## TONE/PULSE DIALER WITH HANDFREE AND SAVE FUNCTIONS

## GENERAL DESCRIPTION

The W91510N series are Si-gate CMOS ICs that provide the necessary signals for tone or pulse dialing. The W91510N series provide one-key redial, handfree dialing, key tone, save, and redial functions.

## FEATURES

- DTMF/pulse switchable dialer
- Two by 32-digit redial and save memory
- Pulse-to-tone ( $\left.{ }^{*} / \mathrm{T}\right)$ keypad for long distance call operation
- Uses $5 \times 4$ keyboard
- Easy operation with redial, flash, pause, and */T keypads
- Pause, pulse-to-tone ( ${ }^{*} / \mathrm{T}$ ) can be stored as a digit in memory
- On-hook debounce time: 150 mS
- Dialing rate ( 10 ppS or 20 ppS ) selectable by bonding option
- Minimum tone output duration: 93 msec .
- Minimum intertone pause: 93 msec .
- Flash break time ( $73,100,300,600 \mathrm{msec}$.) selectable by keypad; pause time is 1.0 sec .
- On-chip power-on reset
- Uses 3.579545 MHz crystal or ceramic resonator
- Packaged in 18 or 20-pin plastic DIP
- The different dialers in the W91510N series are shown in the following table:

| TYPE NO. | REPLACEMENT <br> TYPE NO. | PULSE <br> (ppS) | FLASH <br> $(\mathbf{m S})$ | M/B | HANDFREE <br> DIALING | PACKAGE <br> (PINS) |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: |
| W91510N | W91510 | 10 | $600 / 100 / 300 / 73$ | Pin | - | 18 |
| W91511N | W91511 | 20 | $600 / 100 / 300 / 73$ | Pin | - | 18 |
| W91510AN | W91510A | 10 | $600 / 100 / 300 / 73$ | Pin | Yes | 20 |
| W91511AN | W91511A | 20 | $600 / 100 / 300 / 73$ | Pin | Yes | 20 |

PIN CONFIGURATIONS


W91510N/W91511N


W91510AN/W91511AN

PIN DESCRIPTION

| SYMBOL | 18-PIN | 20-PIN | I/O | FUNCTION |
| :---: | :---: | :---: | :---: | :--- |
| Column- <br> Row <br> Inputs | $1-4$ <br> $\&$ | $1-4$ <br> $\&$ | I | The keyboard inputs may be used with either a standard <br> $5 \times 4$ keyboard or an inexpensive single contact (Form <br> A) keyboard. Electronic input from a $\mu \mathrm{C}$ can also be <br> used. A valid key-in is defined as a single row being <br> connected to a single column. |
| XT, $\overline{\mathrm{XT}}$ | 7,8 | 7,8 | I, O | A built-in inverter provides oscillation with an <br> inexpensive 3.579545 MHz crystal or ceramic <br> resonator. |
| T/P $\overline{\text { MUTE }}$ | 9 | 9 | O | The T/P $\overline{\text { MUTE is a conventional CMOS N-channel }}$ <br> open drain output. <br> The output transistor is switched on during dialing <br> sequence, one-key redial break, and flash break time. <br> Otherwise, it is switched off. |

## W91510N SERIES

Pin Description, continued

| SYMBOL | 18-PIN | 20-PIN | I/O | FUNCTION |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| MODE | 13 | 15 | 1 | Pulling mode pin to Vss places the dialer in tone mode. <br> Pulling mode pin to VdD places the dialer in pulse mode (10 ppS; 20 ppS for W91511N/511AN, M/B = 40:60). <br> Floating mode pin places the dialer in pulse mode (10 ppS; 20 ppS for W91511N/511AN, M/B = 33.3:66.7). |  |  |  |
| $\overline{H K S}$ | 10 | 12 | 1 | Hook switch input. <br> $\overline{H K S}=$ VDD: On-hook state. Chip in sleeping mode, no operation. <br> $\overline{H K S}=$ Vss: Off-hook state. Chip is enabled for normal operation. <br> $\overline{H K S}$ pin is pulled to VDD by an internal resistor. |  |  |  |
| DP | 11 | 13 | O | N -channel open drain dialing pulse output. <br> Flash key will cause $\overline{\mathrm{DP}}$ to be active in either tone mode or pulse mode. <br> The timing diagram for pulse mode is shown in Figure $1(a, b$, c). |  |  |  |
| Vdd, Vss | 14, 6 | 16, 6 | 1 | Power input pins. |  |  |  |
| KT | 5 | 5 | O | Key-tone signal output. The key tone is generated for all valid keys. Frequency is 600 Hz and duration is 35 mS . |  |  |  |
| DTMF | 12 | 14 | O | In pulse mode, this pin remains in low state at all times. In tone mode, it will output a dual or single tone. <br> Detailed timing diagram for tone mode is shown in Figure 2(a,b, c). <br> Output Frequency |  |  |  |
|  |  |  |  |  | Specified | Actual | Error \% |
|  |  |  |  | R1 | 697 | 699 | +0.28 |
|  |  |  |  | R2 | 770 | 766 | -0.52 |
|  |  |  |  | R3 | 852 | 848 | -0.47 |
|  |  |  |  | R4 | 941 | 948 | +0.74 |
|  |  |  |  | C1 | 1209 | 1216 | +0.57 |
|  |  |  |  | C2 | 1336 | 1332 | -0.30 |
|  |  |  |  | C3 | 1477 | 1472 | -0.34 |

Pin Description, continued

| SYMBOL | 18-PIN | 20-PIN | I/O | FUNCTION |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\overline{\mathrm{HFI}}, \mathrm{HFO}$ | - | 10, 11 | I, O | Handfree control pins. The handfree control state is toggled on by a low pulse on the $\overline{\mathrm{HFI}}$ input pin. The status of the handfree control state is described in the following table: |  |  |  |  |
|  |  |  |  | Hook SW. | HFO | Input | HFO | Dialing |
|  |  |  |  | - | Low | $\overline{\mathrm{HFI}}$ Z | High | Yes |
|  |  |  |  | On Hook | High | $\overline{\text { HFI }}$ を | Low | No |
|  |  |  |  | Off Hook | High | $\overline{\mathrm{HFI}}$ Z | Low | Yes |
|  |  |  |  | On Hook | - | Off Hook | Low | Yes |
|  |  |  |  | Off Hook | Low | On Hook | Low | No |
|  |  |  |  | Off Hook | High | On Hook | High | Yes |
|  |  |  |  | $\overline{\mathrm{HFI}}$ pin is pulled to VDD by an internal resistor. Detailed timing diagrams are shown in Figure 3. |  |  |  |  |

## BLOCK DIAGRAM



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## FUNCTIONAL DESCRIPTION

## Keyboard Operation

| C1 | C2 | C3 | C4 |
| :---: | :---: | :---: | :---: |
| 1 | 2 | 3 | SAVE |
| 4 | 5 | 6 | F1 |
| 7 | 8 | 9 | F2 |
| */T | 0 | \# | R/P1 |
| R/P2 | R | F3 | F4 |

- R/P1, R/P2: Redial and pause function key; P1 is 3.6 sec . and P 2 is 2.0 sec .
- */T: * in tone mode and $\mathrm{P} \rightarrow \mathrm{T}$ in pulse mode
- F1, ..., F4: Flash keys, flash break time of $\mathrm{F} 1=600 \mathrm{mS}, \mathrm{F} 2=100 \mathrm{mS}, \mathrm{F} 3=300 \mathrm{mS}, \mathrm{F} 4=73 \mathrm{mS}$
- SAVE: Save function key
- R: One-key redial function


## Notes:

D1, ..., Dn, D1', ..., Dn': 0, ..., 9, */T, \#
R/P: R/P1 or R/P2.
Fn: F1, ..., F4

## Normal Dialing



1. D1, D2, ..., Dn will be dialed out.
2. Dialing length is unlimited, but redial is inhibited if length exceeds 32 digits in normal dialing.

## Redialing


a. The redial memory content will be dialed out.
b. The R/P key can execute the redial function only as the first key-in after off-hook; otherwise, it executes pause function.
c. If redialing length exceeds 32 digits, the redialing function will be inhibited.
2.

(or $\qquad$ \& $\overline{\mathrm{HFI}}{ }^{\sigma} \mathrm{L}$ ), D1 $\square$
$\square$ Busy, $\square$
a. The one-key redialing function timing diagram is shown in Figure 4.

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b. If the dialing of $\begin{array}{ll}\mathrm{D} 1 & \text { to } \mathrm{Dn} \text { is finished, pressing the } \begin{array}{l}\mathrm{R} \\ \begin{array}{l}\text { key will cause the pulse output } \\ \text { pin }\end{array}\end{array}{ }^{\text {l }} \text {, }\end{array}$ to go low for 2.2 seconds break time and 0.6 seconds pause time will automatically be added.

d. The redial function by $R$ key has no break time ( 2.2 sec .) if it is the first key-in after off-hook.

e. The | $R$ | $\begin{array}{l}\text { key uses the same redial buffer as the redial function by } \\ \text { the }\end{array} \mathrm{R} / \mathrm{P} 1$ |
| :--- | :--- | or $\mathrm{R} / \mathrm{P} 2$ key, and it is active during normal dialing or repertory dialing.

## Access Pause



1. The pause function is executed in normal dialing, redial dialing, or memory dialing.
2. The pause duration of 2.0 or 3.6 seconds per pause is selected by keypad, but only one pause time can be stored in memory.
3. A detailed timing diagram for the pause function is shown in Figure 5.

Pulse-to-tone ( ${ }^{*} / \mathrm{T}$ )


1. If the mode switch is set to pulse mode, then the output signal will be:

D1, D2, ..., Dn, Pause ( 2.0 sec . or 3.6 sec. ), D1', D2', ..., Dn'
(Pulse)
(Tone)
2. If the mode switch is set to tone mode, then the output signal will be:

D1, D2, ..., Dn, *, D1', D2', ..., Dn'
(Tone)
(Tone)
3. The dialer remains in tone mode when the digits have been dialed out and can be reset to pulse mode only by going on-hook.
4. The pulse-to-tone function timing diagram is shown in Figure 6.

## Save


a. D1, D2, ..., Dn will be dialed out.
b. If the sequence of the dialed digits D1, D2, ..., Dn has not finished,


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otherwise, D1, D2, ..., Dn will be duplicated to the save memory.

## Flash

OFF HOOK (or ON HOOK \& $\overline{\mathrm{HFI}}{ }^{\top} \perp$ ), Fn

1. $\mathrm{Fn}=\mathrm{F} 1, \ldots$, F 4
2. The dialer will execute a flash break time of 600 mS (F1), 100 mS (F2), 300 mS (F3), or 73 mS (F4).

In each case, the flash pause time is 1.0 sec . before the next digit is dialed out.
3. Flash key cannot be stored as a digit in memory. The flash key has first priority among keyboard functions.
4. The system will return to the initial state after the flash pause time is finished.
5. The flash function timing diagram is shown in Figure 7.

ABSOLUTE MAXIMUM RATINGS

| PARAMETER | SYMBOL | RATING | UNIT |
| :--- | :---: | :---: | :---: |
| DC Supply Voltage | VDD-VSS | -0.3 to +7.0 | V |
| Input/Output Voltage | VIL | VSs -0.3 | V |
|  | VIH | $\mathrm{VDD}+0.3$ | V |
|  | VOL | VSs -0.3 | V |
|  | VoH | $\mathrm{VDD}+0.3$ | V |
| Power Dissipation | PD | 120 | mW |
| Operation Temperature | TOPR | -20 to +70 | ${ }^{\circ} \mathrm{C}$ |
| Storage Temperature | TSTG | -55 to +150 | ${ }^{\circ} \mathrm{C}$ |

Note: Exposure to conditions beyond those listed under Absolute Maximum Ratings may adversely affect the life and reliability of the device.

## DC CHARACTERISTICS

(VDD-Vss $=2.5 \mathrm{~V}$, Fosc. $=3.579545 \mathrm{MHz}, \mathrm{TA}_{\mathrm{A}}=25^{\circ} \mathrm{C}$, All outputs unloaded)

| PARAMETER | SYMBOL | CONDITIONS | MIN. | TYP. | MAX. | UNIT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Operating Voltage | Vdd | - | 2.0 | - | 5.5 | V |
| Operating Current | Iop | Tone, Unloaded | - | 0.4 | 0.6 | mA |
|  |  | Pulse, Unloaded | - | 0.2 | 0.4 |  |
| Standby Current | ISB | $\overline{\text { HKS }}=$ Vss, No load \& No key entry | - | - | 15 | $\mu \mathrm{A}$ |
| Memory Retention Current | IMR | $\begin{aligned} & \overline{H K S}=\mathrm{VDD}, \\ & \mathrm{VDD}=1.0 \mathrm{~V} \end{aligned}$ | - | - | 0.2 | $\mu \mathrm{A}$ |
| DTMF Output Voltage | Vто | Row group, $\mathrm{RL}=5 \mathrm{~K} \Omega$ | 130 | 150 | 170 | $\underset{\mathrm{s}}{\mathrm{mVrm}}$ |
| Pre-emphasis |  | Col/Row, $\text { VDD }=2.0 \text { to } 5.5 \mathrm{~V}$ | 1 | 2 | 3 | dB |
| DTMF Distortion | THD | $\begin{aligned} & \mathrm{RL}=5 \mathrm{~K} \Omega, \\ & \mathrm{VDD}=2.0 \text { to } 5.5 \mathrm{~V} \end{aligned}$ | - | -30 | -23 | dB |
| DTMF Output DC Level | Vtdc | $\begin{aligned} & \mathrm{RL}=5 \mathrm{~K} \Omega, \\ & \mathrm{VDD}=2.0 \text { to } 5.5 \mathrm{~V} \end{aligned}$ | 1.0 | - | 3.0 | V |
| DTMF Output Sink Current | ITL | V TO $=0.5 \mathrm{~V}$ | 0.2 | - | - | mA |
| $\overline{\mathrm{DP}}$ Output Sink Current | IPL | $\mathrm{VPO}=0.5 \mathrm{~V}$ | 0.5 | - | - | mA |
| T/P MUTE Output Sink Current | ITML | V TMO $=0.5 \mathrm{~V}$ | 0.5 | - | - | mA |
| KT Drive/Sink Current | IкTH | V KTH $=2.0 \mathrm{~V}$ | 0.5 | - | - | mA |
|  | IKTL | $\mathrm{VKTL}=0.5 \mathrm{~V}$ | 0.5 | - | - | mA |
| HFO Drive/Sink Current | IHFH | V HFH $=2.0 \mathrm{~V}$ | 0.5 | - | - | mA |
|  | IHFL | V HFL $=0.5 \mathrm{~V}$ | 0.5 | - | - | mA |
| Keypad Input Drive Current | IKD | $\mathrm{VI}=0.0 \mathrm{~V}$ | 30 | - | - | $\mu \mathrm{A}$ |
| Keypad Input Sink Current | Iks | $\mathrm{VI}=2.5 \mathrm{~V}$ | 200 | 400 | - | $\mu \mathrm{A}$ |
| HKS I/P Pull-high Resistor | Rнк | - | - | 300 | - | K $\Omega$ |
| Keypad Resistance | RK | - | - | - | 5 | $\mathrm{K} \Omega$ |

## AC CHARACTERISTICS

(VDD-Vss $=2.5 \mathrm{~V}$, Fosc. $=3.579545 \mathrm{MHz}, \mathrm{TA}_{\mathrm{A}}=25^{\circ} \mathrm{C}$, All outputs unloaded)

| PARAMETER | SYMBOL | CONDITIONS | MIN. | TYP. | MAX. | UNIT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Key-in Debounce | TKID | - | - | 20 | - | mS |
| Key Release Debounce | TKRD | - | - | 20 | - | mS |
| On-hook Debounce | TohD | - | - | 150 | - | mS |
| Pre-digit Pause ${ }^{1}$ | $\begin{gathered} \hline \text { TPDP1 } \\ 10 \mathrm{ppS} \\ \hline \end{gathered}$ | Mode $=$ VDD | - | 40 | - | mS |
|  |  | Mode = Floating | - | 33.3 | - |  |
| Pre-digit Pause ${ }^{2}$ | $\begin{gathered} \hline \text { TPDP2 } \\ 20 \mathrm{ppS} \\ \hline \end{gathered}$ | Mode $=$ VDD | - | 20 | - | mS |
|  |  | Mode = Floating | - | 16.7 | - |  |
| Interdigit Pause (Auto Dialing) | TIDP | 10 ppS | - | 800 | - | mS |
|  |  | 20 ppS | - | 500 | - |  |
| Make/Break Ratio | M:B | Mode $=$ VDD | - | 40:60 | - | \% |
|  |  | Mode = Floating | - | $\begin{aligned} & \hline 33.3: \\ & 66.7 \end{aligned}$ | - |  |
| Tone Output Duration | Ttd | Auto dialing | - | 93 | - | mS |
| Intertone Pause | TITP | Auto dialing | - | 93 | - | mS |
| Flash Break Time | Tfb | F1 | - | 600 | - | mS |
|  |  | F2 | - | 100 | - |  |
|  |  | F3 |  | 300 |  |  |
|  |  | F4 | - | 73 | - |  |
| Flash Pause Time | TfP | F1, F2, F3, F4 | - | 1.0 | - | S |
| Pause Time | TP | R/P1 | - | 3.6 | - | S |
|  |  | R/P2 | - | 2.0 | - |  |
| Key Tone Frequency | FKT | - | - | 600 | - | Hz |
| Key Tone Duration | TKTD | - | - | 35 | - | mS |
| One-key Redial Break Time | TRB | - | - | 2.2 | - | S |
| One-key Redial Pause Time | TRP | - | - | 600 | - | mS |

## Notes:

1. Crystal parameters suggested for proper operation are $\mathrm{Rs}<100 \Omega, \mathrm{Lm}=96 \mathrm{mH}, \mathrm{Cm}=0.02 \mathrm{pF}, \mathrm{Cn}=5 \mathrm{pF}, \mathrm{Cl}=18 \mathrm{pF}$, Fosc. $=3.579545 \mathrm{MHz} \pm 0.02 \%$.
2. Crystal oscillator accuracy directly affects these times.

## W91510N SERIES

TIMING WAVEFORMS


Figure 1(a) Normal Dialing Timing Diagram


Figure 1(b) Pulse Mode Auto Dialing Timing Diagram

Timing Waveform, continued


Figure 1(c) Pulse Mode Auto Dialing Timing Diagram


Figure 2(a) Tone Mode Normal Dialing Timing Diagram

Timing Waveform, continued


Figure 2(b) Tone Mode Auto Dialing Timing Diagram


Figure 2(c) Tone Mode Auto Dialing Timing Diagram

Timing Waveform, continued


Figure 3. Handfree Timing diagram


Figure 4. One-key Redial Timing Diagram

Timing Waveform, continued


Figure 5. Pause Function Timing Diagram


Figure 6. Pulse-to-tone Timing Diagram

Timing Waveform, continued


Figure 7. Flash Timing Diagram

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