

SCP and MSA #defines for the SpeakJet

This file 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 ***** //
// 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
#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 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)
#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 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_OB          173
#define SJP_DE          174
#define SJP_D0          175
#define SJP_ED          176
#define SJP_OD          177
#define SJP_GE          178
#define SJP_GO          179
#define SJP_EG          180
#define SJP_OG          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_PO          199
```

// 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
```

// 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

// 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

// 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

// 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

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

// 255: End of Phrase
```

```
#ifdef _DEBUG_C
    #pragma mark MSA EOP
#endif

#define SJ_EOP          255

#endif /* _IIC_SPEAKJETDEFINES_H */
```

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