

Final Presentation

Cell Phone Controlled Security System

16 April 2008

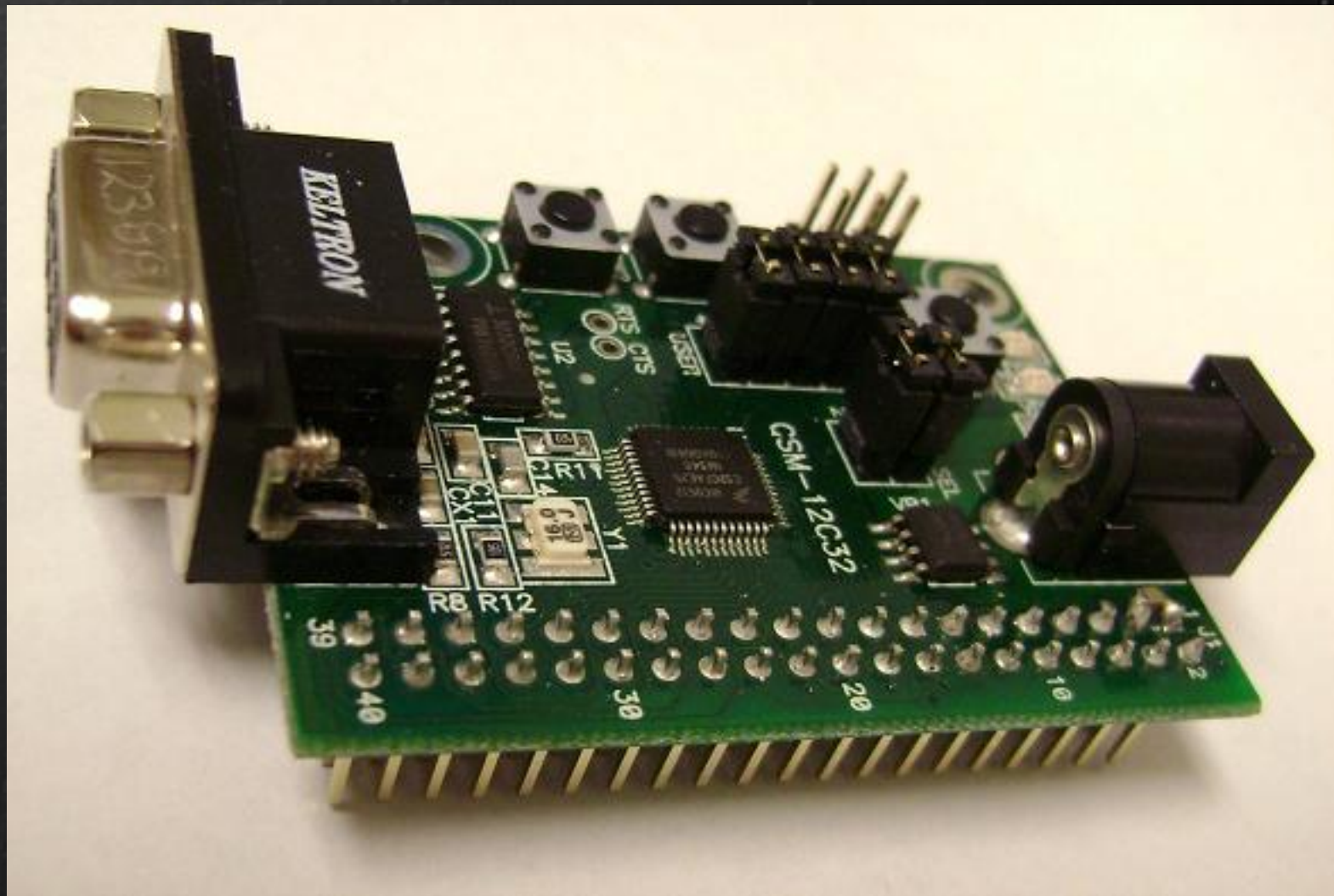
Team Members

Kevin Brown

Don DeLaMare

Brian Faires

6812 Microcontroller



Size 2.2" X 1.6"

6812 Microcontroller

32K Bytes Flash EEPROM

2K Bytes Ram

31 I/O Lines

8-Ch 16-bit Timers

SCI/SPI Ports

Key Wake-up port

8MHz Internal Bus

25MHz Operation

40 pin connector

RS-232 Serical Port

3 push buttons (2 user / reset)

3 LEDs (2 user / VDD)

MCU_PORT Connector

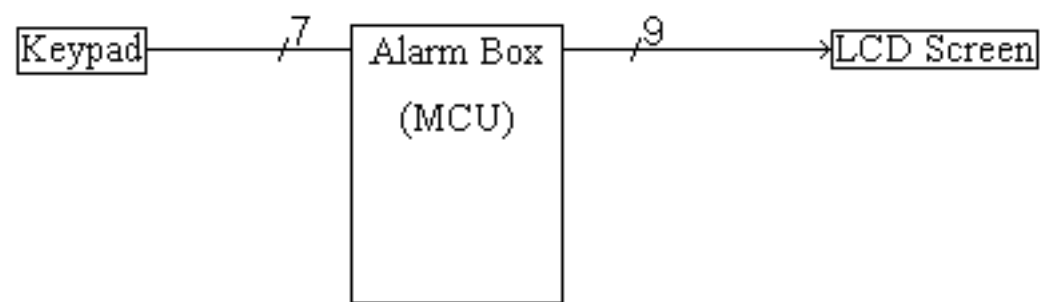
	V _x	1	2	
	GND	3	4	PE1/IRQ*
SCI or I/O	PS1/TXD	5	6	RESET*
	PS0/RXD	7	8	MODC/BKGD
	PP5/KWP5	9	10	NC
	PE0/XIRQ*	11	12	NC
	PT0/PW0/IOC0	13	14	NC
	PT1/PW1/IOC1	15	16	NC
SPI or I/O	PM4/MOSI	17	18	PAD00/AN00
	PM2/MISO	19	20	PAD01/AN01
	PM5/SCK	21	22	PB4
	PM3/SS*	23	24	PA0
	PE4/ELCK	25	26	PM1/TXCAN
	PE7/XCLKS	27	28	PM0/RXCAN
ADC or I/O	PAD02/AN02	29	30	PT2/PW2/IOC2
	PAD03/AN03	31	32	PT3/PW3/IOC3
	PAD04/AN04	33	34	PT4/PW04/IOC4
	PAD05/AN05	35	36	PT5/IOC5
	PAD06/AN06	37	38	PT6/IOC6
	PAD07/AN07	39	40	PT7/IOC7

General I/O

We know how to use these 24 pins as I/O. We can use 5 more pins.

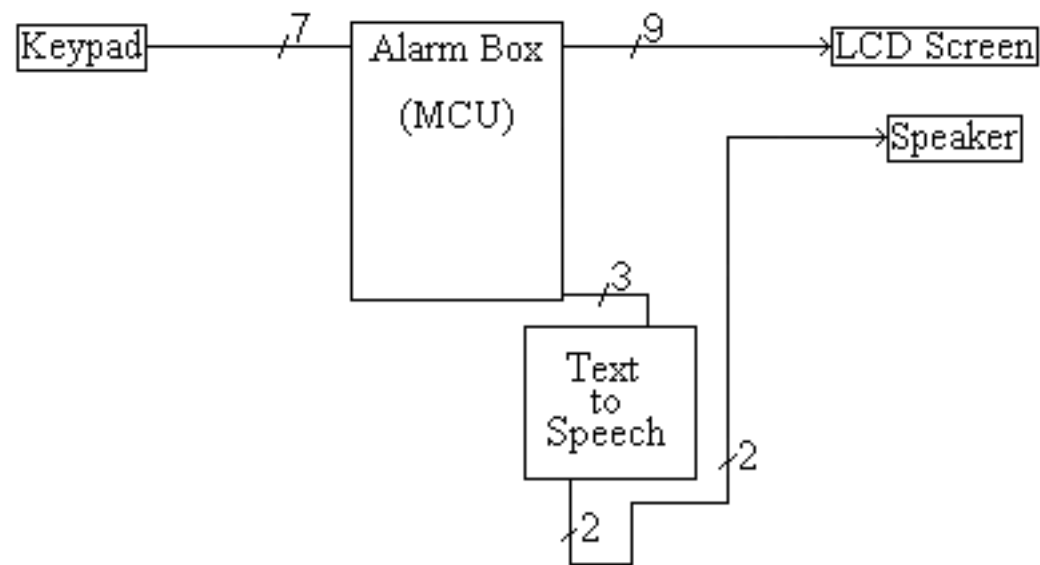
Step 1

Security System



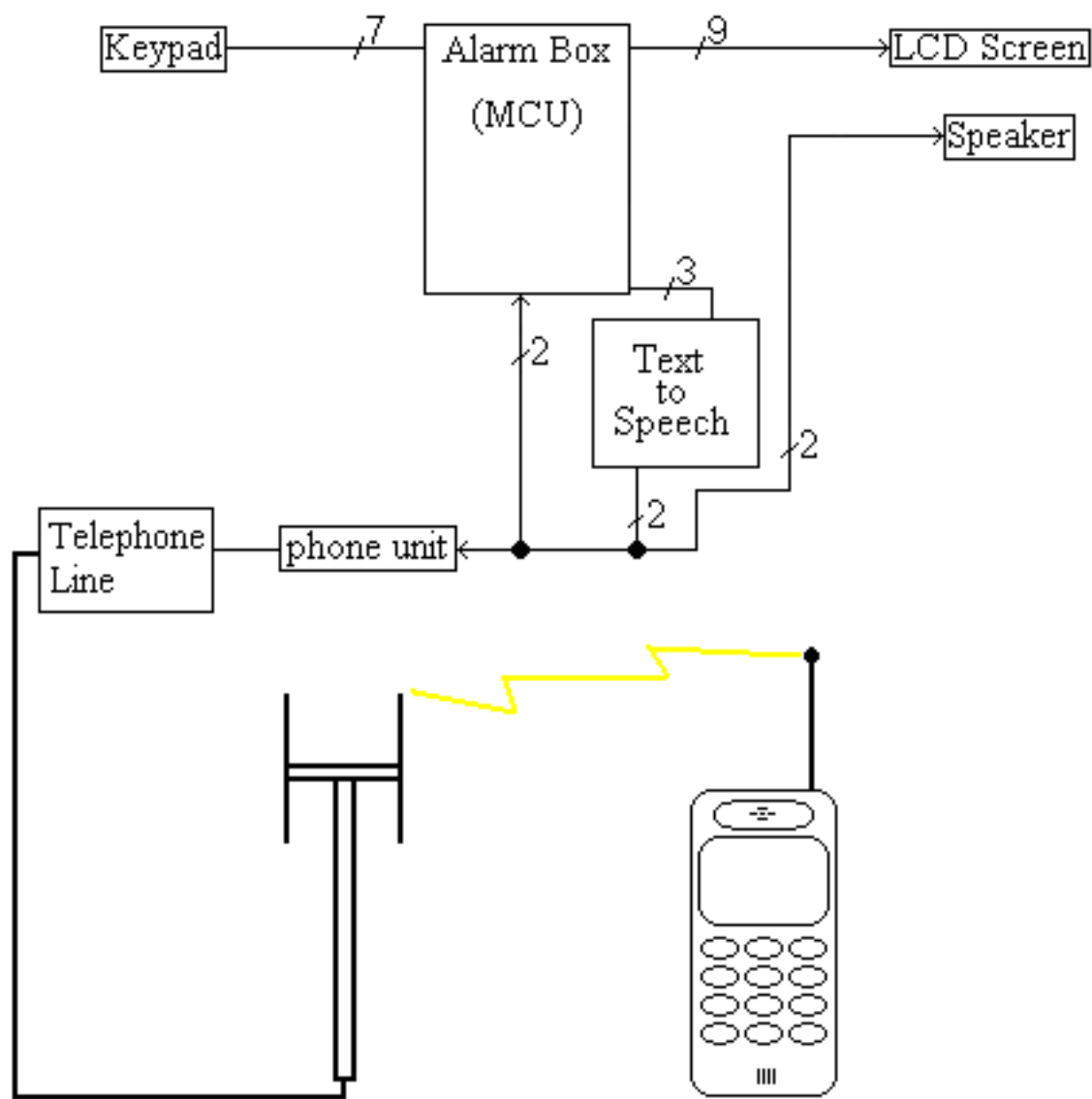
Step 2

Security System

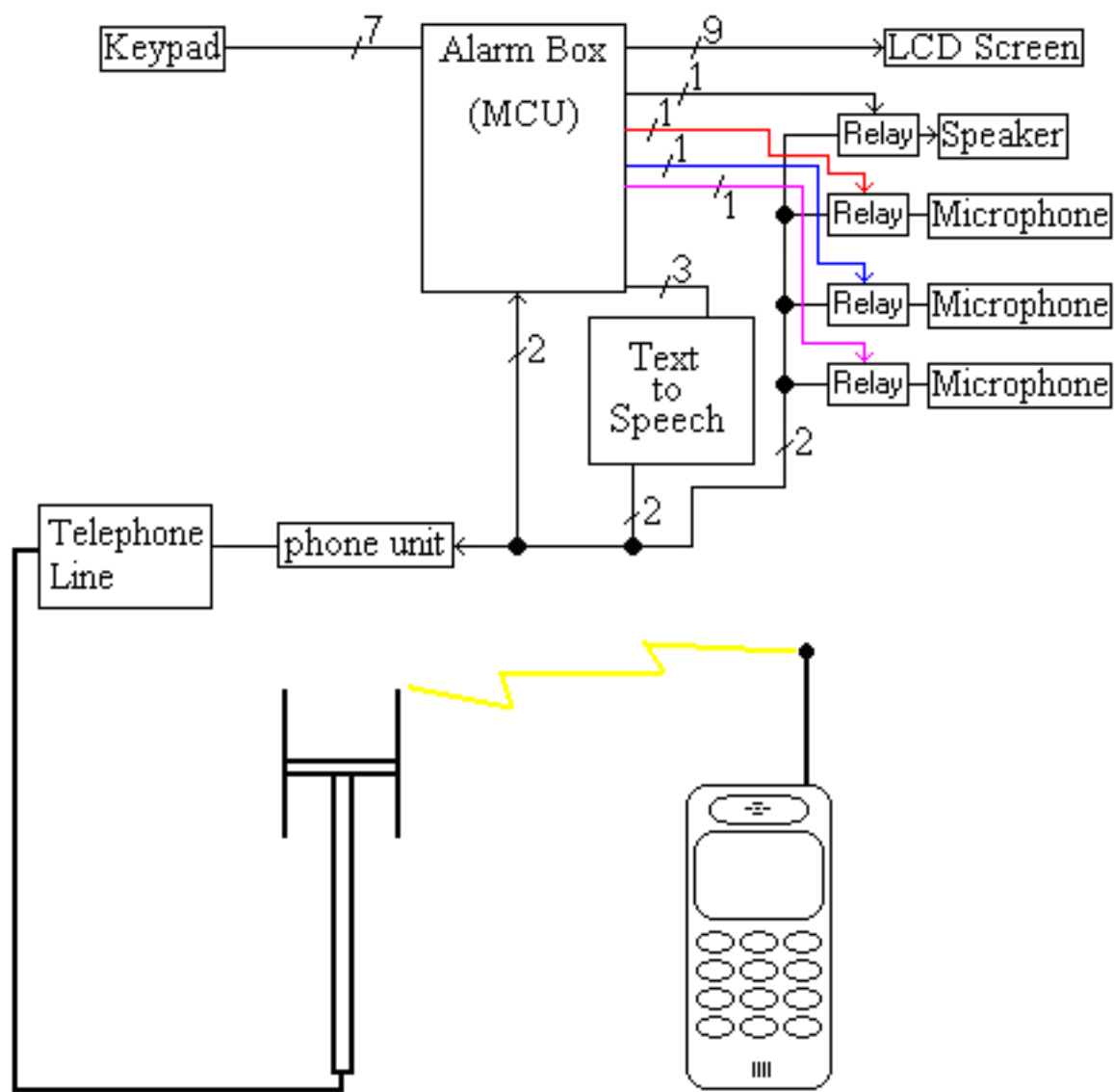


Step 3

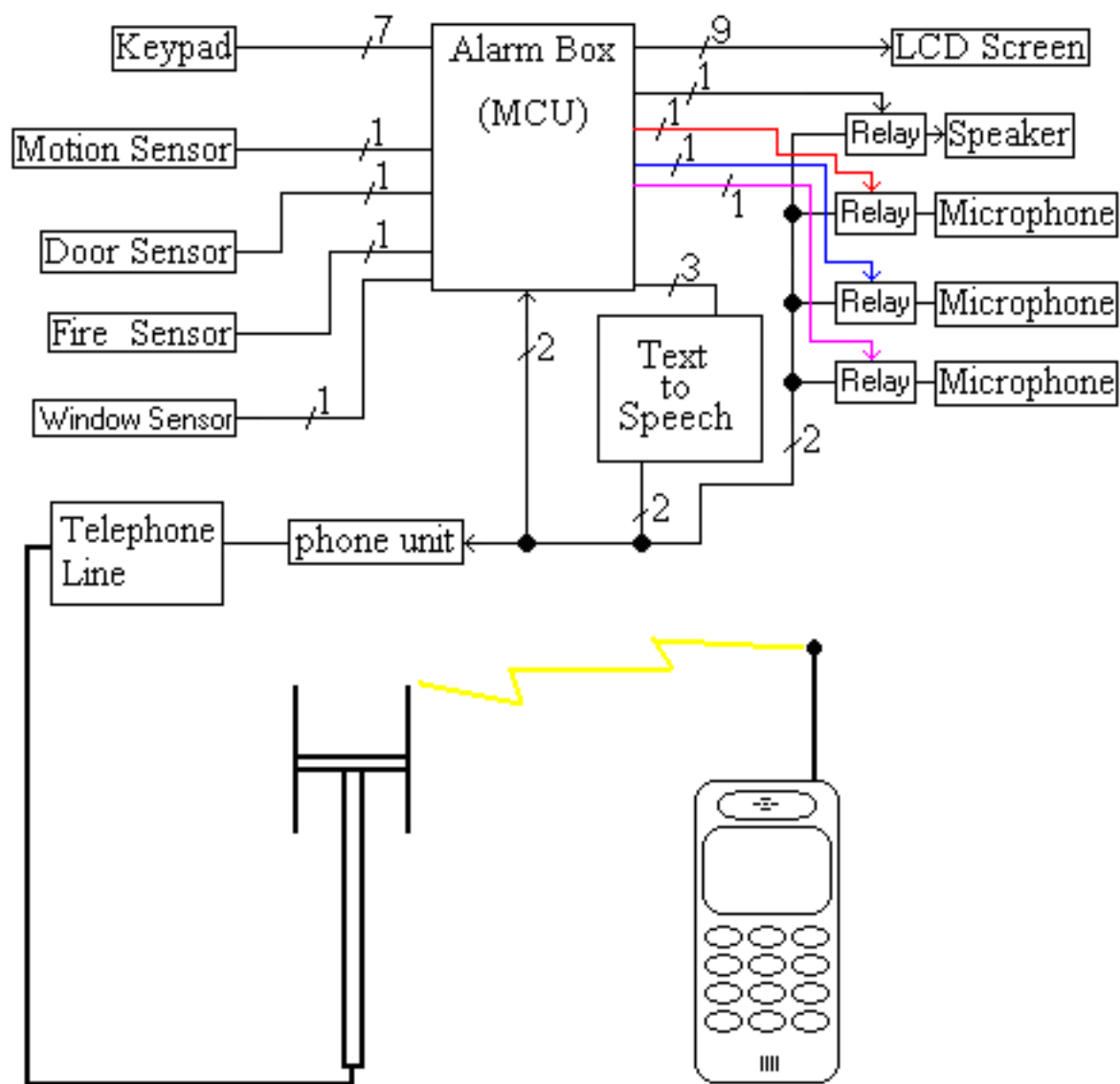
Security System



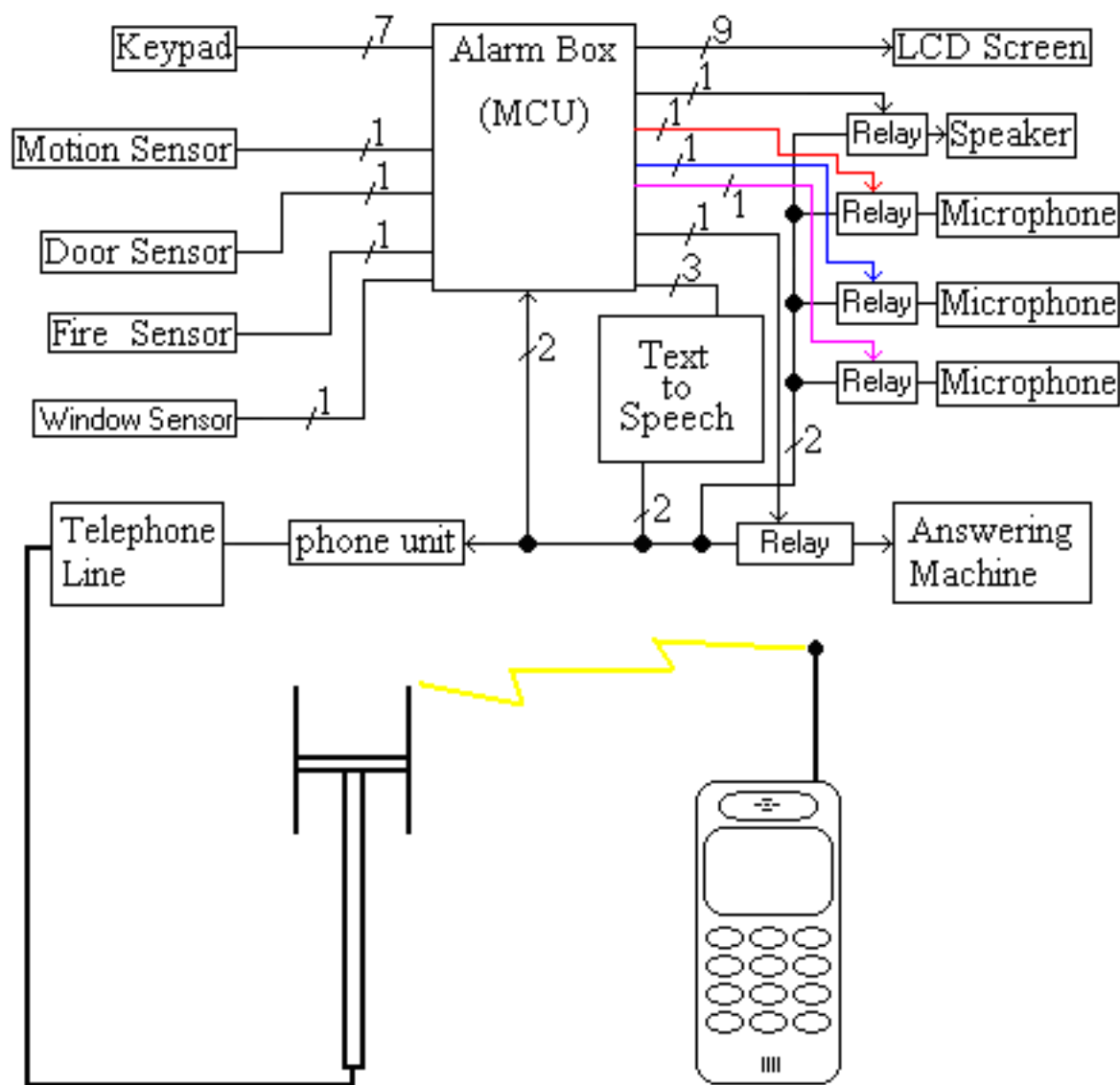
Step 4 Security System



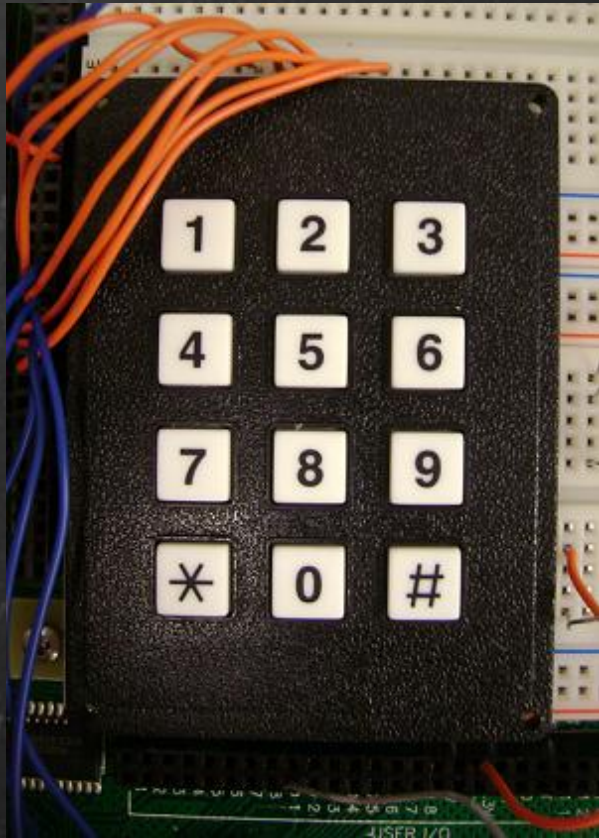
Step 5 Security System



Step 6 Security System

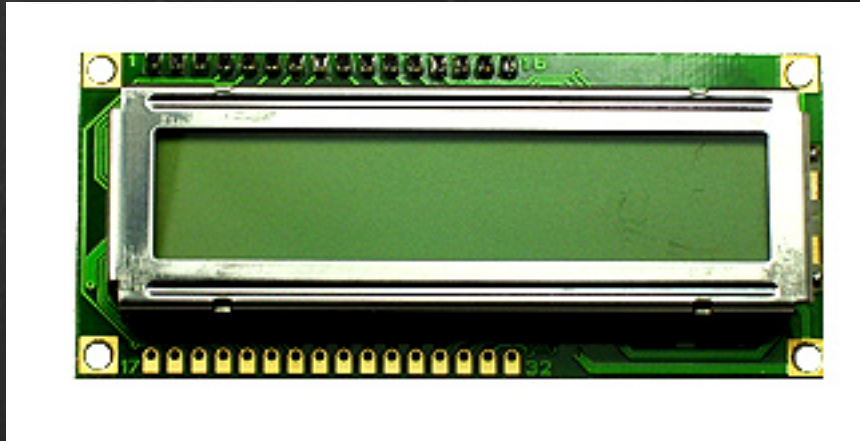


Keypad



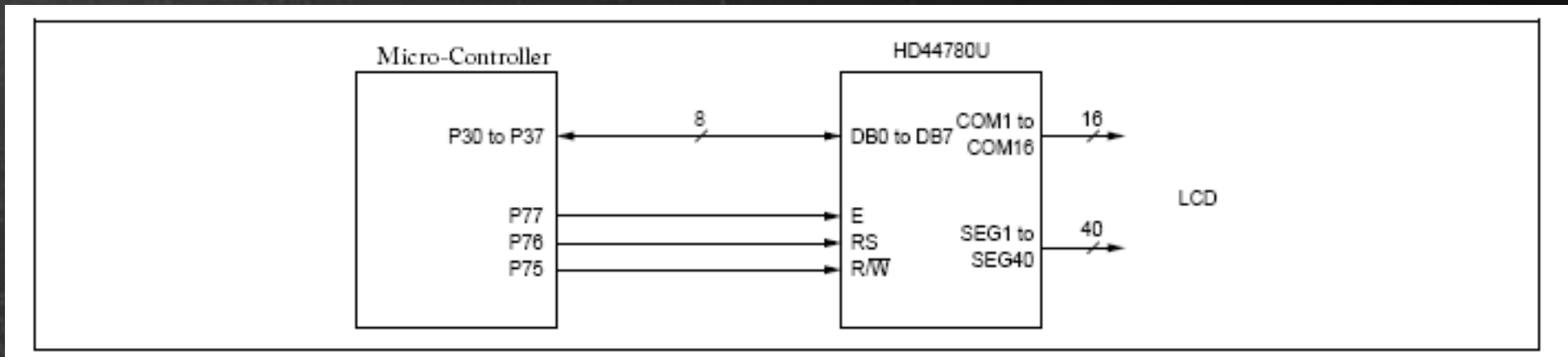
7 parallel wires with four inputs and three outputs. Each key corresponds to a row and a column.

LCD Display - LCD1031 16X2 Characters

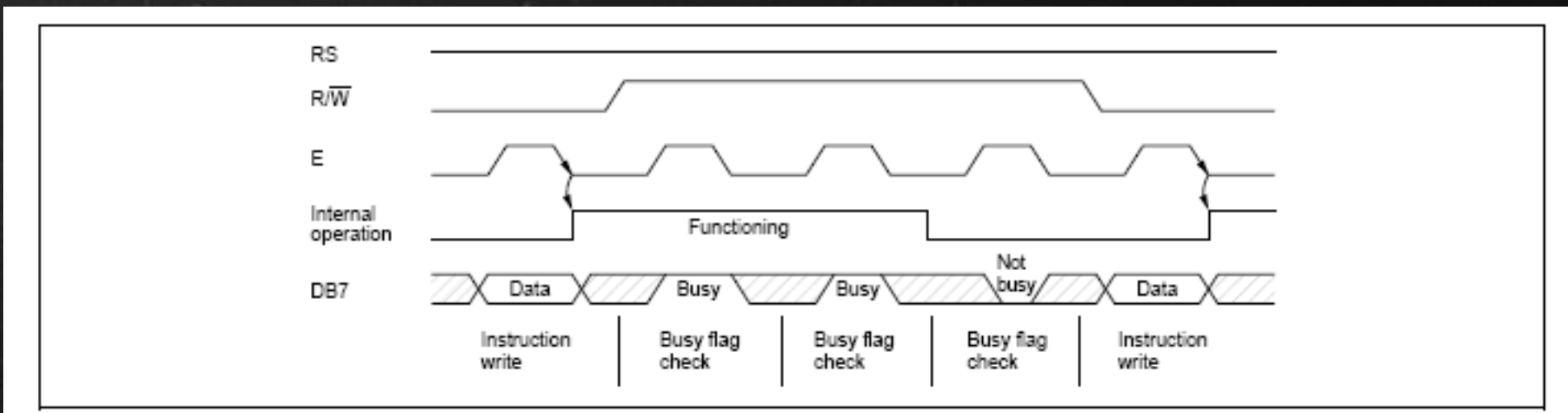


- 16x2 LCD
- Yellow-green LED backlight
- Includes the HD44780 controller
- Machine pin male headers come out of back of board

8-bit MCU Interface with LCD Controller



Busy Flag Timing Sequence



HD44780 Character Map

Lower 4 Bits	Upper 4 Bits	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
xxxx0000	CG RAM (1)			0	@	P	`	P				-	夕	ミ	α	ρ	
xxxx0001	(2)		!	1	A	Q	a	q				。	ア	チ	△	δ	q
xxxx0010	(3)		"	2	B	R	b	r				「	イ	ツ	×	β	θ
xxxx0011	(4)		#	3	C	S	c	s				」	ウ	テ	ε	ε	*
xxxx0100	(5)		\$	4	D	T	d	t				、	エ	ト	⊥	μ	Ω
xxxx0101	(6)		%	5	E	U	e	u				・	オ	ナ	⊥	Ω	Ü
xxxx0110	(7)		&	6	F	V	f	v				ヲ	カ	ニ	ヨ	ρ	Σ
xxxx0111	(8)		'	7	G	W	g	w				ア	キ	ヌ	ラ	g	π
xxxx1000	(1)		(8	H	X	h	x				イ	ク	ネ	リ	γ	×
xxxx1001	(2))	9	I	Y	i	y				ウ	ケ	ル	ル	γ	γ
xxxx1010	(3)		*	:	J	Z	j	z				エ	コ	ハ	レ	j	キ
xxxx1011	(4)		+	;	K	C	k	c				オ	サ	ヒ	ロ	*	π
xxxx1100	(5)		,	<	L	¥	l	l				カ	シ	フ	ワ	φ	円
xxxx1101	(6)		-	=	M	J	m	>				ユ	ヌ	ハ	ン	ε	÷
xxxx1110	(7)		.	>	N	^	n	÷				ヨ	セ	ホ	°	π	
xxxx1111	(8)		/	?	O	_	o	←				ッ	ソ	マ	°	ö	■

2 cm

1.5 cm



56 pins

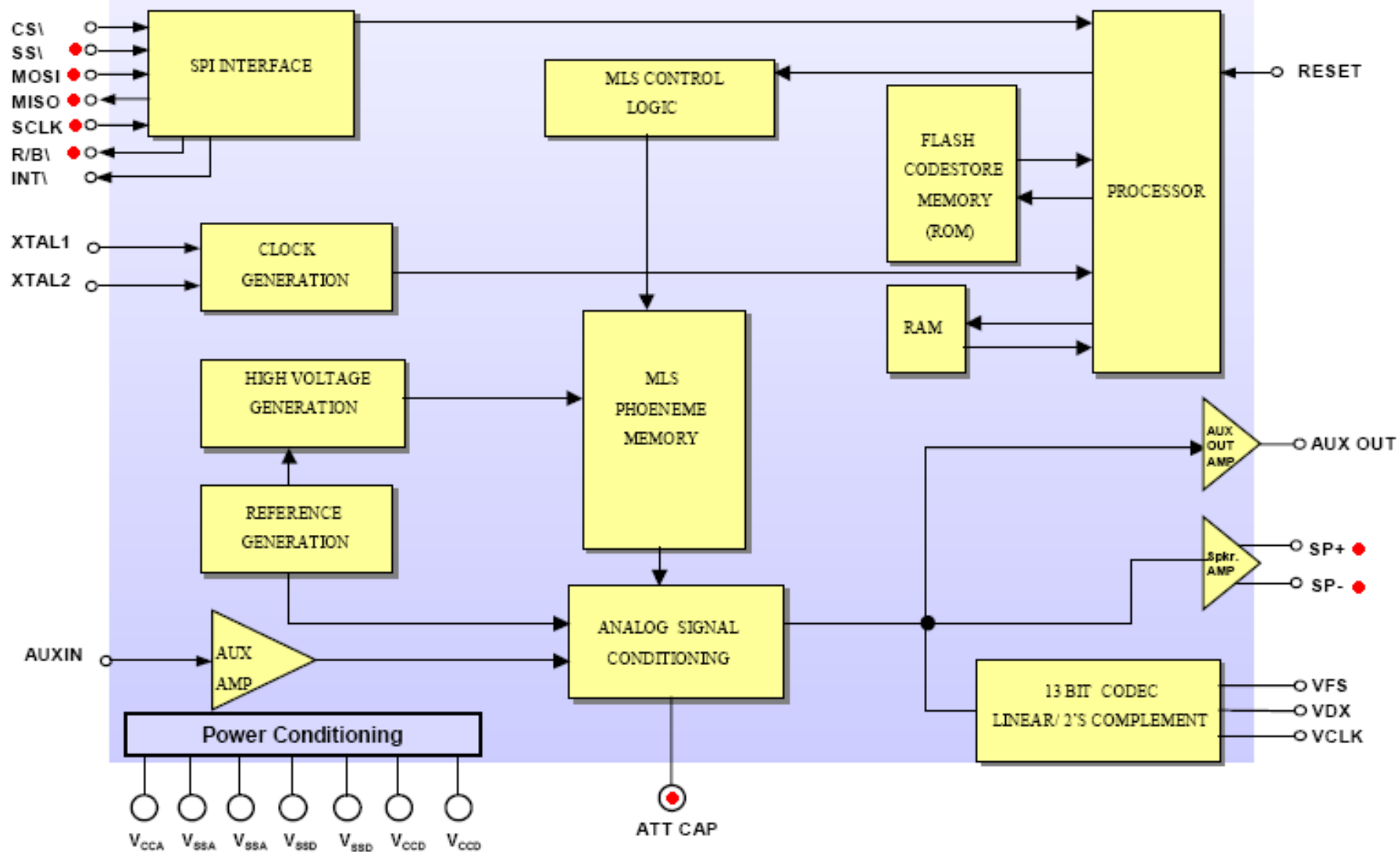


Figure 1. WTS701 Block Diagram.

MCU interface with Text to Speech chip

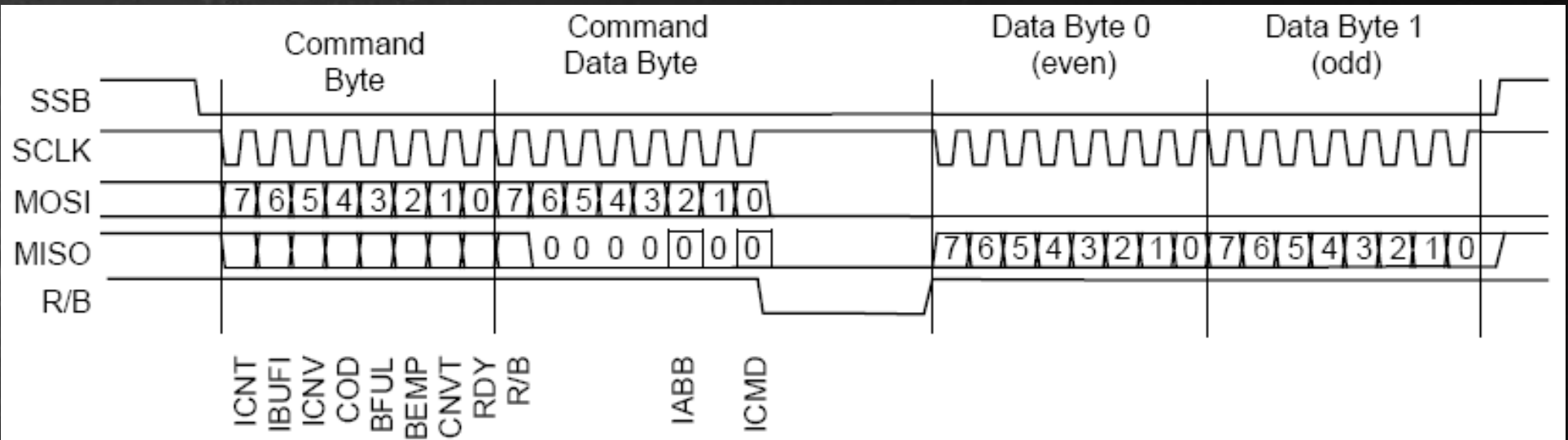


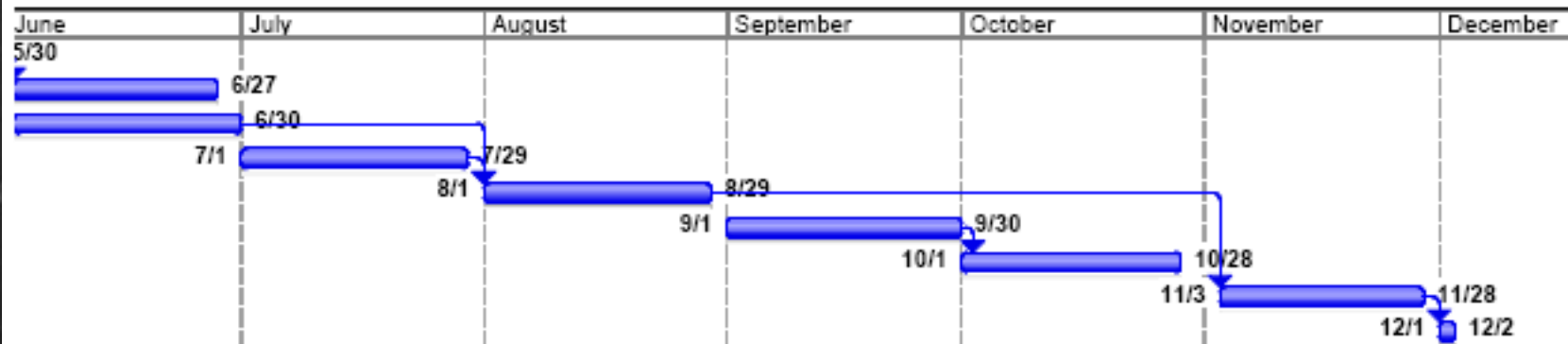
Figure 15. Type IV SPI Transaction.

MCU interface with Phone Line

The microcontroller will have to pick up the phone on incoming calls if there is no answering machine. The microcontroller will constantly listen to the phone line for a ring (high voltage pulse) and answer the phone (allowing a current to flow back on the phone line) after the desired number of rings. Then it will send out a string to the text to speech chip to say, "enter code." Then the microcontroller will listen for a low and a high frequency to detect a row and a column of a four by four matrix to match a button press. If the correct code was entered, it will go to the menus of the security system, then continue sending the menus' strings to the text to speech chip and listen for button presses to switch between menus.

Schedule

Task Name	Duration	Start	Finish	April	May
Acquire Parts	28 days	Wed 4/23/08	Fri 5/30/08	4/23	
Keypad Interface Working	4 wks	Mon 6/2/08	Fri 6/27/08		6/2
LCD Interface Working	1.05 mons	Mon 6/2/08	Mon 6/30/08		6/2
Interface Text to Speech Chip	1.05 mons	Tue 7/1/08	Tue 7/29/08		
Interface phone with MCU	1.05 mons	Fri 8/1/08	Fri 8/29/08		
Interface Microphone & Speake	1.1 mons	Mon 9/1/08	Tue 9/30/08		
Connect sensors	1 mon	Wed 10/1/08	Tue 10/28/08		
Design switch for Answering Ma	1 mon	Mon 11/3/08	Fri 11/28/08		
Demonstrate complete system	2 days?	Mon 12/1/08	Tue 12/2/08		



State Machine

Unarmed

Change Settings or Arm System

Green State

Check Sensors

Yellow State

Unarm System || goto Orange

Orange State

Contact Primary Phone

Red State

Sound Siren and/or Call Backup Numbers

State Machine

Unarmed

Change Settings or Arm System

Green State

Check Sensors

Yellow State

Unarm System || goto Orange

Orange State

Contact Primary Phone

Red State

Sound Siren and/or Call Backup Numbers

Keypad Object

```
graph LR; Keypad((Keypad Object)) --- Unarmed; Keypad --- Green; Keypad --- Yellow; Keypad --- Orange;
```

State Machine

Unarmed
Change Settings or Arm System

Green State

Check Sensors

Yellow State

Unarm System || goto Orange

Orange State

Contact Primary Phone

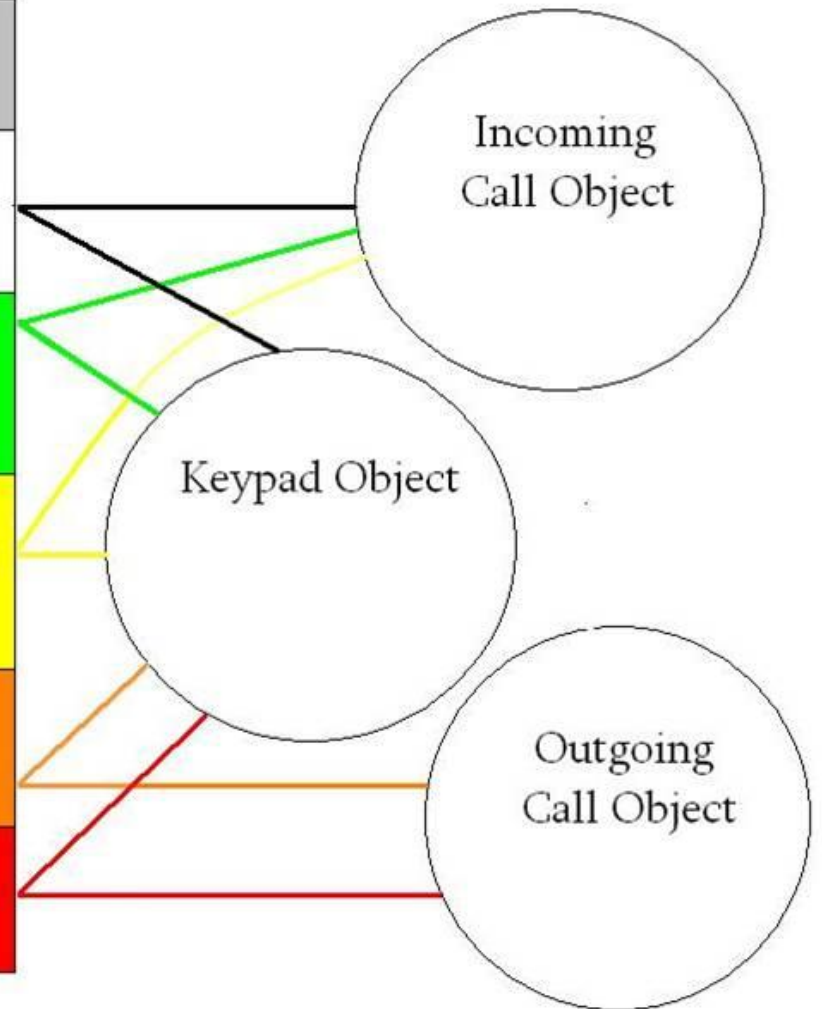
Red State

Sound Siren and/or Call Backup Numbers

Incoming
Call Object

Keypad Object

Outgoing
Call Object

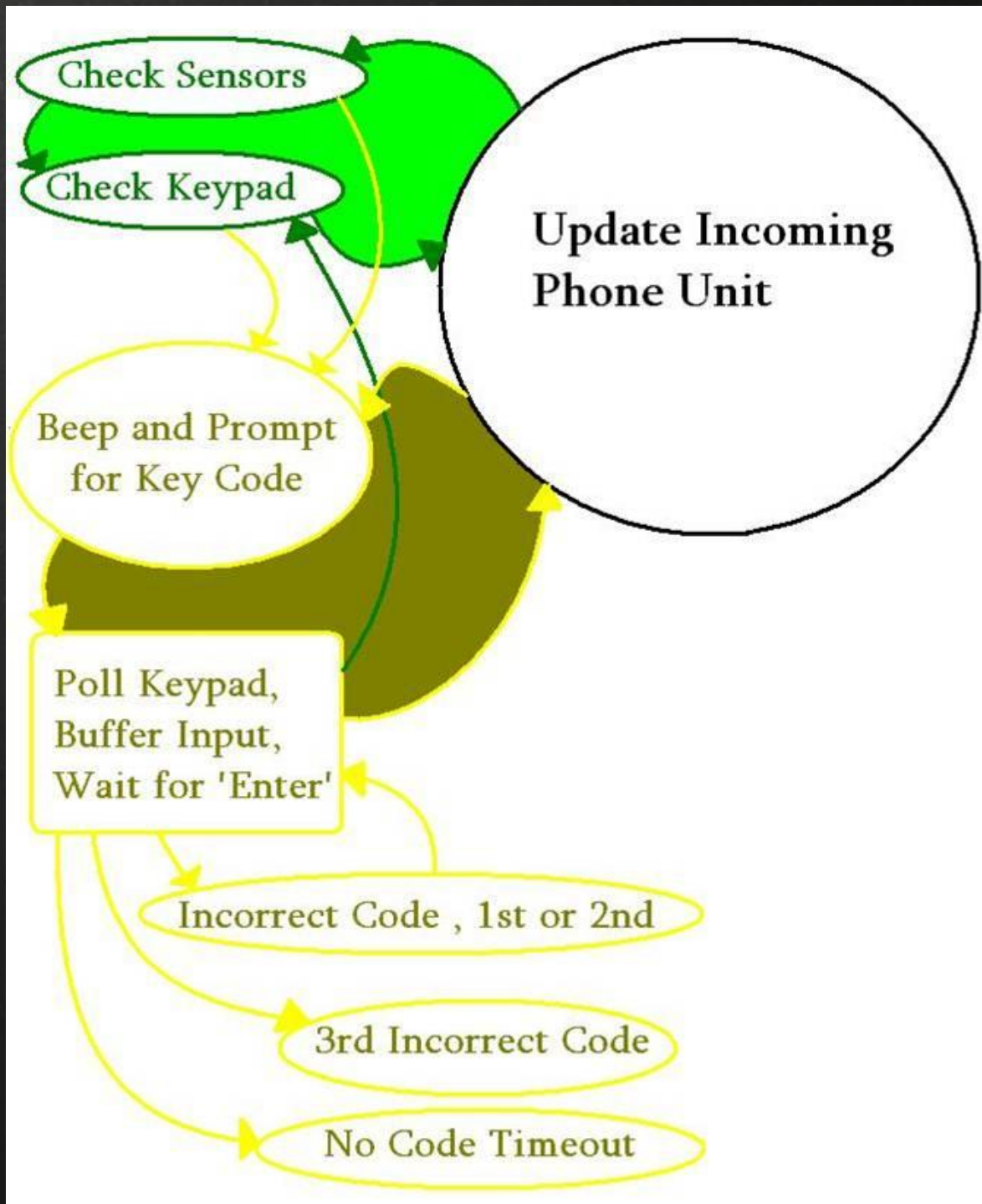


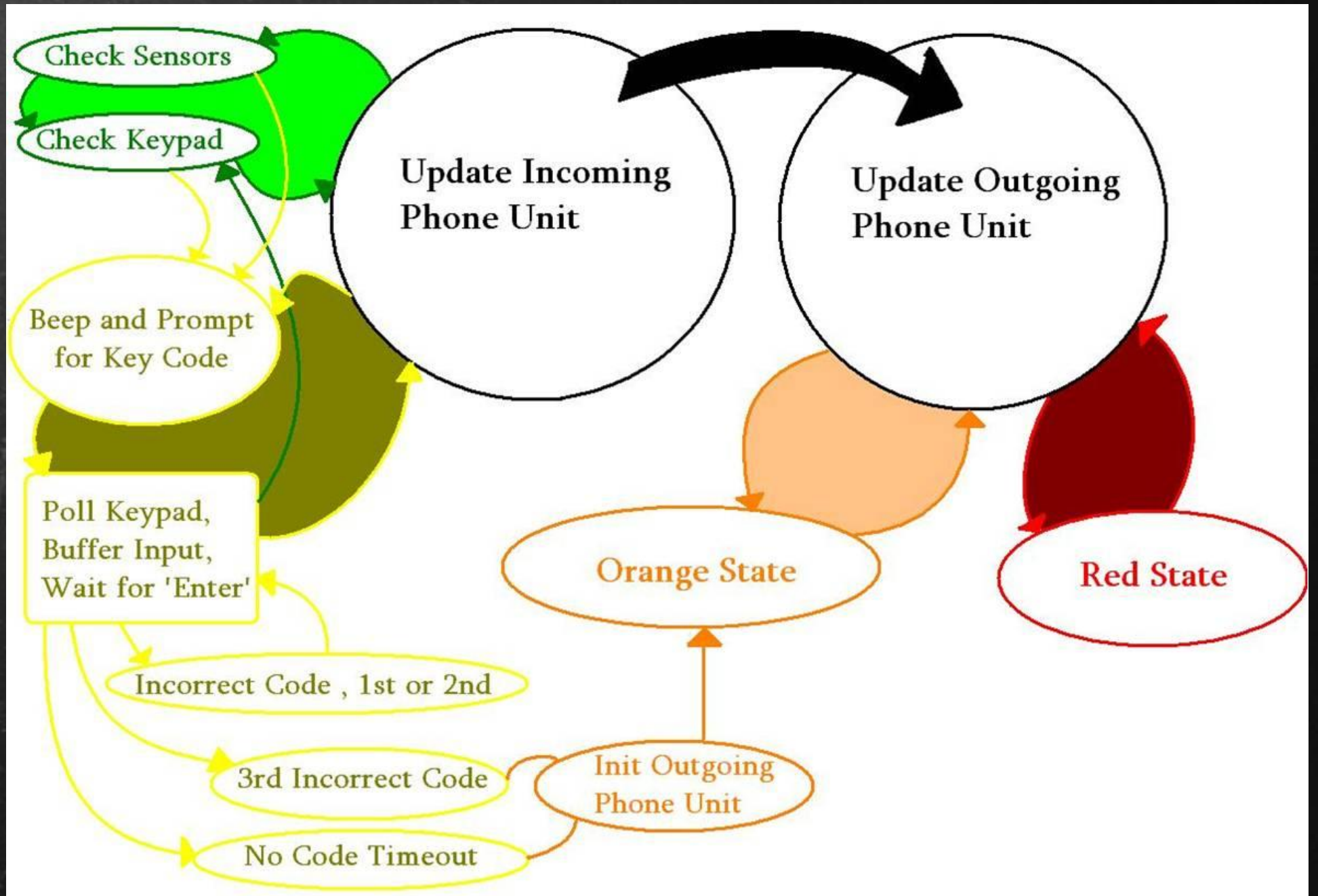
```
graph LR; A([Check Sensors]) --> C((Update Incoming Phone Unit)); B([Check Keypad]) --> C;
```

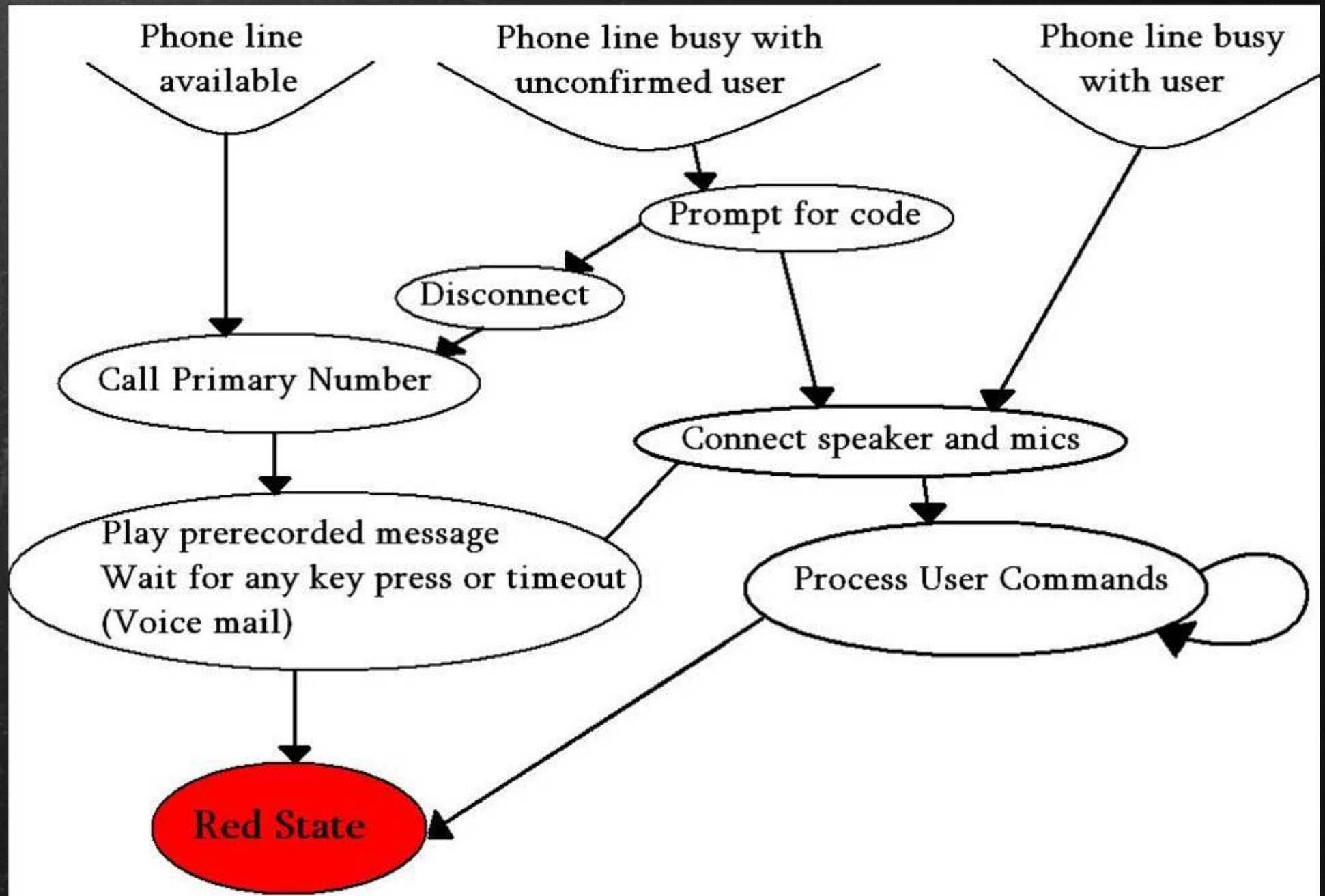
Check Sensors

Check Keypad

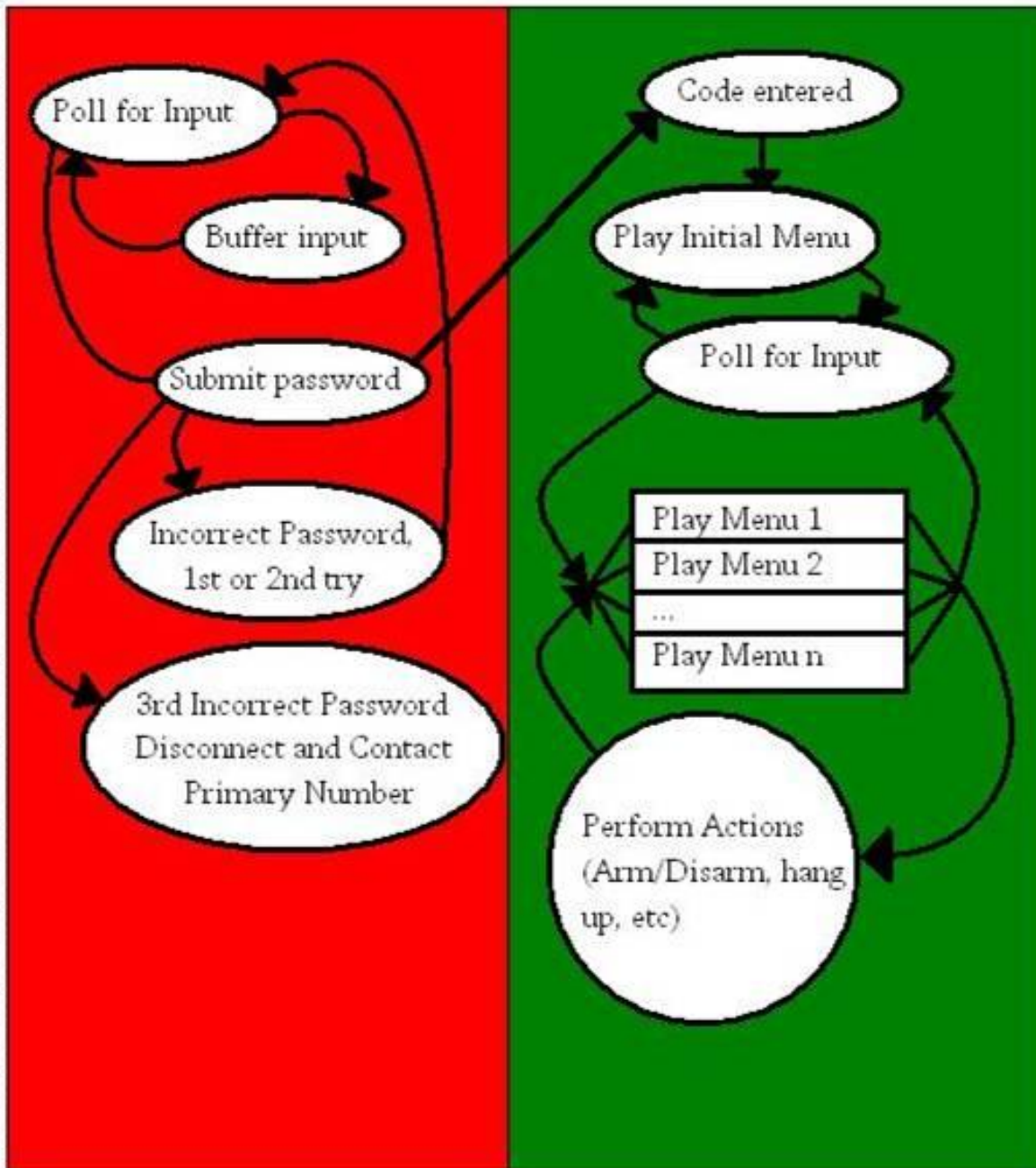
Update Incoming
Phone Unit







Incoming Call Unit



Risks

Phone line input

- How quickly will our MCU be able to detect a button press?
- Will quickly pressing one key multiple times be detected as a single keypress?

LCD Support chip

- Needed for 16x2. We won't know if we can do this until we have the LCD display. May have to stick with 8x2 or 16x1.

Risks cont.

- Shortage of available pins: We will aim to use serial/serial to parallel communication where possible. If there is still a shortage we can use encoders and decoders.
- Program size: If the program cannot fit on 32KB of EEPROM, we may have to replace some of the user specified options with predefined functionality.

Risks cont.

- We want the user to be able to cut off a phone menu if they please. Since we don't know of a way to tell the TTS chip to 'stop talking' we may have to send it words at the rate of speech or ignore button presses mid-sentence.

Security System

