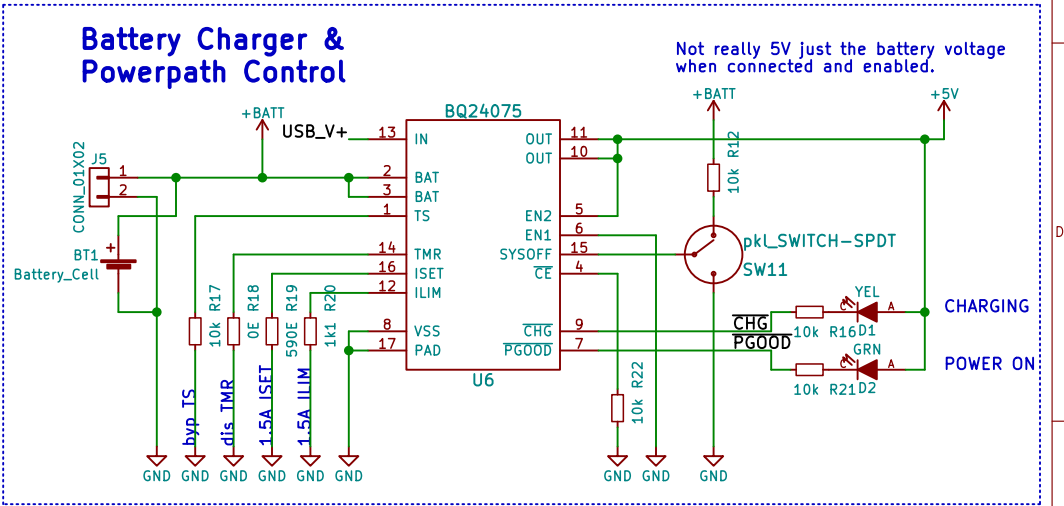
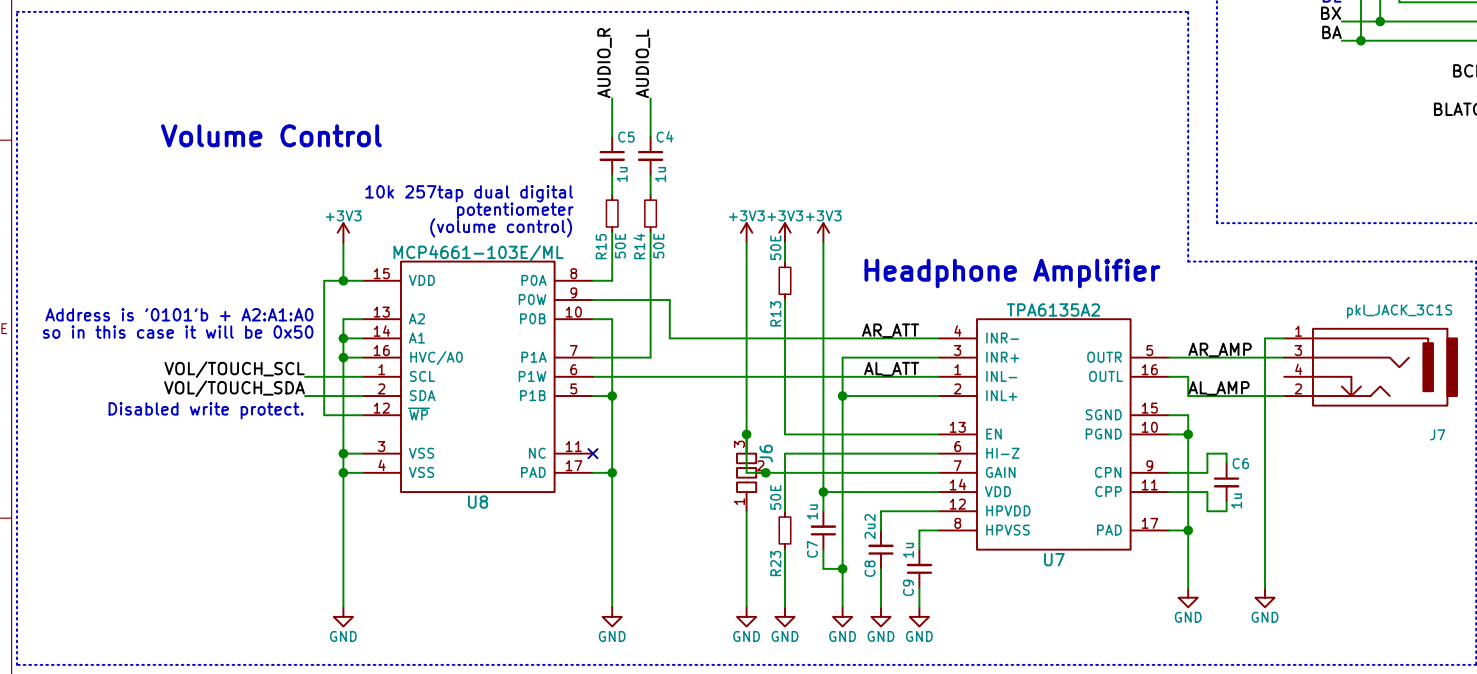
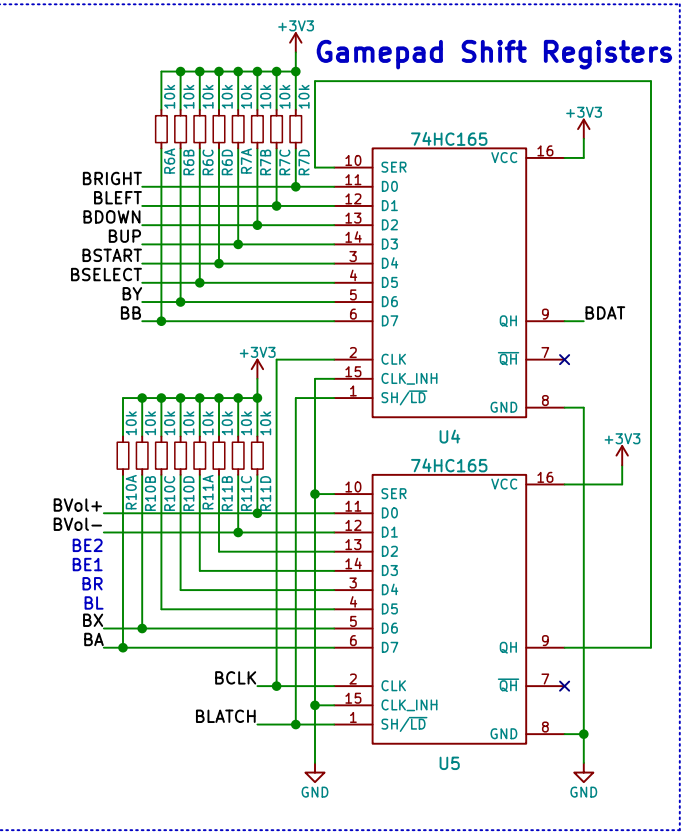
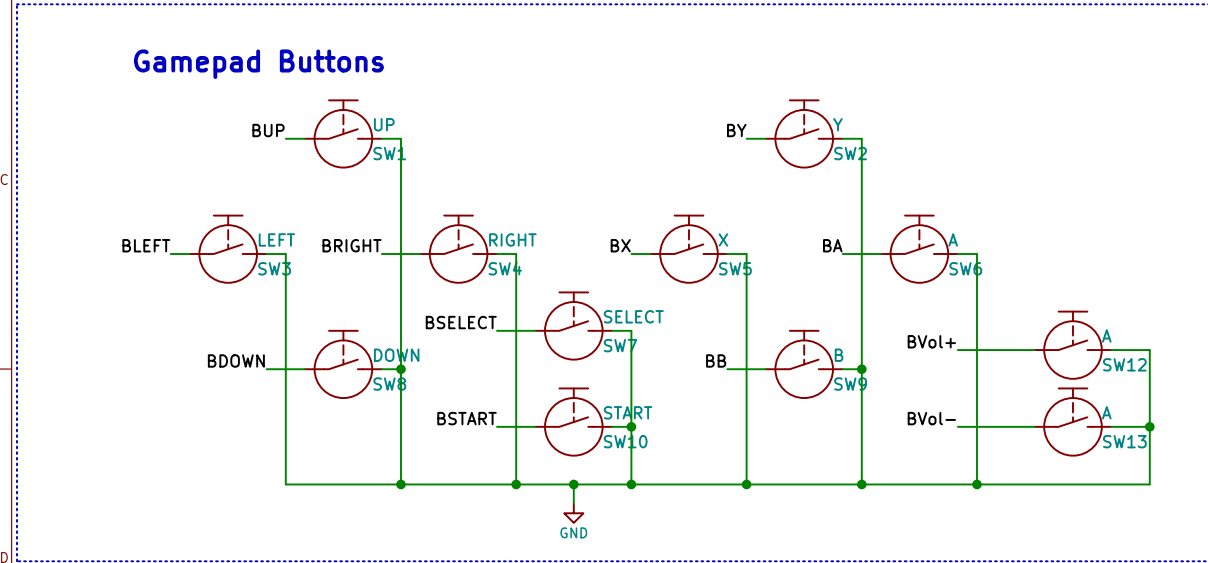
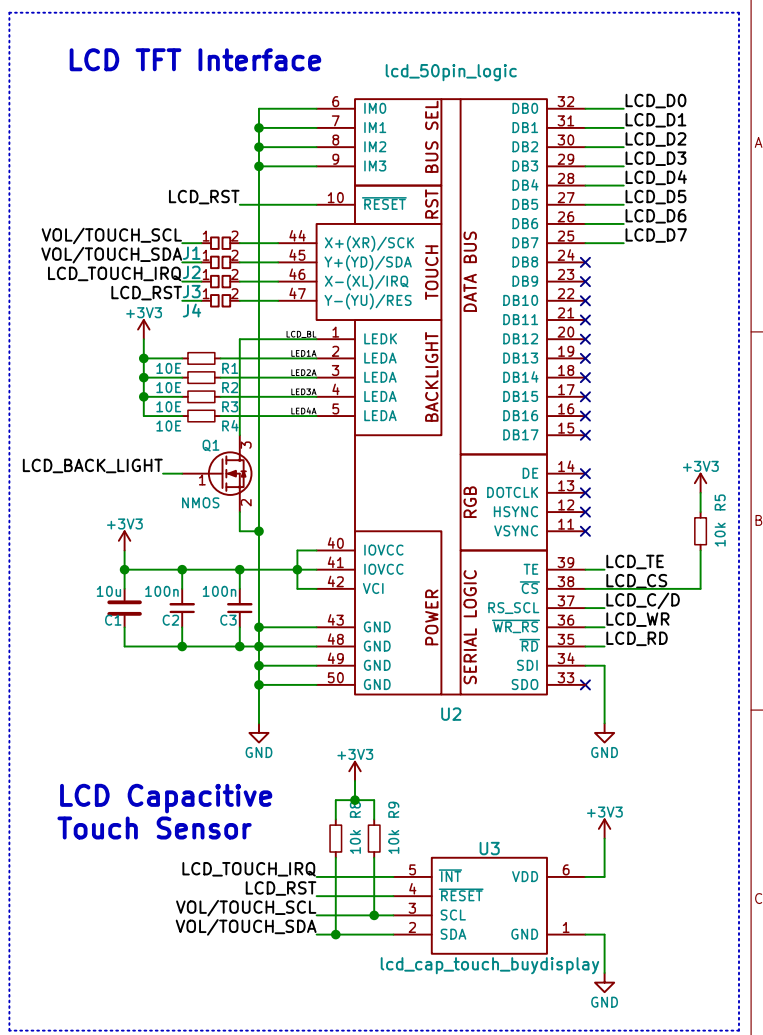


We can either bitbang the button shift register read or we can output an alternating bit pattern and read 4 bits in for every 8 bits shifted out. :) (Or maybe generate clock using a timer compare?) (Hack opportunity!! WO00) (no there is no SPIxSCK that we can use...)



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 File: 1bitsy-1up.sch  
**Title: 1Bitsy 1UP Retro Inspired Handheld Console**  
 Size: A3 Date: Rev: V0.1a  
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