4. The Software

The program is written so that when none of the two available Roger beep tones is selected (through S1), the circuit is set in Bypass Mode, i.e. the PTTin activation to ground is exactly reflected on the PTTout port.

The program is given below. The text in green (and starting by ') is not part of the set of instructions, it is just an explicative text to ease the understanding of the program; it will be ignored by the Programming Editor when downloading the program into the PICAXE.

18 M2

'This program is to be used with a PICAXE-18-to generate end of transmission tones. 'Copyright Gaëtan Horlin ON4KHG - March 2009

MAIN:	if pin6 = 0 and pin7 = 0 then BYPASS if pin0 = 0 then PTT_ON goto MAIN	'Label of the MAIN sub-program 'If Input 6 and Input 7 are at low level, jump to BYPASS 'If Input 0 is at low level (=PTTin pressed), jump to PTT_ON 'As long as conditions above are not met, go back to MAIN
PTT_Of	outpin0 = F high B. D if pin0 = 1 and pin6 = 1 then BELL_TONE if pin0 = 1 and pin7 = 1 then K_TONE goto PTT_ON	'Label of the PTT_ON sub-program 'Set Output 0 to a high level (=PTTout shorted to ground) 'If Input 0 and Input 6 at high level, jump to BELL_TONE 'If Input 0 and Input 7 at high level, jump to K_TONE 'As long as conditions above are not met, go back to PTT_ON
BELL_T	fone: for b0 = 1 to 4 sound 6,(123,3,121,3) next b0 pause 50 cutpin0 = 0 goto MAIN	'Label of the BELL_TONE sub-program 'Set variable b0 vary from 1 to 4 (*) 'Generate the bell tone on Output 6. See text for more details 'Increment b0 and loop back to line (*) until b0 = 4 'Pause 50 ms 'Set Output 0 to a low level (=deactivate PTTout) 'Go back to MAIN
K_TON	E: sound 6,(119,12,0,5,119,4,0,5,119,12) pause 50 outpin0 = 0 goto MAIN	'Label of the K_TONE sub-program 'Generate the bell tone on Output 6. See text for more details 'Pause 50 ms 'Set Output 0 to a low level (=deactivate PTTout) 'Go back to MAIN
BYPAS outpin B. a	S: outpin0 = 1-pin0 goto MAIN	'Label of the BYPASS sub-program 'Set Output 0 to the inverse level of Input 0 'Go back to MAIN

The **Sound** instruction has the following syntax : SOUND #outpin,(note,duration,note,duration,...).

- #outpin is the number of the output onto which the tones are delivered [0-7]
- **note** specifies the type and frequency of the tones [0-255]
 - o [0-127] produce frequency ascending tones
 - o [128-255] produce frequency ascending white noises
 - o [0] produces a silence
- duration defines the length of the tones in multiples of 10 ms [0-255]