## Features

- Single power can operate at 2.4 V through 6.0 V .
- Current output could drive 8 ohm speaker with a transistor, Vout could drive buzzer directly.
$\square$ The voice content is stored up to 32 seconds at $5.8 \mathrm{KHz}(30000 \mathrm{~h})$ for S6605 and can be separated to 128 sections. See next page for other device's data.
$\square$ Duration of each section can be different and is multiples of 100 h .
$\square$ Total duration of all 128 sections with mute is up to 96 seconds (80000h).
$\square$ The voice content can be accessed in "Sentence" type on KeyBoard (KBD) and Matrix(MTX) modes. Up to 50 Sentences for KeyBoard, 56 Sentences for Matrix modes.
$\square$ Each sentence is composed of one or more than one section(s).
$\square$ Automatic power down.
- Three addressing interface modes are provided for versatile applications: CPU, KBD and MTX.
$\square$ KeyBoard addressing mode:
a. 50 sentences can be accessed by 15 addressing input dual-tree type trigger.
b. Sentence is numbered by 00 through 49.
c. 5 input pins on D-tree (D0-D4) tells the 1st digit ( 0 through 4), another 10 input pins on S-tree (S0-S9) tells the 2nd digit (0 through 9). By these two digits, all 50 sentences can be accessed.
d. With 2nd digit only also can access a sentence.
e. Section is located and numbered by 0 through 127.
f. Total section number of all sentences is up to 256.
- Matrix addressing mode:
a. 56 sentences can be accessed by $8 \times 7$ wiring matrix.
b. Sentence is numbered by 00 through 55.
c. Section is located and numbered by 0 through 127.
d. Total section number of all sentences is up to 256.
- CPU addressing mode:
a. 128 sections can be accessed by 7 address bits with an enable strobe trigger.
b. Section is located and numbered by 00 through 127.
- Power on trigger play is available by bonding VSS and trigger together.
- A dedicate LED output pin with 6 Hz flash is provided to tell the audio status.
- Playall function (OKY) plays all up to 64 definec sentences one by one by single trigger.
- Playnext (sequential) function (OKY) : one trigger plays next sentence of up to 64 definec sentences circularly.
$\square$ Random-play function (OKY) : one trigger plays one of 64 defined sentences randomly.
- Continue sequence(PLAYNEXT):The first OKY trigger after any addressing will keep current sequence continuously.
$\square$ Home sequence(PLAYNEXT):The first OKY trigger after any addressing will return the sequence to the first sentence.
■ Automatically ramp up \& ramp down.
■ Sound Sentence \& quality could be emulated on 9009 board.

See 27-page data sheet PID 248*** 08/96 for details which belongs to MSS6605.

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