

## This writeup comes from Olga:

Last time it was Commodore 64, this time I would like to share reviving super-super-old Compaq keyboard, from a vintage 286-class computer.

The keyboard itself is maybe not very interesting - keyboard like many others - apart from the fact, that it has "numpad" section available by numlock, and a "dead" function key.

The most important part is the C code, that has been rewritten by me, in order to make reviving keyboards even easier.

Please check the initial section: the definitions

```
#define KBD_A 15
```

which define "line" matrix connection to Teensy PIN number,

and further the array of KeyDesc:

```
struct KeyDesc Keys[] =  
{  
{ "LCTRL", true, KBD_X, KBD_LCT, MODIFIERKEY_LEFT_CTRL, 0, 0, 0 },
```

which holds all key definitions. The struct allows you to enter the following data:

- \* "name" of the key, which is useful on debugging,
- \* "isModifier", which defines if the key should be treated as modifier (like CTRL or ALT)
- \* pin1 and pin2, which should be referred now as "lines from matrix", and use the previous definitions
- \* basic key code
- \* key code when "dead" function key is pressed
- \* key code when numlock signal is active - this digs out the numpad part of keyboard
- \* key code when scroll lock signal is active - this is useful for really old keyboards, where scroll lock causes arrows down and up to become page up and down.

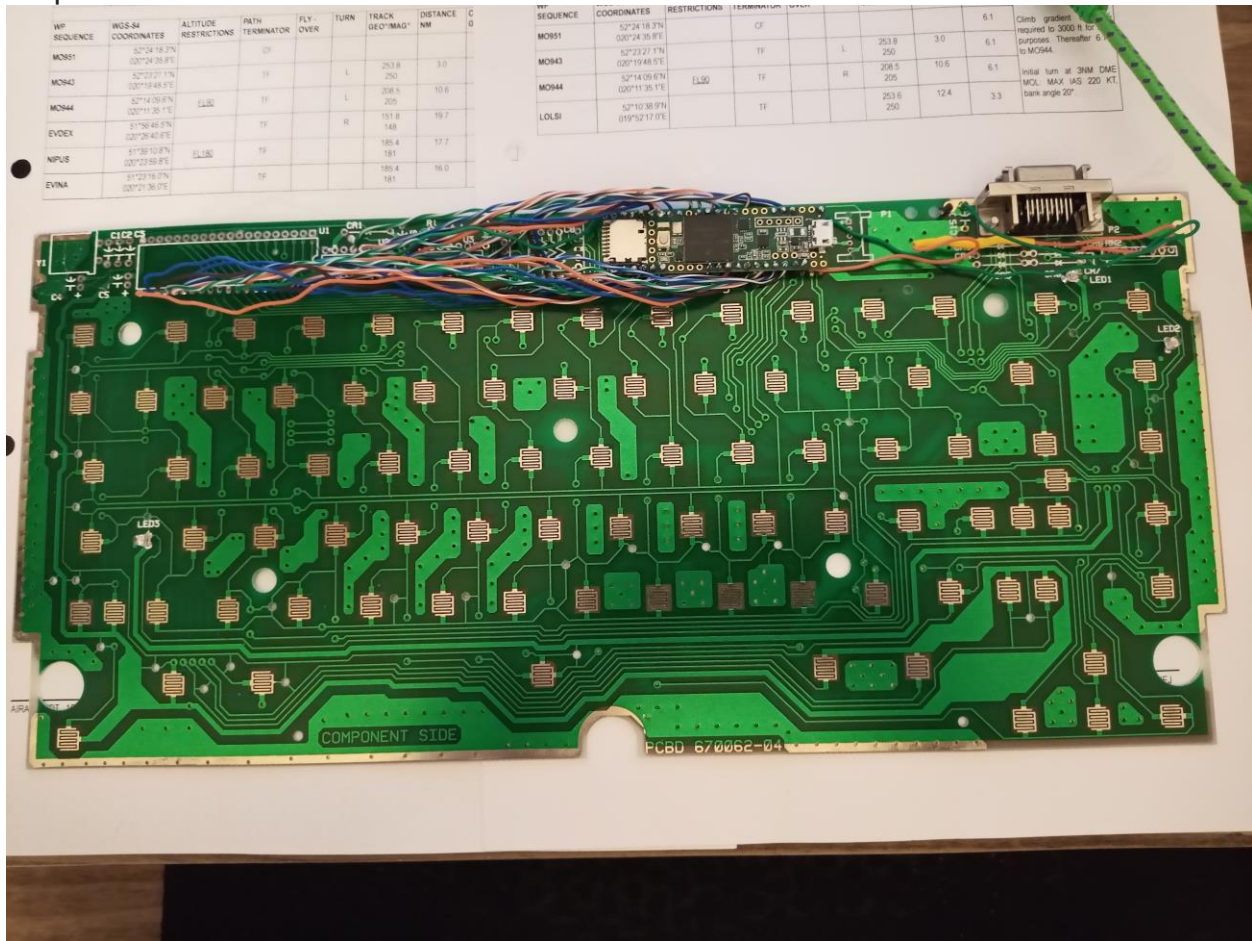
The order of lines, and management of read/write, and LED diodes, are done automatically by the code. Therefore, all you really need to do, is to attach your keyboard lines to Teensy, run the diagnostic program from Frank's Instructable, then enter the data into this program. No matrix creation, no thinking, no-brainer.

Please see code "Compaq\_keyb\_v2.ino" and build photo's below.  
If you have any questions, contact Olga at void@buntownik.pl

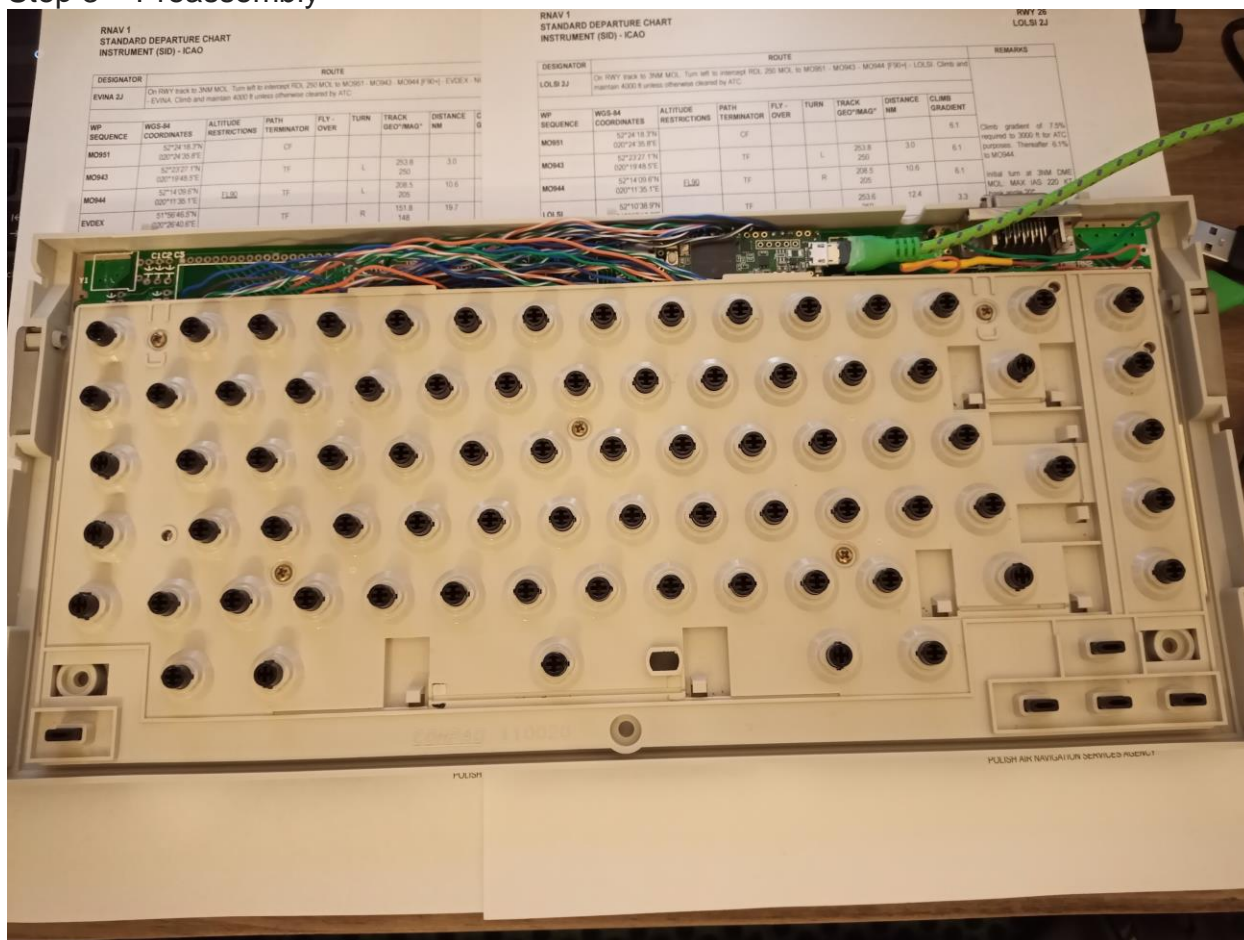
Step 1 – Before Mod's



## Step 2 – Matrix



### Step 3 – Preassembly



Step 4 – Final Result

