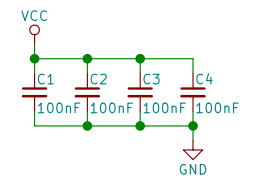
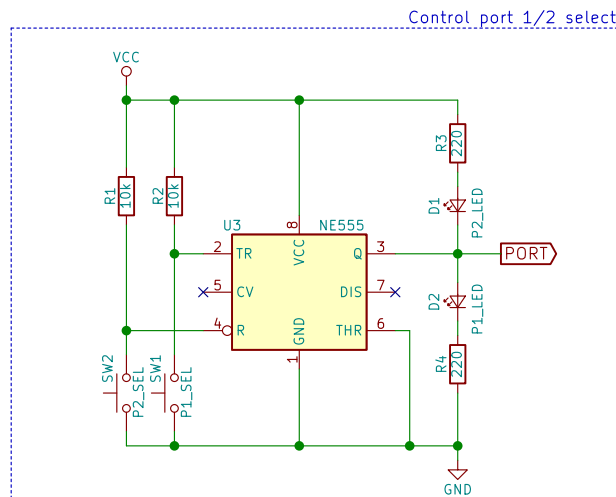
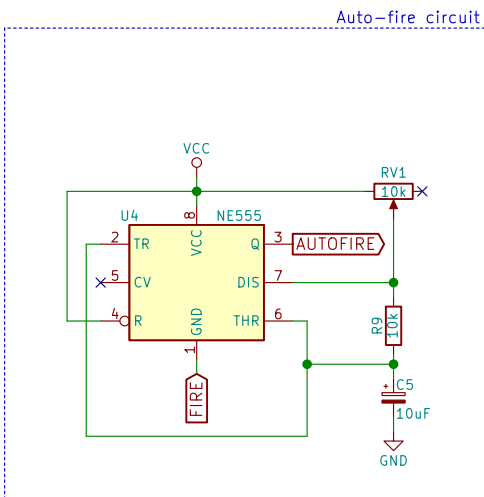
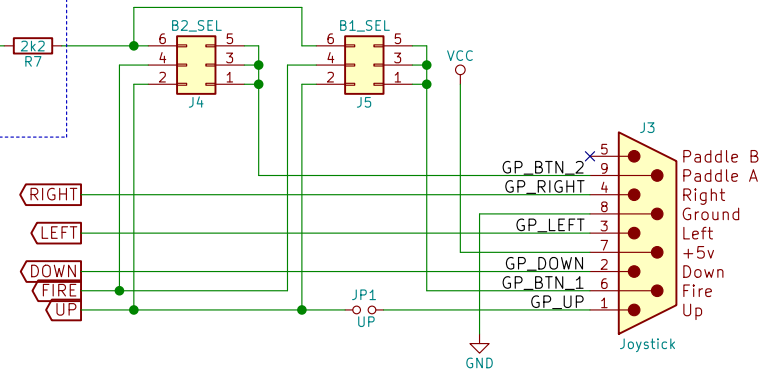


WARNING! Do not jumper for more than one function at a time, if jumpering JP1 for D-PAD up you should not jumper B/C for UP – chip damage may occur if you do so. Never move jumpers when powered up!



Did the Mega Switcher for the Commodore 64 and that works, so the next step was a normal joystick switcher for those games where my Zipstick feels most natural. Added an autofire-function in case one is needed.

If you do not have a secondary fire button, you can opt to hardwire B1/B2 and not install the circuit for it. Likewise, auto-fire components may also be left out.

Sheet: /  
File: C64 Joystick Switcher.sch

**Title:** C64 Joystick Switcher

Size: A4  
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Date:  
Rev: B  
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