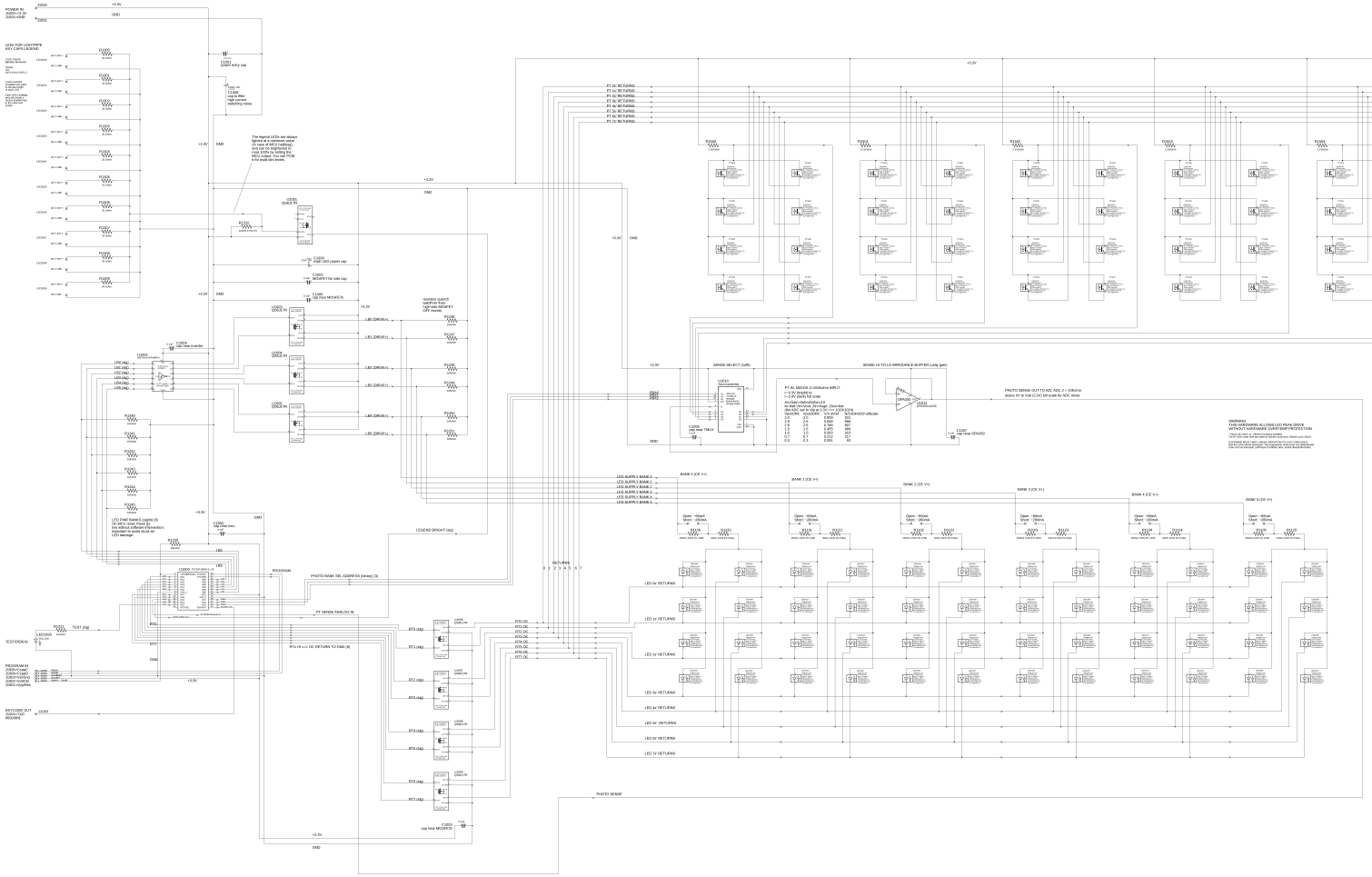

```
    0   1   2   3   4   5   6   7   8   9   10  11

0   40  84  48  C2  01  B3  E3  40  02  A2  40  A4
    140 184 148 142 101 1B3 1E3 140 102 1A2 140 1A4
    C40 C84 C48 C42 C01 CB3 CE3 C40 C02 CA2 C40 CA4
    240 284 248 242 201 2B3 2E3 240 202 2A2 240 2A4
    E40 E84 E48 E42 E01 EB3 EE3 E40 E02 EA2 E40 EA4

1   81  B1  88  B2  B7  B1  B3  B28 B22 B77 B41 B45
    181 1B1 188 1B2 1B7 1B1 1B3 128 122 177 141 145
    C81 CB1 C88 CB2 CB7 CB1 CB3 C28 C22 C77 C41 C45
    281 2B1 288 2B2 2B7 2B1 2B3 228 222 277 241 245
    E81 EB1 E88 E82 E87 EB1 EB3 E28 E22 E77 E41 E45

2   82  B2  B12 B14 B18 B23 B30 B36 B58 B62 B88
    182 1B2 112 114 118 123 130 136 158 162 188
    C82 CB2 C12 C14 C18 C23 C30 C36 C58 C62 C88
    282 2B2 212 214 218 223 230 236 258 262 288
    E82 EB2 E12 E14 E18 E23 E30 E36 E58 E62 E88

3   83  B3  B11 B15 B19 B25 B27 B31 B55 B66 B65
    183 1B3 111 115 119 125 127 131 155 166 165
    C83 CB3 C11 C15 C19 C25 C27 C31 C55 C66 C65
    283 2B3 211 215 219 225 227 231 255 266 265
    E83 EB3 E11 E15 E19 E25 E27 E31 E55 E66 E65
```

```
#### ayMelvin Set Smith, m.g. #TC'<;(1(), , ash is smelin; smith hay, Sinon hay, mhwjl hay
## Mary; Spatial arrangement, 12 Columns, 6 Rows
IdentifierNow enumeration 0 is zero-based, Row-first, up-to-down, then volume left-to-right
Each knob is 2 bits/pair of 4 bits, thus 8 bits per Wrist; Hold select is 2+C3 105 power is supply
Each knob is 2 bits/pair of 4 bits, thus 8 bits per Wrist; Hold select is 2+C3 105 power is supply
Each sound, 12C/Hold for one of those 8-plugin of 12bit, 3+C.3 (4 Wrist)
Each sound, 12C/Hold for one of those 8-plugin of 12bit, 3+C.3 (4 Wrist) 105 power (ground supply)
Serves select is also left Photoresistance (P) power (ground supply)(3+C.3 supply overcast).
Serves select is also left Photoresistance (P) power (ground supply)(3+C.3 supply overcast).
PBS/HSvCrtical(or (P) sense Knob, 3+F..3 (corresponds to (P)
Design BIT=C63: select 105% power; BIT=B66 selects 0% power and input to ADC

does gateeni chir is jum for ez examples the serial algorithm is much more sophisticated>.

Neighbor table: Domain(key): Range=5 entries of other key# values, or 0xFF to mean none (for edges)

IRFITSG2IN: 3NA1=?CmTSiiPfnlns e.g. 3V3 TS!mnS=?TmTSiiPfnlno e.g. 5V0

Read Sensor Value (0..1023)
  // Channels not used just remain middle(ish)ish
  take the ANY input and invert so that highest is brighter -> NormalizeAdc>

FixIDirMLevADC(int)    // 12.12(int)
  if Normal(ADC) >= 1(each then ud=0;ight else ud=Jack

Serial<variables>          //Sealintels thrash
  // Sensor Value Smoothing (Exponential Moving Average)
  // ~Update threshold to halfway between "dark" and "bright", where
  // "dark" is a ceiling average, and "bright" is a floor average.
  // "dark" is a ceiling average, softlyprocessed Readable, of dark-phase readings and not even lowest thrown out
  #mkSLSAIPPnSB:000
  Serial.println("Sensor Value: "); SvalSerMillis@Serial> = PNS1SSSUTTPSTE / /
  FixIntMillis(Average >= (.(INAT(1)-INA)+Millis(Lim@C):0)   // Isolcporate into 32-link rolling average sizeIM
  if SockenMillis@Average > Readiable then INA=Readiable //rosity ruhey

RandSeedWork:
  // Use Random Number Value for Variance M
  if S then( Bake is 1; if 1 then bake is 2; if 2 then bake is 3; if 3 then bake 4;
  if S then( bake is 1; if 1 then bake is 2; if 2 then bake is 3; if 3 then bake 4; BrainIsRemainsLeftRight) }
  if S then( bake is 1; if 1 then bake is 2; if 2 then bake is 3; if 3 then bake 4; BrainIsRemainsLeftRight); set KEY1000(0)->FOCE; SeedKeyEvent; }
  if S then( No working (pin to 0)
Random(int)
  // Get Will Bucket value for variance M
  if S then( Bake is 1; if 1 then bake is 2; if 2 then bake is 3; if 3 then bake 4;
  if S then( bake is 1; if 1 then bake is 2; if 2 then bake is 3; if 3 then bake 4; BrainIsRemainsLeftRight); } for each neighbor, call BrainIsRemainsLeftRight); set KEY1000(0)->FOCE; SeedKeyEvent; }
  if S then( No working (pin to 0)

Pin(int pin, int mode)
  if pin is zero is a problem loop:
  Pinmode:
    0 => 0 (Amp IS);
    1 => 1 (Amp IS + Ground Battery)
    FIX 00 is 0 to 5 (Hold)
      Sp = 5; (SCLSP; 1C Bit5 Text Three; ms allactions)
      Sp = 5; (SCLSP; 1C Bit5 Text Three; ms allactions) Mode Set  // use load extracted plan PI in ms and ->DCC
      if <private then Select (Pin);                                // use LED in on if is Delight Text Phase
        Mode(Pin);
        Mode3CPM(Stone(varSeed)%of%Amount
        Pin(Pin, Mode);                                             // LED off. Must be off is less than 100us
        FixIntMode(Allow -> ud (ChoosedDecision);
        DecisionLatLon
        // Use on set: SeedLatWatch also SeedLatAssemth
      end
    Profile 04
    end
KeypPower.ino
```

DSD KEYPAD

Ben Koning
Redwines Garage

Schematic 2-Aug-2021 Rev SC=3