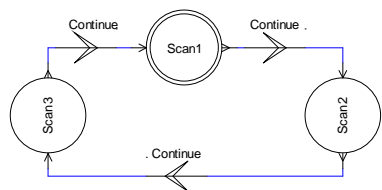


Scanning the matrix keyboard



The Scanning of the keyboard
Filename: scanner.sch

This subscheme scans the 3 x 4 matrix keyboard. It uses a state machine to activate one row at the time. When the inputs show that one or more keys are activate in that row, the scanning is stopped. Then the key is debounced and converted into a more key value using the look-up table

By changing the name of the keyboard subscheme, it is easy to go from the simulated version (KeyBoardSim) of the keyboard to the real I/O version (KeyBoardIO) of the keyboard.

