

## CMOS SUPER KEYER II (firmware v2.02)

### PUSHBUTTON KEY COMBINATIONS

- <1> & <2>** Function ('F') entry follows. Then SEND (in CW) the <f>unction you wish to have executed. In cases where numeric values must be entered (i.e. S *dd*, for SPEED) be sure to leave a space following the 'S' and before the 2-digit numeric entry. Output is disabled during this operation and is enabled following the end of each function request.
- <3> & <4>** Inquiry ('?') request follows. Then SEND the desired inquiry command.
- <2> & <3>** Decrement ('D') serial number. Reduces current serial number by one.
- <1> & <3>** Hand-key ('H') mode ON. Turn OFF with any BUTTON.
- <2> & <4>** Tune ('X') mode ON. Turn OFF with any PADDLE closure. When ON, the keyed line is CLOSED (KEY-DOWN).
- <1> & <4>** Reverse ('RV') paddle sense (DITS become DAHS, etc.).
- ALL** Reset ('OK') to 20 WPM at current SPEED control setting. Set the SPEED control at the point where you want 20 WPM to appear. Fully clockwise will give you 5-20 WPM, fully CCW will give 20-60 WPM.

### FUNCTIONS (buttons <1> & <2>, response "F")

- A** Automatic character spacing. Toggles "ON" or "OFF"
- F *dd*** Function speed. The sending speed when a function is being entered and replied to. Not necessarily the actual sending speed.
- K *dd*** Keying Compensation. '*dd*' is pre/post-keying adjustment (in ms.) Independent of speed.
- L** Load mode. Toggles <C>haracter or <R>eal time
- M** Monitor (keyer sidetone). Toggles ON/OFF. NOTE: Monitor is ALWAYS ON in any function mode.
- N *dddd*** Serial number preset. NOTE: MUST enter serial as a 4-digit number, with leading zeros if necessary
- Q** Queue mode. Toggles the input queue ON/OFF. If OFF, pressing a second message button while another is sending will TERMINATE the first and send the second. If ON, pressing a second button will cause it to be send AFTER the first completes. Up to 8 presses may be queued at once.
- S *dd*** Set keyer speed to '*dd*' WPM at current control setting (6 to 60 WPM)
- SU *d*** Speed-Up where '*d*' is 0 to 9 WPM speed INCREASE

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### FUNCTIONS (cont'd.)

- SD d** Speed-Down where 'd' is 0 to 9 WPM speed DECREASE
- T dd** Sidetone where 'dd' is tone from 500 Hz to 990 Hz
- W dd** Keying Weight (50% default) where 'dd' = 25% to 75%
- Z d** Zeros/Nines. Controls how zeros and nines are send in the serial number. Where 'd' is in the range of 0 to 9:

'd' Option	0	1	2	3	4	5	6	7	8	9
Leading Zeros	Ø	-	O	O	-	T	T	-	T	-
Other Zeros	Ø	Ø	Ø	O	O	Ø	T	T	T	T
Nines	9	9	9	9	9	9	9	9	N	N

### QUERY MODE (buttons <3> & <4>, response "?")

Note: Most of the FUNCTION MODE commands are also valid QUERY MODE commands. Responses are returned in CW at the current sending speed (if /F = 0) or at the Function speed (if /F > 0).

Listed below are commands specific only to QUERY MODE.

- C** Query amount of RAM buffer remaining (in characters).
- 1 thru 4** DEBUG replay the contents of message buffer (1 thru 4), with embedded commands sent as they were entered.
- <1> thru <4>** REAL TIME replay the contents of message buffer (1 thru 4).

### EMBEDDED FUNCTIONS

Embedded functions are message/keyer control functions which may be placed within the text of a message which is to be sent by the keyer. All embedded functions are preceded by a 'slantbar' (/) and immediately followed by the function sequence.

- /B** BREAK - Pause message sending, wait for manual key entry then proceed
- /D** Decrement serial number
- /G d** Gap - add extra spacing between letters/words where 'd' = 0 to 9
- /N** Send serial number
- /P dd** Pause (speed independent) where 'dd' = paise, in tenths of seconds
- /R** RESUME - Similar to /B, but you must press the message button to continue

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### EMBEDDED FUNCTIONS (cont'd.)

<b>/S dd</b>	Change speed to 'dd' WPM
<b>/SU d</b>	Increase speed by 'd' WPM relative to current speed
<b>/SD d</b>	Decrease speed by 'd' WPM relative to current speed
<b>/U dd</b>	Ultra speed where 'dd' = 07 - 99 (70 = 990 WPM), for meteor scatter
<b>/1 thru /4</b>	Branch to send message '1' then return and continue present message. If you branch to message '1' from within message '1' a continuous loop is created.

### DELETED FUNCTIONS

Functions <H>, <X>, <?> and <RV> have been DELETED from the Paddle Function repertoire.

### NEW FEATURES

**/R**            **RESUME FUNCTION** - Allows a single message to be expanded as a sequence of several mini-messages that are played in sequence. When an embedded '/R' is encountered in the text of a message, message play is suspended until a button is pressed. During the suspension, any amount of paddle input is allowed. To exit the /R mode, just press the SAME button to resume from where the message had been stopped. If you press a different button, the current message is abandoned and the newly-selected message is played.

**MESSAGE CANCELLATION (SILENT)** - Now, any message being sent may be canceled IMMEDIATELY and SILENTLY by pressing two or more buttons. This also works the cancel messages which have been paused with /B, /R or /P embedded message commands.

**MESSAGE (TEST) PLAYBACK** - To review the recorded message in REAL-TIME:

Press <3-4>briefly and wait for the "?".

Press the button containing the message and the message will be sent 'off-line' (transmit disabled) for you to review.

**DEBUG MODE** - To review the recorded message in DEBUG MODE:

Press <3-4>briefly and wait for the "?".

With your paddles, SEND the message number and the message will be sent 'off-line' (with any embedded characters included) for you to review.