

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 -
#endif
#pragma mark SCP

// escape character ('\')
#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
```

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#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 -
#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
```

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

// 128 - 254 SOUND_CODES
#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_OB 173
#define SJP_DE 174
#define SJP_D0 175
#define SJP_ED 176
#define SJP_OD 177
#define SJP_GE 178
#define SJP_G0 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_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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