

# **Amstrad PC2386**

Fabien Neck

1-2 minutes



Base de données - Amstrad PC2386





Constructeur :	Amstrad Consumer Electronics plc. (Essex, UK)
Date de sortie :	1988
Référence :	PC2386
Processeur :	i80386 à 20 MHz
Mémoire :	RAM 4096 Ko ROM 64 Ko
Affichage :	VGA
Stockage :	Lecteur de disquettes 3"1/4 de 1,44 Mo Disque dur de 65 Mo
Interfaces :	5 slots d'extension 16 bits Série et parallèle

Software :	Ms-Dos
Collection :	Cette machine ne fait pas partie de ma collection



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Mise à jour le 22/09/18



































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## INTERFACCIA SERIALE



## **STAMPANTE PARALLELA**





















#### **AVVISO IMPORTANTE**

Nella RAM alimentata a batterie sono memorizzate importante informazioni riguardanti la configurazione del computer (incluse quelle concernenti il disco isso).

Prima di poter usare il disco fisso può essere necessario usare il disco MS-DOS di "INSTALL/SETUP", che refirama automaticamente la procedura SETUP. Questo PC ha un dive di tipo 1.

Si devono usare solo i conandi SETUP e PARK forniti con questo PC e non quelli forniti con altri PCAMSTRAD.

PC2286/386IT200689

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# Old Crap Vintage Computing

From the Private Collection

June 27, 2019June 27, 2019 by Pawel Pieczul

# Amstrad 2386 Keyboard



(https://oldcraporg.files.wordpress.com/2019/06/dsc\_0018-1.jpeg)



(https://oldcraporg.files.wordpress.com/2019/06/dsc\_0019-1.jpeg)



(https://oldcraporg.files.wordpress.com/2019/06/dsc\_0020-1.jpeg)



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(https://oldcraporg.files.wordpress.com/2019/06/dsc\_0025-2.jpeg)

Resources

There are no resources about this keyboard and the protocol it uses to communicate with the PC. This

keyboard works with Amstrad 2386 and 3386 computers, also branded as <u>Sinclair-Amstrad APC</u> (<u>https://oldcrap.org/2019/06/25/sinclair-amstrad-apc-386sx/</u>) 286 and 386, respectively. This keyboard is pretty rare to get nowadays. Without it, it is impossible to change BIOS setting and effectively to make the PC boot, assuming the CMOS battery in a vintage machine is likely dead.

# Internals



(https://oldcraporg.files.wordpress.com/2019/06/dsc\_0008.jpeg)

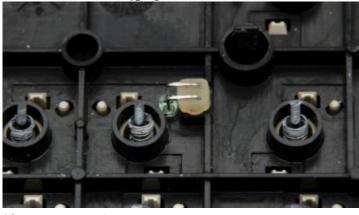


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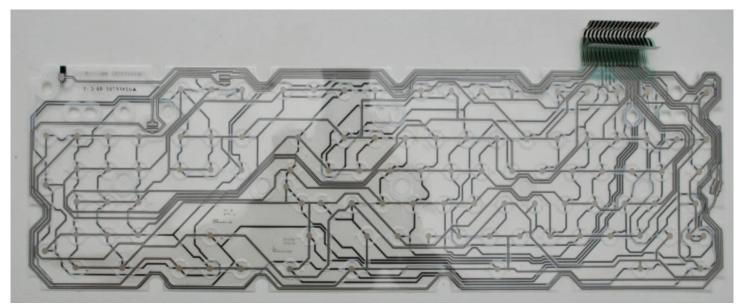
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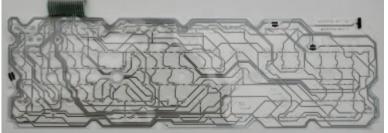


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(https://oldcraporg.files.wordpress.com/2019/06

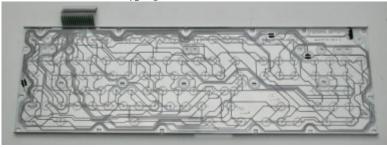


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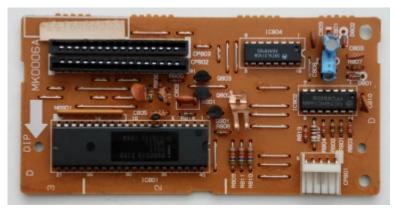
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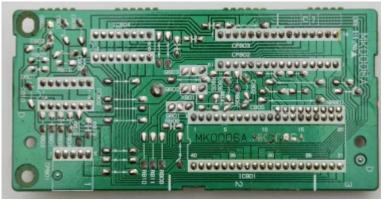
(https://oldcraporg.files.wordpress.com

/2019/06/dsc\_0005.jpeg) Encoder Board



(https://oldcraporg.files.wordpress.com

/2019/06/dsc\_0001-2.jpeg)



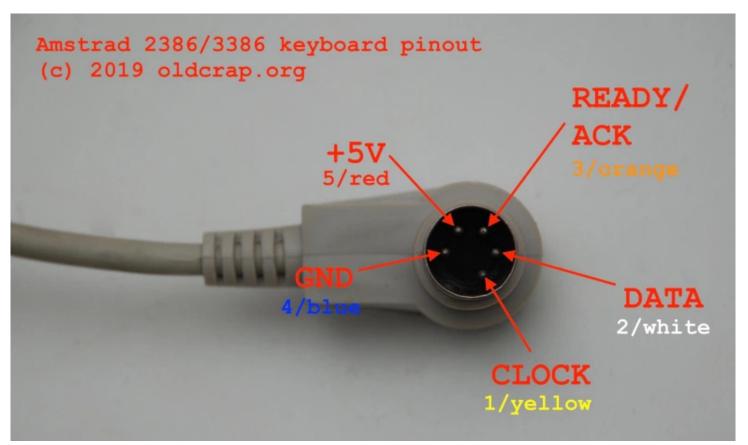
(https://oldcraporg.files.wordpress.com

/2019/06/dsc\_0002-1.jpeg) Communication Protocol

Unlike most of the other keyboards, including PC XT/AT and PS2, this keyboard has a keyboard encoder chip located inside the keyboard. Key presses are analysed and communicated to the PC, using Intel <u>P8050AH (https://datasheetspdf.com/pdf/541969/Intel/P8050AH/1)</u> micro-controller.

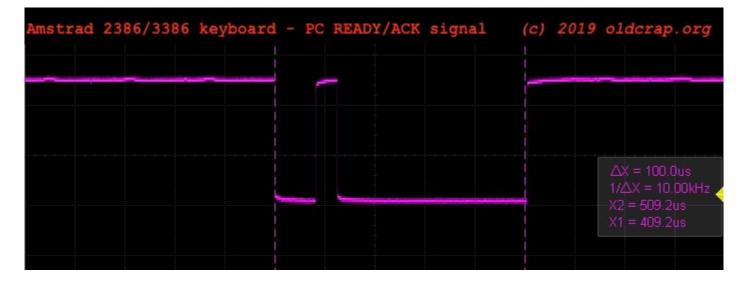
## Pinout

Keyboard is connected to the PC using a 5-wire cable with a 5-pin 240-degree DIN connector. The pin numbers and colors relate to the encoder board connector, internal to the keyboard, on the other side of the cable.



Signals available on the connector:

- GND ground.
- **+5V** power.
- **CLOCK** clock generated by the keyboard. Clock's falling edge indicates that the DATA signal contains a valid bit state.
- **DATA** data bit transmitted by the keyboard.
- **READY/ACK** signal set by the PC, when high, keyboard can send the data to the PC. Upon boot, this signal is initially low and goes high during BIOS initialisation. It is not clear whether PC can use this signal in any point in time, to indicate that it is not capable of receiving data and to stop the keyboard from sending it. PC seems to be using it in repeatable points in time, which looks like it acknowledges reception of data sequences from the keyboard. On the other hand, if we remove the signal from the keyboard, the keyboard still seems to operate correctly. It is also not clear why the signal has always the form as presented on the picture below. More investigation is needed.

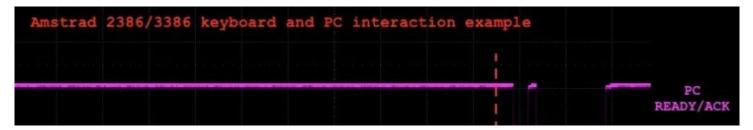


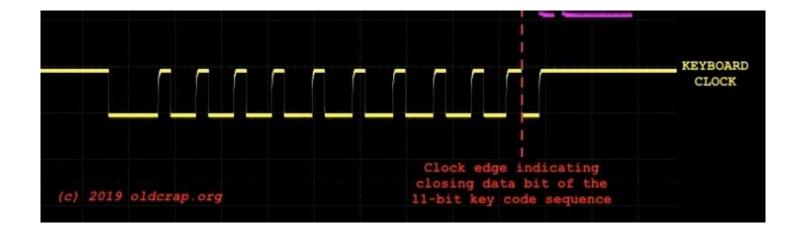
## Communication

When **READY/ACK** signal from the PC is high, the keyboard can transmit data to the PC serially, using **DATA** signal and strobing the data with **CLOCK** signal (at its falling edge). The transmission speed is about **24450** bits per second. There are 3 different types of data sequences transmitted:

- Initialisation sequence sent by the keyboard after boot
- **Scan code sequence** for most of the keys there is 1 byte transmitted per key, but some keys transmit 2, 4 or 6 bytes at once. A single byte is transmitted using 11 bits of data.
- **LED status sequence** sent following a scan code for a key that has a LED status.

After one byte of a scan code is transmitted, the PC sends a **READY/ACK** signal to the keyboard. When this signal is low, keyboard will not transmit subsequent data, waiting for it to become high.





#### Initialisation sequence

After the PC and keyboard are powered on, **READY/ACK** signal is low. During **BIOS** initialisation, PC sets this signal high. As a response, the keyboard transmits two sequences of 33 and 22 bits to the PC:

#### 

Amstrad 2386/3386 keyboard init sequence on boot (c) 2019 oldcrap.org
PC
READY/ACK

PC
READY/ACK

PC
READY/ACK

KEYBOARD
CLOCK

CLOCK

CLOCK

PC
READY
CLOCK

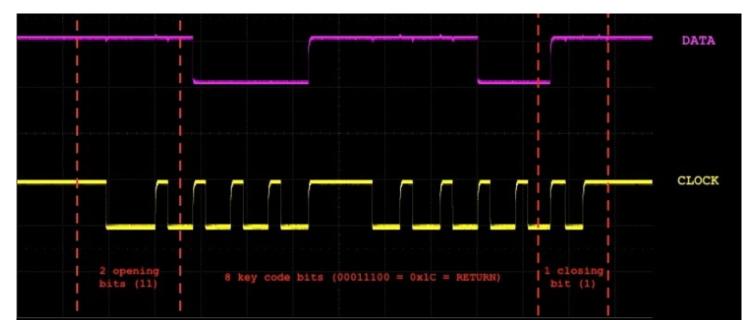
CLOCK
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The meaning and purpose of these sequences are not known.

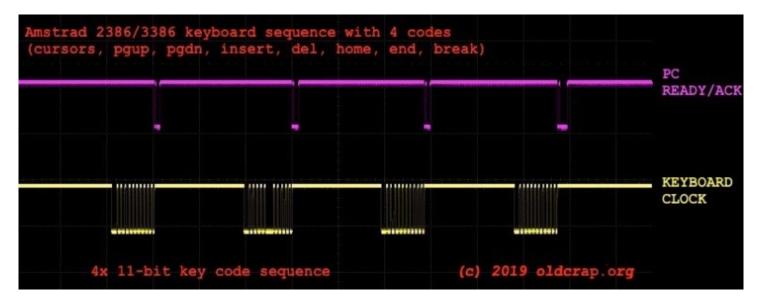
### Scan code sequence

A key press on the keyboard results in sending a scan code sequence to the PC. Most of the keys generate 1 byte of code. A byte is transmitted as 2 opening bits (always 1), 8 bits of the code and 1 closing bit (always 1) – a total of 11 bits.





Some keys generate more than 1 byte of code. ALT GR, right CTRL, keypad divide and keypad ENTER generate 2 bytes. Print screen, Break, Page Up/Down, Home, End, Insert, Delete and cursor keys generate 4 bytes. Pause generates 6 bytes.



## LED status sequence

A scan code for a key with LED (CAPS LOCK, NUM LOCK, SCROLL LOCK) is always immediately followed by the current status of all three LEDs. The status is encoded using two 22-bit sequences:

#### 001110110111011110000000000000CNS110111110101

The status of LEDs is put into bits indicates as C,N,S. The purpose of all other bits is not clear.



### All scan codes

AMSTH	RAD/	SIN	CLA	IR	PC2	386	KEY	BOA	RD	CODI	ES									
ESC		F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	DRUCK	ROLLEN	PAUSE				
01		3B	3C	3D	3E	3F	40	42	42	43	44	57	58	E02AE037	46	E11D45E19DC5				
^	1	2	3	4	5	6	7	8	9	0	ß	•	BACKSPACE			BREAK	NUMLOCK	+	*	-
29	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E			E046E0C6	45	E035	37	4A
TAB	Q	W	Е	R	Т	Z	U	I	0	P	Ü	+	RETURN	EINF	POS1	BILD 个	7	8	9	+
0F	10	11	12	13	14	15	16	17	18	19	1A	1B	1C	E02AE052	E02AE047	E02AE049	47	48	49	4E
CAPS	A	S	D	F	G	H	J	K	L	ö	Ă	#		ENTF	ENDE	BILD ↓	4	5	6	1
3A	1E	1F	20	21	22	23	24	25	26	27	28	2B		E02AE053	E02AE04F	E02AE051	4B	4C	4D	
SHIFT←	0	Y	х	С	V	В	N	М	,		-		shift $\rightarrow$		CURSOR ↑		1	2	3	ENTER
2A	56	2C	2D	2E	2F	30	31	32	33	34	35		36		E02AE048		4F	50	51	E01C
$STRG \leftarrow$	ALT←	ALT $\leftarrow$ SPACE ALT GR STRG $\rightarrow$											$STRG \rightarrow$	$CURSOR \leftarrow$	CURSOR ↓	$CURSOR \rightarrow$	0			1
1D	38 39 E0								E038	E01D	E02AE04B	E02AE050	E02AE04D	52		53				
LED STA	TUS U	PDATE	SEQUI	ENCE,	IMME	DIATE	LY FO	LLOWS	C/N/	S COD	5			INIT SEQU	ENCE, ON E	OOT				
Part 1:	art 1: 001110110111011100000 C - CAPS LOCK ON/OFF												Part 1: 01010001011001111001111011110101							
Part 2:												Part 2: 00000000011011110101								
						s - :	SCROLI	LOCK	(RO	LLEN)	ON/OI	F								
														KEY CODE	ENCODING (	8 to 11 bit)				
Codes w	ere re	evers	e-eng	ineer	ed us	ing A	PC386	SX wit	th PC	2386 1	keybo	ard.								
Please :	Please mind there can be mistakes / incompleteness. Use at own risk.													11 <code-from-the-table>1</code-from-the-table>						
https:/	/oldc	rap.o	rg																	

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