

Re: DS15 systems have arrived

Source: <http://unix.derkeiler.com/Newsgroups/comp.os.vms/2003-10/0686.html>

From: Fred Kleinsorge (*my-last-name_at_stardotzko.dec.com*)

Date: 10/07/03

Date: Tue, 07 Oct 2003 15:11:43 GMT

The new LK463 has a USB connector by default. The dongle provides a PS2 interface, and comes with the KB.

In reality most keyboards being built these days are being built to go both ways. There are PS2->USB dongles and USB->PS2 dongles. All they do is tell the KB which interface they need to deal with, and provide the connection (there isn't any real logic inside) - the KB then senses the personality it needs to use. And I don't know that they are "universal" across KB makers.

The MS wireless KB I just got for my wife has PS2 connections, and comes with a USB dongle.

There is a company called PI that sells a true converter called a Y-mouse that will take "standard" PS2 keyboards and mice, and will convert them to a USB connection. It has real logic inside it. It won't handle "custom" keyboards like the LK411 correctly - but they will gladly do a custom OEM version for you.

"Rik Steenwinkel" <rsteenw@xs4all.nl> wrote in message

news:Ysd2q9KROUC1-pn2-n1U1UE1zdpPb@news.xs4all.nl...

> On Tue, 7 Oct 2003 03:56:30 UTC, healyzh@aracnet.com wrote:

>

> } OK, I'm not sure how to take this, does the adapter convert USB-to-PS2,

or

> } PS2-to-USB?

>

> With most, if not all, current keyboards and mice that come with a
> USB-to-PS2 converter (keyboard/mouse cable ends in USB plug, a small
> USB-socket-to-PS2-plug allows it to plug into a PS2 machine), the
> converter itself is pretty dumb, and the logic inside the kbd or mouse
> is dual-protocol, detecting whether it's connected to USB or to PS2
> via the adapter thingie. The adapter is useless for any device but
> that keyboard or mouse.

>

> Going the other way, from a PS2 keyboard and mouse to a system having
> only USB you'll need a converter like

> <http://startech.com/ststore/itemdetail.cfm?ProductID=USB2PS2&topbar=to>

> pbaruf.htm . There are also USB hubs that offer this, and often a

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> *serial and parallel port as well.*
>
> } *I've seen a PS2-to-USB converter and have been thinking very seriously*
about
> } *getting one to try on my PowerMac (I want a decent logitech 3-button*
mouse).
> } *I'm already using an ADB-to-USB converter so that I can have a decent*
> } *keyboard on the system.*
>
> } *Why would you want a PS2-to-USB converter when almost all Logitech*
> } *mice are already USB, and could plug into the ADB-to-USB converter*
> } *(don't you mean USB-to-ADB?), by way of an USB hub if necessary?*
>
> } *I'd also try putting a USB interface card into the machine, of course*
> } *when supported by the OS version you're running.*
>
> --
> // *Rik Steenwinkel # VMS mercenary # Enschede, Netherlands*
> // *1024D/CDBAE5C1*