

# Re: Keyboard and Video interfacing

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"Abstract Dissonance" <[Abstract.Dissonance@xxxxxxxxxxxx](mailto:Abstract.Dissonance@xxxxxxxxxxxx)> wrote in message <news:121p18nc1u3q8e1@xxxxxxxxxxxxxxxxxxxxxxxx>

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?

<http://www.beyondlogic.org/keyboard/keybrd.htm>

This might be of use for the keyboard side of things.