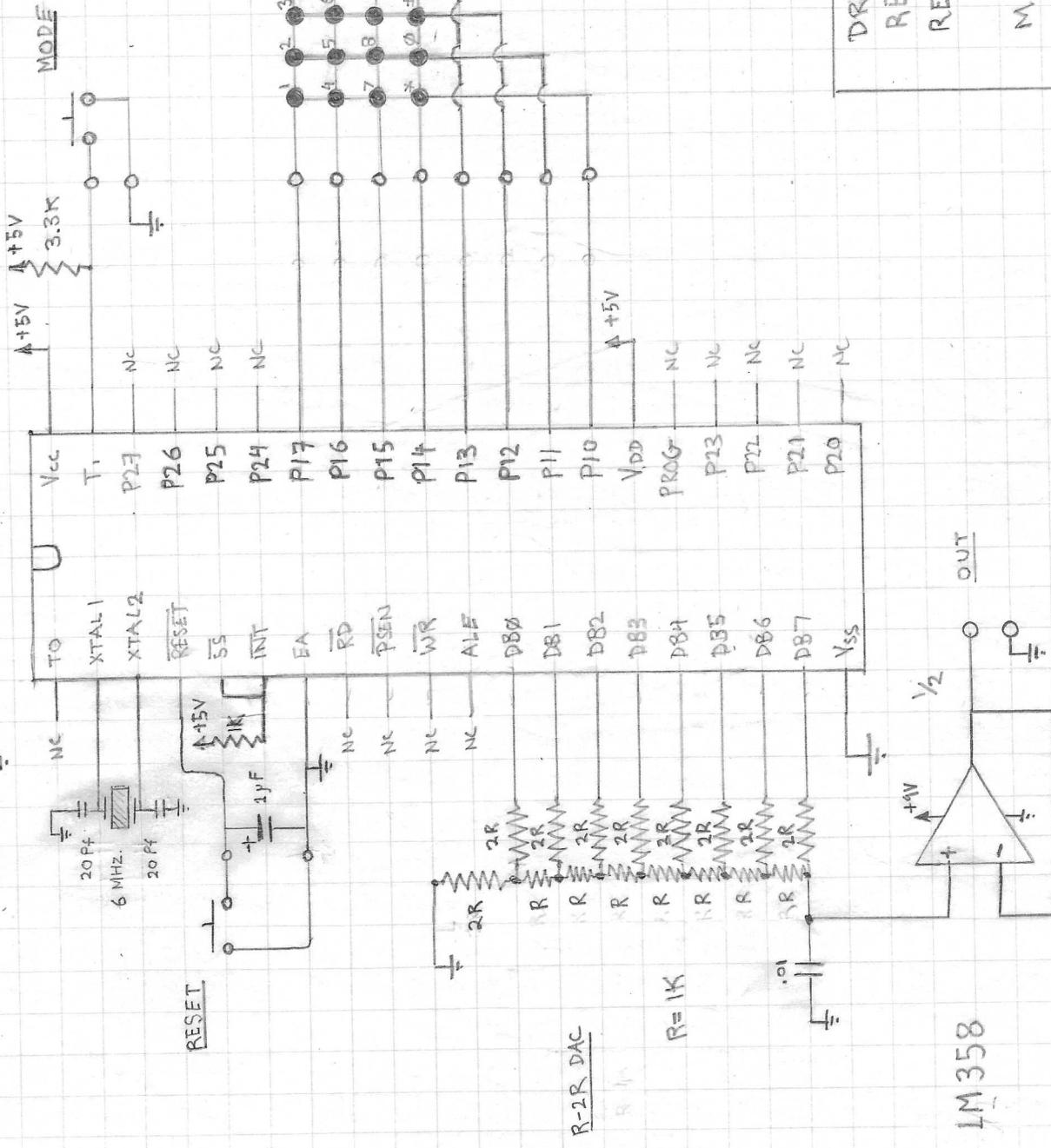


POWER +9V GND

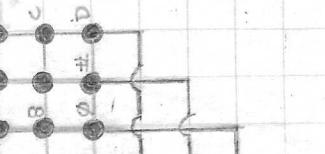
MICRO-TONE

8748

10pf



KEYBOARD MATRIX

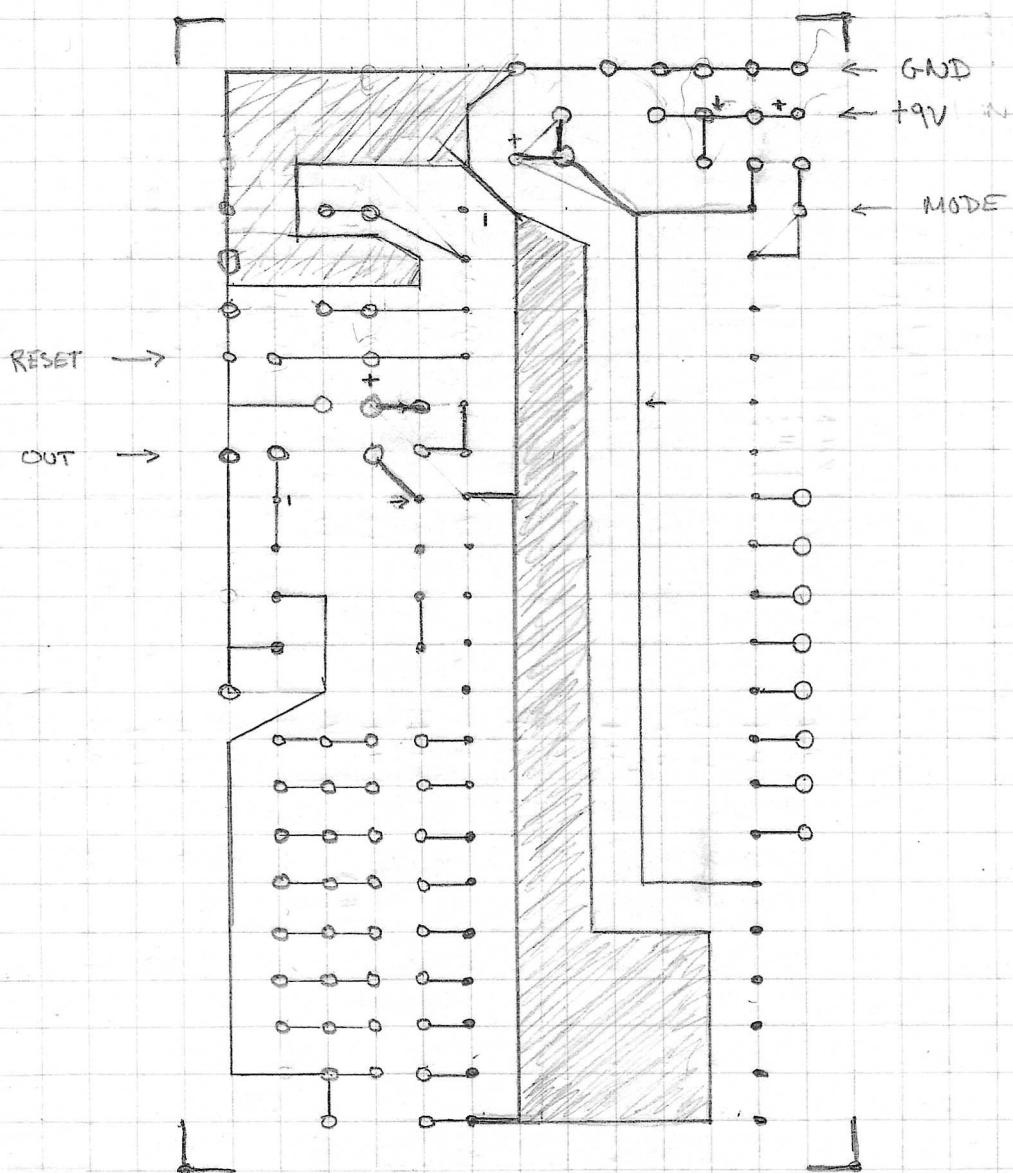


DRAWN 5-27-86
REV1 6-3-86 PROTO
REV2 6-20-86

MICRO-TONE

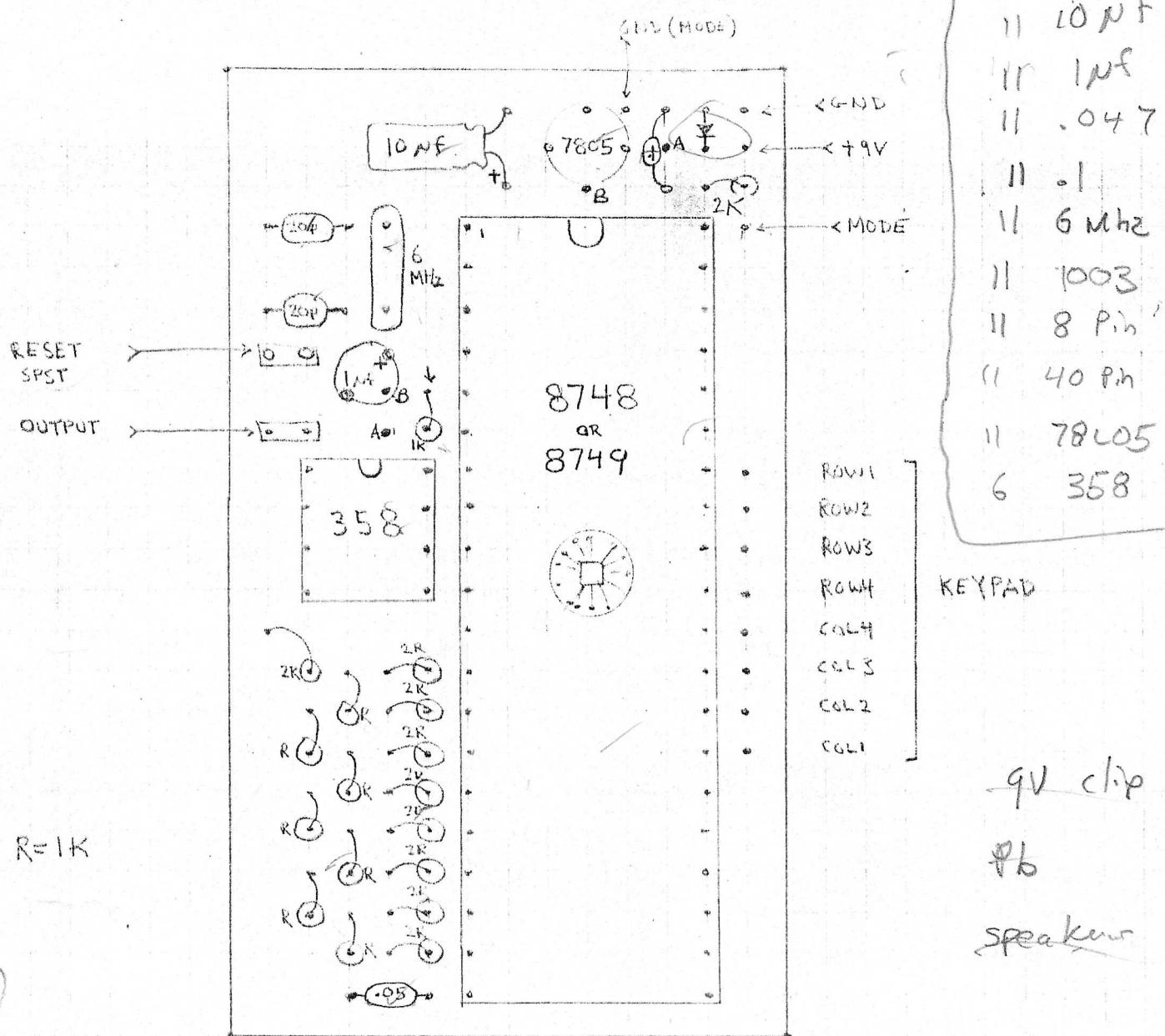
LK

P.C. BOARD LAYOUT.
X-RAY THROUGH COMPONENT SIDE



L K

COMPONENT PLACEMENT



SOFTWARE V 2.8

1	2	3	A
4	5	6	B
7	8	9	C
*	Ø	#	D

MODE Ø (DTMF)

WHITE + SILVER BOX

1	2	3	KP
4	5	6	KP2
7	8	9	ST
C11	Ø	C12	2600

MODE 1 (MF 2 OF 6 700 - 1700 (200) + 2600)

BLUE BOX

5	10	25	25
5	10	25	25
5	10	25	25
5	10	25	25

MODE 2 (COINS) (1700 + 2200 33 or 66 ms pulses)

RED BOX

DIAL-TONE	-	-	-
BUSY	-	-	-
RING	-	-	-
IC	-	-	-

MODE 3 (MISC TELCO SOUNDS)

MODE Ø	AUTO DIAL	-	-
MODE 1	INSERT PAUSE	-	-
MODE 2	CLEAR	-	-
MODE 3	-	-	-

FUNCTION KEYS

NEED PW TO USE

SOFTWARE DATA (PROGRAM) V 2.8

MAIN PROC. V 2.8

000 RESET

00E MAINLOOP

SUBROUTINES: V 2.8

200	WAIT	FOR DELAY	$T_L = 15 \text{ ns}$	D = 16 $T_L F$
209	DUALTONE	TWO TONES	$T_L = 75 \text{ ns}$	
227	TONE	ONE TONE	$T_L = 42 \text{ ns}$	

239 SCANKEY SCAN KEY PAD $F\phi = 1$ if No Key Pressed

$F\phi = \emptyset$ if Key Pressed

R5' AND ACC. CONTAIN THE KEY IN UPPER 4 BITS

KEY CODES:

$F\phi$	$E\phi$	$D\phi$	$C\phi$
$B\phi$	$A\phi$	9ϕ	8ϕ
7ϕ	6ϕ	5ϕ	4ϕ
*	0	#	00
3ϕ	2ϕ	1ϕ	00

259 WAITKEY WAITS FOR A KEYPRESS

R5' AND ACC. HOLD KEY CODE

25E CHECKPW GETS AND CHECKS A 6 DIGIT PW

27A BEEP BEEPS ONCE $\sim 3000 \text{ Hz}$

28D EXEC DIALS OUT WHATS IN DIAL BUFFER

SOFTWARE DATA (SCRATCH PAD MEM.)
64 BYTES

	<u>RB0</u>	<u>RB1</u>
R0	FRAC 1	0' FRAC 2
R1	INT 1	1' INT 2
R2	WADD 1L	2' WADD 2L
R3	WADD 1H	3' WADD 2H
R4	SCRATCH	4' SCRATCH
R5	COUNT 0	5' FLAGS
R6	COUNT 1	6' KEY
R7	COUNT 2	7' BUFPTR

DIGIT BUFFER

FORMAT:

1	M	DIGIT	0	0
---	---	-------	---	---

00H = PAUSE

STACK 8-17H

R5' S 0 0 0 0 0 MODE

S=0 : Full Access

S=1 : Restricted

SUTEKH
788354

PASSWORD

0011
0111
1111
0100

7Φ 6Φ 6Φ 2Φ AΦ BΦ

@ 31Φ H

44
39
52
40
165

2Φ →

LIFOH

JUMP TABLE @ ~~31Φ~~

MODE 4 FUNCTION (JUMP)		
Key		
BFΦ	D	IE
3F1	#	IE
3F2	Φ	IE
3F3	*	44
3F4	C	IE
3F5	9	IE
3F6	8	IE
3F7	7	070G
3F8	B	IE
3F9	6	IE
3FA	5	IE
3FB	4	3ΦSY
3FC	A	IE
3FD	3	IE
3FE	2	IE
3FF	1	2ΦALTONE
IF		