

HT9320 Series 22-Memory Tone/Pulse Dialer

Patent Number: 64097, 86474, 113235(R.O.C.), 5424740(U.S.A.)

Features

- · Universal specification
- Operating voltag0e: 2.0V~5.5V
- · Low standby current
- Lowmemoryretention current: 0.1 µA(typ.)
- Tone/pulse switchable
- · Interface with LCD driver
- · 32 digits for redialing
- · 32 digits for the SA memory dialing
- · One-key redialing
- Pause and P→T key for PBX
- 3.58MHz crystal or ceramic resonator
- Hand-free control
- Hold-line control

- Pause, P→T can be saved for redialing
- · On-hook store function
- · Keytone function
- · Lock function
- · Resistor options
 - M/B ratio
 - Flash function and flash time
 - Pause and P→T duration
 - Pulse number
 - Inter-digit pause time for 10pps
- Memory number: 22 memories
- HT9320A/B/H/K/L-X: 28-pin DIP package HT9320C: 22-pin SKDIP package

General Description

The HT9320 series tone/pulse dialers are CMOS LSI for telecommunication systems. They are designed to meet various dialing specifications through resistor option matrix.

The HT9320 series are offered in six different versions. The different functions of the six versions are listed in the selection table. The HT9320A, HT9320H versions provide the on-hook store function; the HT9320B version provides the LCD interface function; the HT9320K version provides the keytone function; the HT9320L version provides both the LCD interface function and IDD

lock function. The six versions also supply the hold-line and hand-free functions, which are suitable for feature phone applications.

HT9320 series provide SA, Redial and 20 one-touch/two-touch memory dialing. If the keyboard includes M1~M20 keys it can be used as one-touch memory dialing. Otherwise, it works as two-touch (PAGE \rightarrow M1~M10) or three-touch(A \rightarrow PAGE \rightarrow 0~9) memory dialing for speed dialing in either pulse or tone mode

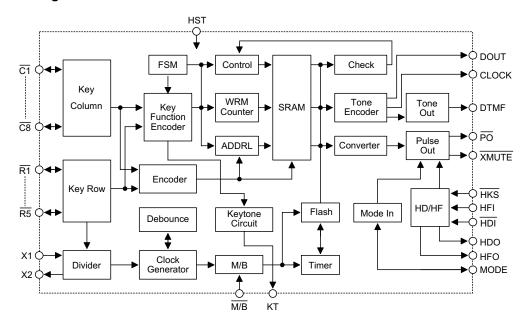
Rev. 1.10 1 October 1, 2002



Selection Table

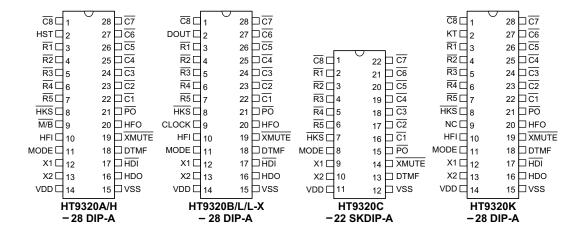
Function Part No.	Memory Dialing	Hold- Line	Hand- Free	LCD Interface	Flash Function	Flash Time (ms)	Pulse No.	Tone Dura- tion (ms)	Inter- Tone- Pause (ms)	M/B Pin	IDD Lock	Key- Tone Output	On- Hook Store	Package
LITOGOGA	SA, R	V	√		Control	600	N, N+1	82.5	85.5	√			.,	00 DID
HT9320A	M1~M20	`	\ \	_	Digit	600/300/98	10-N	82.5	85.5	V	_	_	√	28 DIP
HT9320B	SA, R	,	,	,	Control	600	N, N+1	82.5	85.5					00 DID
H19320B	M1~M20	√	√	√	Digit	600/300/98	10-N	82.5	85.5	_	_	_	_	28 DIP
LITO220C	SA, R	A, R			Control	600	N, N+1	82.5	85.5					22CKDID
HT9320C	M1~M20		_	_	Digit	600/300/98	10-N	02.5	65.5		_	_		22SKDIP
HT9320H	SA, R M1~M20	√	√	_	Digit	600/100	N	82.5	85.5	√	_	_	√	28 DIP
LITOGOGIA	SA, R	V	V		Control	600	N, N+1	00.5	05.5			V		00 DID
HT9320K	M1~M20	`	\ \	_	Digit	600/300/98	10-N	82.5	85.5	_	_	l v	_	28 DIP
LITORONI	SA, R	,	,	,	Control	600	N, N+1	00.5	05.5		,			00 DID
HT9320L	M1~M20	√	√	√	Digit	600/300/98	10-N	82.5	85.5	_	√			28 DIP
HT9320L-X	The same as HT9320L, but the voltage polarity of the row group and the column group are reversed.													

Block Diagram





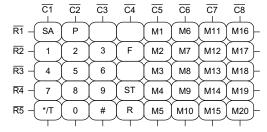
Pin Assignment



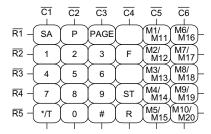
Keyboard Information

HT9320A/B/C/K/L

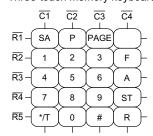
One-touch memory keyboard



• Two-touch memory keyboard

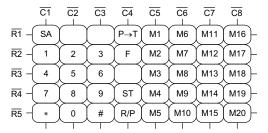


• Three-touch memory keyboard

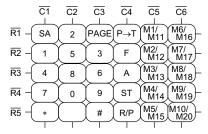


HT9320H

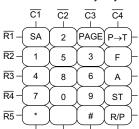
• One-touch memory keyboard



• Two-touch memory keyboard



• Three-touch memory keyboard





Memory dialing vs. keyboard form table

Dialing Output	One-Touch Memory Keyboard	Two-Touch Memory Keyboard	Three-Touch Memory Keyboard
M1~M10	M1 ~ M10	A a (a=1~9, 0)	
M11~M20	M11 ~ M20	PAGE Ma (Ma=M1~M10)	A PAGE a (a=1~9, 0)

Pin Description

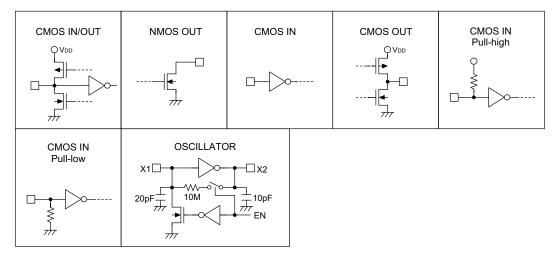
Pin Name	I/O	Internal Connection	Description
<u>C1~C8</u> R1~R5	I/O CMOS IN/OUT		These pins form a 5×8 keyboard matrix which can perform keyboard input detection and dialing specification setting functions. When on-hook (\overline{HKS} =high) all the pins are set high. While off-hook the column group ($\overline{C1}\sim\overline{C8}$) remains low and the row group ($\overline{R1}\sim\overline{R5}$) is set high for key input detection. For the HT9320L-X, the column group remains high and the row group is set low for key input detection. An inexpensive single contact 5×8 keyboard can be used as an input device. Pressing a key connects a single column to a single row, and actuates the system oscillator that results in a dialing signal output. If more than two keys are pressed at the same time, no response occurs. The key-in debounce time is 20ms. Refer to the keyboard information for keyboard arrangement and to the functional description for dialing specification selection.
X1	I		The system oscillator consists of an inverter, a bias resistor and the necessary
X2	0	OSCILLATOR	load capacitor on chip. Connecting a standard 3.579545MHz crystal or ceramic resonator to the X1 and X2 terminals can implement the oscillator function. The oscillator is turned off in the standby mode, and is actuated whenever a keyboard entry is detected.
XMUTE	0	NMOS OUT	XMUTE is an NMOS open drain structure pulled to VSS during dialing signal transmission. Otherwise, it is an open circuit. XMUTE is used to mute the speech circuit when transmitting the dial signal.
HKS	I	CMOS IN	This pin is used to monitor the status of the hook-switch and its combination with HFI/HDI can control the PO pin output to make or break the line. HKS=VDD: On-hook state (PO=low). Except for HFI/HDI (hand-free/hold-line control input), other functions are all disabled. HKS=VSS: Off-hook state (PO=high). The chip is in the stand-by mode and ready to receive the key input.
PO	0	CMOS OUT	This pin is a CMOS output structure which by receiving the $\overline{\text{HKS}}$ and HFO/HDO signals, control the dialer to connect or disconnect the telephone line. $\overline{\text{PO}}$ outputs a low to break line when $\overline{\text{HKS}}$ is high (on-hook) and HFO/HDO is low. $\overline{\text{PO}}$ outputs a high to make line when $\overline{\text{HKS}}$ is low (off-hook) or HFO is high or HDO is high. During the off-hook state, this pin also outputs the dialing pulse train in pulse mode dialing. While in the tone mode, this pin is always high.
MODE	I/O	CMOS IN/OUT	This is a three-state input/output pin, used for dialing mode selection, either Tone mode or Pulse mode, 10pps/20pps MODE=VDD: Pulse mode, 10pps MODE=OPEN: Pulse mode, 20pps MODE=VSS: Tone mode During the pulse mode dialing, switching this pin to the tone mode changes the subsequent digit entry to the tone mode. When the chips are in tone mode, switching to the pulse mode will also be recognized.
DTMF	0	CMOS OUT	This pin is active only when the chip transmits tone dialing signals. Otherwise, it always outputs a low. The pin outputs tone signals to drive the external transmitter amplifier circuit. The load resistor should not be less than $5k\Omega$.



Pin Name	I/O	Internal Connection	Description
HDI	I	CMOS IN Pull-high	This pin is a Schmitt trigger input structure. Active low. Applying a negative going pulse to this pin can toggle the HDO output once. An external RC network is recommended for input debouncing. The pull-high resistance is $200 \text{k}\Omega$ typ.
HDO	0	CMOS OUT	The HDO is a CMOS output structure. Its output is toggle- controlled by a negative transition on HDI. When HDO is toggled high, PO keeps high to hold the line. The hold function can be released by setting HFO high or by an on-off hook operation or by another HDI input. Refer to the functional description for the hold-line function.
HFI	ı	CMOS IN Pull-low	This pin is a Schmitt trigger input structure. Active high. Applying a positive going pulse to HFI can toggle the HFO once and hence control the hand-free function. An external RC network is recommended for input debouncing. The pull-low resistance of HFI is $200 \mathrm{k}\Omega$ typ.
HFO	0	CMOS OUT	The HFO is a CMOS output structure. Its output is toggle- controlled by a positive transition on the HFI pin. When HFO is high, the hand-free function is enabled and PO outputs a high to connect the line. The hand-free function can be released by an on-off-hook operation or by another HFI input or by setting HDO high. Refer to the functional description for the hand-free function operation.
DOUT	0	NMOS OUT	NMOS open drain output pin. It outputs the BCD code of the dialing digits to the LCD driver chip (HT16XX series) or MCU for dialing number display. Refer to the functional description for the detailed timing.
CLOCK	0	NMOS OUT	NMOS open drain output. When dialing, it outputs a series of pulse trains for DOUT data synchronization. DOUT data is valid at the falling edge of clock.
VDD	_	_	Positive power supply, 2.0V~5.5V for normal operation
VSS	_	_	Negative power supply, ground
LICT		CMOS IN Pull-low (HT9320A)	On-hook store enable input HST=VDD: On-hook store (HT9320A/H)
но і	CMOS IN (HT9320H)		HST=Floating: Off-hook store (HT9320A) HST=VSS: Off-hook store (HT9320H) The Pull-low resistance is 200kΩ typ.
M/D		CMOS IN Pull-high (HT9320A)	Make/Break ratio selection M/B=VSS: 33.3/66.6 (HT9320A) M/B=Floating: 40/60 (HT9320A)
M/B I CMOS IN (HT9320H)			$\overline{\text{M/B}}$ =VDD: 33.3/66.6 (HT9320H) $\overline{\text{M/B}}$ =VSS: 40/60 (HT9320H) The pull-high resistance is 200kΩ typ.
KT	0	CMOS OUT	Keytone output pin. Outputs a 1.2kHz tone carrier for 34ms each time a key is pressed in the pulse mode.



Approximate internal connection circuits



Absolute Maximum Ratings

Supply Voltage0.3V to 6V	Storage Temperature50°C to 125°C
Input VoltageV _{SS} -0.3 to V _{DD} +0.3V	Operating Temperature–20°C to 75°C

Note: These are stress ratings only. Stresses exceeding the range specified under "Absolute Maximum Ratings" may cause substantial damage to the device. Functional operation of this device at other conditions beyond those listed in the specification is not implied and prolonged exposure to extreme conditions may affect device reliability.

Electrical Characteristics

 f_{OSC} =3.5795MHz, Ta=25°C

Committee of	Parameter		Test C	Conditions	N4:	T	Marri	Unit
Symbol	Parameter	V_{DD}		Conditions	Min.	Тур.	Max.	Unit
V _{DD}	Operating Voltage			_	2	_	5.5	V
		2 - 1/	Pulse	Off-hook,	_	0.2	1	mA
I _{DD}	Operating Current	2.5V	Tone	Keypad entry, no load	_	0.6	2	mA
I _{STB}	Standby Current	1V	On-hook, no load No entry		_	_	1	μА
V _R	Memory Retention Voltage		_		1	_	5.5	V
I _R	Memory Retention Current	1V	On-hook		_	0.1	0.2	μΑ
V _{IL}	Input Low Voltage			_	V _{SS}	_	0.2V _{DD}	V
V _{IH}	Input High Voltage			_	0.8V _{DD}	_	V _{DD}	V
I _{XMO}	XMUTE Leakage Current	_	V _{XMUTE} No ent		_	_	1	μА
I _{OLXM}	XMUTE Sink Current	2.5V	VXMUTE	=0.5V	1	_	_	mA
I _{HKS}	HKS Pin Input Current	2.5V	V _{HKS} =2.5V		_	_	0.1	μΑ
R _{HFI}	HFI Pull-low Resistance	2.5V	V _{HFI} =2.5V			200		kΩ
R _{HDI}	HDI Pull-high Resistance	2.5V	V _{HDI} =0V			200		kΩ
R _{M/B}	M/B Pull-high Resistance	2.5V	V _{M/B} =C	V		200		kΩ



Cumhal	Davamatav		Test Conditions	Min	Tim	Max	Unit
Symbol	Parameter	V _{DD}	Conditions	Min.	Тур.	Max.	
R _{HST}	HST Pull-low Resistance	2.5V	V _{HST} =2.5V	_	200	_	kΩ
I _{OH1}	Keypad Pin Source Current	2.5V	V _{OH} =0V	-4	_	-40	μΑ
I _{OL1}	Keypad Pin Sink Current	2.5V	V _{OL} =2.5V	200	400	_	μΑ
I _{OH2}	HFO Pin Source Current	2.5V	V _{OH} =2V	-1	_	_	mA
I _{OL2}	HFO Pin Sink Current	2.5V	V _{OL} =0.5V	1	_	_	mA
I _{OH3}	HDO Pin Source Current	2.5V	V _{OH} =2V	-1	_	_	mA
I _{OL3}	HDO Pin Sink Current	2.5V	V _{OL} =0.5V	1	_	_	mA
I _{OH4}	KT Pin Source Current	2.5V	V _{OH} =2V	-1	_	_	mA
I _{OL4}	KT Pin Sink Current	2.5V	V _{OL} =0.5V	1	_	_	mA
_	D T: AG EL I		Control key	_	0.2	_	s
T _{FP}	Pause Time After Flash	-	Digit key	_	1	_	s
T _{RP}	Pause Time for One-key Redialing	_	One-key redialing	_	1	_	s
T _{DB}	Key-in Debounce Time	_	_	_	20	_	ms
T _{BRK}	Break Time for One-key Redialing	_	One-key redialing	_	1.2	_	s
fosc	System Frequency	_	Crystal=3.5795MHz	3.5759	3.5795	3.5831	MHz

Pulse Mode Electrical Characteristics

f_{OSC}=3.5795MHz, Ta=25°C

Cumbal	Parameter		Test Conditions	Min.	Tvn	Max.	Unit
Symbol	Parameter	V _{DD}	Conditions	wiin.	Тур.	wax.	Oilit
I _{POH}	PO Output Source Current	2.5V	V _{OH} =2V	-0.2	_	_	mA
I _{POL}	PO Output Sink Current	2.5V	V _{OL} =0.5V	0.2	0.6	_	mA
55	D D		MODE pin is connected to V _{DD}	_	10		
PR	Pulse Rate	-	MODE pin is opened	_	20	_	pps
			A resistor is linked between R2 and C1 (HT9320B/C/K/L)		33:66	_	
			M/B=VSS (HT9320A)	_			
M/B	Make/Break Ratio		M/B=VDD (HT9320H)				%
IVI/ D	Make/Dreak Ralio	_	No resistor is linked between R2 and C1 (HT9320B/C/K/L)				70
			M/B=Floating (HT9320A)	_			
			M/B=VSS (HT9320H)				l
_			M/B ratio=40:60	_	40 (10pps) 20 (20pps)	_	
T_PDP	Pre-digit-pause Time		M/B ratio=33:66	_	33 (10pps) 17 (20pps)	_	ms



Parameter		Test Conditions	Min.	Typ	Max.	Unit
	V _{DD}	Conditions	Wiin.	Тур.	wax.	Unit
		Pulse rate=10pps. No resistor is linked between R1 and C5 (HT9320A/B/C/K)	_	800	_	
		Pulse rate=10pps (HT9320H/L)				
Inter-digit-pause Time	_	Pulse rate=10pps. A resistor is linked between R1 and C5 (HT9320A/B/C/K)	_	400	_	ms
		Pulse rate=20pps	_	500	_	
		A resistor is linked between R2 and C1 (HT9320B/C/K/L)		33 (10nns)	_	
Pulso Make Duration		M/B=VSS (HT9320A)	_	17 (20pps)		ms
		M/B=VDD (HT9320H)				
Pulse Make Duration		$\frac{\text{No resistor}}{\text{R2}}$ and $\frac{\text{C1}}{\text{C1}}$ (HT9320B/C/K/L)		40 (10pps) 20 (20pps)		
		M/B=Floating (HT9320A)	_			
		M/B=VSS (HT9320H)				
		A resistor is linked between R2 and C1 (HT9320B/C/K/L)	66	66 (10pps)	_	ms
		M/B=VSS (HT9320A)	_	33 (20pps)		
Pulso Brook Duration		M/B=VDD (HT9320H)				
Fuse Bleak Duration	_	$\frac{\text{No resistor}}{\text{R2}}$ and $\overline{\text{C1}}$ (HT9320B/C/K/L)		60 (10pps)		
		M/B=Floating (HT9320A)	_	30 (20pps)	_	
		M/B=VSS (HT9320H)				
Keytone Duration	_	Pulse mode (HT9320K)	_	34	_	ms
Keytone Carrier	_	Pulse mode (HT9320K)	_	1.2	_	kHz
		Pulse Make Duration — Pulse Break Duration — Keytone Duration —	Pulse rate=10pps. No resistor is linked between R1 and C5 (HT9320A/B/C/K) Pulse rate=10pps (HT9320H/L) Pulse rate=10pps (HT9320H/L) Pulse rate=10pps A resistor is linked between R1 and C5 (HT9320A/B/C/K) Pulse rate=20pps A resistor is linked between R2 and C1 (HT9320B/C/K/L) M/B=VDD (HT9320A) M/B=VDD (HT9320H) No resistor is linked between R2 and C1 (HT9320B/C/K/L) M/B=Floating (HT9320A) M/B=VSS (HT9320H) A resistor is linked between R2 and C1 (HT9320B/C/K/L) M/B=VSS (HT9320H) A resistor is linked between R2 and C1 (HT9320B/C/K/L) M/B=VSS (HT9320A) M/B=VDD (HT9320H) No resistor is linked between R2 and C1 (HT9320B/C/K/L) M/B=VDD (HT9320B/C/K/L) M/B=VDD (HT9320B/C/K/L) M/B=VDD (HT9320B/C/K/L) M/B=VDD (HT9320B/C/K/L) M/B=VSS (HT9320A) M/B=VSS (HT9320B/C/K/L) M/B=VSS (HT9320B/C/K/L)	Pulse rate=10pps. No resistor is linked between R1 and C5 (HT9320A/B/C/K)	Pulse rate=10pps. No resistor is linked between R1 and C5 (HT9320A/B/C/K)	Pulse rate=10pps. No resistor is linked between R1 and C5 (HT9320A/B/C/K)

Tone Mode Electrical Characteristics

 f_{OSC} =3.5795MHz, Ta=25°C

Symbol	Symbol Parameter		Test Conditions	Min.	Tun	Max.	Unit
Symbol	Parameter	V_{DD}	Conditions	IVIIII.	Тур.	Wax.	Oilit
V _{TDC}	DTMF Output DC Level	_	_	0.45V _{DD}	_	0.7V _{DD}	V
I _{TOL}	DTMF Sink Current	2.5V	V _{DTMF} =0.5V	0.1	_	_	mA
V _{TAC}	DTMF Output AC Level	_	Row group, R_L =5k Ω	0.12	0.155	0.18	Vrms
RL	DTMF Output Load	2.5V	THD≤–23dB	5	_	_	kΩ
A _{CR}	Column Pre-emphasis	2.5V	Row group=0dB	1	2	3	dB
THD	Tone Signal Distortion	2.5V	$R_L=5k\Omega$	_	-30	-23	dB
T _{TMIN}	Minimum Tone Duration	_	Auto-redial	_	82.5	_	ms
T _{ITPM}	Minimum Inter-tone Pause	_	Auto-redial	_	85.5	_	ms

THD (Distortion) (dB) = 20 log ($\sqrt{V1^2 + V2^2 + ... Vn^2}$ / $\sqrt{Vi^2 + Vh^2}$)

Vi, Vh: Row group and column group signals

V1, V2, ... Vn: Harmonic signals (BW=300Hz~3500Hz)

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Functional Description

Keyboard matrix

 $\overline{\text{C1}}{\sim}\overline{\text{C8}}$ and $\overline{\text{R1}}{\sim}\overline{\text{R5}}$ form a keyboard matrix. Together with a standard 5×8 keyboard, the keyboard matrix is used for dialing entries. In addition, the keyboard matrix also provides resistor options for different dialing specification selections. The keyboard arrangement for the HT9320 series are shown in the **Keyboard Information**.

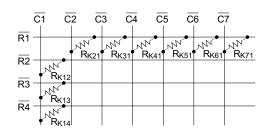
Tone frequency

Tone Name	Outp Frequen	% Error	
Name	Specified	Actual	
R2	697	699	+0.29%
R3	770	766	-0.52%
R4	852	847	-0.59%
R5	941	948	+0.74%
C1	1209	1215	+0.50%
C2	1336	1332	-0.30%
C3	1477	1472	-0.34%

Note: % Error does not contain the crystal frequency drift

Dialing specification selection

Various dialing specifications can be selected by adding resistors across keyboard matrix pins. The allowable option resistor connections are shown on the table.



All the resistors are $330k\Omega$. The resistor option functions and the default specifications (without option resistors) are listed below (HT9320A/B/C/K/L).

Option Resistor	Option Function	Default (No Resistor)
R _{K12} (HT9320B/C/K/L)	Ratio Selection	40:60
R _{K13}	Flash Function/ Time Selection	Flash=control function Flash time=600ms
R _{K21}	Pause & P→T Duration Selection	T_{P} = 3.6s $T_{P \to T}$ = 3.6s
R _{K31}	Pulse Number Selection	N
R _{K51} (HT9320A /B/C/K)	Inter-digit- Pause Time for 10pps	800ms
R _{K51} R _{K61} R _{K71} (HT9320L)	International Direct Dialing Lock Selection	Normal dialing (unlock)

M/B ratio selection table

• HT9320A

M/B Pin	M/B Ratio (%)
VSS	33.3:66.6
Floating	40:60

• HT9320B/C/K/L

R _{K12}	M/B Ratio (%)
No	40:60
Yes	33.3:66.6

• HT9320H

M/B Pin	M/B Ratio (%)
VDD	33.3:66.6
VSS	40:60



Flash function/time (duration) selection table

• HT9320A/B/C/K/L

R _{K13}	R _{K14}	Flash Function	Flash Time (T _F)
No	No	Control	600ms
No	Yes	Digit	600ms
Yes	No	Digit	98ms
Yes	Yes	Digit	300ms

• HT9320H

M/B Pin	Flash Function	Flash Time (T _F)
VSS	Digit	600ms
VDD	Digit	100ms

Pause and P→T duration selection table

• HT9320A/B/C/K/L

R _{K21}	T _P (sec)	T _{P→T} (sec)
No	3.6	3.6
Yes	2	1

• HT9320H

T _P (sec)	T _{P→T} (sec)
3.6	3.6

Pulse number selection table

• HT9320A/B/C/K/L

R _{K31}	R _{K41}	Pulse Number
No	No	N
No	Yes	N+1
Yes	No	10-N
Yes	Yes	_

• HT9320H

Pulse Number
N

Inter-digit-pause time for 10pps

• HT9320A/B/C/K

R _{K51}	Inter-digit pause time
No	800ms
Yes	400ms

• HT9320H/L

Inter-digit pause time)
800ms	

Pulse number table

Keypad	Output Pulse Number		
Digit Key	N	10-N	N+1
1	1	9	2
2	2	8	3
3	3	7	4
4	4	6	5
5	5	5	6
6	6	4	7
7	7	3	8
8	8	2	9
9	9	1	10
0	10	10	1
*/T	P→T	P→T	P→T
#	Ignored	Ignored	Ignored

DOUT BCD code

When dialing, the corresponding 4-bit BCD codes are serially presented on DOUT from MSB to LSB. The data of DOUT is valid at the falling edge of the CLOCK pin. The following table lists the BCD codes corresponding to the keyboard input.

Key-In	BCD Code	Key-In	BCD Code	
1	0001	8	1000	
2	0010	9	1001	
3	0011	0	1010	
4	0100	*/T	1101	
5	0101	#	1100	
6	0110	F	1011	
7	0111	Р	1110	

On hook store (HT9320A/H)

When the external power supply ($2V\sim5.5V$) is used and the HST pin is connected to VDD, the user can store dialing numbers to the memories (M1 \sim M20) during on-hook state.

On/Off hook store selection table

HST Pin	Hook Store Mode				
VDD (HT9320A/H)	On-hook store				
Floating (HT9320A)	Off-hook store				
VSS (HT9320H)	Off-hook store				



Lock function (HT932L)

This function aims to detect lock dialing numbers to prevent from an unauthorized long distance call. The dialing output of this chip is disabled if the first input key after on-off hook is the lock number when the lock function is enabled.

International direct dialing lock (IDD lock) selection table

R _{K51}	R _{K61}	R _{K71}	Lock Function
No	No	No	Normal dialing without lock function
No	No	Yes	To lock 0
No	Yes	_	To lock 0, 9
Yes	_	_	IDD lock operation by the tele- phone keyboard. (See keyboard operation)

Note: "—" stands for "don't care"

Hand-free function operation

- Hand-free function execution
 When HFO is low, a rising edge triggers the HFI, enabling the Hand-free function (HFO becomes high).
- Reset Hand-free function
 When HFO is high, the Hand-free function is enabled
 and can be reset by:
 - Off-hook
 - · Applying a rising edge to HFI
 - Changing the HDO pin from low to high
- Hand-free function table

Current State		Input			Next State		
HKS	HFO	HDO	HDI	HFI	HKS	HFO	HDO
Н	L	Х	Н	L	An	L	An
Н	L	Х	Н	▲	An	Н	L
Н	Н	Х	Н	▲	An	L	An
Н	Х	L	Н	L	L	L	L
L	L	Х	Н	L	An	L	An
L	L	Х	Н	▲	An	Н	L
L	Н	L	Н	▲	An	L	An
L	х	Х	Н	L	Н	An	An
Х	Х	L	V	L	An	L	Н

H: Logic HIGH L: Logic LOW

X: Don't care An: Unchanged ☐: Rising edge ☐: Falling edge

Hold-line function operation

- Hold-line function execution
 When HDO is low, a falling edge triggers the HDI, enabling the Hold-line function (HDO becomes high).
 The XMUTE remains low when HDO is high.
- · Reset Hold-line function

When HDO is high, the Hold-line function is enabled and can be reset by:

- Off-hook
- Applying a falling edge to HDI
- Changing the HFO pin from low to high
- Hold-line function table

Cu	rrent S	tate	Input			Next State	
HKS	HDO	HFO	HFI	HDI	HKS	HDO	HFO
Н	L	Х	L	Н	An	L	An
Н	L	Х	L	Ť	An	Н	L
Н	Н	L	L	▼	An	L	An
Н	Х	Х	L	Н	L	L	L
L	L	Х	L	Н	An	L	An
L	L	Х	L	Ť	An	Н	L
L	Н	L	L	Ť	An	L	An
L	Х	Х	L	Н	Н	An	An
Х	Х	L	▲	Н	An	L	Н

H: Logic HIGH L: Logic LOW X: Don't care An: Unchanged Rising edge: Falling edge

Key definition

0,1,2,3,4,5,6,7,8,9 keys
 These are dialing number input keys for both the pulse

mode and the tone mode operations.

• */T

This key executes the P \to T function and wait a $T_{P\to T}$ duration in the pulse mode. On the other hand, the */T key executes the * function in the tone mode.

• * (HT9320H)

The * key executes the * tone output function in the tone mode. No response in the pulse mode.

• P→T

The key executes the $P \rightarrow T$ function in the pulse mode. No response in the tone mode.

• #

This is a dialing signal key for the tone mode only, no response in the pulse mode.



• SA

Pressing this key can save the preceding dialing telephone numbers. The saved number is redialed if it is pressed again. SA will also redial the saved number if it is the first key pressed at the off-hook state. During the dialing signal transmission, the SA key is inhibited.

• F

The flash key can be selected as a digit or as a control key by the option resistors $R_{\text{K}13}$ & $R_{\text{K}14}$. Pressing the flash key will force the $\overline{\text{PO}}$ pin to be "low" for the T_{F} duration and is then followed by T_{FP} (sec). T_{F} can also be selected by $R_{\text{K}13},\,R_{\text{K}14}.$

• P

Pause key. The execution of this key can pause the output for the T_P duration. T_P can be selected by R_{K21} .

R

Redial key. Executes redialing as well as one-key redial function.

R/P

Redial and pause function key. If it is pressed as the first key after off-hook, this key executes the redial function. Otherwise, it works as the pause key.

• ST

Store key. The execution of this key actuates the store memory function with (or without) dialing output. During the dialing signal transmission, the ST key is inhibited.

• A

Auto key. When this key is pressed before pressing any one of the digital keys (0~9) it executes the two-touch/ three-touch memory dialing function.

PAGE

M11~M20 are represented by pressing the PAGE key and the digital keys (0~9) or M1~M10. That is to say, A PAGE digit key (0~9) or PAGE→M1~M10 executes M11~M20 memory dialing.

• M1~M20

One-touch memory dialing for speed-dialing in either pulse or tone mode.



Keyboard operation

The following operations are described under an on-off-hook or on-hook condition with the hand-free active condition.

Normal dialing

```
- Pulse mode

    Tone mode

                                                       (a) without */T
  (a) without */T
     Keyboard input: D1 D2 ... Dn
                                                          Keyboard input: D1 D2 ... Dn
                                                          Dialing output: D1 D2 ... Dn
     Dialing output: D1 D2 ... Dn
     RM: D1 D2 ... Dn
                                                          RM: D1 D2 ... Dn
     SAM: Unchanged
                                                          SAM: Unchanged
  (b) with */T
                                                       (b) with */T
     Keyboard input: D1 D2 ... Dn */T Dn+1 ...
                                                          Keyboard input: D1 D2 ... Dn */T Dn+1 ...
                     Dm
                                                                          Dm
     Dialing output: D1 D2 ... Dn TP\rightarrowT Dn+1 ... Dm
                                                           Dialing output: D1 D2 ... Dn * Dn+1 ... Dm
                       Pulse
                                           Tone
                                                           RM: D1 D2 ... Dn * Dn+1 ... Dm
     RM: D1 D2 ... Dn */T Dn+1 ... Dm
                                                           SAM: Unchanged
     SAM: Unchanged
```

Note: The maximum capacity of the RM memory is 32 digits. When more than 32 digits are entered, the signal is transmitted but the redial function is inhibited.

Redial

```
    Pulse mode

                                                       Tone mode
 (a) without */T, P→T
                                                       (a) without */T, P→T
     RM content: D1 D2 ... Dn
                                                          RM content: D1 D2 ... Dn
     Keyboard input: R
                                                          Keyboard input: R
     Dialing output: D1 D2 ... Dn
                                                          Dialing output: D1 D2 ... Dn
     RM: Unchanged
                                                          RM: Unchanged
     SAM: Unchanged
                                                          SAM: Unchanged
  (b) with */T
                                                       (b) with */T
     RM content: D1 D2 ... Dn */T Dn+1 ... Dm
                                                          RM content: D1 D2 ... Dn */T Dn+1 ... Dm
     Keyboard input: [R or R/P]
                                                          Keyboard input: R or R/P]
     Dialing output: D_1 D_2 ... D_n T_{P \to T} D_{n+1} ... D_m
                                                          Dialing output: D1 D2 ... Dn * Dn+1 ... Dm
                       Pulse
                                          Tone
                                                          RM: Unchanged
     RM: Unchanged
                                                          SAM: Unchanged
     SAM: Unchanged
```

Note: If the dialing number exceeds 32 digits, redialing is inhibited and $\overline{\text{PO}}\text{=VDD}$



· One-key redial

```
- Pulse mode
                                                    - Tone mode
  (a) without */T
                                                      (a) without */T
     Keyboard input: D1 D2 ... Dn R
                                                         Keyboard input: D1 D2 ... Dn R
     Dialing output: D1 D2 ... Dn TBRK TRP
                                                         Dialing output: D1 D2 ... Dn TBRK TRP D1 D2
                                                                        ... Dn
                       Pulse
                   Q1 D2 ... Dn
                                                         RM: D1 D2 ... Dn
                        Pulse
                                                         SAM: Unchanged
     RM: D1 D2 ... Dn
     SAM: Unchanged
                                                      (b) with */T
  (b) with */T
     Keyboard input: D1 D2 ... Dn */T Dn+1 ...
                                                         Keyboard input: D1 D2 ... Dn */T Dn+1 ...
                    Dm R
                                                                         Dm R
                                                         Dialing output: D1 D2 ... Dn * Dn+1 ... Dm
     Dialing output: D1 D2 ... Dn TP \rightarrow T Dn+1 ... Dm
                      Pulse
                                                                        TBRK TRP D1 D2 ... Dn * Dn+1
                                         Tone
                   TBRK TRP D1 D2 ... Dn TP T
                                                                        ... Dm
                                 Pulse
                                                         RM: D1 D2 ... Dn * Dn+1 ... Dm
                   Dn+1 ... Dm
                                                         SAM: Unchanged
                       Tone
     RM: D1 D2 ... Dn */T Dn+1 ... Dm
     SAM: Unchanged
```

Note: If the dialing number exceeds 32 digits, redialing is inhibited and PO=VDD

Pause

```
Keyboard input: D1 D2 ... Dn [P or R/P] Dn+1 ... Dm Dialing output: D1 D2 ... Dn TP Dn+1 ... Dm RM: D1 D2 ... Dn P Dn+1 ... Dm SAM: Unchanged
```

SA copy

```
- Pulse mode
                                                     - Tone mode
  (a) without */T
                                                       (a) without */T
     Keyboard input: D1 D2 ... Dn SA
                                                          Keyboard input: D1 D2 ... Dn SA
     Dialing output: D1 D2 ... Dn
                                                           Dialing output: D1 D2 ... Dn
     RM: D1 D2 ... Dn
                                                          RM: D1 D2 ... Dn
     SAM: D1 D2 ... Dn
                                                          SAM: D1 D2 ... Dn
  (b) with */T
                                                       (b) with */T
     Keyboard input: D1 D2 ... Dn */T Dn+1...
                                                           Keyboard input: D1 D2 ... Dn */T Dn+1...
                                                                          Dm SA
                     Dm SA
                                                            Dialing output: D1 D2 ... Dn * Dn+1 ... Dm
     Dialing output: D1 D2 ... Dn T_{P \rightarrow T} Dn+1 ... Dm
                       Pulse
                                                            RM: D1 D2 ... Dn * Dn+1 ... Dm
     RM: D1 D2 ... Dn */T Dn+1 ... Dm
                                                            SAM: D1 D2 ... Dn * Dn+1 ... Dm
     SAM: D1 D2 ... Dn */T Dn+1 ... Dm
```

Note: The maximum capacity of the RM memory is 32 digits. When more than 32 digits plus the "SA" key are entered, the SAVE function will not be executed, and all the existing data in the save memory will not be changed.



· SA dialing

- Pulse mode

```
- Tone mode
                                                         (a) without */T
    (a) without */T
                                                            SAM content: D1 D2 ... Dn
       SAM content: D1 D2 ... Dn
       Keyboard input: SA
                                                            Keyboard input: SA
       Dialing output: D1 D2 ... Dn
                                                            Dialing output: D1 D2 ... Dn
       RM: Unchanged
                                                            RM: Unchanged
       SAM: Unchanged
                                                            SAM: Unchanged
    (b) with */T
                                                         (b) with */T
       SAM content: D1 D2 ... Dn */T Dn+1 ... Dm
                                                            SAM content: D1 D2 ... Dn * Dn+1 ... Dm
       Keyboard input: SA
                                                            Keyboard input: SA
                                                            Dialing output: D1 D2 ... Dn * Dn+1 ... Dm
       Dialing output: Q1 D2 ... Dn TP→T Dn+1 ... Dm
                          Pulse
                                             Tone
                                                            RM: Unchanged
       RM: Unchanged
                                                            SAM: Unchanged
       SAM: Unchanged
· Memory store

    One-touch memory store with dialing output

    One-touch memory store without dialing output

       Keyboard input: ST D1 D2 ... Dn ST Ma
                                                            Keyboard input: D1 D2 ... Dn ST ST Ma
       Dialing output:
                                                            Dialing output: D1 D2 ... Dn
       Ma: D1 D2 ... Dn
                                                            Ma: D1 D2 ... Dn
       RM: D1 D2 ... Dn
                                                            RM: D1 D2 ... Dn
       SAM: Unchanged
                                                            SAM: Unchanged

    Two-touch memory store with dialing output

  - Two-touch memory store without dialing output
    (M1~M10)
                                                         (M1~M10)
       Keyboard input: ST D1 D2 ... Dn ST
                                                            Keyboard input: D1 D2 ... Dn ST ST
                       [bor Mb]
                                                                           [b or Mb]
                                                         (M11~M20)
    (M11~M20)
                                                            Keyboard input: \boxed{\text{D1}} \boxed{\text{D2}} ... \boxed{\text{Dn}} \boxed{\text{ST}} \boxed{\text{ST}}
       Keyboard input: ST D1 D2 ... Dn ST
                       PAGE [ b or Mb ]
                                                                           PAGE [b or Mb]
                                                            Dialing output: D1 D2 ... Dn
       Dialing output:
       Mb: D1 D2 ... Dn
                                                            Mb: D1 D2 ... Dn
       Ma: D1 D2 ... Dn (a=b+10, M10=M0)
                                                            Ma: D1 D2 ... Dn (a=b+10, M10=M0)
       RM: D1 D2 ... Dn
                                                            RM: D1 D2 ... Dn
       SAM: Unchanged
                                                            SAM: Unchanged
    Three-touch memory store without dialing output
                                                         Three-touch memory store with dialing output
    (M11~M20)
                                                         (M11~M20)
       Keyboard input: ST D1 D2 ... Dn ST
                                                            Keyboard input: D1 D2 ... Dn ST ST
                      PAGE [b or Mb]
                                                                           PAGE [b or Mb]
                                                            Dialing output: D1 D2 ... Dn
       Dialing output:
       Ma: D1 D2 ... Dn (a=b+10, M10=M0)
                                                            Ma: D1 D2 ... Dn (a=b+10, M10=M0)
       RM: D1 D2 ... Dn
                                                            RM: D1 D2 ... Dn
       SAM: Unchanged
                                                            SAM: Unchanged
```

Note: If the dialing number exceeds 32 digits, the memory store is inhibited. However, if the dialing number is not more than 32 digits the memory will store a max. of 16 digits. Ma=M1~M20, Mb=M1~M10, a=1~20, b=1~9, 0



· Memory dialing

One-touch memory dialing (M1~M20)

Ma content: D1 D2 ... Dn Keyboard input: Ma Dialing output: D1 D2 ... Dn

Ma: Unchanged RM: D1 D2 ... Dn SAM: Unchanged

Two-touch memory dialing (M1~M10)

Mb content: D1 D2 ... Dn

Keyboard input: A [b or Mb] Dialing output: D1 D2 ... Dn

Mb: Unchanged RM: D1 D2 ... Dn SAM: Unchanged

Note: a=1~20, Ma=M1~M20 Mb=M1~M10, b=1~9, 0

· Chain dialing

M1 content: D1 D2 ... Dn M2 content: Dn+1 ... Dm

Keyboard input: D1 D2 D3 [M1 or A 1] [M2 or A 2]

Dialing output: D1 D2 D3 D1 D2 ... Dn Dn+1 ... Dm

M1/M2: Unchanged

RM: D1 D2 D3 D1 D2 ... Dn Dn+1 ... Dm

SAM: Unchanged

Note: If the dialing number exceeds 32 digits, redialing is inhibited and $\overline{\text{PO}}\text{=VDD}$

Flash

Flash as a digital key

(a) The intervenient key

Keyboard input: D1 D2 ... Dn F Dn+1 ... Dm

Dialing output: D1 D2 ... Dn Tr Trp Dn+1 ...

Dm RM: D1 D2 ... Dn SAM: Unchanged

(b) The first key

Keyboard input: F D1 D2 ... Dn Dialing output: TF TFP D1 D2 Dn

RM: Unchanged SAM: Unchanged Three-touch memory dialing (M11~M20)

M11 content: D1 D2 ... Dn

Keyboard input: A PAGE [Mb or b]

Dialing output: D1 D2 ... Dn

Ma: Unchanged (a=b+10, M10=M0)

RM: D1 D2 ... Dn SAM: Unchanged

- Flash as a control key

Keyboard input: D1 D2 ... Dn F Dn+1 ... Dm

Dialing output: D1 D2 ... Dn Tr Trp Dn+1 ... Dm

RM: Dn+1 ... Dm SAM: Unchanged

Note: Tr: break a flash time



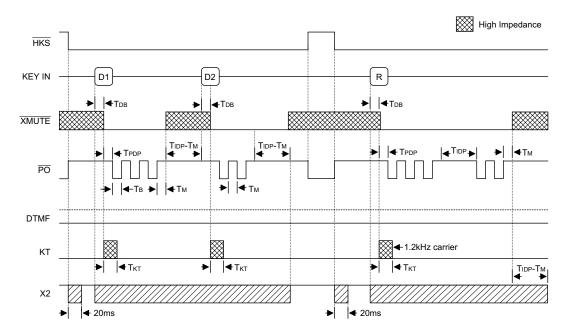
• IDD lock operation by the keyboard (2 lock numbers, 3 digits/number at maximum) (A 330k Ω resistor is connected between $\overline{C5}$ and $\overline{R1}$) Personal/Lock No.1/Lock No.2 input operation (a) Personal code doesn't exist Stores Personal Code: ST D1 D2 D3 ST * 0 Stores Lock No.1: ST D4 D5 D6 ST * 1 Stores Lock No.2: ST D7 D8 D9 ST * 2 (b) Personal code exist Changes Personal Code: ST D1 D2 D3 ST # ST D4 D5 D6 ST * 0 (Old personal code) (New personal code) Changes Lock No.1: ST D1 D2 D3 ST # ST D4 D5 D6 ST * 1 (Personal code) (Lock No.1) Changes Lock No.2: ST D1 D2 D3 ST # ST D7 D8 D9 ST * 2 (Personal code) (Lock No.2) Changes Personal Code, Lock No.1 and Lock No.2 at one time ST D1 D2 D3 ST # ST D4 D5 D6 ST * 0 (continued) (Old personal code) (New personal code) ST D7 D8 D9 ST * 1 ST D10 D11 D12 ST * 2 (Lock No.1) (Lock No.2) Personal/Lock No.1/Lock No.2 cancel operation Cancels Personal code: ST D1 D2 D3 ST # ST # 0 Cancels Lock No.1: ST D1 D2 D3 ST # ST # 1 Cancels Lock No.2: ST D1 D2 D3 ST # ST # 2 Temporary release both of the lock numbers (Lock No.1, Lock No.2): ST D1 D2 D3 ST # Dm Dm+1 Dm+2 DI ... Dn (Personal code) Note: D1~D12 = 0~9 Dm Dm+1 Dm+2 = 0~9 DI ... Dn = 0~9, *, # • Note: RM: Redial memory SAM: Save dialing memory D1 D2 ... Dn: 0~9 Dn+1 ... Dm: 0~9, *,# Dm+1 ... DI: 0~9, *, # DI+1 ... DK: 0~9, *, #



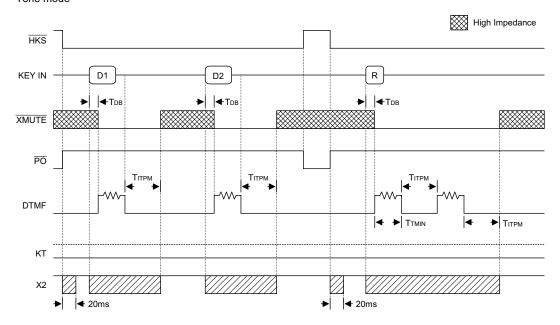
Timing Diagrams

Normal dialing

• Pulse mode



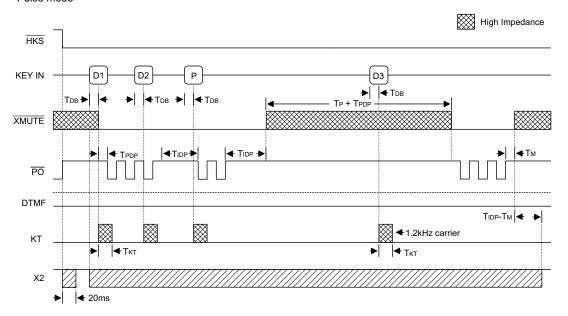
• Tone mode



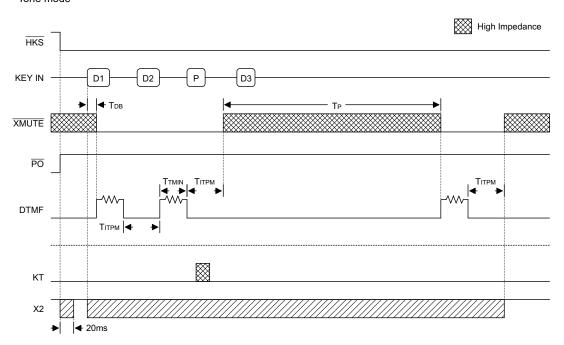


Dialing with Pause key

• Pulse mode

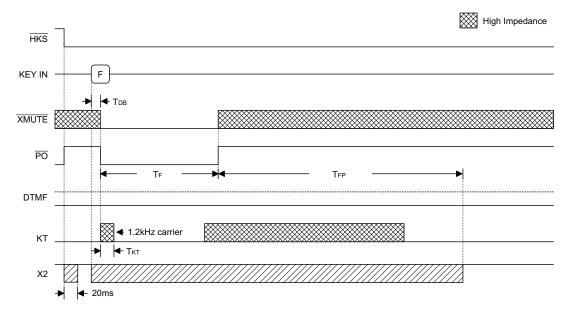


• Tone mode

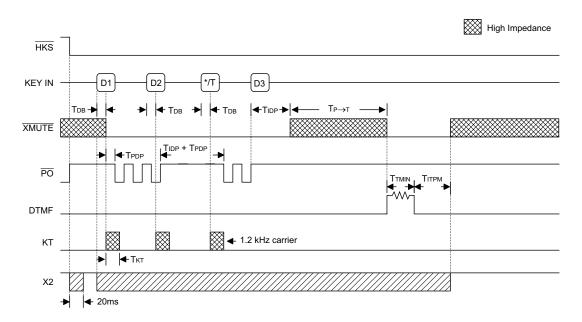




Flash key operation

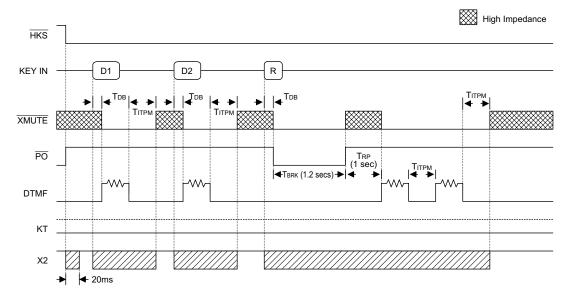


$\textbf{Pulse} \rightarrow \textbf{Tone operation}$

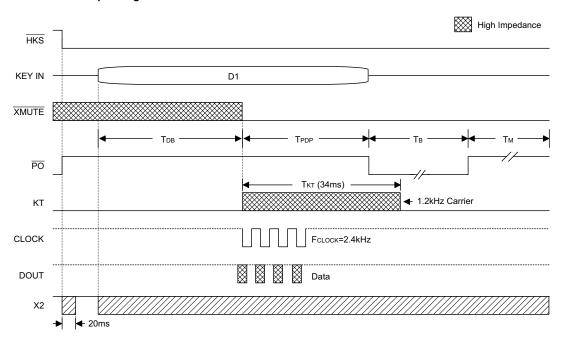




One key redial operation

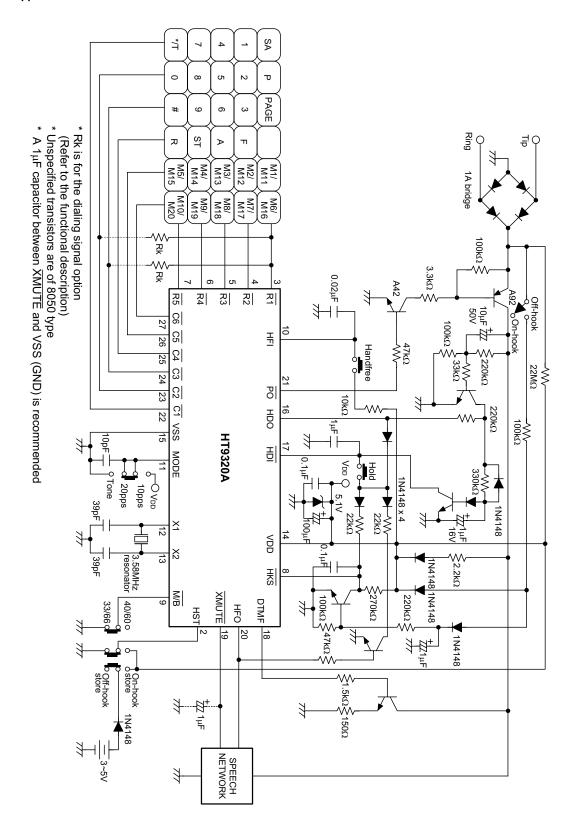


CLOCK & DOUT operating

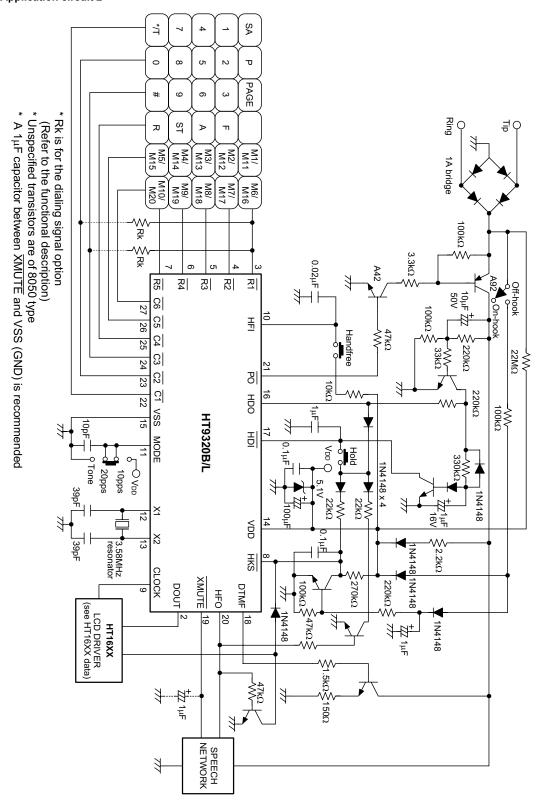


Note: D1=D3=3 D2=2

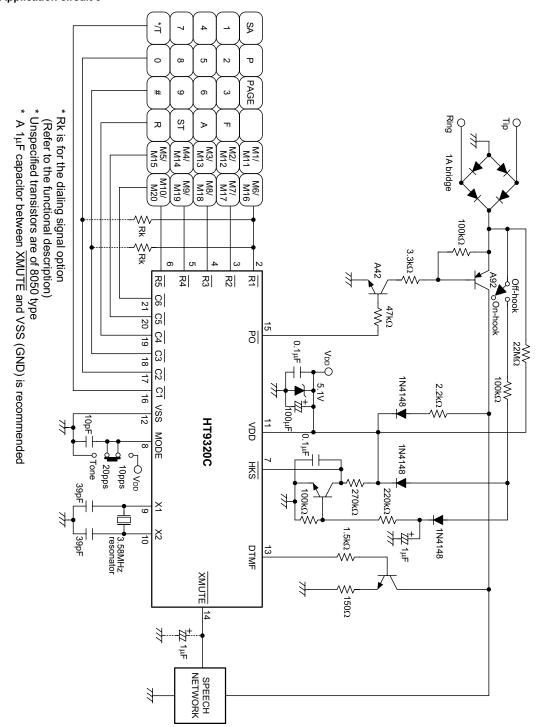




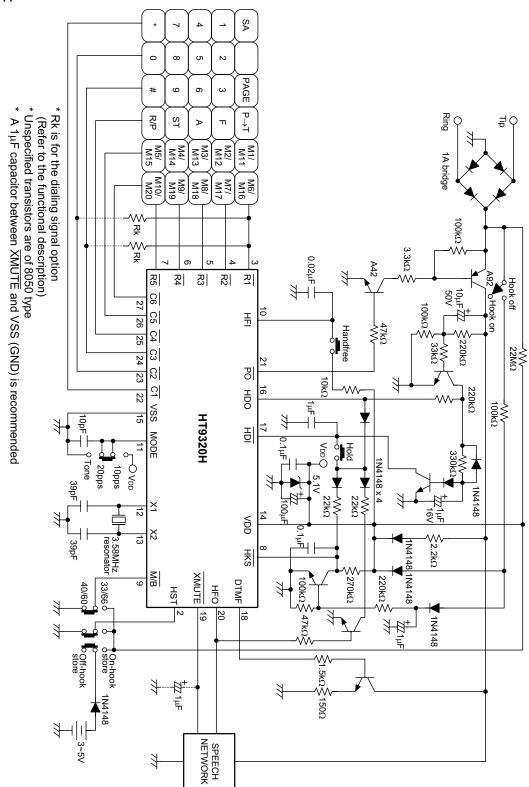




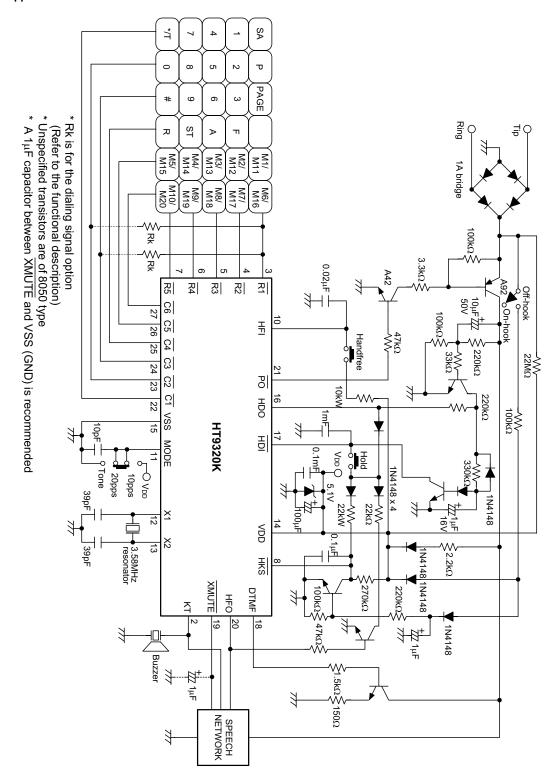








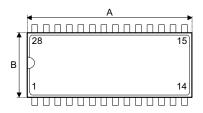


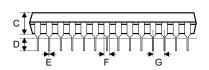


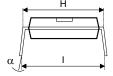


Package Information

28-pin DIP (600mil) outline dimensions



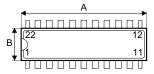


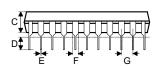


Cumbal	Dimensions in mil				
Symbol	Min. Nom.		Max.		
Α	1445	_	1465		
В	535	_	555		
С	145	_	155		
D	125	_	145		
E	16	_	20		
F	50	_	70		
G	_	100	_		
Н	595	_	615		
I	635	_	670		
α	0°	_	15°		



22-pin SKDIP (300mil) outline dimensions







Combal	Dimensions in mil				
Symbol	Min.	Nom.	Max.		
Α	1085	_	1105		
В	253	_	263		
С	125	_	135		
D	125	_	145		
E	16	_	20		
F	50	_	70		
G	_	100	_		
Н	295	_	315		
I	330	_	375		
α	0°	_	15°		



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