

# Seika Notetaker Protocol

## V6.2.0

Screen Reader-----SR

Seika Notetaker Braille Display-----SBD

NOTE: When the routing key or/and button is pressed, there is no information send from SBD to SR. When all routing key or/and button is released, then the information will be send from SBD to SR

### 1. Handshake of SR and SBD

SR->SBD: 0xff 0xff 0xa1

If SBD is prepare OK, then SBD will answer the SR handshake request:

SBD->SR: 0xff 0xff 0xa2 N B E R S<sub>1</sub> S<sub>2</sub>.....S<sub>(N-3)</sub>

N means the number of the following bytes

B means the number of the buttons in the SBD

E means the number of cells in the SBD

R means the number of the routing switches in the SBD

S<sub>1</sub>....S<sub>(N-3)</sub> means the SBD description, each byte in the S<sub>1</sub>....S<sub>(N-3)</sub> is corresponding to the ASCII character.

For example:

(1)Seika Notetaker 16cell: 0xff 0xff 0xa2 0x11 0x16 0x10 0x10 S<sub>1</sub> S<sub>2</sub> ... S<sub>14</sub>

(2)Seika Notetaker 40cell: 0xff 0xff 0xa2 0x11 0x16 0x28 0x28 S'<sub>1</sub> S'<sub>2</sub> ... S'<sub>14</sub>

### 2. SR will send SSD the braille message:

SR->SBD: 0xff 0xff 0xa3 E C<sub>1</sub> C<sub>2</sub>....C<sub>E</sub>

E means the number of the following bytes,

C<sub>1</sub>... C<sub>E</sub> means the braille message which will be displayed on the Seika.

The byte C<sub>1</sub> will be display in the leftmost of SBD, and the byte C<sub>E</sub> will be display in the rightmost of BD.

For example::

(1) Seika Notetaker 16cell: 0xff 0xff 0xa3 0x10 C<sub>1</sub>.....C<sub>16</sub>

(2) Seika Notetaker 40cell: 0xff 0xff 0xa3 0x28 C<sub>1</sub>.....C<sub>40</sub>

The bits in the symbol byte correspond to the dot values of the Braille character to be displayed. The braille dots in a cell are numbered as follows:

1	4
2	5
3	6
7	8

Braille dot 1 corresponds to bit 0, braille dot 2 corresponds to bit 1, and so on. For example, the character "a" is represented by braille dot 1.

Therefore, bit 0 in the symbol byte must be set on and all other bits set off. The binary value for "a" is 00000001, or hexadecimal 01. For the character "d", represented by braille dots 1,4,5, the binary value is 00011001, or hexadecimal 0x19. It is recommended that a table look-up system be used to perform this translation.

### 3. Routing button

SBD→SR 0xff 0xff 0xa4 G HZ<sub>1</sub> HZ<sub>2</sub> .... HZ<sub>G</sub> ,

G means the smallest integral value that is not less than R/8. R means the number of the routing switches in the SBD.

If a button of cursor routing keys board is released, the below packet of data will be send from SBD to SR, which bit =1 means the key is pressed and released, bit=0 means the key is not pressed:

HZ<sub>1</sub>-HZ<sub>G</sub> hold data for the horizontal cursor routing keys on a SBD

Ex.: routing key 1 is in bit 0 of HZ<sub>1</sub>.  
routing key 8 is in bit 7 of HZ<sub>1</sub>.  
routing key 9 is in bit 0 of HZ<sub>2</sub>.  
routing key 40 is in bit 7 of HZ<sub>5</sub>.

If the cell number is not the 8 times G, then the high bit will be Zero. For example, the 20 routing key, then 0xff 0xff 0xa4 0x03 HZ<sub>1</sub> HZ<sub>2</sub> HZ<sub>3</sub>, and the HZ<sub>3</sub>= 0000 xxxx, the 17<sup>th</sup> routing key is HZ<sub>3</sub> bit0, the 20<sup>th</sup> routing key is HZ<sub>3</sub> bit3.

For example:

(1) Seika Notetaker 16cell: 0xff 0xff 0xa4 0x02 HZ<sub>1</sub> HZ<sub>2</sub>

(2) Seika Notetaker 40cell: 0xff 0xff 0xa4 0x05 HZ<sub>1</sub> HZ<sub>2</sub> HZ<sub>3</sub> HZ<sub>4</sub> HZ<sub>5</sub>

### 4. Button

SBD→SR, 0xff 0xff 0xa6 M P<sub>1</sub> P<sub>2</sub> ... P<sub>M</sub>,

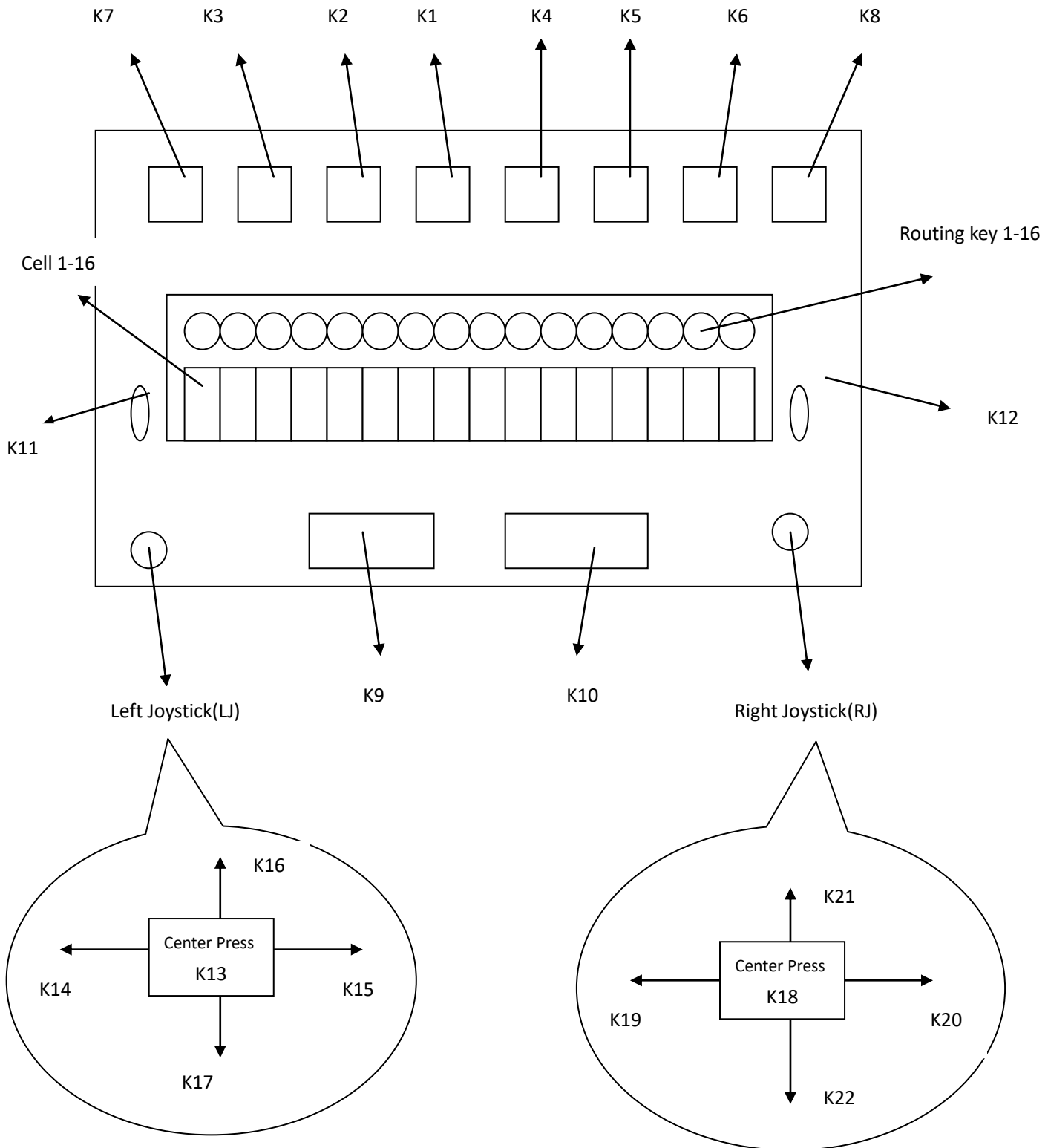
M means the smallest integral value that is not less than B/8. B means the number of the buttons in the SBD.

If a button is released, the below packet of data will be send from SBD to SR, which bit =1 means the key is pressed and released, bit=0 means the key is not pressed, if there are more than one key is pressed, then there will be more than one bit =1:

P<sub>1</sub> P<sub>2</sub> P<sub>3</sub> hold data for the buttons on a SBD

Ex.: k1 is in bit 0 of P1.  
 K8 is in bit 7 of P1.  
 K22 is in bit 5 of P3.

### Seika Notetaker key map:



5、 button and routing key combine

SSD→SR    0xff 0xff 0xa8 (M+G) P1 P2 ... PM HZ1 HZ2 ..... HZ<sub>G</sub>

P1 P2 P3 and HZ<sub>1</sub>....HZ<sub>G</sub> are defined as the above section3 and section4

ex:

Seika Notetaker 16cell SSD→SR        0xff 0xff 0xa8 0x05 0x00 0x90 0x00 0x00  
0x40 means that: 13<sup>th</sup> button, 16<sup>th</sup> button, and 15<sup>th</sup> routing key are pressed and released.

Seika Notetaker 40cell SSD→SR        0xff 0xff 0xa8 0x08 0x01 0x20 0x00 0x00  
0x00 0x02 0x00 0x00 means that: 14<sup>th</sup> button, 17<sup>th</sup> button and 18<sup>th</sup> routing key are pressed and released.