

# JAMMA PITOUT

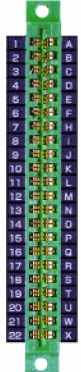
SOLDER SIDE		PARTS SIDE	
GROUND	1	GROUND	1
GROUND	2	GROUND	2
+5 V	3	+5 V	3
+5 V	4	+5 V	4
-5 V	5	-5 V	5
+12 V	6	+12 V	6
KEY	7	KEY	7
COIN COUNTER #2	8	COIN COUNTER #1	8
LOCK OUT COIL #2	9	LOCK OUT COIL #1	9
SPEAKER -	10	SPEAKER +	10
VIDEO GREEN	12	VIDEO RED	12
VIDEO SYNC	13	VIDEO BLUE	13
SERVICE SWITCH	14	VIDEO GROUND	14
TILT SWITCH	15	TEST SWITCH	15
COIN SWITCH #2	16	COIN SWITCH #1	16
2P START	17	1P START	17
2P UP	18	1P UP	18
2P DOWN	19	1P DOWN	19
2P LEFT	20	1P LEFT	20
2P RIGHT	21	1P RIGHT	21
2P BUTTON #1	22	1P BUTTON #1	22
2P BUTTON #2	23	1P BUTTON #2	23
2P BUTTON #3	24	1P BUTTON #3	24
GROUND	27	GROUND	27
GROUND	28	GROUND	28

JAMMA



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
22	23	19	18	21	16	15	10	12	13	14	15	16	17	18	19	20	21	22	10	11	12
X	Y	T	S	W	U	R	K	M	N	Y	W	X	Y	Z	c						

Wonderboy



	Solder side	Component side
A	Ground	Ground
B	Ground	Ground
C	+5V	+5V
D	+5V	+5V
E	-5V	-5V
F	+12V	+12V
H	KEY	KEY
J	Counter 2	Counter 1
K	Lockout 2	Lockout 1
L	Speaker -	Speaker +
M	n/c	n/c
N	Video Green	Video Red
P	Video Sync	Video Blue
R	Service	Video Ground
S	Tilt	Test
T	Coin 2	Coin 1
U	P2 Start	P1 Start
V	P2 Up	P1 Up
W	P2 Down	P1 Down
X	P2 Left	P1 Left
Y	P2 Right	P1 Right
Z	P2 Button 1	P1 Button 1
AA	P2 Button 2	P1 Button 2
AB	P2 Button 3	P1 Button 3
AC	P2 Button 4	P1 Button 4
AD	P2 Button 5	P1 Button 5
AE	Ground	Ground
AF	Ground	Ground

CN102															
Konami	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Jamma	s28	s27	s26	s25	s24	s23	s22	s21	s20	s19	s18	s17	s16	s14	N/A

CN101															
Konami	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Jamma	p28	p27	p26	p25	p24	p23	p22	p21	p20	p19	p18	p17	p16	p15	N/A

CN103						
Konami	1	2	3	4	5	6
Jamma	p12	s12	p13	N/A	p14	s13

CN104										
Konami	1	2	3	4	5	6	7	8	9	10
Jamma	p1	s1	p2	s2	p3	s3	p4	s4	p6	s6

CN2 (mono)				
Konami	1	2	3	4
Jamma	p10	N/A	N/A	To Stereo cable

CN2 (stereo)				
Konami	1	2	3	4
Jamma	N/A	N/A	N/A	To Mono cable

Note : Untested, but it looks like the stereo plug simply disconnect sound input from Jamma

CN105		
Konami	1	2
Jamma	p5	s5

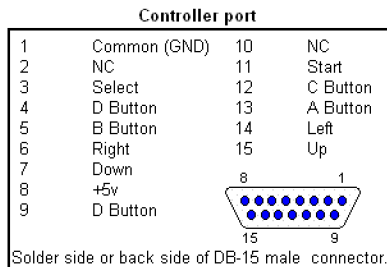
CN5			
Konami	1	2	3
Jamma	NO CABLE		

CN4 (extra buttons connector)								
Konami	1	2	3	4	5	6	7	8
Game	1P6	1P7	1P8	GND	2P6	2P7	2P8	GND

Note : pinout is valid when all are dipswitches "off" ; any other config is untested

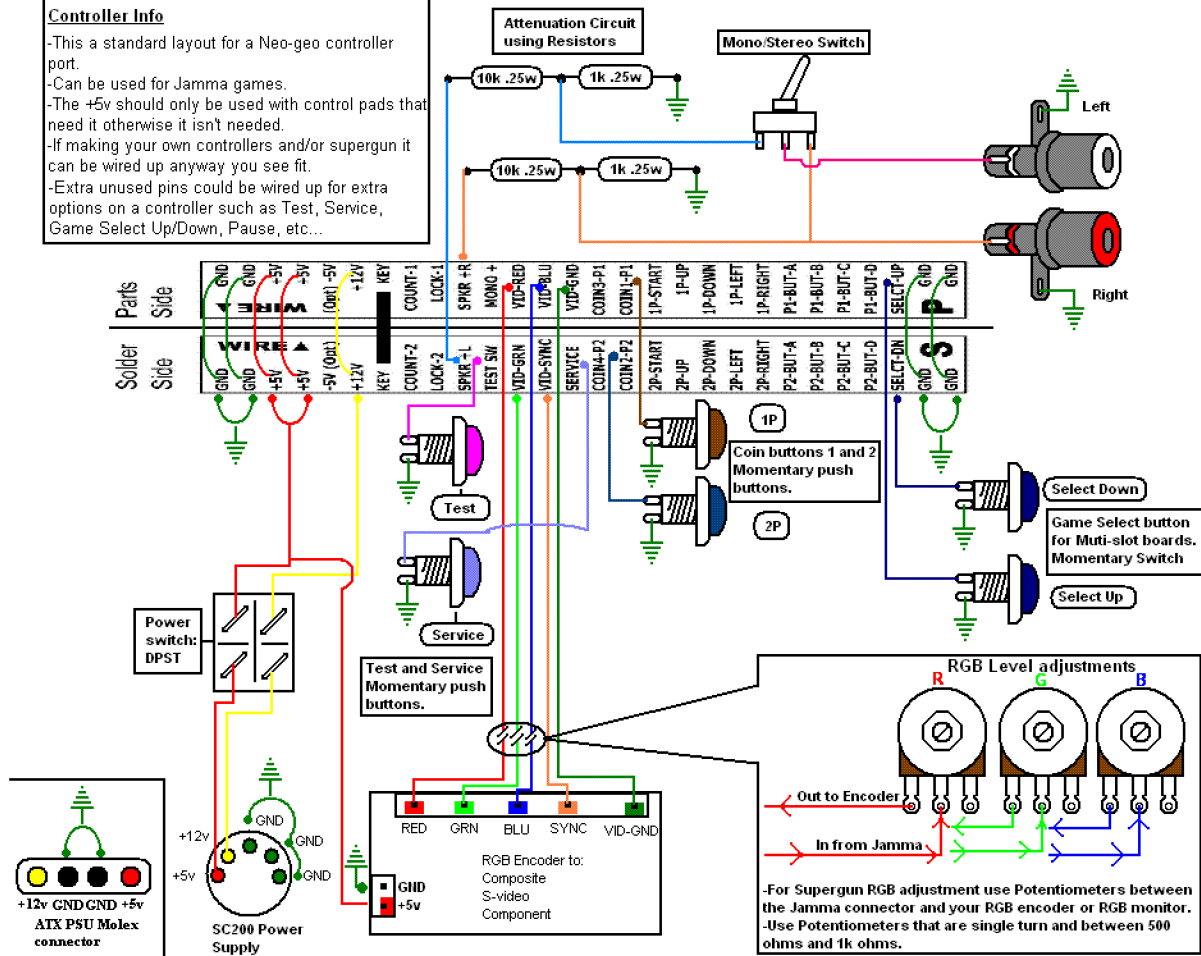
Stuff from:  
 -www.gamesX.com  
 -JGT  
 -D-lite  
 -norton9478  
 -powerbvd

A	GND	GND	1
B	GND	GND	2
C	+5V	+5V	3
D	+5V	+5V	4
E	-5V	-5V	5
F	+12V	+12V	6
H	///	///	7
J	Coin Counter P2	Coin Count. P1	8
K	Lock Out Coil P2	Lock Out Coil P1	9
L	Speaker-	Speaker+	10
M	///	///	11
N	Video Green	Video Red	12
P	Video Sync.	Video Blue	13
R	Service Switch	Video GND	14
S	Tilt Switch	Test Switch	15
T	Coin Switch P2	Coin Switch P1	16
U	Start P2	Start P1	17
V	Up P2	Up P1	18
W	Down P2	Down P1	19
X	Left P2	Left P1	20
Y	Right P2	Right P1	21
Z	A Button P2	A Button P1	22
a	B Button P2	B Button P1	23
b	C Button P2	C Button P1	24
c	///	///	25
d	///	///	26
e	GND	GND	27
f	GND	GND	28



**Controller Info**

- This a standard layout for a Neo-geo controller port.
- Can be used for Jamma games.
- The +5v should only be used with control pads that need it otherwise it isn't needed.
- If making your own controllers and/or supergun it can be wired up anyway you see fit.
- Extra unused pins could be wired up for extra options on a controller such as Test, Service, Game Select Up/Down, Pause, etc...

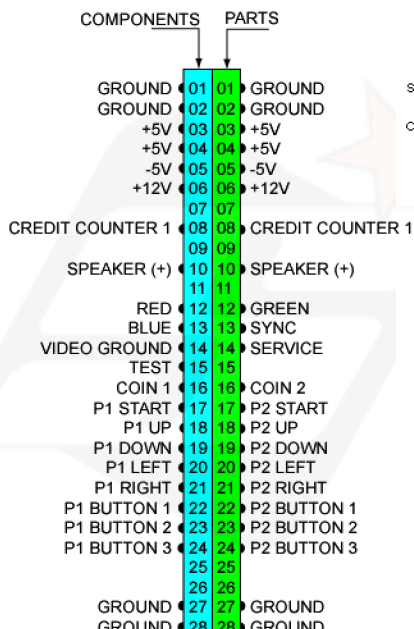
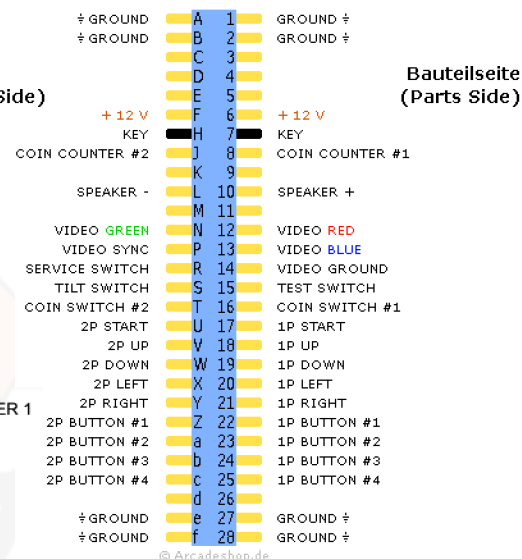


**JAMMA Standard Pinouts**

Black	Ground	1	A	Ground	Black
Black	Ground	2	B	Ground	Black
Red	+ 5 Volts	3	C	+ 5 Volts	Red
Red	+ 5 Volts	4	D	+ 5 Volts	Red
Brown	-5 Volts	5	E	-5 Volts	Brown
Orange	+12 Volts	6	F	+12 Volts	Orange
No Connection	Key	7	H	Key	No Connection
White/Yellow	Coin Counter 1	8	J	Coin Counter 2	Purple
White/Green	Coin Lockout	9	K	Coin Lockout	Blue
Yellow	Speaker +	10	L	Speaker -	Black
No Connection		11	M		No Connection
Red	Video Red	12	N	Video Green	Green
Blue	Video Blue	13	P	Video Sync	White
Black	Video Ground	14	R	Service Switch	Grey
Brown/White	Test	15	S	Tilt	Grey/White
White/Blue	Coin Switch 1	16	T	Coin Switch 2	White/Red
White	Start 1 Player	17	U	Start 2 Players	White/Black
Blue	UP Player 1	18	V	UP Player 2	White/Blue
Green	DOWN Player 1	19	W	DOWN Player 2	White/Green
Orange	LEFT Player 1	20	X	LEFT Player 2	White/Orange
Yellow	RIGHT Player 1	21	Y	RIGHT Player 2	White/Yellow
Brown	Push #1 Player 1	22	Z	Push #1 Player 2	White/Brown
Purple	Push #2 Player 1	23	a	Push #2 Player 2	White/Purple
Grey	Push #3 Player 1	24	b	Push #3 Player 2	White/Grey
	Push #4 Player 1	25	c	Push #4 Player 2	
	Push #5 Player 1	26	d	Push #5 Player 2	
Black	Ground	27	e	Ground	Black
Black	Ground	28	f	Ground	Black

This chart is as close to the "standard" for JAMMA games as we can get. The important pins for our installation of the RGB-NTSC board are #12, 13, 14, N & P (R, G, B, ground and Sync) and +12 volts from pins #6 or F. I include the wire colors here for completeness, but you should *only trust the true pin location* when determining the use of a given wire. Keep in mind that the letters G, I, O, and Q are not used when counting on the lettered side of the connector.

**Uzebox JAMMA Pinout**



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