

C H E R R Y

INSTRUCTION MANUAL
BFN3-8354/KFN3-8354

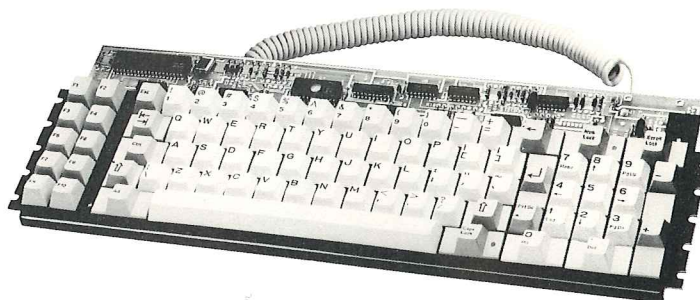
E N C L O S E D

K E Y B O A R D

83 KEY IBM* PERSONAL COMPUTER COMPATIBLE PAD CAPACITIVE SOLID STATE KEYBOARD IN A 30mm DIN ENCLOSURE

STANDARD FEATURES

- Selectable output formats:
 1. IBM* compatible interface at 18K Baud serial output with UP/DOWN codes and special handshaking.
 2. ASCII jumpers allow conversion to serial with TTL differential output. (Baud rates 300, 1200 or 9600)
- 2-shot molded keycaps with matte finish
- Full N-key rollover
- Lighted "alpha lock" and "num lock" keys
- Chassis ground • External reset • Matching color, shielded coil cord with 5-pin circular DIN connector. • Auto-repeat
- Low profile—30mm (1.181") from enclosure base to center point at home row keycap top
- Use flat...or use standard, built-in bail at rear for 13° tilt (See below*)
- Molded of tough, high impact polystyrene structural foam
- Flame retardant (UL 94V0)
- Solid metal bottomplate for rigidity, stability
- Input Power: +5VDC @ 250 mA typ., 360mA max.



Part Number KFN3-8354

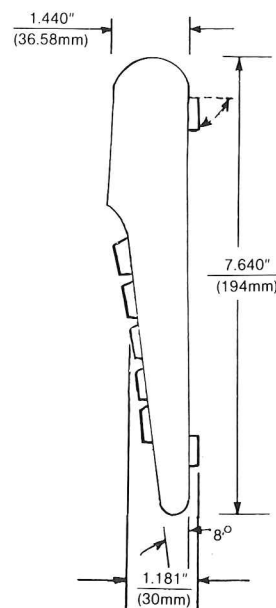
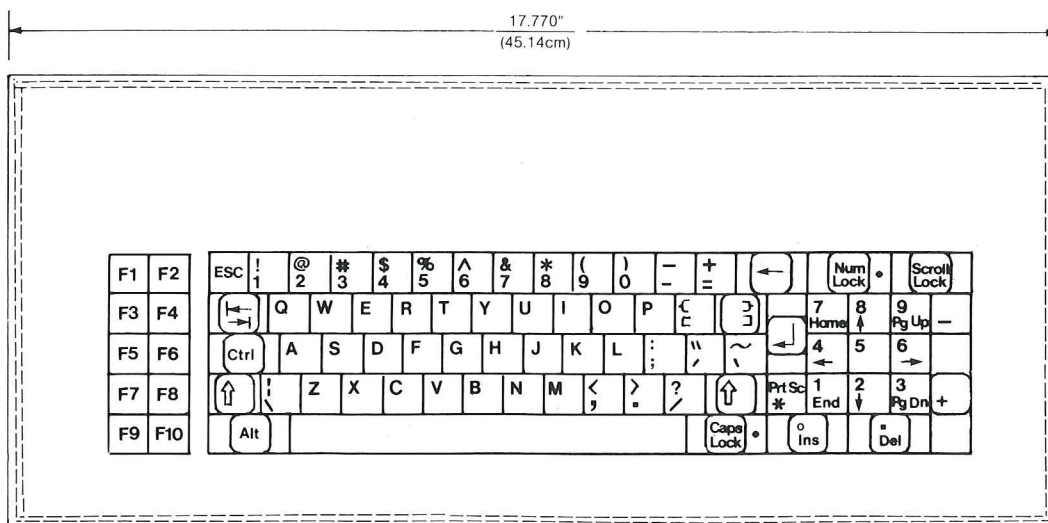
(Without housing specify **Part Number BFN3-8354**)

FACTORY INSTALLED OPTIONS

- 12VDC operation
- Watchdog circuit for extra ESD protection.

MECHANICAL SPECIFICATIONS

Key Total Travel 0.150 in. (3.8 mm)
Key Actuating Force 2.0 oz. (57 gm)
Keytop Color (Main Array) White
Keytop Color (Function Keys) Sand Brown



* IBM is the registered trademark of the International Business Machines Corp.

OUTPUT FORMAT

Diodes determine the Baud Rate as shown in Table 1. Note that the BFN3-8354 keyboard comes with all diodes installed. These can be clipped from the top side of the circuit board to allow change of Baud Rate without removing the keyboard from the base plate. To do this, place the enclosure upside down on a clean, soft surface and remove the four screws closest to the front and back edges of the housing.

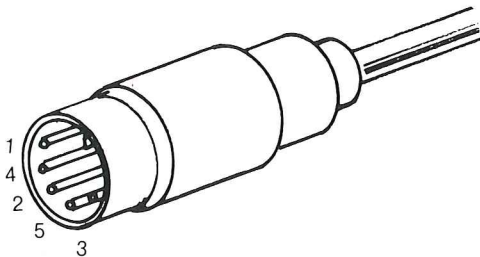
If changes also require removal of the base plate, remove the four screws closest to the left and right edges.

ASSEMBLY OF KEYBOARD INTO HOUSING

- 1. Place the keyboard face down on a clean, soft surface.
- 2. Position the base plate so that the standoffs at each edge of the keyboard align with the holes in the base plate and the cutout is over the connector.
- 3. Using the four long screws, attach the base plate to the keyboard.
- 4. Using the four short screws, assemble the keyboard and base plate to the housing.

TABLE 1—FORMAT SELECTION			
FORMAT	DIODES		
	CR15	CR16	CR18
Synchronous (IBM)	IN	IN	
Asynchronous			
300 Baud	OUT	IN	
1200 Baud	IN	OUT	
9600 Baud	OUT	OUT	
IBM Codes			IN
ASCII Codes			OUT

CONNECTOR PIN ASSIGNMENT		
PIN	FUNCTION	
	SYNCHRONOUS	ASYNCHRONOUS
1	CLOCK	DATA-
2	DATA	DATA+
3	RESET	RESET
4	GND	GND
5	+5V	+5V
SHELL	SHIELD	SHIELD



IMPORTANT NOTICE—FCC COMPLIANCE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. The keyboard and cable assembly has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference in radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer away from the receiver.
- Plug the computer into a different outlet so that computer and receiver are on different branch circuits.
- If necessary, the user must consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
"How to Identify and Resolve Radio-TV Interference Problems."
- This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

DESCRIPTION OF OPERATION

Table 2 provides the output codes for ASCII and IBM format. All keys repeat on both versions, 12Hz after a .5 second delay. Both key-boards are also capable of buffering 32 codes. If the buffer is filled, subsequent codes are lost and Hex FF is placed at the end of the FIFO.

SYNCHRONOUS FORMAT

KBDDATA and KBDCLK are pulled up whenever the keyboard is idle or between scan code transmissions. The keyboard looks at KBDDATA and KBDCLK and verifies both are high before a code can be sent. The first bit clocked into the main unit receive register is the "Start Bit" and is a one. Eight clocks after the Start Bit or on the ninth clock transition, the main unit logic will request an interrupt and clamp KBDDATA low. The KBDDATA is held low by the main unit until the character in the register is read and the interrupt cleared.

The main unit can request the keyboard to reinitialize by pulling the clock line low for 40 ± 20 milliseconds. The keyboard responds within 20 milliseconds after the clock goes high. The keyboard contains a complete diagnostic self-test initiated either upon Power-Up or whenever requested by the main unit. When powering up or requested by the main unit the keyboard is initialized and sends Hex AA to indicate it is OK. Any other codes are interpreted as a failure.

ASYNCHRONOUS FORMAT Serial data is in the form of one start bit, eight data bits, one parity bit (odd), and one stop bit. If DATA+ is clamped low the keyboard will not transmit until DATA+ is released.

IBM FORMAT In this mode of operation, the keyboard generates a "make" and a "break" code. The break code equals the make code plus Hex 80.

ASCII CODE In this mode of operation, depressing the ALT key will result in Bit 7 held low as subsequent keys are pressed.

IBM CODE

LEGEND	CODE	LEGEND	CODE
F1	3B	G	22
F2	3C	H	23
ESC	01	J	24
1	02	K	25
2	03	L	26
3	04	.	27
4	05	,	28
5	06		29
6	07	←	1C
7	08	→	4B
8	09	5	4C
9	0A	→	4D
0	0B	F7	41
-	0C	F8	42
=	0D	SHIFT ↑	2A
←	0E	\	2B
NUM LOCK	45	Z	2C
SCROLL LR	46	X	2D
F3	3D	C	2E
F4	3E	V	2F
→	0F	B	30
Q	10	N	31
W	11	M	32
E	12	.	33
R	13	,	34
T	14	/	35
Y	15	SHIFT ↑	36
U	16	.	37
I	17	END	4F
O	18	↓	50
P	19	PG DN	51
[1A	+	4E
]	1B	F9	43
HOME	47	F10	44
↑	48	ALT	38
PG UP	49	SPACE	39
-	4A	CAPS LOCK	3A
F5	3F	INS	52
F6	40	DEL	53
CTRL	1D		
A	1E		
S	1F		
D	20		
F	21		

TABLE 2—OUTPUT CODES

ASCII CODE

LEGEND	UNSHIFT	SHIFT	CONTROL	CONTROL AND SHIFT	LEGEND	UNSHIFT	SHIFT	CONTROL	CONTROL AND SHIFT
F1	80	80	80	80	G	67	47	07	07
F2	81	81	81	81	H	68	48	08	08
ESC	1B	1B	1B	1B	J	6A	4A	0A	0A
1	31	21	31	21	K	6B	4B	0B	0B
2	32	40	32	00	L	6C	4C	0C	0C
3	33	23	33	23	.	3B	3A	3B	3A
4	34	24	34	24	,	27	22	27	22
5	35	25	35	25		60	7E	60	7E
6	36	5E	36	1E	←	0D	0D	0D	0D
7	37	26	37	26	→	12	34	12	34
8	38	2A	38	2A	5	35	35	35	35
9	39	28	39	28	→	13	36	13	36
0	30	29	30	29					
-	2D	5F	1F	1F	F7	86	86	86	86
=	3D	2B	3D	2B	F8	87	87	87	87
←	08	08	08	08	↑				
SCROLL LK	8B	8B	8B	8B	NUM LOCK	5C	7C	1C	1C
F3	82	82	82	82	Z	7A	5A	1A	1A
F4	83	83	83	83	X	78	58	18	18
→	09	89	09	89	C	63	43	03	03
Q	71	51	11	11	V	76	56	16	16
W	77	57	17	17	B	62	42	02	02
E	65	45	05	05	N	6E	4E	0E	0E
R	72	52	12	12	M	6D	4D	0D	0D
T	74	54	14	14	.	2C	3C	2C	3C
Y	79	59	19	19	/	2E	3E	2E	3E
U	75	55	15	15	2F	3F	2F	3F	3F
I	69	49	09	09	SHIFT				
O	6F	4F	0F	0F	END	2A	AA	2A	AA
P	70	50	10	10	↓	B1	31	B1	31
[5B	7B	1B	1B	PG DN	14	2	14	32
]	5D	7D	1D	1D	B3	33	B3	33	33
HOME	B7	37	B7	37	2B	2B	2B	2B	2B
↑	11	38	11	38	88	88	88	88	88
PG UP	B9	39	B9	39	F14	8A	8A	8A	8A
-	2D	2D	2D	2D	ALT				
F5	84	84	84	84	SPACE	20	20	20	20
F6	85	85	85	85	CAPS LOCK	30	30	30	30
					INS	80	80	80	80
					DEL	7F	7F	7F	7F
A	61	41	01	01					
S	73	53	13	13					
D	64	44	04	04					
F	66	46	06	06					

CHERRY **KEYBOARDS**

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