

JAMMA PINOUT AND WIRING DIAGRAMS

The acronym JAMMA stands for Japan Amusement Machine and Marketing Association. The JAMMA connector is an arcade industry standard for connecting all of the arcade peripherals such as joysticks, buttons, coin mechanisms, etc. to the arcade's main board.

JAMMA PINOUT

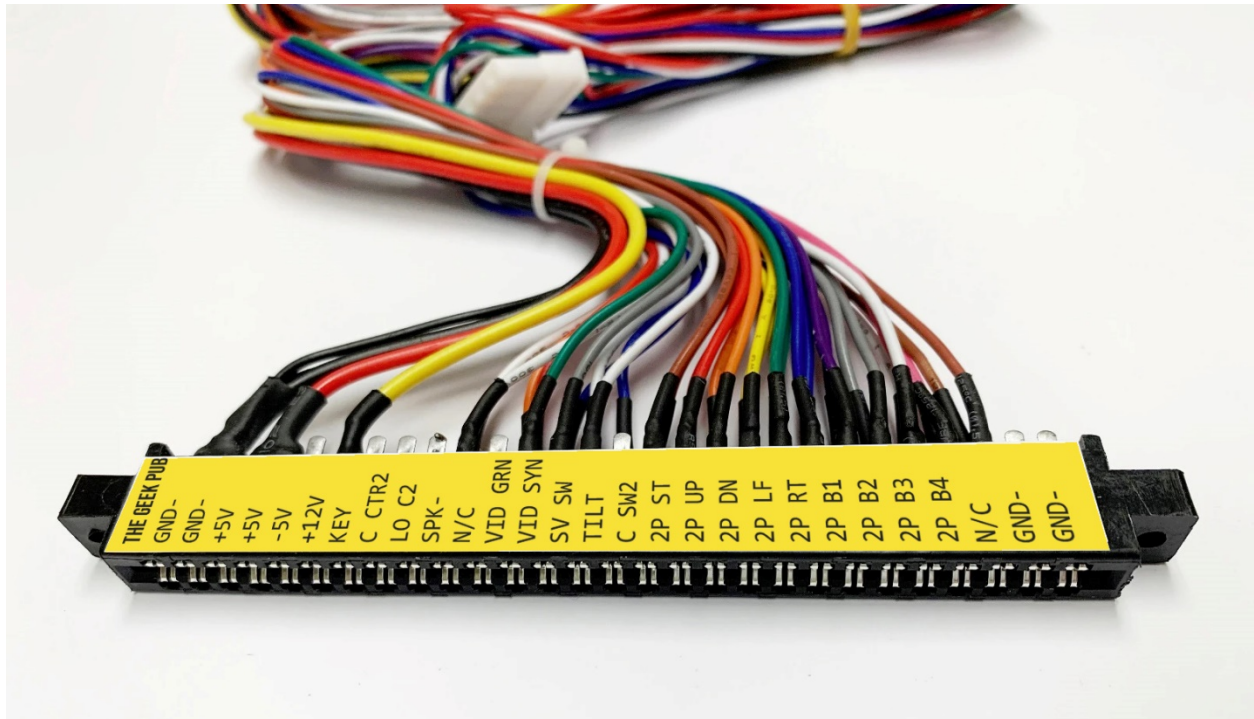
WIRE COLOR	SOLDER SIDE				PARTS SIDE	WIRE COLOR
	GROUND(-)	A	1		GROUND(-)	
	GROUND(-)	B	2		GROUND(-)	
	+5V	C	3		+5V	
	+5V	D	4		+5V	
	-5V	E	5		-5V	
	+12V	F	6		+12V	
	KEY	H	7		KEY	
	COIN COUNTER #2	J	8		COIN COUNTER #1	
	LOCKOUT COIL #2	K	9		LOCKOUT COIL #1	
	SPEAKER(-)	L	10		SPEAKER(+)	
	NOT USED	M	11		NOT USED	
	VIDEO GREEN	N	12		VIDEO RED	
	VIDEO SYNC	P	13		VIDEO BLUE	
	SERVICE SWITCH	R	14		VIDEO GROUND(-)	
	TILT SWITCH	S	15		TEST SWITCH	
	COIN SWITCH #2	T	16		COIN SWITCH #1	
	2P START	U	17		1P START	
	2P UP	V	18		1P UP	
	2P DOWN	W	19		1P DOWN	
	2P LEFT	X	20		1P LEFT	
	2P RIGHT	Y	21		1P RIGHT	
	2P BUTTON #1	Z	22		1P BUTTON #1	
	2P BUTTON #2	a	23		1P BUTTON #2	
	2P BUTTON #3	b	24		1P BUTTON #3	
	2P BUTTON #4	c	25		1P BUTTON #4	
	NOT USED	d	26		NOT USED	
	GROUND(-)	e	27		GROUND(-)	
	GROUND(-)	f	28		GROUND(-)	

Not all arcades use the same number of peripheral devices. Therefore, your arcade cabinet may not have all of these connections. Some advanced arcade cabinets may have additional connectors for additional peripherals.

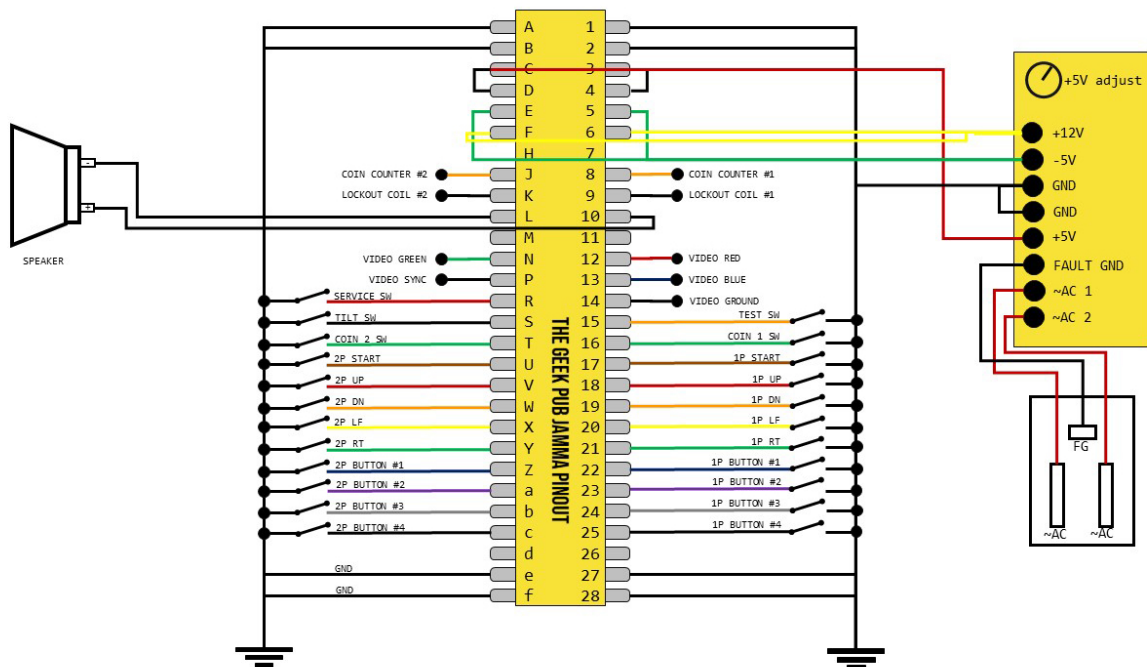
THE GEEK PUB

MAKING - LEARNING

The JAMMA wiring harness may or may not have a key pin at location H/7. This means it may be possible to plug the JAMMA connector in upside down. Doing so may damage your PCB irreparably.


































































































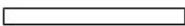















JAMMA FUNCTIONAL WIRING DIAGRAM



JAMMA TRACKBALL PINOUT

The JAMMA trackball pinout replaces the joystick pins with data and clock pins for the trackball.

JAMMA TRACKBALL PINOUT

WIRE COLOR	SOLDER SIDE				PARTS SIDE	WIRE COLOR
	GROUND(-)		A		GROUND(-)	
	GROUND(-)		B		GROUND(-)	
	+5V		C		+5V	
	+5V		D		+5V	
	-5V		E		-5V	
	+12V		F		+12V	
	KEY		H		KEY	
	COIN COUNTER #2		J		COIN COUNTER #1	
	LOCKOUT COIL #2		K		LOCKOUT COIL #1	
	SPEAKER(-)		L		SPEAKER(+)	
	NOT USED		M		NOT USED	
	VIDEO GREEN		N		VIDEO RED	
	VIDEO SYNC		P		VIDEO BLUE	
	SERVICE SWITCH		R		VIDEO GROUND(-)	
	TILT SWITCH		S		TEST SWITCH	
	COIN SWITCH #2		T		COIN SWITCH #1	
	2P START		U		1P START	
	2P TB Y DIR		V		1P TB Y DIR	
	2P TB Y CLK		W		1P TB Y CLK	
	2P TB X DIR		X		1P TB X DIR	
	2P TB X CLK		Y		1P TB X CLK	
	2P BUTTON #1		Z		1P BUTTON #1	
	2P BUTTON #2		a		1P BUTTON #2	
	2P BUTTON #3		b		1P BUTTON #3	
	2P BUTTON #4		c		1P BUTTON #4	
	NOT USED		d		NOT USED	
	GROUND(-)		e		GROUND(-)	
	GROUND(-)		f		GROUND(-)	