

# SCP and MSA #defines for the SpeakJet

This file can be used for your MBHP\_IIC\_SpeakJet Project:

```
/*
 * IIC_SpeakJetDefines.h
 * kII.2
 *
 * Created by zeichensprecher on 20.05.06.
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 */

#ifndef _IIC_SPEAKJETDEFINES_H
#define _IIC_SPEAKJETDEFINES_H

// ***** SPEAKJET SCP ***** //
// Serial Control Protocol
#ifdef _DEBUG_C
    #pragma mark -
#endif
#pragma mark SCP

// ... to come

// ***** SPEAKJET MSA ***** //
// Mathematical Sound Architecture
#ifdef _DEBUG_C
    #pragma mark -
#endif

// 0 - 31 CONTROL CODES
#pragma mark MSA Control Codes

#define SJ_PAUSE0    0
#define SJ_PAUSE1    1
#define SJ_PAUSE2    2
#define SJ_PAUSE3    3
#define SJ_PAUSE4    4
#define SJ_PAUSE5    5
```

```
#define SJ_PAUSE6      6

#define SJ_NEXTFAST    7
#define SJ_NEXTSLOW    8
#define SJ_NEXTHIGH    14
#define SJ_NEXTLOW     15

#define SJ_WAIT        16

#define SJ_VOLUME      20
#define SJ_SPEED       21
#define SJ_PITCH       22
#define SJ_BEND        23

#define SJ_PORTCTR     24
#define SJ_PORT        25

#define SJ_REPEAT      26

#define SJ_CALLPHRASE  28
#define SJ_GOTOPHRASE  29

#define SJ_DELAY       30
#define SJ_RESET       31

// 32 - 127 (Reserved)
#pragma mark MSA (Reserved)

// 128 - 254 SOUNDCODES
#pragma mark MSA Sound Codes: Phonemes

#define SJP_IY         128
#define SJP_IH         129
#define SJP_EY         130
#define SJP_EH         131
#define SJP_AY         132
#define SJP_AX         133
#define SJP_UX         134
#define SJP_OH         135
#define SJP_AW         136
#define SJP_OW         137
#define SJP_UH         138
#define SJP_UW         139
#define SJP_MM         140
#define SJP_NE         141
#define SJP_NO         142
#define SJP_NGE        143
#define SJP_NGO        144
#define SJP_LE         145
#define SJP_LO         146
#define SJP_WW         147
```

```
#define SJP_RR          148
#define SJP_IYRR       149
#define SJP_EYRR       150
#define SJP_AXRR       151
#define SJP_AWRR       152
#define SJP_OWRR       153
#define SJP_EYIY       154
#define SJP_OHIY       155
#define SJP_OWIY       156
#define SJP_OHIH       157
#define SJP_IYEH       158
#define SJP_EHLL       159
#define SJP_IYUW       160
#define SJP_AXUW       161
#define SJP_IHWW       162
#define SJP_AYWW       163
#define SJP_OWWW       164
#define SJP_JH          165
#define SJP_VV          166
#define SJP_ZZ          167
#define SJP_ZH          168
#define SJP_DH          169
#define SJP_BE          170
#define SJP_B0          171
#define SJP_EB          172
#define SJP_0B          173
#define SJP_DE          174
#define SJP_D0          175
#define SJP_ED          176
#define SJP_0D          177
#define SJP_GE          178
#define SJP_G0          179
#define SJP_EG          180
#define SJP_0G          181
#define SJP_CH          182
#define SJP_HE          183
#define SJP_H0          184
#define SJP_WH          185
#define SJP_FF          186
#define SJP_SE          187
#define SJP_S0          188
#define SJP_SH          189
#define SJP_TH          190
#define SJP_TT          191
#define SJP_TU          192
#define SJP_TS          193
#define SJP_KE          194
#define SJP_K0          195
#define SJP_EK          196
#define SJP_OK          197
#define SJP_PE          198
```

```
#define SJP_P0 199

#pragma mark MSA Sound Codes: Robot
#define SJP_ROBOT_0 200
#define SJP_ROBOT_1 201
#define SJP_ROBOT_2 202
#define SJP_ROBOT_3 203
#define SJP_ROBOT_4 204
#define SJP_ROBOT_5 205
#define SJP_ROBOT_6 206
#define SJP_ROBOT_7 207
#define SJP_ROBOT_8 208
#define SJP_ROBOT_9 209

#pragma mark MSA Sound Codes: Alarms
#define SJP_ALARM_0 210
#define SJP_ALARM_1 211
#define SJP_ALARM_2 212
#define SJP_ALARM_3 213
#define SJP_ALARM_4 214
#define SJP_ALARM_5 215
#define SJP_ALARM_6 216
#define SJP_ALARM_7 217
#define SJP_ALARM_8 218
#define SJP_ALARM_9 219

#pragma mark MSA Sound Codes: Beeps
#define SJP_BEEP_0 220
#define SJP_BEEP_1 221
#define SJP_BEEP_2 222
#define SJP_BEEP_3 223
#define SJP_BEEP_4 224
#define SJP_BEEP_5 225
#define SJP_BEEP_6 226
#define SJP_BEEP_7 227
#define SJP_BEEP_8 228
#define SJP_BEEP_9 229

#pragma mark MSA Sound Codes: Biological
#define SJP_BIO_0 230
#define SJP_BIO_1 231
#define SJP_BIO_2 232
#define SJP_BIO_3 233
#define SJP_BIO_4 234
#define SJP_BIO_5 235
#define SJP_BIO_6 236
#define SJP_BIO_7 237
#define SJP_BIO_8 238
#define SJP_BIO_9 239

#pragma mark MSA Sound Codes: DTMF
```

```
#define SJP_DTMF_0      240
#define SJP_DTMF_1      241
#define SJP_DTMF_2      242
#define SJP_DTMF_3      243
#define SJP_DTMF_4      244
#define SJP_DTMF_5      245
#define SJP_DTMF_6      246
#define SJP_DTMF_7      247
#define SJP_DTMF_8      248
#define SJP_DTMF_9      249
#define SJP_DTMF_S      250
#define SJP_DTMF_R      251

#pragma mark MSA Sound Codes: Misc
#define SJP_SONAR_PING  252
#define SJP_PISTOLSHOT  253
#define SJP_WOW         254

// 255: End of Phrase
#pragma mark MSA EOP

#define SJ_EOP          255

#endif /* _IIC_SPEAKJETDEFINES_H */
```

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