

**HID & SYSTEM MANAGEMENT PRODUCTS, KEYCODER® FAMILY**
**PRELIMINARY**
**DESCRIPTION**

The Ultimate KeyCoder® SH1101 is a keyboard encoder with a user-programmable keyboard matrix, and an interface that automatically detects a USB or PS/2 port and communicates with either. The IC can be programmed to scan virtually any keyboard, so it combines the features of many encoders in one part. Custom keyboard solutions are enabled with an off-the-shelf IC with little additional development.

The SH1101 scans and encodes an 8-row by 16-column matrix. The encoder retrieves matrix information from a separate serial EEPROM IC. Semtech provides a Windows® application to create the matrix file, and another application to upload the matrix from the file to the EEPROM using the host PC's USB interface. In production, users have the option of gang programming the EEPROMs or loading them in-system via the USB port.

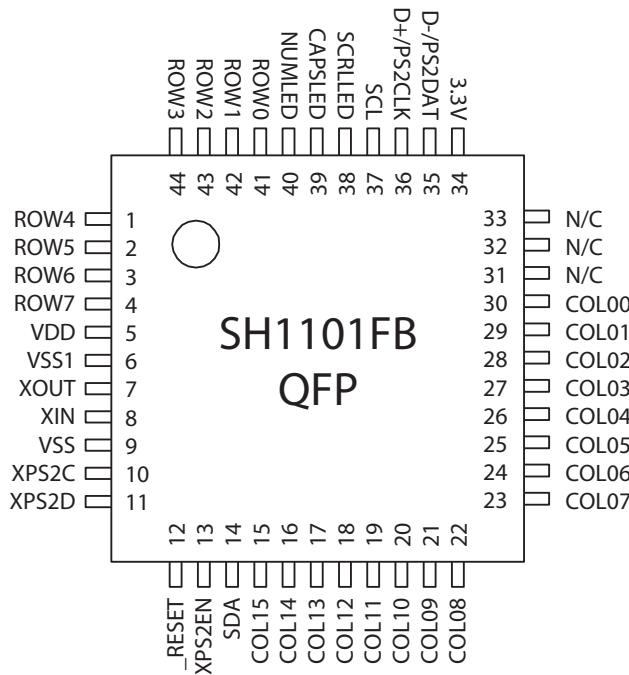
The SH1101 provides an external PS/2 port that supports hot plug and hot swap of certain PS/2 devices. If the SH1101 is connected to the host's PS/2 port, then the SH1101's external PS/2 port supports only keyboards. If the SH1101 is connected to the host's USB port, then the SH1101's external port supports keyboards or mice, including wheel mice.

**FEATURES**

- User-programmable keyboard matrix
- Interfaces to host using USB or PS/2; automatically detects interface type
- Scans and encodes an 8 x 16 keyboard matrix
- Custom / macro keys
- Windows® application provided to design keyboard
- External PS/2 port supports hot plug and hot swap of PS/2 devices
- Provides direct drive for three LEDs (caps lock, numeric lock, scroll lock)
- Easy to set up and use

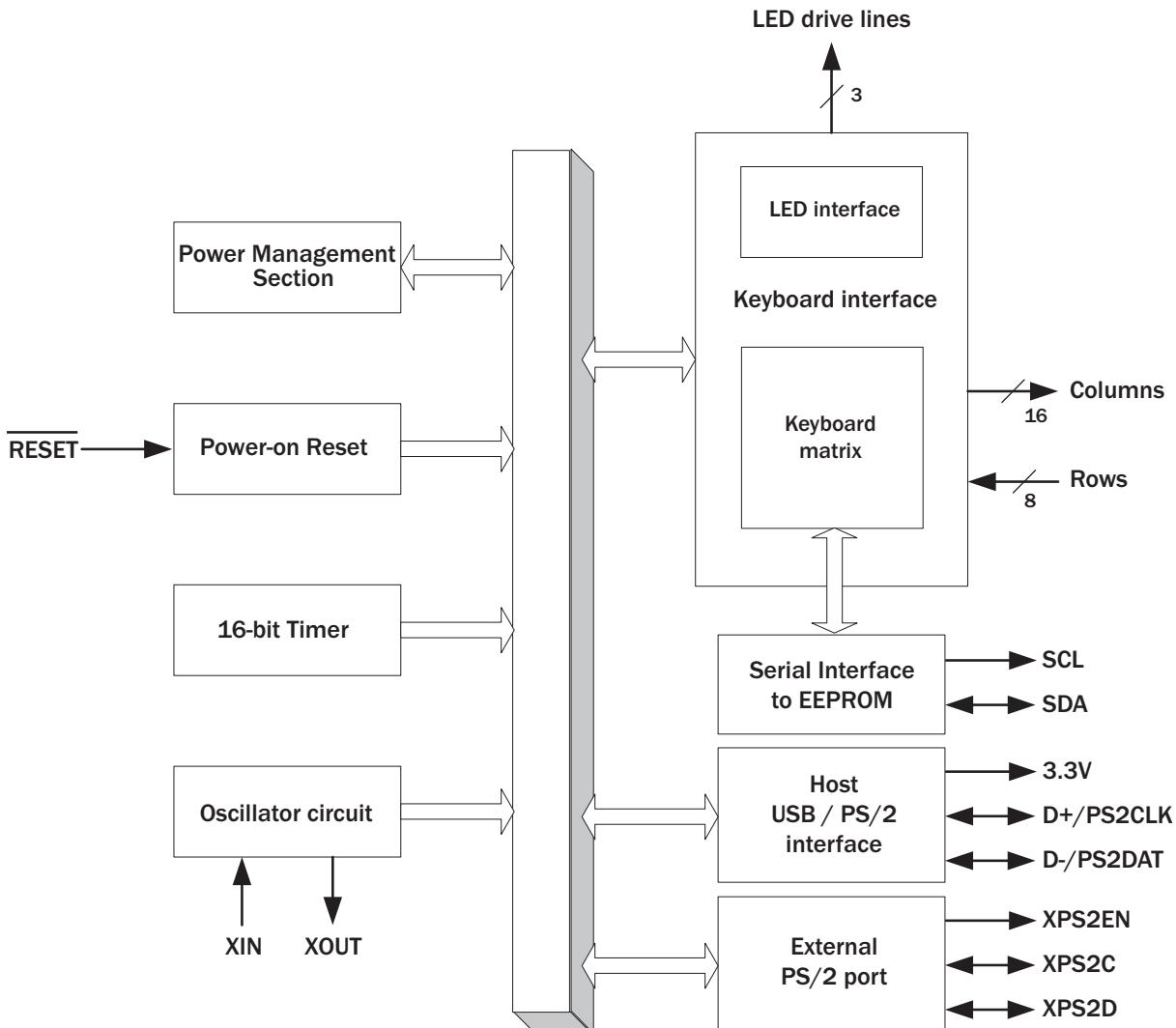
**APPLICATIONS**

- Industrial keyboards
- Point-of-sale (POS) terminals
- Web kiosks
- Notebook PCs
- Portable devices
- Accessories
- Embedded keyboards

**PIN ASSIGNMENTS**


**ORDERING CODE**

<b>Package Options</b>	<b>Pitch</b>	<b>TA = -40° C to +85° C</b>
44-pin QFP	0.8 mm	SH1101FB
<b>Other Materials</b>	<b>Type</b>	<b>Order number</b>
Ultimate KeyCoder® eval. kit	Evaluation kit	EVK-SH1101

**BLOCK DIAGRAM FOR THE ULTIMATE KEYCODER®**




## FUNCTIONAL DESCRIPTION

The Ultimate KeyCoder® consists of the following major functional sections (see the block diagram on the previous page). These are the Keyboard Interface, Power Management, the 16-bit Timer, the Oscillator Circuit, Power-on Reset, the USB / PS/2 Interface, the Serial Interface, and the External PS/2 Interface.

## OSCILLATOR

The Ultimate KeyCoder® has a built-in oscillator circuit intended to work with an external 6.00 MHz ceramic resonator with built-in load capacitors.

## USB POWER MANAGEMENT

If the SH1101 is connected to the host's USB port, it uses USB power management.

The USB host can put the Ultimate KeyCoder® in a suspended state. In this state, the IC fully complies with the USB specification for power consumption, dissipating current only in the USB-mandated pull-up for device identification.

## EXTERNAL PS/2 PINS

If the external PS/2 port is not used, the external PS/2 clock and data pins (XPS2C and XPS2D) must each be connected to power (VDD) through a 100KΩ resistor.

## PIN DEFINITIONS

Mnemonic	Pin	Type	Name and Function
<b>Power</b>			
VDD	5	P	<b>Power supply</b>
Vss	9	P	<b>Ground</b>
Vss1	6	P	<b>Ground</b>
<b>Reset</b>			
_RESET	12	I	<b>Reset</b>
<b>Oscillators</b>			
XIN	8	I	<b>Oscillator input</b>
XOUT	7	O	<b>Oscillator output</b>
<b>USB / PS/2</b>			
D-/PS2DAT	35	I/O	<b>USB D- line / PS2 data</b>
D+/PS2CLK	36	I/O	<b>USB D+line / PS2 clock</b>
3.3V	34	O	<b>USB reference voltage output</b>
<b>Serial</b>			
SDA	14	I/O	<b>Serial data</b> to and from matrix EEPROM
SCL	37	O	<b>Serial clock</b> for interface with EEPROM
<b>Keyboard</b>			
COL00-COL15	30-15	O	<b>Column lines for scan matrix</b>
ROW0-ROW3	41-44	I	<b>Row lines for scan matrix</b>
ROW4-ROW7	1-4	I	<b>Row lines for scan matrix</b>
<b>LEDs</b>			
CAPSLED	39	O	<b>Caps lock LED:</b> direct drive port
NUMLED	40	O	<b>Num lock LED:</b> direct drive port
SCRLLED	38	O	<b>Scroll lock LED:</b> direct drive port
<b>Ext. PS/2</b>			
XPS2D	11	I/O	<b>External PS/2 port data line</b>
XPS2C	10	I/O	<b>External PS/2 port clock line</b>
XPS2EN	13	O	<b>External PS/2 port enable</b>
<b>Unused</b>			
N/C	31-33		<b>Not connected</b>

**Note:** An underscore before a pin mnemonic denotes an active low signal.

**Pin Types Legend:** I=Input; O=Output; I/O=Input or Output; P=Power; AI= Analog Input

## PS/2 POWER MANAGEMENT

If the SH1101 is connected to the host's PS/2 port, it uses PS/2 power management. After 200ms of inactivity, the SH1101 enters stop mode. The pressing of any key wakes up the SH1101 without losing the key data.

## EEPROM SERIAL INTERFACE

The serial data and serial clock pins must be connected to an industry standard 32-Kbit EEPROM of generic type 24LC32.

## USB FUNCTIONALITY

If the SH1101 is connected to the host's USB port, it acts as a low-speed USB device. The SH1101 has two USB endpoints; one endpoint is a keyboard device, the other endpoint is a composite device that includes three interfaces: a bootable mouse, a system power interface, and a consumer control interface.

## PS/2 FUNCTIONALITY

If the SH1101 is connected to the host's PS/2 port, it acts as a multimedia PS/2 keyboard and fully implements the PS/2 specifications for scan code sets 1, 2, and 3.

## EXTERNAL PS/2 PORT

The SH1101 provides an external port for PS/2 devices. A supported device can be hot-plugged into the port and can immediately start communicating with the host.

If the SH1101 is connected to the host's USB port, the SH1101's external PS/2 port supports keyboards and mice, including wheel mice.

If the SH1101 is connected to the host's PS/2 port, the SH1101's external PS/2 port supports only keyboards.

## KEYBOARD SCANNER

The Ultimate KeyCoder® scans a keyboard organized as an 8 row by 16 column matrix for a maximum of 128 keys. Smaller size matrixes can be accommodated by leaving unused pins open. The IC provides internal pull-ups for the row input pins. When active, the encoder selects each column line (C0-C15); for each column selected, it reads the row data lines (R0-R7). A key closure is detected as a zero in the corresponding position of the matrix.

Each key found pressed is debounced for a period of 20ms. Once the key is verified, the corresponding key code(s) are loaded into the transmit buffer of the serial communication channel.

## N-KEY ROLLOVER

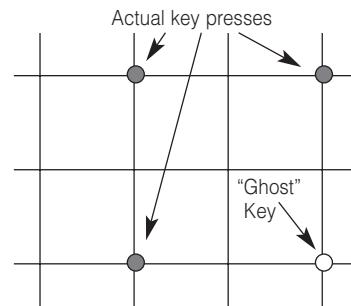
N-key rollover means the code(s) corresponding to each key press are transmitted to the host system as soon as that key is debounced, independent of the release of other keys.

When a key is released, the corresponding break code is transmitted to the host system. Several keys can be held pressed at the same time.

## "GHOST" KEY ELIMINATION

In any scanned contact switch matrix, whenever three keys defining a rectangle on the switch matrix are pressed at the same time, a fourth key positioned on the fourth corner of the rectangle is sensed as being pressed. This is known as the "ghost" or "phantom" key problem.

Although the problem cannot be totally eliminated without using external hardware, there are methods to neutralize its negative effects for most practical applications. Keys that are intended to be used in combinations should be placed in the same row or column of the matrix, whenever possible. Shift keys (Shift, Alt, Ctrl, Window) should not reside in the same row (or column) as any other keys. The SH1101 has built-in mechanisms to detect and reject "ghost" keys.



## KEYBOARD BACKLIGHT CONTROL

The SH1101 and its supporting software have the capability to control a keyboard backlight. This capability is not detailed in this data sheet. Users who require keyboard backlight control should contact Semtech for more information.

## MATRIX DESIGN

Here are some factors that need to be considered when designing a keyboard matrix.

Because of the “ghost” key problem described in a previous section, shift-type keys should be treated carefully when designing a matrix. Shift-type keys are keys that are held down while other keys are pressed: Shift, Alt, Control, Win (or GUI), and Function.

(A) Some columns (or rows) should be set aside for shift-type keys only, and all shift-type keys should be assigned to those columns (or rows).

(B) Cases where shift-type keys share a row or a column should be kept to a minimum. As far as possible, two shift-type keys should not share a row or column with each other unless their function is the same, or they are very unlikely to be used together, or both.

For example, see this diagram of the standard matrix for the Fujitsu FKB7654 laptop-type keyboard.

(A) All shift-type keys are assigned to columns 0, 1, 3, 12, 14, and 15, and only shift-type keys are assigned to those columns.

(B) There are only four cases where shift-type keys share a row or a column, and only two keys in each case, seven keys total:

1. Function and Left Alt in row 7
2. Right Alt and Left Alt in column 3
3. Right Control and Left Control in column 14
4. Right Shift and Left Shift in column 15

## EXAMPLE KEYBOARD MATRIX (FUJITSU FKB7654)

Rows	C00	C01	C02	C03	C04	C05	C06	C07	C08	C09	C10	C11	C12	C13	C14	C15
	Fn	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL	NL
<b>R0</b>			TAB		F1 N8	F6 N8	F9 N8	F10 N8	F12 N8						L SHIFT	
<b>R1</b>			CAPS LOCK		F2 N9	9 N9	3 N9	5 N9	11 N*							
<b>R2</b>			1		F3 N5	1 N5	4 N5	6 N5	8 N6	O N6	J/ N6					
<b>R3</b>			S		E Z	/< RALT	F D	V SPACE	N C	N B	N H	/" N.				
<b>R4</b>			WIN A		W Q	K 2	N2 U	N2 U	N4 T	T 5	7 T	N7 N3				
<b>R5</b>			FUNCTION		ESC	LALT X	M	F4	F7	J N1	N1 SCROL LOCK	~ N1				
<b>R6</b>															P N+	R CTRL
<b>R7</b>															N- /-	
																PRINT SCREEN



## CREATING THE MATRIX

The Ultimate KeyCoder® Designer program enables the user to create keyboard matrix and macro key data, then save them in Intel hex and binary formats. This program was designed specifically for the Semtech Ultimate KeyCoder®, which keeps all its matrix information as well as scan codes and custom macro keys in an EEPROM.

The Designer program allows the user to assign a logical key to any position in the 8 x 16 matrix for each of four situations:

1. Num Lock off and Function key up
2. Num Lock on and Function key up
3. Num Lock off and Function key down
4. Num Lock on and Function key down

The Designer program also allows the user to create up to 22 macro keys, which can then be assigned to positions in the matrix

For detailed information and instructions for the Ultimate KeyCoder® Designer program, see the help file provided with the program.

## UPLOADING THE MATRIX TO THE EEPROM

The Semtech Upgrader program loads a binary data file (which is created by the Ultimate KeyCoder® Designer program, and which contains keyboard matrix and custom key data) to an EEPROM, where it can be accessed by the Ultimate KeyCoder®.

For the most up-to-date and specific information on the Upgrader program, see the readme.txt file supplied with the program.

### **Using the Upgrader program**

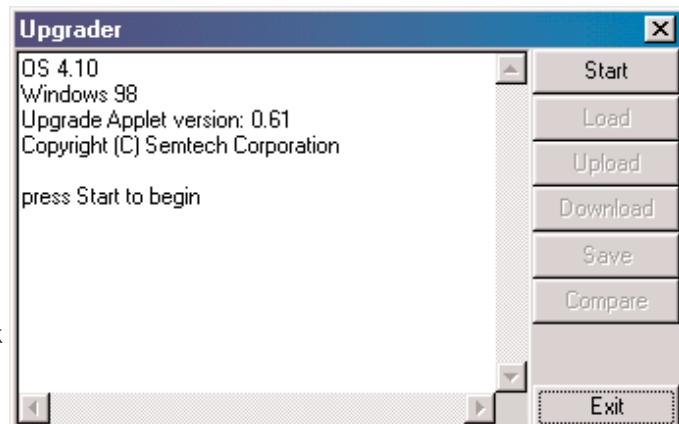
1. Connect the Ultimate KeyCoder® assembly, with the EEPROM, to the host PC with a USB cable. Windows® will automatically detect the assembly as a new USB HID (human interface device).

- Windows® may prompt the user to load the Windows® installation media to install the necessary USB HID files, including "hidclass.sys" and "hidusb.sys." Load the indicated media or find the files elsewhere. The assembly will not work until all necessary class and driver files are installed.

2. Start Upgrader by double-clicking on the executable file.

3. The Upgrader window appears. It consists of a message space and 7 buttons: Start, Load, Upload, Download, Save, Compare, and Exit.

- The message space shows which Windows® operating system is running. It also shows the version number of the Upgrader application that is running. This version must be 0.61 or higher to work with the released version of Ultimate KeyCoder®.



4. Click on the Start button. Upgrader looks for the Ultimate KeyCoder® assembly device. Upgrader indicates, in the message space, whether the device is found or not.

- If the device is not found, it might not have been installed correctly in step 1.

5. To upload a binary keyboard-matrix file to the EEPROM:

- Click on the Load button. An Open dialog box appears, looking for a file with the ".bin" extension.
- If the required file does not have the ".bin" extension, click the down arrow next to "Files of type" and pick "Any Files (\*.\*)".
- Select the required file. Upgrader loads the data from the file selected into memory.
- Click on the Upload button. Upgrader uploads the data from memory to the EEPROM.

6. To download the binary keyboard-matrix file from the EEPROM:

- Click on the Download button. Upgrader downloads the data from the EEPROM to memory.
- Click on the Save button. Upgrader saves the data from memory to a file, prompting the user for the file name and location.



## UPLOADING THE MATRIX TO THE EEPROM (CONT'D)

7. To compare a binary keyboard-matrix loaded from a file to the data downloaded from the EEPROM:

- Click on the Load button. An Open dialog box appears, looking for a file with the ".bin" extension.
- If the required file does not have the ".bin" extension, click the down arrow next to "Files of type" and pick "Any Files (\*.\*)".
- Select the required file. Upgrader loads the data from the file selected into memory.
- Click on the Download button. Upgrader downloads the data from the EEPROM to memory.
- Click on the Compare button. Upgrader compares the data loaded from the file to the data downloaded from the EEPROM. Upgrader indicates, in the message space, whether the data is identical or not.

**Note:** What Upgrader actually compares are its load buffer and its download buffer. Data must be loaded from a disk file, and data must be downloaded from the EEPROM, for comparison to take place. If the message "Nothing to compare" appears, it means at least one of these steps was skipped and one of these buffers is empty.

8. Click on the Exit button to exit Upgrader.

9. Start using the the Ultimate KeyCoder® assembly, or disconnect it from the host PC.

## KEY CODES TABLE

### Notes on the key codes table

**SEUSB** is the Semtech extended USB key number

**Program code** is the code entered by the user in the Designer program to identify the key

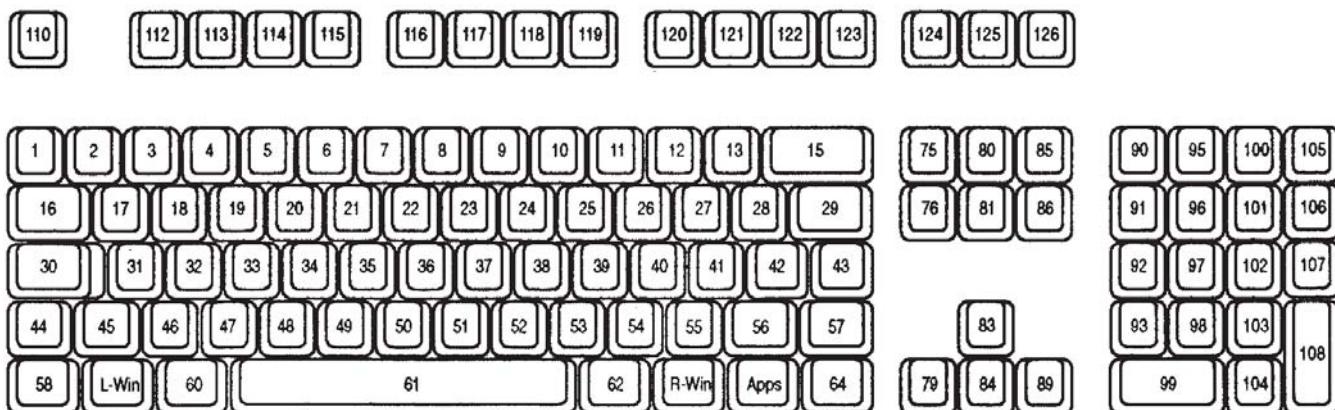
**AT-101** is the key reference number on the standard AT-101 keyboard layout, shown in the diagram below

The **USB page** column contains the Universal Serial Bus (USB) Human Interface Device (HID) usage page for the key. Most keys are on the keyboard page, page 0x07. For information about USB codes, see the USB HID specifications, published by the USB-IF (<http://www.usb.org/>).

The **USB usage** column contains the USB HID usage ID for the key on the specified USB HID page.

**PS/2 codes** are the make (key press) and break (key release) codes for PS/2 scan sets 1, 2, and 3; U/A means unassigned. Note that some keys, by default, do not generate break codes, even if the break codes are shown in this table.

### AT-101 key reference numbers











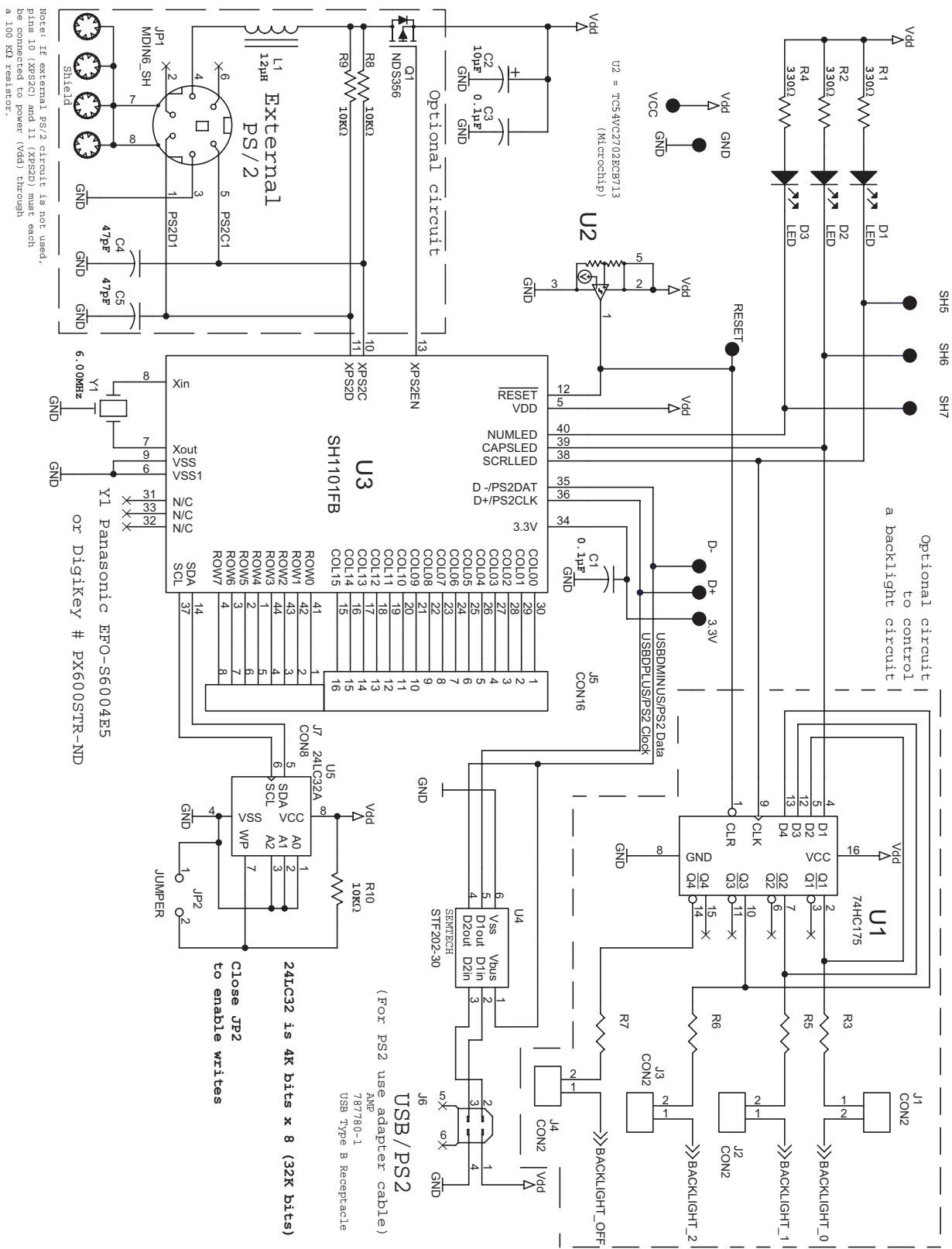


## KEY CODES TABLE (CONT'D)

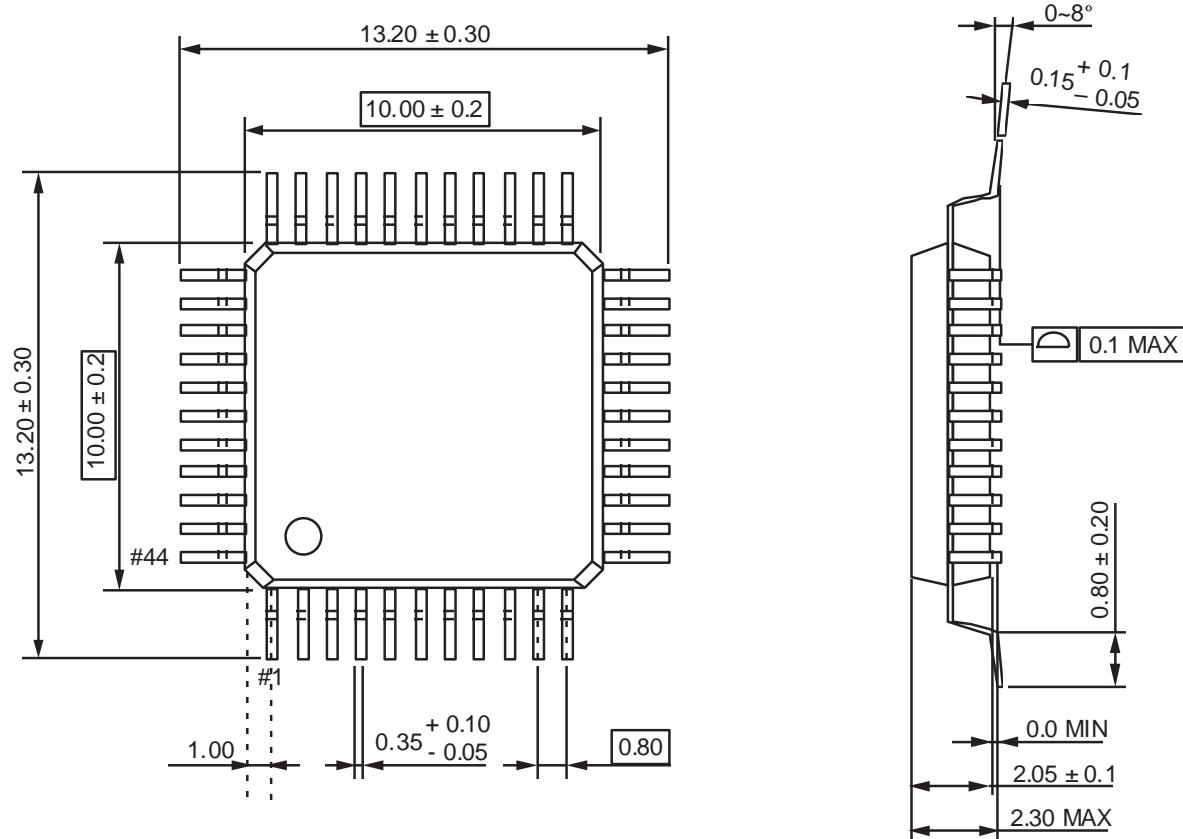
SEUSB Program code	Description	Unshifted literal	Shifted literal	AT-101 page	USB usage	Scan 1 make	Scan 1 break	Scan 1 make	Scan 2 make	Scan 2 break	Scan 3 make	Scan 3 break
213	SAVE	AC save	(none)	N/A	0x0C	0x0207	None	None	None	None	None	None
214	APRNT	AC print	(none)	N/A	0x0C	0x0208	None	None	None	None	None	None
223	FUNCTION	(?)	(none)	(none)	(none)	(?)	(?)	(?)	(?)	(?)	(?)	(?)
224	LCTRL	Left Control	(none)	(none)	58	0x07	0x00E0	0x1D	0x9D	0x14	0xF0 14	0x11
225	LSHIFT	Left Shift	(none)	(none)	44	0x07	0x00E1	0x2A	0xAA	0x12	0xF0 12	0x12
226	LALT	Left Alt	(none)	(none)	60	0x07	0x00E2	0x38	0xB8	0x11	0xF0 11	0x39
227	LWIN	Left GUI	(none)	(none)	127	0x07	0x00E3	0xE0 5B	0xE0 DB	0xE0 1F	0xE0 F0 1F	0x8B
228	RCTRL	Right Control	(none)	(none)	64	0x07	0x00E4	0xE0 1D	0xE0 9D	0xE0 14	0xE0 F0 14	0x58
229	RSHIFT	Right Shift	(none)	(none)	57	0x07	0x00E5	0x36	0xB6	0x59	0xF0 59	0x59
230	RALT	Right Alt	(none)	(none)	62	0x07	0x00E6	0xE0 38	0xE0 B8	0xE0 11	0xE0 F0 11	0x39
231	RWIN	Right GUI	(none)	(none)	128	0x07	0x00E7	0xE0 5C	0xE0 DC	0xE0 27	0xE0 F0 27	0x8C
232	BLINC	Backlight increase (cycle)	(none)	(none)	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
233	BLOFF	Backlight off	(none)	(none)	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A



## EVALUATION BOARD SCHEMATIC FOR THE ULTIMATE KEYCODER® SH1101FB



## MECHANICALS FOR THE QFP PACKAGE







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and product literature,  
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