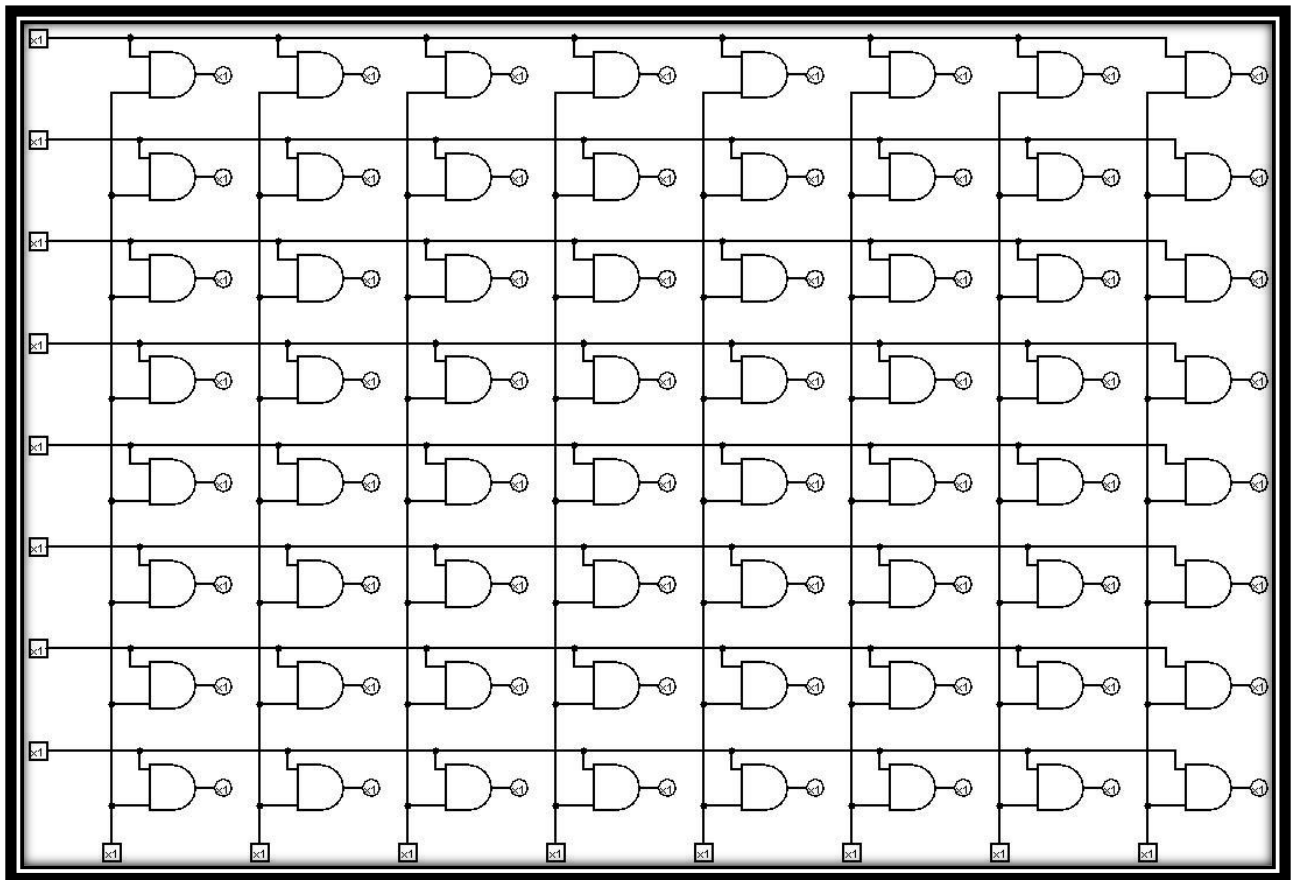


October 25, 2021

### **Building a simple matrix switch in LogiSim:**

This particular circuit isn't all that complicated: 64 AND gates are wired to the PIO adapters on the TI 99/4A expansion chassis and are addressed in a bitwise fashion by outputting a given value in the range of 0 – 255. The output of each AND gate drives a transistor that operates a DPST relay, connecting any given input to any given output. I'm sure there's a simpler and cheaper way to do it, but it's getting down to the wire here and I'm working for most of the next week!



### **Controlling the matrix switch from BASIC:**

Assuming that the pins for each row are connected to PIO and the pins for each column are connected to PIO/1, the BASIC program needs to open a file for each of the output devices as follows:

```
OPEN #1:"PIO"  
OPEN #2:"PIO/2"
```

## Retrochallenge 2021 -- Paleoferrosaurus

Once the files are successfully opened, binary data can be sent to the PIO registers using the ASCII value of a particular 8-bit integer. Since the PIO registers were intended for driving a parallel printer, there is some handshaking involved that I'm going to try and figure out once I get the circuits built.

In the absence of any binary output instructions in the repertoire of TI BASIC, the best option is to simply PRINT the value in external format in the same way you might write to a file on tape or disk.

```
PRINT #1:ASC(ROW);  
PRINT #2:ASC(COLUMN);
```

Obviously, closing the PIO ports at the conclusion of the program is accomplished by using the BASIC CLOSE statement.

```
CLOSE #1  
CLOSE #2
```

Naturally, the emulator doesn't support access to the PIO, so program development will be taking place on the real hardware. The power supply issues have yet to be resolved, but parts have been purchased and the repair should be a small bit of soldering.

In the mean-time it has become apparent that making the matrix switch useful will also require using the TI 99/4A to generate both DTMF tones and call progress tones according to the "Precise Tone Plan" adopted by AT&T at around the time the first electronic switching systems were developed. The audio output from the computer can easily be transformer-coupled to any of the telephone lines using a single "channel" of the matrix switch. The TI Speech Synthesizer might also be used to generate user prompts, provide instructions, and communicate error messages over any of the audio channels in the switchboard.

### Preliminary Software for Tone Generation and Control of the Switch:

```
1000 REM  RETROCHALLENGE 2021  
1010 REM  MICHEAL H. MCCABE  
1020 REM  
1030 REM  USING TI 99/4A TO CONTROL TELEPHONE SWITCHING  
1040 REM  
1050 REM  IMPLEMENTS A MATRIX SWITCH FOR SEMI-
```

Retrochallenge 2021 -- Paleoferrosaurus

```
1060 REM  AUTOMATIC TELEPHONE SWITCHING.
1070 REM
1080 REM  REVISED OCT. 25, 2021
1090 OPTION BASE 0
1100 DIM T(15,2)
1110 DIM C$(10)
1120 GOSUB 2440
1130 GOSUB 2660
1140 REM  L HOLDS LENGTH OF DTMF TONES IN MILLISECONDS
1150 LET L=100
1160 REM  V HOLDS DESIRED VOLUME FOR DTMF TONES
1170 LET V=7
1180 REM  A HOLDS BINARY VALUE FOR ROW SELECT
1190 LET A=0
1200 REM  B HOLDS BINARY VALUE FOR COLUMN SELECT
1210 REM  A$ AND B$ ARE BINARY STRING VERSIONS OF A AND B
1220 REM  OPEN #1,"PIO"
1230 REM  OPEN #2,"PIO/1"
1240 CALL CLEAR
1250 PRINT "TELEPHONE SYSTEM CONTROL"
1260 PRINT
1270 PRINT "MAIN MENU:"
1280 PRINT
1290 PRINT TAB(5);"1. DTMF TONE SIGNALING"
1300 PRINT TAB(5);"2. CALL PROGRESS TONES"
1310 PRINT TAB(5);"3. MATRIX SWITCH CONTROL"
1320 PRINT TAB(5);"4. END PROGRAM"
1330 PRINT
1340 INPUT "ENTER YOUR SELECTION:":S
1350 IF S<>INT(S)THEN 1240
1360 IF (S<1)+(S>4)THEN 1240
1370 IF S=1 THEN 1470
1380 IF S=2 THEN 2130
1390 IF S=3 THEN 2280
1400 REM  QUIT PROGRAM
1410 LET A=0
1420 LET B=0
1430 REM  PRINT #1,ASC(A);
1440 REM  PRINT #2,ASC(B);
1450 CALL CLEAR
1460 END
1470 REM  DTMF SIGNALING MENU
1480 PRINT
1490 PRINT "DTMF SIGNALING MENU:"
1500 PRINT
1510 PRINT TAB(5);"1. SEND DTMF DIGITS"
```

Retrochallenge 2021 -- Paleoferrosaurus

```
1520 PRINT TAB(5);"2. TEST ALL DTMF DIGITS"  
1530 PRINT TAB(5);"3. SEND DTMF COMMANDS"  
1540 PRINT TAB(5);"4. RETURN TO MAIN MENU"  
1550 PRINT  
1560 INPUT "ENTER YOUR SELECTION:":S  
1570 IF INT(S)<>S THEN 1470  
1580 IF (S<1)+(S>4)THEN 1470  
1590 IF S=4 THEN 1240  
1600 IF S=1 THEN 1650  
1610 IF S=2 THEN 1900  
1620 IF S=3 THEN 1930  
1630 PRINT "GURU MEDITATION ERROR."  
1640 STOP  
1650 PRINT  
1660 INPUT "ENTER DTMF:":T$  
1670 FOR I=1 TO LEN(T$)  
1680 LET D$=SEG$(T$,I,1)  
1690 LET D=ASC(D$)  
1700 IF (D>=48)*(D<=57)THEN 1770  
1710 IF (D>=65)*(D<=68)THEN 1800  
1720 IF D=35 THEN 1830  
1730 IF D=42 THEN 1860  
1740 PRINT  
1750 PRINT "PARSE ERROR."  
1760 GOTO 1470  
1770 LET D=D-48  
1780 GOSUB 2810  
1790 GOTO 1880  
1800 LET D=D-53  
1810 GOSUB 2810  
1820 GOTO 1880  
1830 LET D=11  
1840 GOSUB 2810  
1850 GOTO 1880  
1860 LET D=10  
1870 GOSUB 2810  
1880 NEXT I  
1890 GOTO 1470  
1900 REM TEST ALL DTMF DIGITS  
1910 GOSUB 2840  
1920 GOTO 1470  
1930 REM SEND DTMF COMMANDS  
1940 PRINT  
1950 PRINT "SEND DTMF COMMANDS:"  
1960 PRINT  
1970 PRINT "1. SET ANONYMOUS CALL REJECT"
```

## Retrochallenge 2021 -- Paleoferrosaurus

```
1980 PRINT "2. CANCEL ANON CALL REJECT"
1990 PRINT "3. FORWARD CALLS TO CELL"
2000 PRINT "4. CANCEL CALL FORWARDING"
2010 PRINT "5. RETURN LAST CALL"
2020 PRINT "6. CANCEL CAL RETURN"
2030 PRINT "7. CANCEL CALL WAITING"
2040 PRINT "8. BLOCK CALLER ID"
2050 PRINT "9. CANCEL CALLER ID BLOCK"
2060 PRINT "10. REPEAT DIALING"
2070 PRINT
2080 INPUT "ENTER YOUR SELECTION:":S
2090 IF (S<1)+(S>10)THEN 1960
2100 LET T$=C$(S)
2110 PRINT T$
2120 GOTO 1670
2130 REM GENERATE CALL PROGRESS TONES
2140 PRINT
2150 PRINT "GENERATE CALL PROGRESS TONES"
2160 PRINT
2170 PRINT "1. SEND DIAL TONE"
2180 PRINT "2. SEND RING SIGNAL"
2190 PRINT "3. SEND BUSY SIGNAL"
2200 PRINT "4. SEND RE-ORDER TONES"
2210 PRINT "5. RETURN TO MAIN MENU"
2220 PRINT
2230 INPUT "ENTER YOUR SELECTION:":S
2240 IF (S<1)+(S>5)THEN 2130
2250 IF S=5 THEN 1240
2260 ON S GOSUB 2910,2990,3060,3130
2270 GOTO 2130
2280 REM MATRIX SWITCH CONTROL
2290 PRINT
2300 PRINT "MAIN MENU:"
2310 PRINT
2320 PRINT "1. DISPLAY SWITCH STATUS"
2330 PRINT "2. SET A CONNECTION"
2340 PRINT "3. CLEAR A CONNECTION"
2350 PRINT "4. CLEAR ALL CONNECTIONS"
2360 PRINT "5. MAIN MENU"
2370 PRINT
2380 INPUT "ENTER YOUR SELECTION:":S
2390 IF (S<1)+(S>5)THEN 2290
2400 IF S=5 THEN 1240
2410 ON S GOSUB 3230,3650,3780,3910
2420 GOTO 2280
2430 END
```

Retrochallenge 2021 -- Paleoferrosaurus

```
2440 REM  LOAD ARRAY T WITH DTMF TONE FREQUENCIES
2450 RESTORE
2460 FOR I=0 TO 15
2470 READ T(I,1),T(I,2)
2480 NEXT I
2490 RETURN
2500 DATA 941,1336
2510 DATA 697,1209
2520 DATA 697,1336
2530 DATA 697,1477
2540 DATA 770,1209
2550 DATA 770,1336
2560 DATA 770,1477
2570 DATA 852,1209
2580 DATA 852,1336
2590 DATA 852,1477
2600 DATA 941,1209
2610 DATA 941,1477
2620 DATA 697,1633
2630 DATA 770,1633
2640 DATA 852,1633
2650 DATA 941,1633
2660 REM  LOAD COMMADS INTO ARRAY C$
2670 FOR I=1 TO 10
2680 READ C$(I)
2690 NEXT I
2700 RETURN
2710 DATA "*77"
2720 DATA "*87"
2730 DATA "72#8144647258"
2740 DATA "73#"
2750 DATA "*69"
2760 DATA "*89"
2770 DATA "*70"
2780 DATA "*67"
2790 DATA "*82"
2800 DATA "*66"
2810 REM  SEND DTMF DIGIT
2820 CALL SOUND(L,T(D,1),V,T(D,2),V)
2830 RETURN
2840 REM  TEST DTMF TONES
2850 FOR D=0 TO 15
2860 PRINT D;
2870 GOSUB 2810
2880 NEXT D
2890 PRINT
```

Retrochallenge 2021 -- Paleoferrosaurus

```
2900 RETURN
2910 REM SEND DIAL TONE
2920 CALL SOUND(4000,350,V,440,V)
2930 RETURN
2940 REM WAIT N SECONDS
2950 FOR J=0 TO N*10
2960 LET Z=SQR(J)
2970 NEXT J
2980 RETURN
2990 REM SEND RING TONES
3000 FOR I=1 TO 5
3010 CALL SOUND(2000,440,7,480,7)
3020 N=4
3030 GOSUB 2940
3040 NEXT I
3050 RETURN
3060 REM SEND BUSY SIGNAL
3070 FOR I=1 TO 15
3080 CALL SOUND(500,480,7,620,7)
3090 N=0.75
3100 GOSUB 2940
3110 NEXT I
3120 RETURN
3130 REM SEND FAST BUSY
3140 FOR I=1 TO 20
3150 CALL SOUND(250,480,7,620,7)
3160 N=0.3
3170 GOSUB 2940
3180 NEXT I
3190 RETURN
3200 REM SEND 440 HZ COMMAND TONE
3210 CALL SOUND(250,440,7)
3220 RETURN
3230 REM DISPAY MATRIX SWITCH STATUS
3240 PRINT
3250 PRINT "CURRENT STATUS OF MATRIX SW"
3260 PRINT "-----"
3270 PRINT
3280 LET E=A
3290 GOSUB 3540
3300 LET A$=G$
3310 LET E=B
3320 GOSUB 3540
3330 LET B$=G$
3340 PRINT TAB(6);"ROW"
3350 FOR I=1 TO 8
```

Retrochallenge 2021 -- Paleoferrosaurus

```
3360 PRINT TAB(6);
3370 PRINT 9-I;
3380 PRINT SEG$(A$,I,1);":";
3390 FOR J=1 TO 8
3400 IF (SEG$(A$,I,1)="1")*(SEG$(B$,J,1)="1")THEN 3420 ELSE 3440
3410 STOP
3420 PRINT "*";
3430 GOTO 3450
3440 PRINT "-";
3450 NEXT J
3460 PRINT ":";SEG$(A$,I,1)
3470 NEXT I
3480 PRINT TAB(11);B$
3490 PRINT TAB(11);"12345678"
3500 PRINT TAB(12);"COLUMN"
3510 PRINT
3520 PRINT "-----"
3530 RETURN
3540 REM CONVERT INT TO BINARY STRING
3550 LET F=E
3560 LET G$=""
3570 FOR K=7 TO 0 STEP -1
3580 IF F<2^K THEN 3620
3590 LET F=F-2^K
3600 LET G$=G$&"1"
3610 GOTO 3630
3620 LET G$=G$&"0"
3630 NEXT K
3640 RETURN
3650 REM SET CONNECTION BY ROW / COLUMN
3660 INPUT "ENTER ROW FOR CONNECTION:":R
3670 INPUT "ENTER COL FOR CONNECTION:":C
3680 IF (R<1)+(R>8)THEN 3660
3690 IF (C<1)+(C>8)THEN 3670
3700 LET R=R-1
3710 LET C=8-C
3720 LET A=A+2^R
3730 LET B=B+2^C
3740 GOSUB 3230
3750 REM PRINT #1,ASC(A);
3760 REM PRINT #2,ASC(B);
3770 RETURN
3780 REM RESET CONNECTION BY ROW / COLUMN
3790 INPUT "ENTER ROW FOR DISCONNECT:":R
3800 INPUT "ENTER COL FOR DISCONNECT:":C
3810 IF (R<1)+(R>8)THEN 3790
```



## Retrochallenge 2021 -- Paleoferrosaurus

```
3820 IF (C<1)+(C>8)THEN 3800
3830 LET R=R-1
3840 LET C=8-C
3850 LET A=A-2^R
3860 LET B=B-2^C
3870 GOSUB 3230
3880 REM PRINT #1,ASC(A);
3890 REM PRINT #2,ASC(B);
3900 RETURN
3910 REM CLEAR ALL CONNECTIONS
3920 INPUT "TYPE 'YES' TO CLEAR ALL CONNECTIONS:":Q$
3930 IF Q$="YES" THEN 3950 ELSE 3970
3940 STOP
3950 LET A=0
3960 LET B=0
3970 GOSUB 3230
3980 REM PRINT #1,ASC(A);
3990 REM PRINT #2,ASC(B);
4000 RETURN
```