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 ************* //
// Mathmatical 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_BO            171
#define SJP_EB            172
#define SJP_OB            173
#define SJP_DE            174
#define SJP_DO            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_HO            184
#define SJP_WH            185
#define SJP_FF            186
#define SJP_SE            187
#define SJP_SO            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_KO            195
#define SJP_EK            196
#define SJP_OK            197
```

```
#define SJP_PE            198
#define SJP_PO            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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