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Island Keyer Firmware Update - version 151 - 8/21/98

The version of your Island Keyer firmware is written in pencil on the bottom of the IC. Versions now in the field include 125 and 132.

The following items have been added/updated in version 151 of the Island Keyer:

- 1) An FB is sent by the keyer at powerup (sidetone only) - note that you will only hear the FB if the voltage across the 22 uf capacitor is fully discharged - since the keyer IC and EEPROM consume less than 10 ua of current in sleep mode it can take a long time before the capacitor is fully discharged UNLESS a key is pressed while the power is off. Also, if the keyer chip is used standalone (without the EEPROM) the FB message will NOT be sent at powerup.
- 2) You can now stop memory playback from the paddles, tap either the dit or dah paddle during a memory playback and the message will stop playing after the character currently being sent.
- 3) Now when an "illegal" character is entered during record, the keyer sends a low frequency error tone and then allows you to continue recording. Previously the keyer would insert an 8 dit error character into the message.
- 4) The error character (8 dits) was replaced with KN in the table of recordable characters (per item 4, the error character isn't used any more in the memory recording process).
- 5) The sidetone set routine will now "wrap around" at the high and low tone limits. For example, if you try to increase the frequency of the sidetone above the tone limit, the tone will jump down to the lowest tone possible. Previously, the sidetone adjust routine would end if either the high or low tone limit was reached.
- 6) An embedded pause feature was added - if the user sends 7 or more Dahs in a row during the record process, a pause character will be placed into the message. During playback, the message will stop at the pause character. The user can then send something manually via the dit and dah paddles. Message playback can then be resumed by pressing any of the memory keys. More than one pause can be inserted into a message. Note that the keyer will stay paused FOREVER at active power levels - be sure you have exited a pause if you are using batteries to power your keyer. Note that pressing the reset/kill switch will also exit an embedded pause. Also note that the speed and straight keys are inoperative while in a pause. Pauses are useful for messages where some of the message changes constantly (signal report, weather, temperature or serial number) and the rest is always the same:

message 1: UR RST IS <pause> // QTH IS GREEN BAY, WI // NAME IS CHUCK

message 2: NR <pause> Q WB9KZY 72 WI

Two bugs were also fixed in this update:

- 1) Previously it wasn't possible to record at 7 WPM.
- 2) Previously, excessive bounce on the straight key input MIGHT result in the keyer being put into record mode. After using the straight key the user would press a memory key and hear the question mark. This could result in the memory being messed up if the user didn't realize that the keyer had entered record mode. The workaround was to press the reset/kill key to escape the record mode if the question mark was heard from the sidetone only. This can be demonstrated if the user "drums" the straight key for a while and then presses a memory key.