SCP and MSA #defines for the SpeakJet

ImportantNote:
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 MIDI ASSIGNMENTS * //
#ifdef _DEBUG_C
    #pragma mark -
    #pragma mark SPEAKJET MIDI ASSIGNMENTS
#endif

// MIDI ASSIGNMENTS
// optimized for KORG microKONTROL

#define SJCC_PHRASE           20
// pads 1 - 8: call phrase
#define SJCC_PHRASE0      21
#define SJCC_PHRASE1      22
#define SJCC_PHRASE2      23
#define SJCC_PHRASE3      24
#define SJCC_PHRASE4      25
#define SJCC_PHRASE5      26
```

```
#define SJCC_PHRASE6      27
#define SJCC_PHRASE7      28
// pads 9 - 12: slow/low/high/fast
#define SJCC_NEXT_SLOW        29
#define SJCC_NEXT_LOW     30
#define SJCC_NEXT_HIGH        31
#define SJCC_NEXT_FAST        32
// pads 13 - 16: pause 0(0ms) / 1(100ms) / 2(200ms) / 3(700ms)
#define SJCC_PAUSE0           33
#define SJCC_PAUSE1           34
#define SJCC_PAUSE2           35
#define SJCC_PAUSE3           36

// Encoders 1 - 5: OSCx Level
#define SJCC_OSC1_LVL     101
#define SJCC_OSC2_LVL     102
#define SJCC_OSC3_LVL     103
#define SJCC_OSC4_LVL     104
#define SJCC_OSC5_LVL     105
// Sliders 1 - 5: OSCx Frequency
#define SJCC_OSC1_FREQ        111
#define SJCC_OSC2_FREQ        112
#define SJCC_OSC3_FREQ        113
#define SJCC_OSC4_FREQ        114
#define SJCC_OSC5_FREQ        115

// Encoder 6 - 8: ENV CTR / DIST / SPEED
#define SJCC_ENV_TYPE     106
#define SJCC_DISTORTION       107
#define SJCC_BEND         108
// Slider 6 - 8: BEND / NEXT LOUD / MASTER VOL
#define SJCC_SPEED            116
#define SJCC_NEXT_LOUD        117
#define SJCC_MASTER_VOL       118

// Joystick X: Pitch
// Joystick Y: Bend

// not used, but implemented:
#define SJCC_PITCH            255









// ********* 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
#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'
#define SCP_MEMADDR           'J'
#define SCP_MEMWRT            'N'

#define SCP_RESET         'W'




// ********* SPEAKJET MSA ************* //
// Mathmatical 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_BO          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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