

Rebel Alliance Mod v1.0

DRAFT version

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INTRODUCTION

The Rebel Alliance Mod is a MPIDE /UNO32 sketch for the Ten-Tec Rebel Model 506. The sketch is based on the Rebel Base sketch as delivered with the Rebel when buying the Transceiver from Ten-Tec.

The Rebel Base sketch is basically the standard firmware of the Rebel transceiver and controls all basic functions. The Rebel Alliance Mod sketch represents firmware with added functionality. This functionality enriches the Rebel to create a complete CW Transceiver for the 20 and 40 meter HAM bands.

The added functionality is:

- Iambic A/B Keyer
- Keyer speed control using provide potmeter
- Keyer speed control using paddle
- Automatic detection of Straight key / Paddle
- CQ and Beacon generator
- Switching between 20 and 40 meters (requires additional hardware)
- Band memory when switching between bands
- Display support for:
 - 20 x 4 LCD – 4BIT interface
 - 20 x 4 LCD – I2C interface
 - 16 x 2 LCD – 4BIT interface
 - 16 x 2 LCD – I2C interface
 - Nokia 5110
- Frequency Announce in morse code
- CW Decoder (requires additional hardware)

MPIDE Software

The sketch is created and can be loaded into the Rebel by using the MPIDE software. This Multi Platform IDE software is Arduino compatible and capable to compile UNO32 sketches . The software can be downloaded from : <http://chipkit.net/started/>.

LIBRARIES

The Rebel Alliance Mod sketch uses several library. These can be downloaded from : <https://github.com/pa3ang/Tentec506/tree/master/lib>.

FEATURE SELECTION

The sketch has been build around so called FEATURE selects.

```
#define FEATURE_DISPLAY          // LCD display support (include one of the Model AND INTERFACE options below)
#define FEATURE_LCD2004          // Classic LCD display using either 4 I/O lines or I2C.
// #define FEATURE_LCD1602       // Classic LCD display using either 4 I/O lines or I2C.
#define FEATURE_LCD_4BIT         // Select the LCD Display interface either I2C or 4BIT NOT BOTH!
// #define FEATURE_LCD_I2C       // I2C backpack interface.
```

If you have a LCD display then uncomment the line `#define FEATURE_DISPLAY` and select LCD2004 or LCD1602 and select the type of interface.

Or you can select the Nokia by uncomment `#define FEATURE_DISPLAY` and `FEATURE_LCD_NOKIA5110`

```
#define FEATURE_DISPLAY          // LCD display support (include one of the Model AND INTERFACE options below)
#define FEATURE_LCD_NOKIA5110   // If using a NOKIA5110 Display.
```

The CW Decoder is implemented and does work. Nevertheless you need additional hardware such as a NE567 tone decoder and preferably a Limiting amplifier and filter to have solid audio / tone detection

```
#define FEATURE_CW_DECODER      // With additional NE567 or similar tone decoder
```

The Keyer can be selected by uncomment the `FEATURE_KEYER` and `FEATURE_SPEEDCONTROL_A7` or `FEATURE_SPEEDCONTROL_U1`

```
#define FEATURE_KEYER           // Keyer based on code from OpenQRP.org.
#define FEATURE_SPEEDCONTROL_A7 // Analog speed control (uses onboard trimpot connected to A7)
#define FEATURE_SPEEDCONTROL_U1 // Control the speed with the paddle by selecting U1 menu.
```

Other Features can be selected or unselected by either uncomment or comment the line

```
#define FEATURE_BEACON_CQ       // Use USER Menu U3 and U2 to run message.
// #define FEATURE_SERIAL        // Enables serial output. Only used for debugging at this point.
// #define FEATURE_CAT_CONTROL   // Enables CAT based on Kenwood All Frequency set and read

#define FEATURE_BANDSWITCH      // Software based Band Switching. Press FUNCTION > 2 seconds
#define FEATURE_FREQANNOUNCE    // Announce Frequency by keying side tone (not TX). Press SELECT > 2 seconds
```

IAMBIC KEYER

The Rebel Alliance Mod firmware detects a straight key if the 3,5mm jack center conductor is grounded. In that case the FEATURE_KEYER is switched off.

The setup is simple. In the sketch it is possible to swap the Dah and Dit and to select between Iambic A and B version. The speed is either controlled by the trimpot A7 or fixed .

```
//-----##### SET CW SPEED HERE (If you dont use the analog control) #####-----
int ManualCWSpeed = 15; // <---- SET MANUAL CW SPEED HERE

#ifdef FEATURE_KEYER
  // keyerControl bit definitions
  #define DIT_L      0x01    // Dit latch
  #define DAH_L      0x02    // Dah latch
  #define DIT_PROC    0x04    // Dit is being processed
  #define PDL_SWAP    0x08    // 0 for normal, 1 for swap
  #define IAMBICB     0x10    // 0 for Iambic A, 1 for Iambic B

  //Keyer Variables
  unsigned char      keyerControl;
  unsigned char      keyerState;
  int ST_key = 0;     //This variable tells TX routine whether to enter use straight key mode
  enum KSTYPE {IDLE, CHK_DIT, CHK_DAH, KEYED_PREP, KEYED, INTER_ELEMENT };
#endif // FEATURE_KEYER
```

SPEED CONTROL

There are 3 options:

1. No control, but fixed value

```
//-----##### SET CW SPEED HERE (If you dont use the analog control) #####-----
int ManualCWSpeed = 15; // <---- SET MANUAL CW SPEED HERE
```

2. With trimpot A7 (on the Rebel board! Choose FEATURE_SPEEDCONTROL_A7
3. With the paddle when in menu U1

Choose FEATURE_SPEEDCONTROL_U1 and comment SPEEDCONTROL_A7!

When in menu U1 the speed can be set by pressing the Dit and Dah paddle. On the display the speed is updated immediately. When ready unselect menu U1 by pressing the FUNCTION key.

CQ AND BEACON KEYER.

```
#ifdef FEATURE_BEACON
  // Simple Arduino CW Beacon Keyer
  // Written by Mark VandeWettering K6HX
  #define BEACON      ("VVV DE PA3ANG/BEACON JO32AM")    // Beacon text
  #define CQ          ("CQCQCQ DE PA3ANG PA3ANG PA3ANG PSE K") // CQ text
  #define CW_SPEED     20                                // Beacon Speed is fixed !!
  #define BEACON_DELAY 10                                // in seconds
```

The CQ text will be send when selecting U2. First there is a CQDELAY time of 2 seconds and then the CQ message will be transmitted. You can stop at any time during transmission by pressing the Dit or Dah lever. During CQDELAY the sequence can be stopped by unselecting U2.

The same applies for the Beacon which is selected and transmitted by selecting U3.

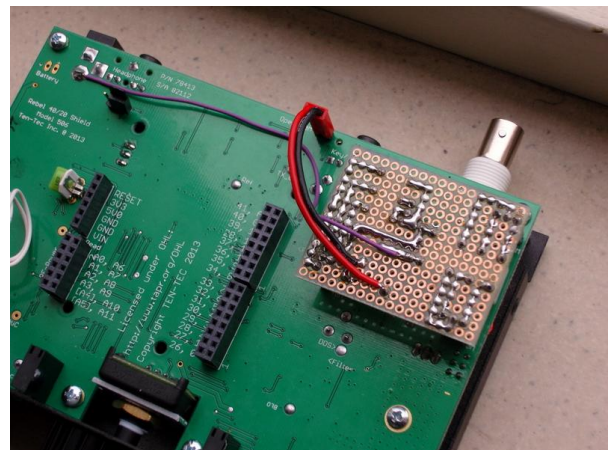
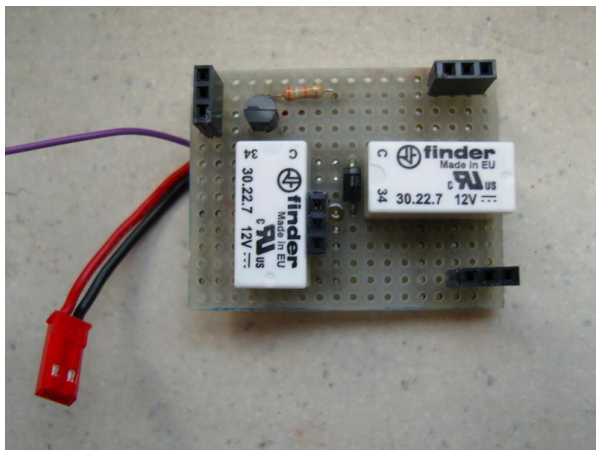
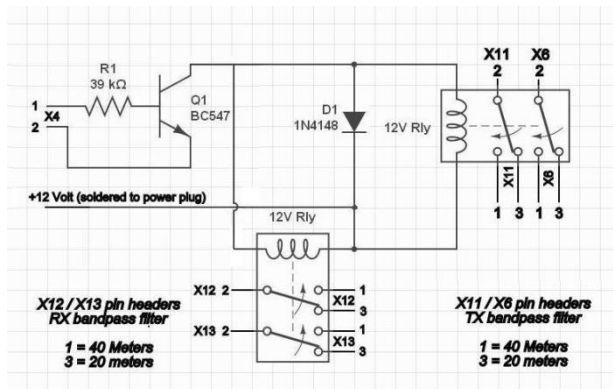
The messages are fixed as well as the speed and pause time between repetitions.

BANDSWITCH

The standard Rebel has 5 pin headers for selecting the band. This selection is recognized by the Rebel Alliance Mod sketch.

An added feature though is switching between the 20 and 40 meter band using the FUNCTION button. (press 2 seconds or longer). This function required additional hardware.

The Rebel Alliance Mod firmware will memorize the frequency when switch between bands.



DISPLAY SUPPORT

The Revel Alliance Mod firmware can support 3 type of physical display and 2 type of LCD display interfaces.

The LCD displays are interfaced either with a so called 4 BIT parallel interface or with a I2C interface.

Pinning 4BIT:

- LCD RS pin to digital pin 26
- LCD Enable pin to digital pin 27
- LCD D4 pin to digital pin 28
- LCD D5 pin to digital pin 29
- LCD D6 pin to digital pin 30
- LCD D7 pin to digital pin 31
- LCD R/W pin to ground
- 10K resistor:
 - ends to +5V and ground
 - wiper to LCD VO pin (pin 3)

Pinning I2C:

- SDA to analog pin A4
- SCL to analog pin A5

Note: UNO32 board JP6/JP7 – A4/A5 Signal Select Jumpers.

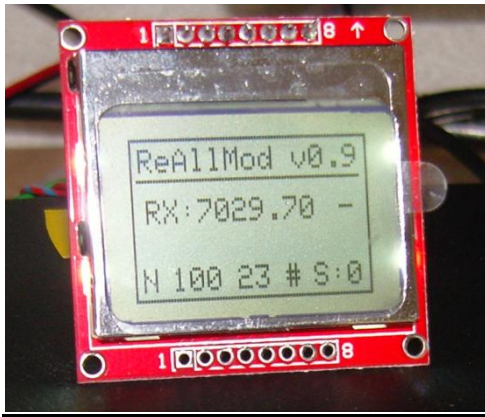
These jumpers are used to switch pins 9 and 11 on connector J7 between analog inputs A4 and A5 or the I2C signals SDA and SCL.



20 characters and 4 lines. The 4th line is used for the CW Decoder



16 characters and 2 lines. This is a minimal display option.



Graphical display with currently a 4 line layout with 13 characters

Pinning Nokia 5110:

- pin 30 - Serial clock out (SCLK)
- pin 29 - Serial data out (DIN)
- pin 28 - Data/Command select (D/C)
- pin 27 - LCD chip select (CS)
- pin 26 - LCD reset (RST)

The Nokia 5110 is fast and offers graphical support for future developments.

FREQUENCY ANNOUNCE

If you do not have a display attached to the Rebel, you still can have a accurate Frequency 'readout' by pressing the SELECT button more than 2 seconds. This will start a frequency announce in morse code of the frequency rounded to 100Hz.

CW DECODER

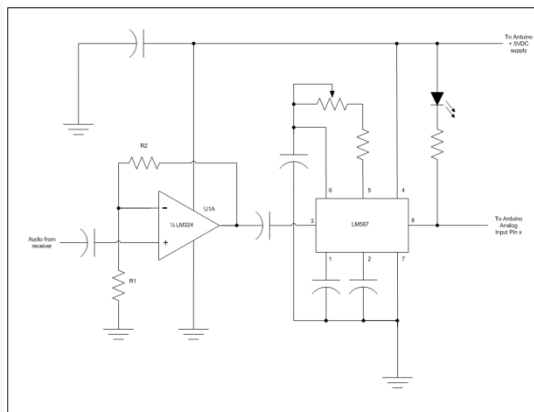
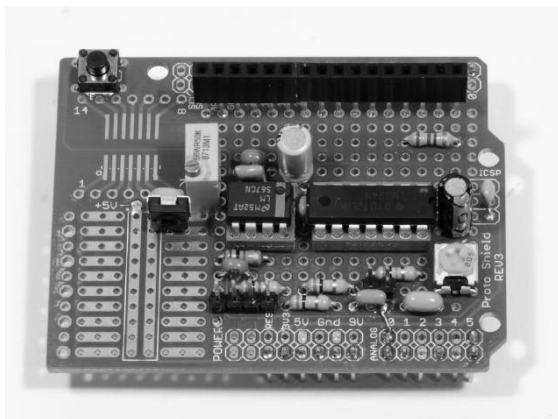
The Rebel alliance Mod sketch has a build in Morse Decoder. In fact the Morse EnDecoder library is capable to Encode and decode morse code.

The current version supports display of the decoded characters on the 4th line of the 20 x 4 display!

In order to use the decoder feature an additional shield needs to be made. This shield should have the following functions:

- Amplifier to boost the signal from analog pin A6
- Limiter / AGC to have a stable signal
- 800Hz filter
- Tone decoder (NE567)

I have done several test, but could not achieve a stable decoding with between weak and strong signals.



Prototype of partly workable solution.