

## A TINY IAMBIC KEYER REVISITED

Andy Palm N1KSN, April 2009

This project is a software re-work of a small iambic keyer that I built and installed in a small homebrew crystal-controlled QRPp transceiver for 3.560 MHz. The original software was written in C and included three recorded messages "hardwired" into the code. A single pushbutton was used to play the messages or change code speed in conjunction with the paddles. A PIC12F675 was used.

After successfully building a simple keyer programmed in PIC assembly language that felt very smooth in operation, I decided to re-work the old keyer's software. To keep things simple, I eliminated the recorded messages but retained the sending speed adjustment feature with the pushbutton. I also kept the straight key feature. If a mono plug is in the key jack (or if the dah paddle contact is closed) on power-up, then the keyer simply passes the straight key (or dit paddle contact) closures through to the rig.

The basic iambic keying code was taken from the simple keyer project mentioned above and the straight key and code speed change functions from the older keyer were rewritten in assembly language. Since this keyer has to run at a fixed oscillator speed (unlike the simple keyer), the dit delay routine was also rewritten to use a variable dit delay time in milliseconds and sending speed is changed in software.

When the pushbutton is held down, the dit paddle increases the Words per Minute (WPM) sending speed and the dah paddle decreases the speed. Once the new speed is selected, the corresponding dit delay time is looked up in a table. The table entries are derived from the formula

$$\text{Dit delay time (ms)} = 1200 / \text{WPM}$$

The table entries are approximate due to the need to round them to whole numbers.

Since this project was a pin-to-pin replacement for the older keyer, the software was set up to use the pre-existing external pull-ups on the paddle and button input pins. However, the sleep features of the simple keyer were retained to help conserve some (perhaps very little) power. The schematic diagram is in Figure 1 below. This circuit could also be used for a very compact stand-alone keyer.

The new keyer works quite smoothly and I don't miss the message feature which I hardly used anyway.

## N1KSN Tiny Keyer 2

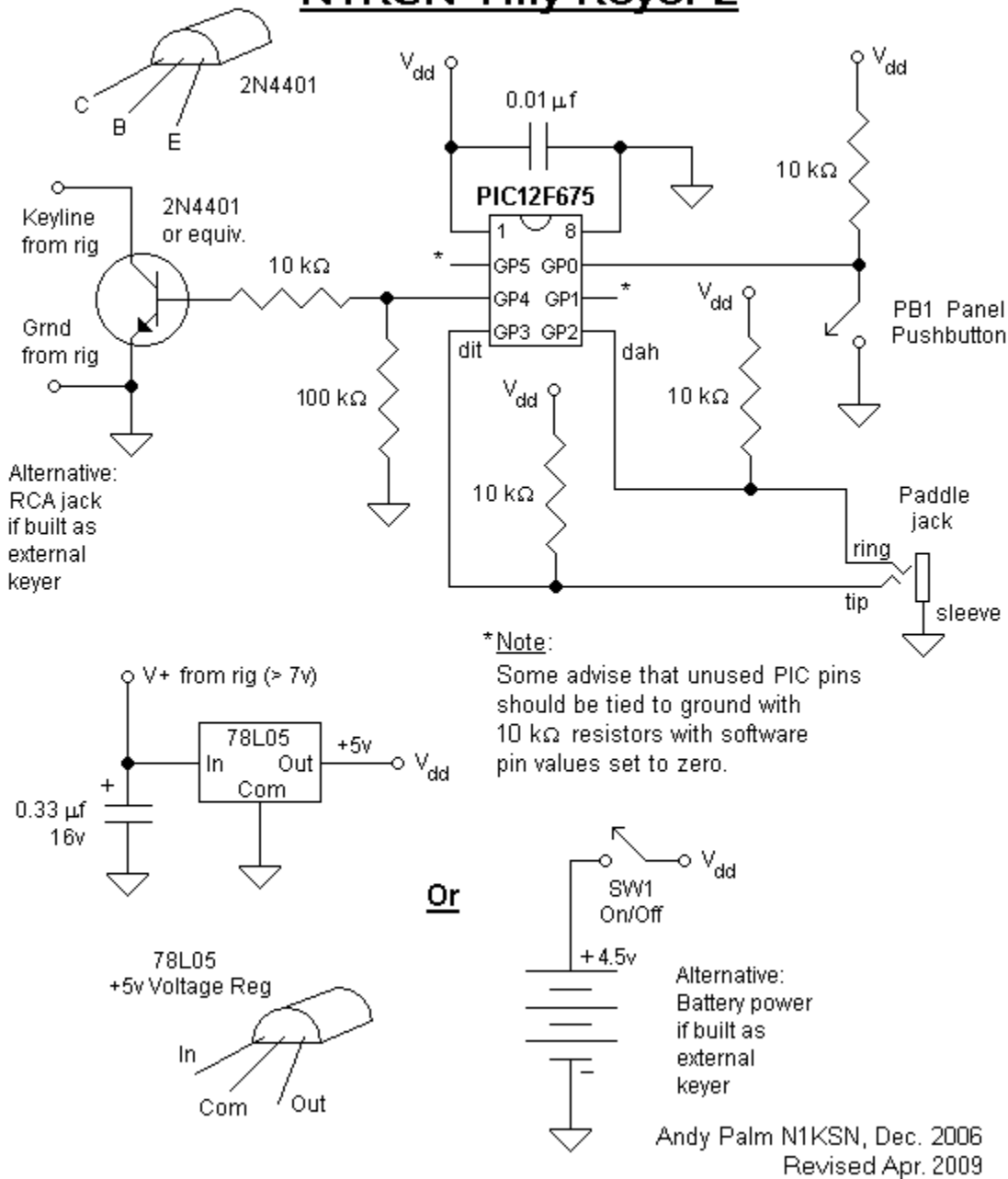


Figure 1. Schematic diagram of Tiny Keyer 2.

The next three pages contain the program listing. Items of note are the method of doing a simple table lookup for the dit delay time (in milliseconds) for the current WPM sending speed and the dit delay loop routine. Also note the code for using the PIC12F675 factory calibration value for the internal RC clock. If internal weak pull-ups are used instead of the external pull-ups shown in Fig. 1, two lines in the initialization section should be “uncommented.”

```

title "asmTinyKeyer2 - Tiny keyer with single button speed control"
;=====
; This keyer is primarily for installation in a transceiver. It uses
; a pushbutton together with the paddles to made allow speed
; adjustments. When the button is held down the dit paddle increases
; sending speed, the dah paddle decreases speed.
;
; If the ring (dah) contact is grounded on power-up, the program
; functions in straight key mode, the tip (dit) contact being the
; straight key input.
;
; This version uses external pullups since its target application
; is an existing installation. If weak pullups are used for the
; inputs there may be better power savings under the sleep command.
;
; Hardware Notes:
;
; PIC12F675 running on 4 MHz internal RC oscillator.
;
; Keyed output is GP4, Pin 3.
; Dit paddle input is GP3, Pin 4, with external pullup.
; Dah paddle input is GP2, Pin 5, with external pullup.
; Speed control button input is GP0, Pin 7, with external pullup.
;
; Andrew Palm
; 2009.04.03
;=====
;----- Defines, Includes, and Configuration Word -----

#define OUTPUT GPIO, 4 ; Keyed output to transmitter
#define BUTTON GPIO, 0 ; Speed control button, = 1 if pressed
#define DIT_IN GPIO, 3 ; Dit paddle input
#define DAH_IN GPIO, 2 ; Dah paddle input

#define DIT_BUFFER Buffers, 0 ; = 1 if dit paddle pressed
#define DAH_BUFFER Buffers, 1 ; = 1 if dah paddle pressed

; These values must be consistent with Dit_ms_Table below
#define DIT_MS_INIT 60 ; Default dit high loop count (ms)
#define WPM_INIT 20 ; Default words per minute

LIST R=DEC
INCLUDE "p12f675.inc"
ERRORLEVEL -302, -305

__CONFIG __CP_OFF & __CPD_OFF & __BODEN_OFF & __MCLRE_OFF & __WDT_OFF & __PWRTE_ON & __INTRC_OSC_NOCLKOUT
;----- Variables -----
CBLOCK 0x20
HCount, LCount ; Counters for delay loops
Dit_ms ; Upper delay loop value for dit delay
Wpm ; Words per minute sending speed
Buffers ; Buffers for paddle inputs
ENDC

;----- Main -----
ORG 0x00
nop ; For ICD Debug

; Calibrate internal clock
call 0x3FF ; Retrieve factory calibration value
bsf STATUS, RP0 ; Set file register bank to 1
movwf OSCCAL ; Update register with factory cal value
bcf STATUS, RP0 ; Set file register bank to 0

; Initialize
clrf GPIO ; Initialize I/O bits to off

movlw 7 ; Turn off comparators
movwf CMCON
bsf STATUS, RP0 ; Bank 1
clrf ANSEL ; All bits are digital
movlw b'101111' ; Only GP4 an output
movwf TRISIO

```

```

movlw    b'001101'      ; Interrupt on GPIO input change
movwf    IOC            ; for both paddle and button inputs
; Uncomment two statements below if weak pullups are used
; movwf   WPU           ; Weak pullups on inputs
; bcf     OPTION_REG, 7 ; Enable weak pullups
movlw    b'00001000'    ; Enable peripheral interrupts (GPIE)
movwf    INTCON         ; but NOT overall interrupt (GIE)
bcf      STATUS, RP0    ; Bank 0

clrf     Buffers        ; Clear paddle input buffers
movlw    DIT_MS_INIT    ; Initialize dit delay high loop count
movwf    DIT_ms
movlw    WPM_INIT       ; Initialize Words per Minute sending speed
movwf    Wpm

call     StraightKey    ; Check for closed dah contact on power-up
; for straight key mode

Loop:
sleep    ; Main loop
; Sleep, awake on paddle input
btfss   DIT_IN         ; Is dit paddle pressed (=0)?
bsf     DIT_BUFFER     ; Yes, set dit buffer
btfss   DAH_IN         ; Is dah paddle pressed (=0)?
bsf     DAH_BUFFER     ; Yes, set dah buffer

btfss   DIT_BUFFER     ; Send dit if dit buffer = 1
goto    Loop2
btfss   BUTTON         ; Check for button press
call    Incr_Speed     ; If pressed, increment sending speed
bcf     DIT_BUFFER     ; Clear dit buffer
bsf     OUTPUT         ; Key output
call    Delay_dit     ; Wait for length of dit
bcf     OUTPUT         ; Unkey output
btfss   DAH_IN         ; Is dah paddle pressed (=0)?
bsf     DAH_BUFFER     ; Yes, set dah buffer
call    Delay_dit     ; Wait for length of dit

Loop2:
sleep    ; Sleep, awake on paddle input
btfss   DIT_IN         ; Is dit paddle pressed (=0)?
bsf     DIT_BUFFER     ; Yes, set dit buffer
btfss   DAH_IN         ; Is dah paddle pressed (=0)?
bsf     DAH_BUFFER     ; Yes, set dah buffer

btfss   DAH_BUFFER     ; Send dah if dah buffer = 1
goto    Loop
btfss   BUTTON         ; Check for button press
call    Decr_Speed     ; If pressed, decrement sending speed
bcf     DAH_BUFFER     ; Clear dah buffer
bsf     OUTPUT         ; Key output
call    Delay_dit     ; Wait for length of dah
call    Delay_dit
call    Delay_dit
bcf     OUTPUT         ; Unkey output
btfss   DIT_IN         ; Is dit paddle pressed (=0)?
bsf     DIT_BUFFER     ; Yes, set dit buffer
call    Delay_dit     ; Wait for length of dit
goto    Loop

;----- Subroutines -----
; Straightkey detection and operation
;
StraightKey:
btfsc   DAH_IN         ; Is dah contact open on power-up?
return  ; Yes, return to main routine
SK_Loop:
sleep
btfsc   DIT_IN         ; Straight key (tip connection) closed?
goto    Unkey_Rig     ; No
bsf     OUTPUT         ; Yes, key transmitter
goto    SK_Loop
Unkey_Rig:
bcf     OUTPUT         ; Unkey transmitter
goto    SK_Loop

```

```

;-----
; Change sending speed between max and min limits and retrieve
; corresponding dit delay time (ms) from table
;
#define WPM_MAX 30
#define WPM_MIN 12
Incr_Speed:
    movlw    WPM_MAX        ; Is Wpm < WPM_MAX?
    subwf   Wpm, w
    btfsc   STATUS, C
    return  ; No, return
    incf    Wpm             ; Yes, increment WPM
    goto    Get_Dit_ms

Decr_Speed:
    movfw   Wpm            ; Is Wpm > WPM_MIN?
    subl   WPM_MIN
    btfsc   STATUS, C
    return  ; No, return
    decf    Wpm            ; Yes, decrement WPM

Get_Dit_ms:
    movlw   WPM_MIN        ; Get new dit delay time
    subwf   Wpm, w         ; Calculate table offset
    call    Dit_ms_Table   ; w = Wpm - WPM_MIN
    movwf   Dit_ms         ; Look up new dit delay time in table
    return  ; Store new dit delay time

Dit_ms_Table:  ; Dit delay time = 1200 / WPM
    addwf   PCL, f        ; Add offset to program counter
    dt     100 ; 12 WPM
    dt     92  ; 13 WPM
    dt     86  ; 14 WPM
    dt     80  ; 15 WPM
    dt     75  ; 16 WPM
    dt     71  ; 17 WPM
    dt     67  ; 18 WPM
    dt     63  ; 19 WPM
    dt     60  ; 20 WPM
    dt     57  ; 21 WPM
    dt     55  ; 22 WPM
    dt     52  ; 23 WPM
    dt     50  ; 24 WPM
    dt     48  ; 25 WPM
    dt     46  ; 26 WPM
    dt     44  ; 27 WPM
    dt     43  ; 28 WPM
    dt     41  ; 29 WPM
    dt     40  ; 30 WPM

;-----
; Loops for dit delay time given by
; Delay = HCount * (5 us * (LOW_COUNT + 1))
; based on 4 MHz clock = 1 us per basic operation. Delays for Dit_ms
; milliseconds.
;
#define LOW_COUNT 199    ; Inner loop count for Delay = HCount * 1 ms
Delay_dit:
    movfw   Dit_ms
    movwf   HCount      ; Counter for outer (high) loop
    movlw   LOW_COUNT
    movwf   LCount      ; Counter for inner (low) loop
    nop     ; 1 us to give 5 us inner loop
    nop     ; 1 us
    decfsz  LCount      ; 1 us
    goto    $ - 3       ; 2 us
    decfsz  HCount
    goto    $ - 7
    return

END

```