

# SCP and MSA #defines for the SpeakJet

**Important: This file is currently under development and can change radically! Maybe you want to wait some days until this note disappears to add your SJ-Definitions**

It can be used for your C-based MBHP\_IIC\_SpeakJet Project:

Feel free to edit and add defines!

```
/*
 * IIC_SpeakJetDefines.h
 * kII.2
 *
 * Created by Michael Markert, audiocommander.de on 20.05.06
 * Based on Speakjet control codes from July 27, 2004 version of Speakjet
Manual
 * and ASM-Version of Doug Elliott, VA3DAE
 *
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 *
 */

#ifndef _IIC_SPEAKJETDEFINES_H
#define _IIC_SPEAKJETDEFINES_H

// ***** SPEAKJET SCP REGISTERS ***** //
// SCP Registers & MAX Values
#ifdef _DEBUG_C
    #pragma mark -
    #pragma mark SCP REGISTERS & MAX VALUES
#endif

// Envelope
#define SCP_ENV_FREQ      0
#define SCP_ENV_CTRL      8
// ENVType (send ENVType + ENVState!)
#define SCP_ENV_SAW        0x0
#define SCP_ENV_SINE      0x1
#define SCP_ENV_TRIANGLE  0x2
#define SCP_ENV_SQUARE    0x3
// ENVState (send ENVType + ENVState!)
#define SCP_ENV_OSC123    0x40
#define SCP_ENV_OSC45    0x80

// Oscillators
#define SCP_OSC1_FREQ    1
```

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#define SCP_OSC2_FREQ      2
#define SCP_OSC3_FREQ      3
#define SCP_OSC4_FREQ      4
#define SCP_OSC5_FREQ      5
#define SCP_FREQ_MAX      3999

#define SCP_OSC1_LEVEL     11
#define SCP_OSC2_LEVEL     12
#define SCP_OSC3_LEVEL     13
#define SCP_OSC4_LEVEL     14
#define SCP_OSC5_LEVEL     15
#define SCP_LEVEL_MAX     31    // 63 MAX for Mixer 1

// Distortion
#define SCP_DISTORTION     6
#define SCP_DISTORTION_MAX 255

// Master
#define SCP_MASTER_VOLUME 7
#define SCP_MASTER_VOLUME_MAX 255

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

// escape character ('\') 0x5C to enter SCP Mode
#define SCP_ESCAPE         0x5C
#define SCP_SEL0           0
#define SCP_SEL1           1
#define SCP_SEL2           2
#define SCP_SEL3           3
#define SCP_SEL4           4
#define SCP_SEL5           5
#define SCP_SEL6           6
#define SCP_SEL7           7
#define SCP_EXIT           X

#define SCP_READY         V
#define SCP_CLEAR_BUFFER  R
#define SCP_START         T
#define SCP_STOP          S

#define SCP_MEMTYPE       H
```

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#define SCP_MEMADDR      J
#define SCP_MEMWRT      N

#define SCP_RESET      W

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

// 0 - 31 CONTROL CODES
#define MSA_PAUSE0      0
#define MSA_PAUSE1      1
#define MSA_PAUSE2      2
#define MSA_PAUSE3      3
#define MSA_PAUSE4      4
#define MSA_PAUSE5      5
#define MSA_PAUSE6      6

#define MSA_NEXTFAST     7
#define MSA_NEXTSLOW     8
#define MSA_NEXTHIGH    14
#define MSA_NEXTLOW     15

#define MSA_WAIT        16

#define MSA_VOLUME      20
#define MSA_SPEED       21
#define MSA_PITCH       22
#define MSA_BEND        23

#define MSA_PORTCTR     24
#define MSA_PORT        25

#define MSA_REPEAT      26

#define MSA_CALLPHRASE  28
#define MSA_GOTOPHRASE  29

#define MSA_DELAY       30
#define MSA_RESET       31

// 32 - 127 (Reserved)
#ifdef _DEBUG_C
    #pragma mark MSA (Reserved)
```

```
#endif

// 128 - 254 SOUNDCODES
#ifdef _DEBUG_C
    #pragma mark MSA Sound Codes
#endif

// MSA Sound Codes: Phonemes
#define MSAPH_IY      128
#define MSAPH_IH      129
#define MSAPH_EY      130
#define MSAPH_EH      131
#define MSAPH_AY      132
#define MSAPH_AX      133
#define MSAPH_UX      134
#define MSAPH_OH      135
#define MSAPH_AW      136
#define MSAPH_OW      137
#define MSAPH_UH      138
#define MSAPH_UW      139
#define MSAPH_MM      140
#define MSAPH_NE      141
#define MSAPH_NO      142
#define MSAPH_NGE     143
#define MSAPH_NGO     144
#define MSAPH_LE      145
#define MSAPH_LO      146
#define MSAPH_WW      147
#define MSAPH_RR      148
#define MSAPH_IYRR    149
#define MSAPH_EYRR    150
#define MSAPH_AXRR    151
#define MSAPH_AWRR    152
#define MSAPH_OWRR    153
#define MSAPH_EYIY    154
#define MSAPH_OHIY    155
#define MSAPH_OWIY    156
#define MSAPH_OHIH    157
#define MSAPH_IYEH    158
#define MSAPH_EHLL    159
#define MSAPH_IYUW    160
#define MSAPH_AXUW    161
#define MSAPH_IHWW    162
#define MSAPH_AYWW    163
#define MSAPH_OWWW    164
#define MSAPH_JH      165
#define MSAPH_VV      166
#define MSAPH_ZZ      167
#define MSAPH_ZH      168
#define MSAPH_DH      169
#define MSAPH_BE      170
```

```
#define MSAPH_B0      171
#define MSAPH_EB      172
#define MSAPH_OB      173
#define MSAPH_DE      174
#define MSAPH_DO      175
#define MSAPH_ED      176
#define MSAPH_OD      177
#define MSAPH_GE      178
#define MSAPH_GO      179
#define MSAPH_EG      180
#define MSAPH_OG      181
#define MSAPH_CH      182
#define MSAPH_HE      183
#define MSAPH_HO      184
#define MSAPH_WH      185
#define MSAPH_FF      186
#define MSAPH_SE      187
#define MSAPH_SO      188
#define MSAPH_SH      189
#define MSAPH_TH      190
#define MSAPH_TT      191
#define MSAPH_TU      192
#define MSAPH_TS      193
#define MSAPH_KE      194
#define MSAPH_KO      195
#define MSAPH_EK      196
#define MSAPH_OK      197
#define MSAPH_PE      198
#define MSAPH_PO      199

// MSA Sound Codes: Robot
#define MSAFX_ROBOT_0  200
#define MSAFX_ROBOT_1  201
#define MSAFX_ROBOT_2  202
#define MSAFX_ROBOT_3  203
#define MSAFX_ROBOT_4  204
#define MSAFX_ROBOT_5  205
#define MSAFX_ROBOT_6  206
#define MSAFX_ROBOT_7  207
#define MSAFX_ROBOT_8  208
#define MSAFX_ROBOT_9  209

// MSA Sound Codes: Alarms
#define MSAFX_ALARM_0  210
#define MSAFX_ALARM_1  211
#define MSAFX_ALARM_2  212
#define MSAFX_ALARM_3  213
#define MSAFX_ALARM_4  214
#define MSAFX_ALARM_5  215
#define MSAFX_ALARM_6  216
#define MSAFX_ALARM_7  217
```

```
#define MSAFX_ALARM_8      218
#define MSAFX_ALARM_9      219

// MSA Sound Codes: Beeps
#define MSAFX_BEEP_0       220
#define MSAFX_BEEP_1       221
#define MSAFX_BEEP_2       222
#define MSAFX_BEEP_3       223
#define MSAFX_BEEP_4       224
#define MSAFX_BEEP_5       225
#define MSAFX_BEEP_6       226
#define MSAFX_BEEP_7       227
#define MSAFX_BEEP_8       228
#define MSAFX_BEEP_9       229

// MSA Sound Codes: Biological
#define MSAFX_BIO_0         230
#define MSAFX_BIO_1         231
#define MSAFX_BIO_2         232
#define MSAFX_BIO_3         233
#define MSAFX_BIO_4         234
#define MSAFX_BIO_5         235
#define MSAFX_BIO_6         236
#define MSAFX_BIO_7         237
#define MSAFX_BIO_8         238
#define MSAFX_BIO_9         239

// MSA Sound Codes: DTMF
#define MSAFX_DTMF_0        240
#define MSAFX_DTMF_1        241
#define MSAFX_DTMF_2        242
#define MSAFX_DTMF_3        243
#define MSAFX_DTMF_4        244
#define MSAFX_DTMF_5        245
#define MSAFX_DTMF_6        246
#define MSAFX_DTMF_7        247
#define MSAFX_DTMF_8        248
#define MSAFX_DTMF_9        249
#define MSAFX_DTMF_S        250
#define MSAFX_DTMF_R        251

// MSA Sound Codes: Misc
#define MSAFX_SONAR_PING    252
#define MSAFX_PISTOLSHOT    253
#define MSAFX_WOW           254

// 255: End of Phrase
#ifdef _DEBUG_C
    #pragma mark MSA EOP
#endif
```

```
#define MSA_EOP          255

#endif /* _IIC_SPEAKJETDEFINES_H */
```

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