

Keyboard and Video interfacing

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I was thinking about trying to do a project that involves a PC keyboard(and maybe mouse) and possibly a PC video monitor.

Can someone point me in the right direction to get started? I'd like basically to "sense" or "transform" information between the data paths of the pc and these devices... the keyboard one is sorta like a data logger type of thing but actually is something else.

I'm sure the PS/2 port for the keyboard/mouse is very easy to handle but what I'm worried about is for USB keyboards... not sure if the protocol is standardized... if so then it should be pretty easy to interface using a PIC that supports USB?

What kinda signals come out from the graphics card to the video monitor? I assume there are both analog and digital outputs since I've seen newer graphics cards with D/V out. Would it be relatively easy to "sample" the video output of a graphics card and transform it then sent it along its way to the monitor?

(I'm more interested in doing this in hardware than software)

Thanks for any info,
Jon

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