

8/24/2016: MediaWiki software and PHP version updated. Please let me know if you find any problems.. Also, extensive Template cleanup is in progress based on new things I have learned on another wiki project. I will update the Help files when I get it all done. --[OS-9 AI](#)

8/30/2016: Massive re-work is being done on the [InfoBox Templates](#). Read that page to keep up with the plan for that, and adding better keyword tags (categories) to all the pages. --[OS-9 AI \(talk\)](#) 15:28, 31 August 2016 (CDT)

Atari to CoCo Joystick Adapter

From CoCopedia - The Tandy/Radio Shack Color Computer Wiki

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WELCOME

Looking for CoCo help? If you are trying to do something with your old Color Computer, [read this quick reference](#). **Want to contribute to this wiki?** Be sure to [read this first](#). This CoCo wiki project was started on October 29, 2004. --[OS-9 AI](#)

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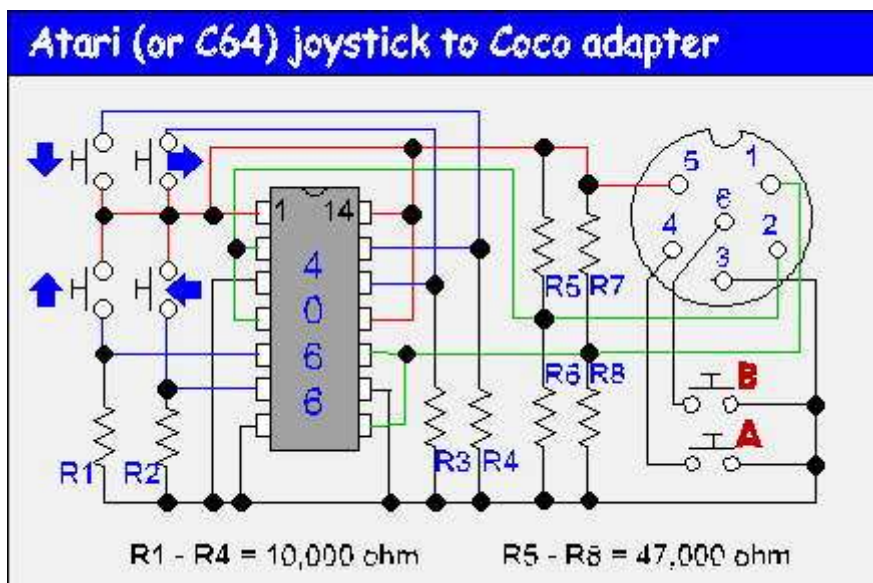
Here's a fun and easy project I've loved using with my CoCo. This adapter was designed to interface an Atari(or C64) style joystick to you CoCo. This is great for games like Zaxxon or Ghana Bwana, where analog controllers are sometimes too sensitive. I left the Atari connector out of the schematic so you can also easily convert a dusty PC gamepad or nearly any "digital" (meaning on/off switches as opposed to analog 0-5v) joystick. I attached an Atari joystick cable to an old Nintendo gamepad, plugged into this circuit to plug into my CoCo. Talk about a Frankenstein setup!

Atari to CoCo Joystick Adapter



Name	Atari to CoCo Joystick Adapter
Year	DATE NEEDED
Interface	Joystick Port
Notes	NOTES NEEDED
Info Source	Atari/Commodore joystick adapter

[About the Hardware Info Box](#)



Problems: pressing together up and down or left and right (it is unlikely, but can happen) would short circuit, damaging the chip or power supply of coco.

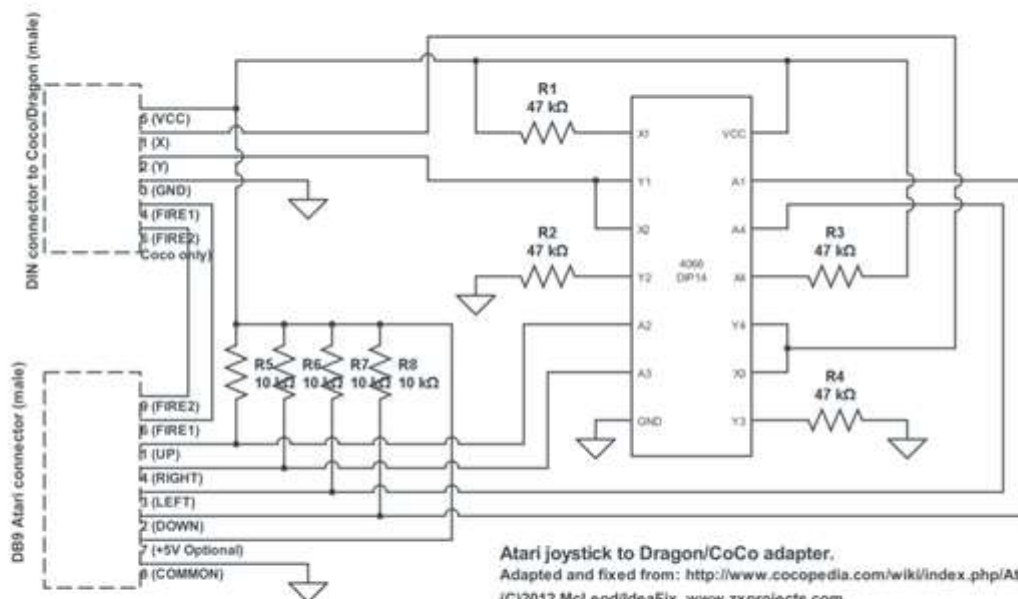
Also the two buttons are not connected in the common direction switch, forcing you to do this montage, just inside the joystick and having to do, obligatorily, modifications to the board of the joystick.

This circuit solves both problems (the short-circuit signals and the lack of a common signal for shooting and direction), and also makes the common signals Atari joystick is GND instead of +5 V. This means that the joysticks which have circuitry-trigger function.

Use exactly the same components and with the same values the original circuit. It's just the disposition that changes.

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[Adaptador atari-dragon/coco](#) - [SVG Format Adapter atari-dragon/coco.svg](#)



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