



Adafruit Arcade Bonnet for Raspberry Pi

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<https://learn.adafruit.com/adafruit-arcade-bonnet-for-raspberry-pi>

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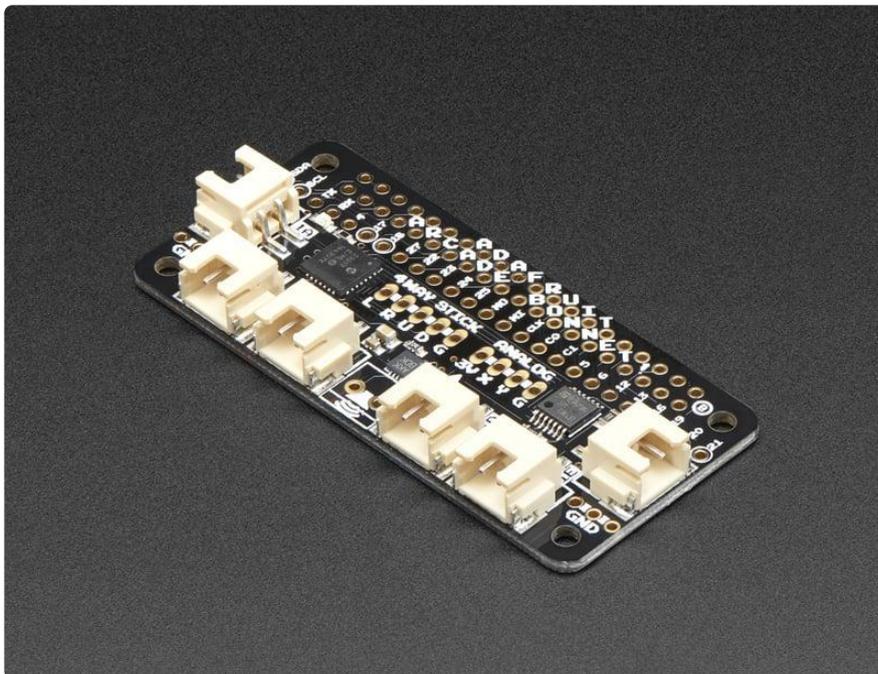
Table of Contents

Introduction	3
<ul style="list-style-type: none">• Joysticks:• Speakers• Arcade Buttons	
Connections	6
<ul style="list-style-type: none">• Buttons• Joystick / D-Pad• Analog-style Joystick• Speaker• Other Connections	
Software	11
<ul style="list-style-type: none">• Buttons and Joysticks• Audio Amplifier• Advanced Usage - Other Inputs	
Downloads	13
<ul style="list-style-type: none">• Files• Schematic & Fabrication Print	
Troubleshooting	14

Introduction



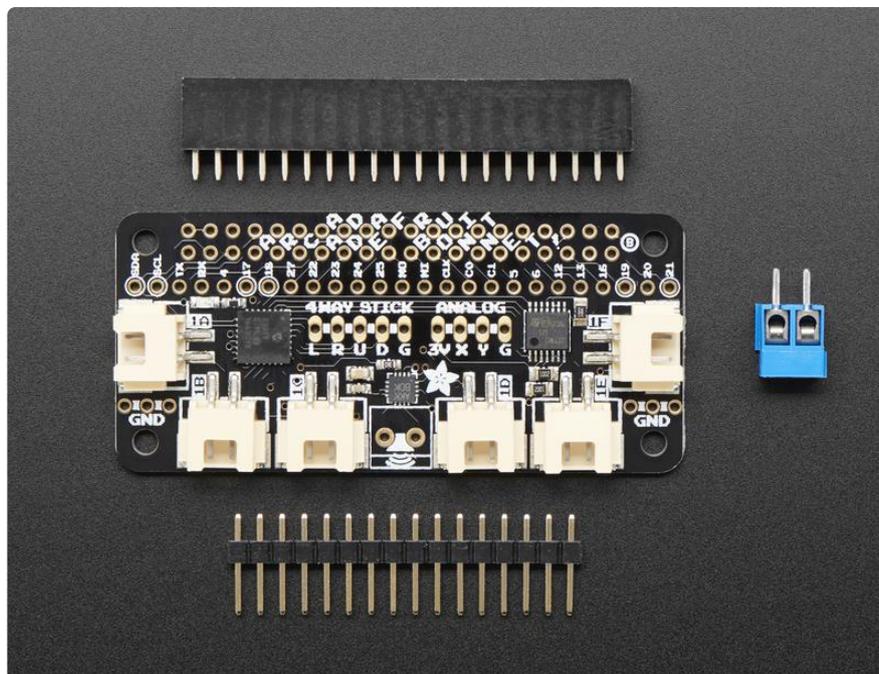
Playing retro games is easy on a Raspberry Pi - and the pocket computer is pretty good at it too! All you need is a little help to connect buttons and a joystick up and you can custom design your own arcade console, desktop or stand-up machine, even just a simple controller box. It makes for a fun weekend project that will last all year.



This Adafruit Arcade Bonnet is designed to make small emulator projects a little easier to build. Here's what you can look forward to!

- It is the same size as a Pi Zero, so for really compact builds, this is super small. You can use it with a Pi 2, 3, B+ or any 2x20 connector Pi.
- It has JST sockets so you can plug in six arcade buttons easily [using our quick connects \(\)](#)
- Header breakouts for use with both clicky-type switched joysticks and...
- Header breakout and converter for using analog-type joysticks or thumbsticks with potentiometers inside
- A 3W speaker output that can drive 4-8 ohm speakers for when using with a TV output, HDMI display or PiTFT
- Switches are all managed with an I2C-GPIO converter with interrupt out. The converter is very fast and frees up all the pins so you can use this Bonnet with a PiTFT or any other accessory/device that uses a lot of pins!

If you don't need an amplified speaker output, analog-joystick input or minimal pin usage, [check out our plain-jane Retrogame tutorial which just plugs all the buttons and joysticks right into the Pi directly \(\)](#).



This item is sold as a mini-kit, with a Bonnet and headers that need to be soldered in to attach it to a Raspberry Pi! It only takes a few minutes but soldering iron and solder are required.

It also doesn't come with any of the extras, so you can choose which buttons/joysticks/speaker you want! Here is a list of the items you can use:

Joysticks:

- [Small Arcade Joystick \(http://adafru.it/480\)](http://adafru.it/480)
- [Mini Analog Joystick \(http://adafru.it/3102\)](http://adafru.it/3102)
- [Assembled 2 Axis Joystick \(http://adafru.it/245\)](http://adafru.it/245)
- [Analog Thumbstick \(http://adafru.it/2765\)](http://adafru.it/2765)
- [2 Axis Joystick \(http://adafru.it/512\)](http://adafru.it/512)
- [PSP Analog Joystick \(http://adafru.it/444\)](http://adafru.it/444)
- [PSP3000 Analog Joystick \(http://adafru.it/3103\)](http://adafru.it/3103)

to connect them, you may want some [20 x 12" Female jumper wires \(http://adafru.it/1949\)](http://adafru.it/1949)

Speakers

- [4 ohm 3 Watt speaker \(http://adafru.it/1314\)](http://adafru.it/1314)
- [8 ohm 1 Watt speaker \(http://adafru.it/1313\)](http://adafru.it/1313)
- [Mono enclosed speaker \(http://adafru.it/3351\)](http://adafru.it/3351)
- [Mini Metal speaker \(http://adafru.it/1890\)](http://adafru.it/1890) (may need to turn the volume down in Emulation station)
- [Thin Plastic speaker \(may need to turn the volume down in Emulation station\) \(http://adafru.it/1891\)](http://adafru.it/1891)

Arcade Buttons

The JST connectors on the Bonnet [mate perfectly with these quick-connects, which we really like. \(http://adafru.it/1152\)](http://adafru.it/1152)

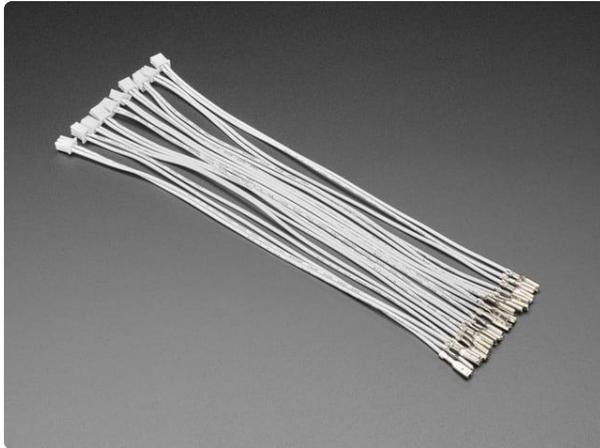
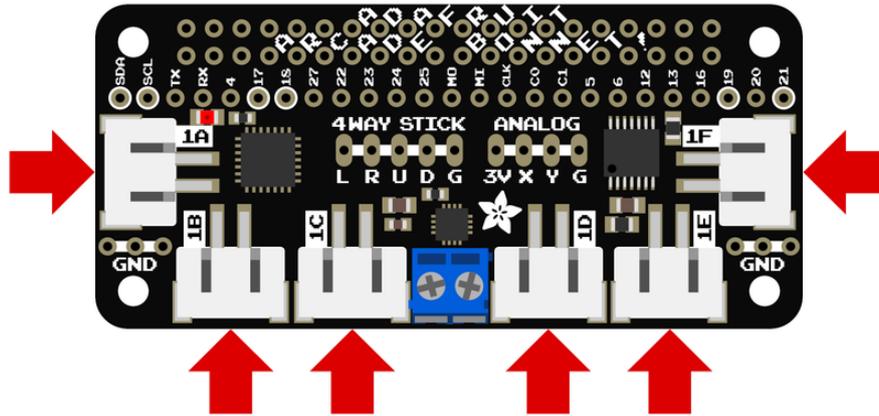
[Any of our Arcade buttons will work.](#) ()You can use any switch you like, really - doesn't even need to be a button!

[The translucent 30mm ones work nicely with the quick-connects and are recommended! \(http://adafru.it/11523025202520\)](http://adafru.it/11523025202520)

Connections

Buttons

Around the edges of the Arcade Bonnet are plugs for up to 6 buttons, labeled 1A through 1F. These work directly with our [arcade button quick-connect wires](http://adafru.it/1152) (<http://adafru.it/1152>).



[Arcade Button Quick-Connect Wire Pairs - 0.11" \(10 pack\)](https://www.adafruit.com/product/1152)

Quick connector wire sets will make wiring up our arcade-style or metal buttons quicky-quick. Each wire comes as a 'pair' with two 0.11" quick-connects pre-crimped onto...

<https://www.adafruit.com/product/1152>



[Arcade Button - 30mm Translucent Clear](https://www.adafruit.com/product/471)

A button is a button, and a switch is a switch, but these translucent arcade buttons are in a class of their own. They're the same size as common arcade controls (often referred to...

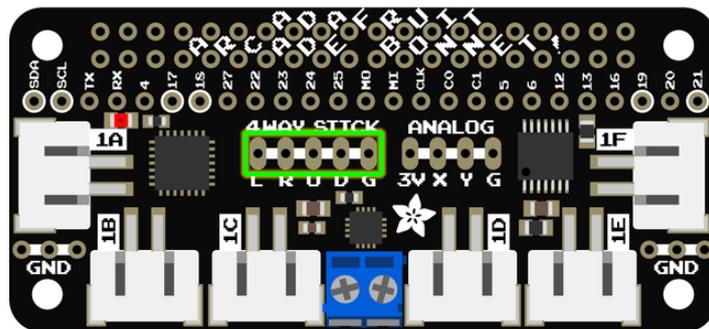
<https://www.adafruit.com/product/471>

These cables plug right in, and then you can quick connect to many switches or arcade buttons. For the 1F connection, plug this cable in before plugging the Bonnet into your Pi 3 or Pi 2 since the USB ports will make it tougher once its installed.

Joystick / D-Pad

Any four or eight-way “clicky” joystick can be connected to the 4WAY STICK header. “G” is the joystick’s common ground pin, while L, R, U and D are the four cardinal directions. (Yes, diagonal works as well, in games that require it.) We recommend soldering some of the male header that comes with the bonnet and then using Female-Female wires to plug directly into the joystick

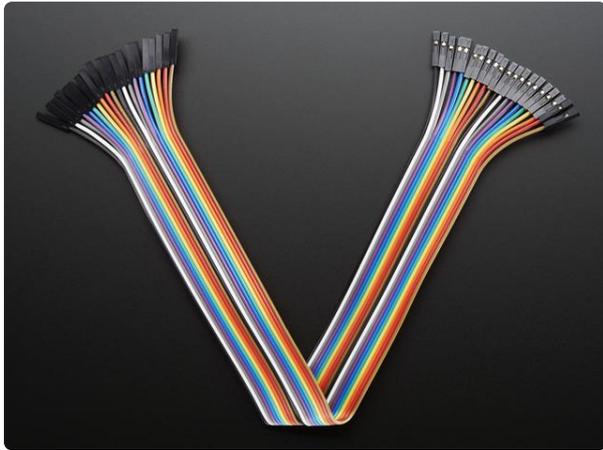
Or you can solder the wires directly from the joystick



Small Arcade Joystick

This snappy 8-way joystick beckons you to play with it! It is rugged, and not too large, reminiscent of a Pac Man arcade cabinet. Unlike the potentiometer-based 2-axis and mini...

<https://www.adafruit.com/product/480>



Premium Female/Female Jumper Wires - 20 x 12" (300mm)

These Female/Female Jumper Wires are handy for making wire harnesses or jumpering between headers on PCB's. These premium jumper wires are 12" (300mm) long and come in a...

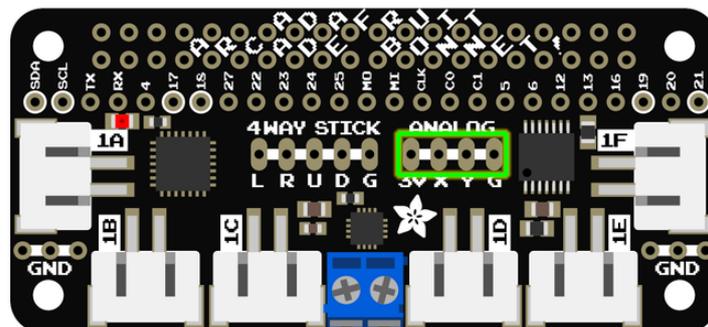
<https://www.adafruit.com/product/1949>

Analog-style Joystick

Some lower-profile joysticks are available only in analog versions. These can be connected to the ANALOG header. 3V and G are 3.3 Volts and ground from the Pi, respectively, while X and Y are the stick's analog outputs for the two axes.

The analog joystick input is processed and handled as a 4-way stick. Most vintage games operate with a 4-way stick; there is no option here for a "true" analog input.

Note that we convert the analog voltage into digital switches without an analog-to-digital converter so we can detect when the joystick is moved around but we do not measure how 'hard' it is being pushed in a direction!

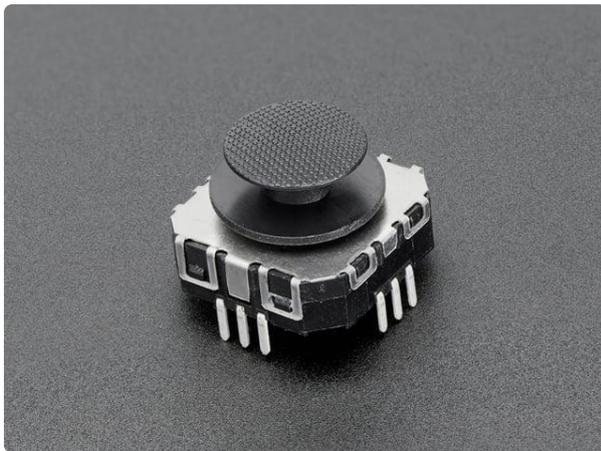




Analog 2-axis Thumb Joystick with Select Button + Breakout Board

This mini-kit makes it easy to mount a PSP/Xbox-like thumb joystick to your project. The thumbstick is an analog joystick - more accurate and sensitive than just 'directional'...

<https://www.adafruit.com/product/512>



Mini 2-Axis Analog Thumbstick

Sometimes a simple analog control device can be the perfect tactile solution for your project, but they can be surprisingly hard to come by. Luckily we've got a low-cost, quality...

<https://www.adafruit.com/product/2765>



Mini Analog Joystick - 10K Potentiometers

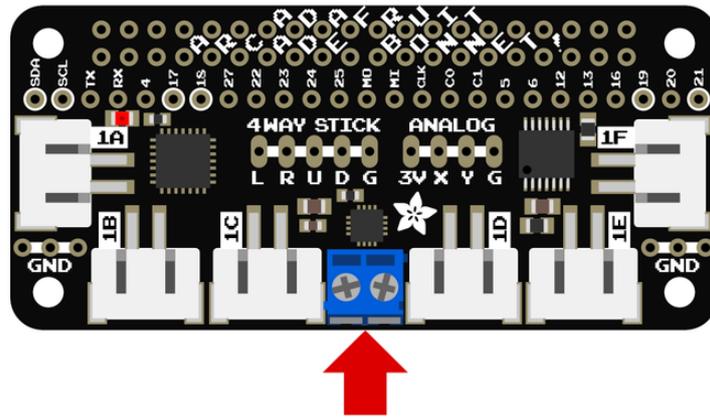
Sometimes a simple analog control device can be the perfect tactile solution for your project, but they can be surprisingly hard to come by. Luckily we've found a low-cost,...

<https://www.adafruit.com/product/3102>

Speaker

The Arcade Bonnet's mono class D amplifier can handle a single 4 or 8 Ohm speaker, up to 3 Watts. The amplifier's "I2S" interface provides extremely clear sound...better than you'll get from the Raspberry Pi's headphone jack.

Most early arcade games had monaural sound. For anything with stereo, the two channels will be mixed to a single channel for the amplifier.



Speaker - 3" Diameter - 4 Ohm 3 Watt

Listen up! This 3" diameter speaker cone is the perfect addition to any audio project where you need an 4 ohm impedance and 3W or less of power. We particularly like this cone as...

<https://www.adafruit.com/product/1314>



Mono Enclosed Speaker - 3W 4 Ohm

Listen up! This 2.8" x 1.2" speaker is a great addition to any audio project where you need 4 ohm impedance and 3W or less of power. We particularly like...

<https://www.adafruit.com/product/3351>

Other Connections

If you have a need to interface other hardware, most of the Pi's GPIO pins are broken out to this header. There are also some spare ground points near the corners.

Be mindful of the pins marked with a circle — SDA, SCL, 17, 18, 19 and 21. These are used by the chips on the Arcade Bonnet. Some — like SDA and SCL, used for I2C communication — can usually be shared by multiple devices. The others should be avoided unless you very specifically know what you're after.

initiate an orderly shutdown. Gaming OSes like RetroPie already include a shutdown command among their menu options, so you may not need this.

When the script finishes you'll be asked whether to reboot. Answer "N" if you plan on installing audio support, and follow the next section ("Audio Amplifier," below).

If you need to change the key assignments: edit the file `/boot/arcadeBonnet.py` say with `sudo nano /boot/arcadeBonnet.py`

Near the top of the code you'll see this table:

```
key = [ # EDIT KEYCODES IN THIS TABLE TO YOUR PREFERENCES:
        # See /usr/include/linux/input.h for keycode names
        # Keyboard      Bonnet      EmulationStation
        e.KEY_LEFTCTRL, # 1A      'A' button
        e.KEY_LEFTALT,  # 1B      'B' button
        e.KEY_Z,         # 1C      'X' button
        e.KEY_X,         # 1D      'Y' button
        e.KEY_SPACE,    # 1E      'Select' button
        e.KEY_ENTER,    # 1F      'Start' button
        0,               # Bit 6 NOT CONNECTED on Bonnet
        0,               # Bit 7 NOT CONNECTED on Bonnet
        e.KEY_DOWN,     # 4-way down  D-pad down
        e.KEY_UP,       # 4-way up    D-pad up
        e.KEY_RIGHT,    # 4-way right D-pad right
        e.KEY_LEFT,     # 4-way left  D-pad left
        e.KEY_L,        # Analog right
        e.KEY_H,        # Analog left
        e.KEY_J,        # Analog down
        e.KEY_K         # Analog up
    ]
```

'#' lines are human comments and do nothing for the code. The first six actual elements in the table correspond to the six button inputs (labeled "1A" through "1F" on the Bonnet). Then two "0" values (these do nothing, but need to be there, don't delete them) and another 8 elements corresponding to the 4-way and analog joystick/d-pad inputs.

Audio Amplifier

If you'd rather use the headphone jack or HDMI audio output, this step can be skipped. Otherwise, to enable Arcade Bonnet speaker output, it's one line:

```
curl -sS https://raw.githubusercontent.com/adafruit/Raspberry-Pi-Installer-Scripts/master/i2samp.sh | bash
```

There are no install options; it simply does its one thing. Confirm installation when prompted and reboot when done. Then re-run the script again after rebooting to test

the speaker output. After the speaker test reboot once more to activate the speaker volume control

Audio will then be channeled through the Arcade Bonnet amp.

If you're curious about what the script is doing behind the scenes, [this guide lays out in detail each step performed \(\)](#).

Advanced Usage - Other Inputs

Additional button inputs are possible using the GPIO pin header and our retrogame utility.

[This guide shows how to install and configure retrogame. \(\)](#)

This requires configuring retrogame to only read the extra GPIO inputs! The six main buttons and joystick are already handled by the previously-installed Arcade Bonnet software; retrogame is a separate thing and they'll interfere if accessing the same pins.

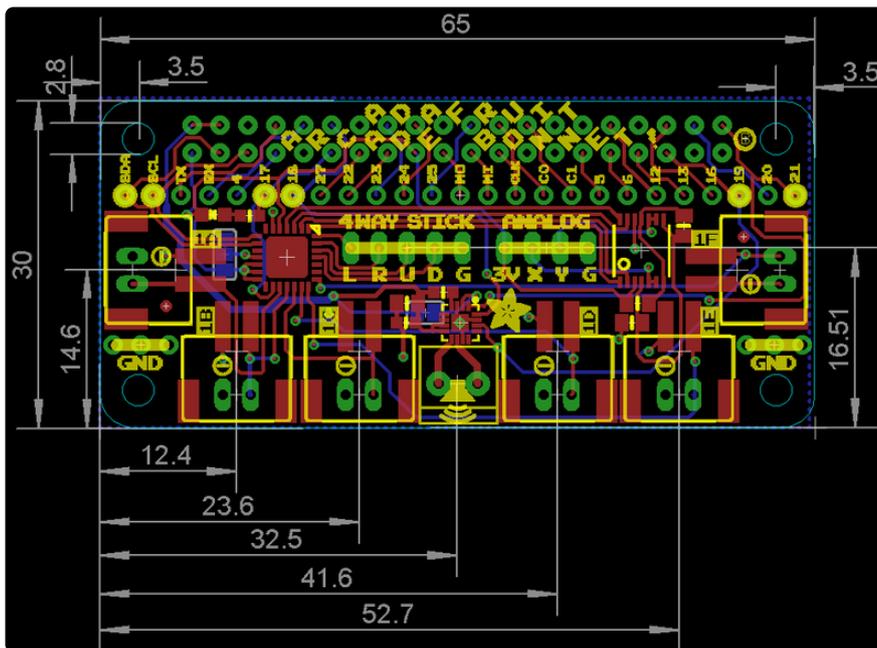
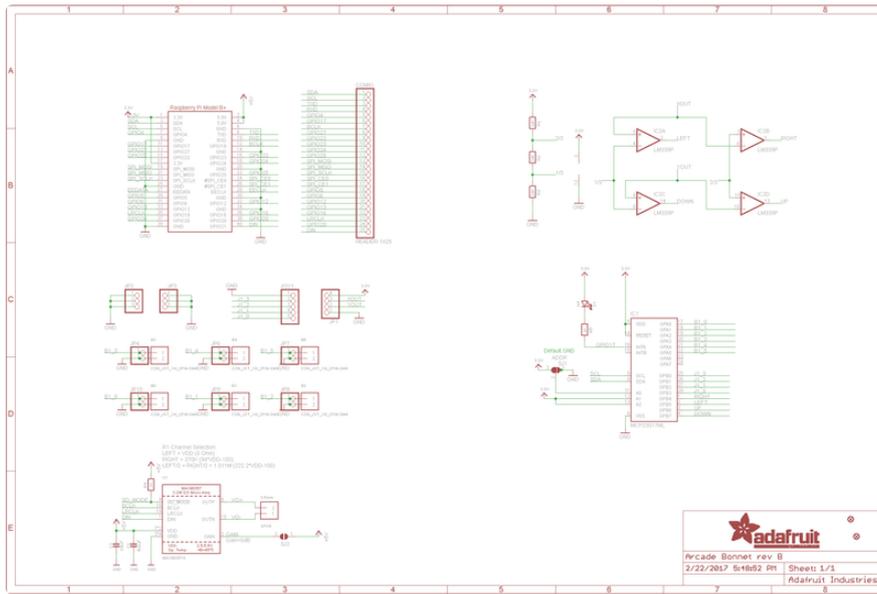
Try to use the 6 button inputs on the Bonnet. Much easier. retrogame is guru-level stuff.

Downloads

Files

- [EagleCAD PCB Files on GitHub \(\)](#)
- [Arcade Bonnet GPIO & I2S Amplifier install scripts \(\)](#)

Schematic & Fabrication Print



Troubleshooting

If you're having problems with the Arcade Bonnet, we have a basic troubleshooting script that can help. This only tests the button and stick inputs, not audio.

The `arcadeBonnet.py` Python script should not be running at the same time. You can test for this with:

```
ps -ef | grep arcade
```

If you see a process ID related to this (other than the `grep` itself), stop it with the `kill` command. Once that's stopped, we can proceed...

Begin by making sure that the Pi's I2C interface is enabled. From the command line:

```
sudo raspi-config nonint do_i2c 0
```

(This can also be done via the interactive `raspi-config` menus, under "Interface Options.")

You do not need to reboot after making this change.

Then install some I2C utilities:

```
sudo apt-get install i2c-tools
```

Finally, fetch the troubleshooting script..

```
curl https://raw.githubusercontent.com/adafruit/Adafruit-Retrogame/master/arcade_bonnet_test.sh &gt;arcade_bonnet_test.sh
```

...and run it:

```
bash arcade-bonnet.sh
```

(This does not require a `sudo`, but there's no harm either way.)

If the prerequisite steps are done and the Arcade Bonnet is detected, the script will continually show the status of all the inputs. Active buttons and joystick inputs are marked with a `*`. Try pressing each attached input and moving stick(s) around to confirm that each one "lights up" a corresponding item here. Press Control-C to stop.

```
===== BUTTONS =====
raw value = 0xff
1A :
1B :
1C :
1D :
1E :
1F :
===== JOYSTICKS =====
raw value = 0xef
4-WAY
L :
R :
U :
D :
ANALOG
L :
R : *
U :
D :
== CTRL-C TO EXIT ==
█
```

Here's how the output would look when no buttons are pressed and an attached analog stick is tilted right. A single * marks the analog R item.

If one or more items do not react as expected: this could be a wiring fault, perhaps a broken wire or poor solder connection. Or—this is extremely esoteric—but there are certain types of optical or Hall-effect joysticks or buttons that are not compatible with Arcade Bonnet's touch-to-ground operation. Most simple switches and sticks should work though!

If the script exits immediately with a syntax error: the Arcade Bonnet hardware is not detected. Make sure it is properly aligned atop the Pi's GPIO header, not off-by-one in any direction. If it's correctly aligned, disconnect all button and stick inputs and try running again. If that still fails, this suggests a problem with the Bonnet, and you should request specific help in the [Adafruit Forums \(\)](#).

```
#!/bin/bash

# Arcade Bonnet troubleshooting tool. Checks whether prerequisite
# config and tools are present, and runs live status of inputs.

# Test if primary I2C enabled, offer help if needed
if [ ! -c /dev/i2c-1 ]
then
    echo "I2C not present. Enable with:"
    echo "  sudo raspi-config nonint do_i2c 0"
    echo "or use raspi-config 'Interface Options' menu"
    exit 1
fi

# Test if i2ctools installed, offer help if needed
if ! type i2cset >/dev/null 2>&1
then
    echo "i2c-tools not present. Install with:"
    echo "  sudo apt-get install i2c-tools"
    exit 1
fi

# MCP23017 I2C address default is 0x20, Arcade Bonnet uses 0x26:
MCP_ADDR=0x26

# registers
IODIRA=0x00
IODIRB=0x01
GPPUA=0x0C
GPPUB=0x0D
```

```

GPIOA=0x12
GPIOB=0x13

# set all pins to input
i2cset -y 1 $MCP_ADDR $IODIRA 0xFF
i2cset -y 1 $MCP_ADDR $IODIRB 0xFF

# enable internal pull up on all pins
i2cset -y 1 $MCP_ADDR $GPPUA 0xFF
i2cset -y 1 $MCP_ADDR $GPPUB 0xFF

# Display one input state, showing '*' if currently active
disp() {
    if [ (($2 >> $3 & 0x01)) -ne 0 ]
    then
        echo " $1 :"
    else
        echo " $1 : *"
    fi
}

# Test all Arcade Bonnet inputs in a loop
while :
do
    # read pin state
    GPA=$(i2cget -y 1 $MCP_ADDR $GPIOA)
    GPB=$(i2cget -y 1 $MCP_ADDR $GPIOB)

    # report
    clear
    echo "===== BUTTONS ====="
    echo "raw value = $GPA"
    disp "1A" $GPA 0
    disp "1B" $GPA 1
    disp "1C" $GPA 2
    disp "1D" $GPA 3
    disp "1E" $GPA 4
    disp "1F" $GPA 5

    echo "===== JOYSTICKS ====="
    echo "raw value = $GPB"
    echo "4-WAY"
    disp "L" $GPB 3
    disp "R" $GPB 2
    disp "U" $GPB 1
    disp "D" $GPB 0
    echo "ANALOG"
    disp "L" $GPB 5
    disp "R" $GPB 4
    disp "U" $GPB 6
    disp "D" $GPB 7

    echo "== CTRL-C TO EXIT =="
done

```