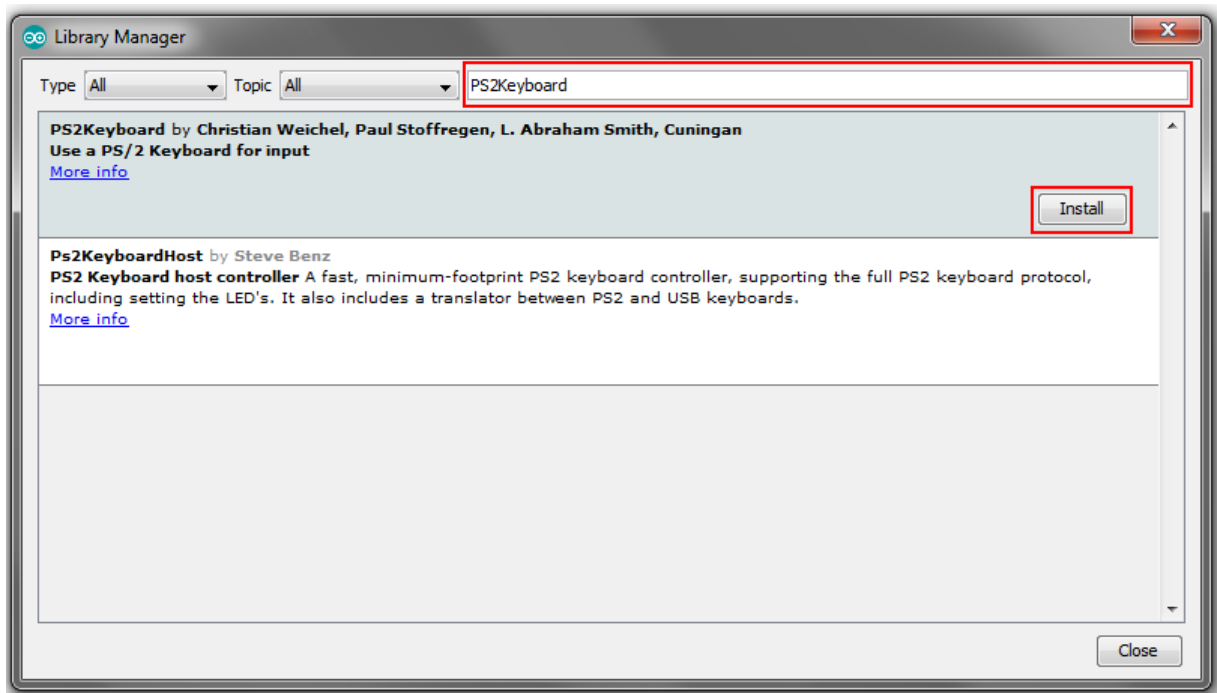
| Arduino Pin | PS2 Module Pin |
|-------------|----------------|
| 5V          | +5V            |
| GND         | GND            |
| 8           | DAT            |
| 3           | CLK            |

## 2. Installing the libraries

To be able to use the code-example from step 3, you need to install an additional library. To install it, open the library manager in your Arduino software (Sketch -> Include Library-> Manage Libraries)



Search for the **PS2Keyboard** library and install it.



After installing this library, you can transfer the example to your Arduino and test the PS2-Module.

### 3. Code-Example

```
#include <PS2Keyboard.h>
//Configuring the Pin-Assignment
const int daten = 8;
const int pin = 3;
PS2Keyboard keyboard;
void setup() {
    //Executing the basic settings
    delay(1000);
    keyboard.begin(daten, pin);
    Serial.begin(9600);
    Serial.println("-----\n");
    Serial.println("Tastatur bereit zur Eingabe");
    Serial.println("-----\n");
}
void loop() {
    if (keyboard.available()) {
        //reading the next keyboard input
        char eingabe = keyboard.read();
        //check for special inputs
        if (eingabe == PS2_ENTER) {
            Serial.println();
        } else if (eingabe == PS2_TAB) {
            Serial.print("[Tab]");
        } else if (eingabe == PS2_ESC) {
            Serial.print("[ESC]");
        } else if (eingabe == PS2_PAGEDOWN) {
            Serial.print("[PgDn]");
        } else if (eingabe == PS2_PAGEUP) {
            Serial.print("[PgUp]");
        } else if (eingabe == PS2_LEFTARROW) {
            Serial.print("[Left]");
        } else if (eingabe == PS2_RIGHTARROW) {
            Serial.print("[Right]");
        } else if (eingabe == PS2_UPARROW) {
            Serial.print("[Up]");
        } else if (eingabe == PS2_DOWNARROW) {
            Serial.print("[Down]");
        } else if (eingabe == PS2_DELETE) {
            Serial.print("[Del]");
        } else {
            //when no special inputs: print entered key
            Serial.print(eingabe);
        }
    }
}
```

## 4. Support

We also support you after your purchase.

If there are any questions left or if you encounter any problems please feel free to contact us by mail, phone or by our ticket-supportsystem on our website.

Mail: [service@joy-it.net](mailto:service@joy-it.net)

Ticket-System: <http://support.joy-it.net>

Phone: +49 (0)2845 98469 – 66 (11- 18 Uhr)

For more informations, please visit our website:

[www.joy-it.net](http://www.joy-it.net)