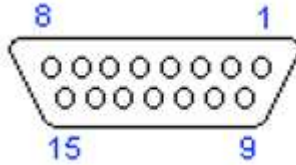


Adding Controller Ports by Xian Xi

<http://www.jamma-nation-x.com/jammax/cmvs.html>



Above is a picture of a male DB15 controller port viewed from the solder side. Now for these projects you do not "have to" use these ports since you are making it your own. But if you would like to use your existing Neo Geo controllers you should use them unless you will also build a small converter that has a DB15 connector to convert to your custom pinout if you choose.

Even though there are 2 pins that are used for the D button, only Pin 4 is used for 99% of the games. Pin 9 is used basically for the rare mahjong controller.

Keep in mind that if you do not plan on using a Unibios you must wire up the coin buttons (Pin 16, T) to the select buttons (Pin 3) on the Neo controller. If you use a Unibios it makes the select button act as a coin button. If you do not want to wire it up to the controller you can add buttons on your CMVS for coins, I personally think that's retarded.

The standard Neo Geo Controller pinout:

Pin #	Description	Jamma Pin # P1	Jamma Pin # P2	Your Wire Colour
1	Common Ground	1, 2, 27, 28, A, B, e, f	1, 2, 27, 28, A, B, e, f	
2	NC (No Connection)	NC	NC	NC
3	Select	26	d	
4	D Button	25	c	
5	B Button	23	a	
6	Right	21	Y	
7	Down	19	W	
8	VCC +5v	3, 4, C, D	3, 4, C, D	
9	D Button	25	c	
10	NC	NC	NC	NC
11	Start	17	U	
12	C Button	24	b	
13	A Button	22	Z	
14	Left	20	X	
15	Up	18	V	

Extra notes by mmmonkey:

Not much really. I just relabelled the DB15 diagram so that it's shown from the solder side. I also added an extra column to the table to scribble in the colour of the wire being used. As for wiring, I bought some coloured ribbon cable and wired the ports so that the first wire (Brown) goes to Pin 1 (top row), second wire (Red) goes to pin 9 (bottom row), third wire (Orange) to Pin 3 (top row), fourth wire (Yellow) to Pin 11 (bottom row) etc

