

KEY#	EQU	010H
KEYØ	EQU	020H
KEY*	EQU	030H
KEY1	EQU	0F0H
KEY2	EQU	0E0H
KEY3	EQU	0D0H
KEY4	EQU	0B0H
KEY5	EQU	0A0H
KEY6	EQU	090H
KEY7	EQU	070H
KEY8	EQU	060H
KEY9	EQU	050H
KEYA	EQU	0C0H
KEYB	EQU	080H
KEYC	EQU	040H
KEYD	EQU	000H

DO NOT COPY

KEYCODES

;=====
;
; Version ≈ 2.8
;=====

0 0		NOP	
1 0		NOP	
2 27		CLR A	; clear the accumulator
3 d5		SEL RB1	; select high register bank
4 bd 80		MOV R5, #080H	;
6 bf 20		MOV R7, #020H	;
8 56 c		JT1 NOPWD	; Mode switch depressed ?
a 54 64		CALL GET_PWD	; yes: get password
c 54 8c	NOPWD:	CALL BLEEP	; sound a tone
e 56 12	RBMAIN:	JT1 RBM1	; if mode pressed
10 4 99		JMP DO_MODE	; get mode command
12 54 d5	RBM1:	CALL GET_B1_KEY	; else scan keys
14 b6 e		JFØ RBMAIN	; loop if no key
16 fd		MOV A, R5	; get the mode status
17 32 4c		JB1 LB4C	;
19 53 3		ANL A, #03H	;
1b 4e		ORL A, R6	; OR IN THE ORIGINAL SCAN CODE
1c ac		MOV R4, A	; SAVE IN R4
1d ec 21		DJNZ R4, RBM2	;
1f 4 8a		JMP LB8A	;
21 1c	RBM2:	INC R4	;
22 fc		MOV A, R4	;
23 77		RR A	;
24 77		RR A	;
25 43 80		ORL A, #080H	;
27 ac		MOV R4, A	;
28 4 d4		JMP LBD4	;
2a aØ	LB2A:	MOV @RØ, A	
2b 1f		INC R7	
2c ff		MOV A, R7	
2d d3 40		XRL A, #040H	
2f 96 33		JNZ LB33	
31 bf 20		MOV R7, #020H	
	LB33:		

33	fc		MOV	A, R4
34	e3		MOV P3	A, @A
35	a8		MOV	R0, A
36	1c		INC	R4
37	fc		MOV	A, R4
38	e3		MOV P3	A, @A
39	a9		MOV	R1, A
3a	1c		INC	R4
3b	fc		MOV	A, R4
3c	c5		SEL	RB0
3d	ac		MOV	R4, A
3e	e3		MOV P3	A, @A
3f	a8		MOV	R0, A
40	1c		INC	R4
41	fc		MOV	A, R4
42	e3		MOV P3	A, @A
43	a9		MOV	R1, A
44	bd	0	MOV	R5, #00H
46	be	d	MOV	R6, #0DH
48	54	9	CALL	MK2TONES
4a	4	e	JMP	RBMAIN

LB4C:

4c	12	97	JB0	LB97	generate fun tones?
4e	b8	a4	MOV	R0, #0A4H	else gen money
50	b9	2	MOV	R1, #02H	{ 2200 Hz
52	fe		MOV	A, R6	
53	47		SWAP	A	
54	53	3	ANL	A, #03H	
56	c5		SEL	RB0	
57	b8	a	MOV	R0, #0AH	{ 1700 Hz
59	b9	2	MOV	R1, #02H	
5b	32	70	JB1	LB70	
5d	bf	5	MOV	R7, #05H	; 5 Pulses
5f	0		NOP		

LB60:

60	bd	b9	MOV	R5, #0B9H	{ 33ms on time
62	be	2	MOV	R6, #02H	
64	54	9	CALL	MK2TONES	
66	bd	99	MOV	R5, #099H	{ 33ms off
68	be	9	MOV	R6, #09H	
6a	54	0	CALL	PAUSE	
6c	ef	60	DJNZ	R7, LB60	
6e	4	82	JMP	LB82	

} Quarter

LB70:

70	d3	3	XRL	A, #03H
72	17		INC	A
73	af		MOV	R7, A

LB74:

74	bd	71	MOV	R5, #071H
76	be	4	MOV	R6, #04H
78	54	9	CALL	MK2TONES
7a	bd	31	MOV	R5, #031H
7c	be	12	MOV	R6, #012H
7e	54	0	CALL	PAUSE
80	ef	74	DJNZ	R7, LB74

LB82:

82	bd	0	MOV	R5, #00H
84	be	57	MOV	R6, #057H

86 54	Ø	CALL	PAUSE	
88 4	e	JMP	RBMAIN	
LB8A:				
8a c5	c5	SEL	RBØ	
8b b8	c5	MOV	RØ, #ØC5H	
8d b9	1	MOV	R1, #Ø1H	
8f bd	Ø	MOV	R5, #ØØH	
91 be	5c	MOV	R6, #Ø5CH	
93 54	2a	CALL	MKTONE	
95 4	e	JMP	RBMAIN	
LB97:				
97 24	Ø	JMP	FUNTONE	
=====				
;				
;				
=====				
DO_MODE:				
99 d5		SEL	RB1	
9a 54	5f	CALL	WAIT KEY	; GET WHICH MODE
9c d3	fØ	XRL	A, #ØFØH	; INVERT HIGH NIBBLE
9e 53	30	ANL	A, #Ø3ØH	; ISOLATE COLUMN CODE
aØ 96	af	JNZ	DO MD2	; IF NOT COLUMN Ø, BRANCH
a2 fd		MOV	A, R5	;
a3 f2	ad	JB7	DO MD1	; IF BIT 7 SET THEN PUNT
a5 fe		MOV	A, R6	; GET WHICH MODE AGAIN
a6 d3	fØ	XRL	A, #ØFØH	; INVERT HIGH NIBBLE
a8 e7		RL	A	; MOVE ROW CODE INTO LOW NIBBLE BACK
a9 e7		RL	A	; AND SHIFT COL CODE TO HIGH 2 BITS
aa Ø		NOP		;
ab 4	d9	JMP	LBD9	; GOTO D9
DO MD1:				
ad 4	e	JMP	RBMAIN	; CONTINUE
DO MD2:				
af fe		MOV	A, R6	; SOME COLUMN OTHER THAN 1
bØ d3	eØ	XRL	A, #KEY2	
b2 96	b8	JNZ	DO MD3	
b4 54	9f	CALL	SPEED DIAL	; SPEED DIAL
b6 4	e	JMP	RBMAIN	; DONE
DO MD3:				
b8 fe		MOV	A, R6	; RELOAD KEY CODE
b9 d3	aØ	XRL	A, #KEY5	; INSERT A PAUSE IN THE REDIAL BUFFER
bb 96	cb	JNZ	DO MD5	;
bd ff		MOV	A, R7	; YES: GET REDIAL BUFFER POINTER
be a8		MOV	RØ, A	
bf bØ	Ø	MOV	ØRØ, #ØØH	; INSERT A ZERO IN THE BUFFER
c1 1f		INC	R7	; INCREMENT THE POINTER
c2 ff		MOV	A, R7	
c3 d3	4Ø	XRL	A, #Ø4ØH	; CHECK FOR WRAP
c5 96	c9	JNZ	DO MD4	; NO SO BEEP AND CONTINUE
c7 bf	2Ø	MOV	R7, #Ø2ØH	; YES SO RESET BUFFER
DO MD4:				
c9 4	dc	JMP	DMBLEEP	; BLEEP AND CONTINUE
DO MD5:				
cb fe		MOV	A, R6	
cc d3	6Ø	XRL	A, #KEY8	; CLEAR REDIAL BUFFER?
ce 96	d2	JNZ	DO MD6	
dØ bf	2Ø	MOV	R7, #Ø2ØH	; CLEAR THE REDIAL BUFFER
DO MD6:				
d2 4	dc	JMP	DMBLEEP	; BLEEP AND CONTINUE

LBD4:

d4 ff		MOV	A, R7
d5 a8		MOV	R0, A
d6 fc		MOV	A, R4
d7 4	2a	JMP	LB2A
LBD9:			
d9 53	3	ANL	A, #03H
db ad		MOV	R5, A

; MASK OF COL CODE
; STORE ROW CODE IN R5

DMBLEEP:

dc 54	8c	CALL	BLEEP
de 4	ad	JMP	DO MD1

BLEEPRET:

e0 54	8c	CALL	BLEEP
e2 93		RETR	

=====
;
; PHONE SOUNDS
=====

100		ORG	100H
-----	--	-----	------

FUNTONE:

100 d5		SEL	RB1
101 fe		MOV	A, R6
102 47		SWAP	A
103 43	f0	ORL	A, #0F0H
105 0		NOP	
106 b3		JMPP	@A

; A GETS SCancode
; INTO LOW NIBBLE
; ADD ADRESS OF JUMP TABLE
; JUMP TO ADRESS IN TABLE

=====
; RING
=====

RING:

107 d5		SEL	RB1
108 b8	87	MOV	R0, #087H
10a b9	0	MOV	R1, #00H
10c c5		SEL	RB0
10d b8	93	MOV	R0, #093H
10f b9	0	MOV	R1, #00H
111 be	68	MOV	R6, #068H
113 54	9	CALL	MK2TONES
115 27		CLR	A
116 d5		SEL	RB1
117 a8		MOV	R0, A
118 c5		SEL	RB0
119 a8		MOV	R0, A
11a be	d1	MOV	R6, #0D1H
11c 54	9	CALL	MK2TONES

NOSEC:

11e 4	e	JMP	RBMAIN
-------	---	-----	--------

=====
; DIAL TONE ?
=====

DIALTONE:

120 d5		SEL	RB1
121 b8	6c	MOV	R0, #06CH
123 b9	0	MOV	R1, #00H
125 c5		SEL	RB0
126 b8	87	MOV	R0, #087H

128 b9 0 MOV R1, #00H
12a be 68 MOV R6, #068H
12c 54 9 CALL MK2TONES
12e 4 e JMP RBMAIN

;=====;
; BUSY
=====;

BUSY:

130 d5 SEL RB1
131 b8 93 MOV R0, #093H
133 b9 0 MOV R1, #00H
135 c5 SEL RB0
136 b8 be MOV R0, #0BEH
138 b9 0 MOV R1, #00H
13a be 1a MOV R6, #01AH
13c 54 9 CALL MK2TONES
13e be 82 MOV R6, #082H
140 54 0 CALL PAUSE
142 4 e JMP RBMAIN

;=====;
; DO DO DO
=====;

DODODO:

144 c5 SEL RB0
145 b8 a8 MOV R0, #0A8H
147 b9 0 MOV R1, #00H
149 bd ca MOV R5, #0CAH
14b be 18 MOV R6, #018H
14d 54 2a CALL MKTONE
14f b8 fd MOV R0, #0FDH
151 bd ca MOV R5, #0CAH
153 be 18 MOV R6, #018H
155 54 2a CALL MKTONE
157 b8 47 MOV R0, #047H
159 b9 1 MOV R1, #01H
15b bd fd MOV R5, #0FDH
15d be 21 MOV R6, #021H
15f 54 2a CALL MKTONE
161 4 e JMP RBMAIN

;=====;
;
=====;

1f0 ORG 1F0H

JMPTBL:

1f0	11e	DB	NOSEC
1f1	11e	DB	NOSEC
1f2	11e	DB	NOSEC
1f3	144	DB	DODODO
1f4	11e	DB	NOSEC
1f5	11e	DB	NOSEC
1f6	11e	DB	NOSEC
1f7	107	DB	RING
1f8	11e	DB	NOSEC
1f9	11e	DB	NOSEC
1fa	11e	DB	NOSEC
1fb	130	DB	BUSY
1fc	11e	DB	NOSEC
1fd	11e	DB	NOSEC

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lfe    11e      DB      NOSEC
lff    120      DB      DIALTONE
=====
;this routine pauses
;r5 = low 8 bits of pause time
;r6 = high 8 bits of pause time
=====
200          ORG      200H
PAUSE:
200  0        NOP
201  0        NOP
PAUSE1:
202  0        NOP
203  0        NOP
204 ed   0      DJNZ    R5,PAUSE
206 ee   2      DJNZ    R6,PAUSE1
208 93       RETR
=====
;MAKE 2 TONES
;r3 = data pointer
;r1 = table step size
;r2 gets incremented by (r0 * (( r6 << 8) + r5)) % 256
;r5 = low half of duration
;r6 = high half of duration
=====
MK2TONES:
209  0        ' NOP           30 x 2.5
20a  0        ' NOP
MK2T1:
20b d5       1 SEL    RB1
20c f8       1 MOV    A,R0
20d 6a       1 ADD    A,R2
20e aa       1 MOV    R2,A
20f f9       1 MOV    A,R1
210 7b       1 ADDC   A,R3
211 ab       1 MOV    R3,A
212 53   f    2 ANL    A,#0FH
214 e3       2 MOVP3 A,@A
215 c5       1 SEL    RB0
216 ac       1 MOV    R4,A
217 f8       1 MOV    A,R0
218 6a       1 ADD    A,R2
219 aa       1 MOV    R2,A
21a f9       1 MOV    A,R1
21b 7b       1 ADDC   A,R3
21c ab       1 MOV    R3,A
21d 53   f    2 ANL    A,#0FH
21f e3       2 MOVP3 A,@A
220 6c       1 ADD    A,R4
221 2        2 OUTL   BUS,A
222 ed   9    2 DJNZ   R5,MK2TONES
224 ee   b    DJNZ   R6,MK2T1
226 23   0    MOV    A,#0
228 2        OUTL   BUS,A
229 93       RETR
=====
;MAKE A TONE
;r3 = data pointer

```

```

;r1 = table step size
;r2 gets incremented by (r0 * (( r6 << 8) + r5)) % 256
;r5 = low half of duration
;r6 = high half of duration
;=====

MKTONE:
22a c5      1 SEL     RB0
22b 0       1 NOP
MKT1:
22c f8      1 MOV     A,R0          ;this is not used
22d 6a      1 ADD     A,R2          ;likewise
22e aa      1 MOV     R2,A          ;
22f f9      1 MOV     A,R1          ;move table increment into a
230 7b      1 ADDC    A,R3          ;add on the base pointer
231 ab      1 MOV     R3,A          ;update data pointer
232 53      2 ANL     A,#0FH        ;mod 16
234 e3      2 MOVP3   A,@A          ;move sample into a
235 e7      1 RL     A              ;times 2
236 2       2 OUTL    BUS,A          ;put it on the dac
237 ed      2a DJNZ    R5,MKTONE    ;cough and continue
239 ee      2c DJNZ    R6,MKT1     ;just continue
23b 23      0  MOV     A,#0
23d 2       OUTL    BUS,A
23e 93      RETR
;=====
; scans through all 16 possible keys
; if key pressed returns keycode IN A AND R6 OF CURRENT BANK
; and clears the flag bit
; else sets the flag bit
;=====

SCAN_KEYS:
23f 85      CLR     F0            ;clear the flag bit
240 b8      4  MOV     R0,#04H       ;4 rows to read
242 23      7f MOV     A,#07FH      ;assert col 0
SK1:
244 aa       MOV     R2,A          ;save mask in r2
245 39       OUTL   P1,A          ;ship to port
246 0        NOP
247 0        NOP
248 9        IN     A,P1          ;read port
249 b9      4  MOV     R1,#04H
SK2:
24b 67       RRC     A              ;key pressed?
24c e6      56  JNC     SK3          ;yes: break loop
24e e9      4b  DJNZ    R1,SK2       ;loop for keys in this row
250 fa
251 77
252 e8      44  DJNZ    R0,SK1       ;finished with no keys pressed
254 95
255 83
SK3:
256 c8       DEC     R0            ;row - 1
257 f8       MOV     A,R0          ;into a
258 e7       RL    A              ;upper 2 bits
259 e7
25a c9       DEC     R1            ;col -1
25b 49       ORL     A,R1          ;or into a
25c 47       SWAP   A              ;swap into high nibble

```

```

25d ae          MOV      R6,A           ; save in r6
25e 83          RET                 ;
;=====
;       waits for a key to come in from kbd
;=====
WAIT_KEY:
25f 54          3f     CALL    SCAN_KEYS   ;
261 b6          5f     JFØ    WAIT_KEY    ; wait for key to come in
263 93          RETR
;=====
;       verifies password entry or dies
;=====
GET_PWD:
264 d5          SEL     RB1             ; select bank 1
265 bb          6      MOV    R3,#06H      ; 6 keys to get
267 bc          10     MOV    R4,#010H     ; offset 10
GPW1:
269 54          5f     CALL    WAIT_KEY    ; get a key
26b fc          MOV    A,R4           ; which key
26c e3          MOVP3 A,@A           ; get password code
26d de          XRL    A,R6           ; compare with key code
26e 96          80     JNZ    DEATH        ; invalid keypress so halt scan
GPW2:
270 54          3f     CALL    SCAN_KEYS   ; wait for key to release
272 b6          76     JFØ    GPW3
274 44          70     JMP    GPW2
GPW3:
276 54          8c     CALL    BLEEP
278 1c          INC    R4             ;
279 eb          69     DJNZ   R3,GPW1     ; loop through entire password
27b bd          Ø      MOV    R5,#00H      ; success!
27d 54          8c     CALL    BLEEP
27f 93          RETR
;=====
;       wait here forever
;=====
DEATH:
280 54          5f     CALL    WAIT_KEY    ; get a key
DEATH1:
282 54          3f     CALL    SCAN_KEYS   ; wait for key to release
284 b6          88     JFØ    DEATH2
286 44          82     JMP    DEATH1
DEATH2:
288 54          8c     CALL    BLEEP
28a 44          80     JMP    DEATH       ; LOOP OF DEATH
;=====
;       make some noise
;=====
BLEEP:
28c c5          SEL     RBØ
28d b8          1f     MOV    RØ,#01FH
28f b9          2      MOV    R1,#02H
291 bd          Ø      MOV    R5,#00H
293 be          a      MOV    R6,#0AH
295 54          2a     CALL   MKTONE
297 bd          Ø      MOV    R5,#00H

```

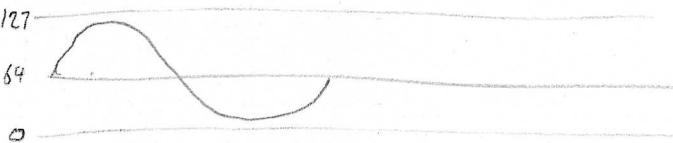
299	be	34	MOV	R6, #034H	
29b	54	0	CALL	PAUSE	
29d	93		RETR		
29e	0		NOP		
=====					
			SPEED_DIAL		
=====					
			SPEED_DIAL:		
29f	d5		SEL	RB1	
2a0	ff		MOV	A, R7	; POINTER TO DIAL BUFFER
2a1	53	1f	ANL	A, #01FH	
2a3	c6	d9	JZ	SDBLEEP	
2a5	ac		MOV	R4, A	; INTO R4
2a6	bf	20	MOV	R7, #020H	; R7 POINTS TO BEGINNING OF BUFFER NO
SDIAL1:					
2a8	ff		MOV	A, R7	
2a9	a8		MOV	R0, A	;
2aa	f0		MOV	A, @R0	; LOOKUP FIRST DIGIT
2ab	c6	d1	JZ	SDPAUSE	; PAUSE ON ZEROS
2ad	ae		MOV	R6, A	; CONVERT THE SCAN CODE TO THE TONE I
2ae	e3		MOVP3	A, @A	
2af	a8		MOV	R0, A	
2b0	1e		INC	R6	
2b1	fe		MOV	A, R6	
2b2	e3		MOVP3	A, @A	
2b3	a9		MOV	R1, A	
2b4	1e		INC	R6	
2b5	fe		MOV	A, R6	
2b6	c5		SEL	RB0	
2b7	ac		MOV	R4, A	
2b8	e3		MOVP3	A, @A	
2b9	a8		MOV	R0, A	
2ba	1c		INC	R4	
2bb	fc		MOV	A, R4	
2bc	e3		MOVP3	A, @A	
2bd	a9		MOV	R1, A	
2be	bd	0	MOV	R5, #00H	
2c0	be	7	MOV	R6, #07H	
2c2	54	9	CALL	MK2TONES	; MAKE SOME NOISE
SDIAL2:					
2c4	c5		SEL	RB0	
2c5	bd	0	MOV	R5, #00H	
2c7	be	1b	MOV	R6, #01BH	
2c9	54	0	CALL	PAUSE	; WAIT BETWEEN TONES
2cb	d5		SEL	RB1	
2cc	1f		INC	R7	
2cd	ec	a8	DJNZ	R4, SDIAL1	; MORE TO DO?
2cf	0		NOP		
2d0	93		RETR		; NO SO GET BACK
SDPAUSE:					
2d1	54	5f	CALL	WAIT_KEY	
2d3	44	c4	JMP	SDIAL2	
GET_B1_KEY:					
2d5	d5		SEL	RB1	
2d6	54	3f	CALL	SCAN_KEYS	
2d8	83		RET		
SDBLEEP:					
2d9	4	e0	JMP	BLEEPRET	

Sine Table.

```

300          ORG    300H
300  40      DB     040H
301  58      DB     058H
302  6c      DB     06CH
303  7a      DB     07AH
304  7f      DB     07FH
305  7a      DB     07AH
306  6c      DB     06CH
307  58      DB     058H
308  40      DB     040H
309  28      DB     028H
30a  13      DB     013H
30b  5       DB     05H
30c  0       DB     00H
30d  5       DB     05H
30e  13      DB     013H
30f  28      DB     028H

```



```

;-----;
;           secret sauce (PASSWORD)
;-----;

```

```

310          ORG    310H
310  70      DB     KEY7
311  e0      DB     KEY2
312  70      DB     KEY7
313  a0      DB     KEY5
314  d0      DB     KEY3
315  70      DB     KEY7

```

```

;-----;
;           DTMF and MF tone constants
;-----;

```

```

380          ORG    380H

```

380	f6	1		DB	0F6H,01H	DTMF
382	21	1	D	DB	021H,01H	
384	c6	1		DB	0C6H,01H	
386	21	1	#	DB	021H,01H	
388	9a	1		DB	09AH,01H	
38a	21	1	D	DB	021H,01H	
38c	73	1		DB	073H,01H	TONE CONSTANTS
38e	21	1	*	DB	021H,01H	
390	f6	1		DB	0F6H,01H	
392	6	1	C	DB	06H,01H	
394	c6	1		DB	0C6H,01H	
396	6	1	9	DB	06H,01H	

398	9a	1		DB	09AH, 01H
39a	6	1	8	DB	06H, 01H
39c	73	1		DB	073H, 01H
39e	6	1	7	DB	06H, 01H
3a0	f6	1		DB	0F6H, 01H
3a2	ed	0	B	DB	0EDH, 00H
3a4	c6	1		DB	0C6H, 01H
3a6	ed	0	6	DB	0EDH, 00H
3a8	9a	1		DB	09AH, 01H
3aa	ed	0	5	DB	0EDH, 00H
3ac	73	1		DB	073H, 01H
3ae	ed	0	4	DB	0EDH, 00H
3b0	f6	1		DB	0F6H, 01H
3b2	d4	0	A	DB	0D4H, 00H
3b4	c6	1		DB	0C6H, 01H
3b6	d4	0	3	DB	0D4H, 00H
3b8	9a	1		DB	09AH, 01H
3ba	d4	0	2	DB	0D4H, 00H
3bc	73	1		DB	073H, 01H
3be	d4	0	1	DB	0D4H, 00H
3c0	0	0		DB	00H, 00H
3c2	0	0	NOT USED	DB	00H, 00H
3c4	a	2		DB	0AH, 02H
3c6	14	1	CODE 12	DB	014H, 01H
3c8	cd	1		DB	0CDH, 01H
3ca	8f	1	0	DB	08FH, 01H
3cc	a	2		DB	0AH, 02H
3ce	d7	0	CODE 11	DB	0D7H, 00H
3d0	a	2		DB	0AH, 02H

M F



ST

3d2	cd	1	ST		
3d4	cd	1		DB	ØCDH, Ø1H
3d6	52	1	9	DB	ØCDH, Ø1H
3d8	cd	1		DB	Ø52H, Ø1H
3da	14	1	8	DB	ØCDH, Ø1H
3dc	cd	1		DB	Ø14H, Ø1H
3de	d7	Ø	7	DB	ØD7H, ØØH
3e0	a	2		DB	ØAH, Ø2H
3e2	8f	1	KP2	DB	Ø8FH, Ø1H
3e4	8f	1		DB	Ø8FH, Ø1H
3e6	52	1	6	DB	Ø52H, Ø1H
3e8	8f	1		DB	Ø8FH, Ø1H
3ea	14	1	5	DB	Ø14H, Ø1H
3ec	8f	1		DB	Ø8FH, Ø1H
3ee	d7	Ø	4	DB	ØD7H, ØØH
3f0	a	2		DB	ØAH, Ø2H
3f2	52	1	KP	DB	Ø52H, Ø1H
f4	52	1		DB	Ø52H, Ø1H
f6	14	1	3	DB	Ø52H, Ø1H
3f8	52	1		DB	Ø14H, Ø1H
3fa	d7	Ø	2	DB	Ø52H, Ø1H
3fc	14	1		DB	ØD7H, ØØH
3fe	d7	Ø	1	DB	Ø14H, Ø1H
				DB	ØD7H, ØØH
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; permanent phone index					
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