

■ OVERVIEW

The M1105 series is Melody C-MOS LSI for playing musical tune by connecting only Battery and Piezo Buzzer as external components. 3 kinds of remarkable playing modes can be selected by bonding option with extremely low current consumption after playing by the oscillation stop function and by the shifting function of pull-down resistance value depending on input level.

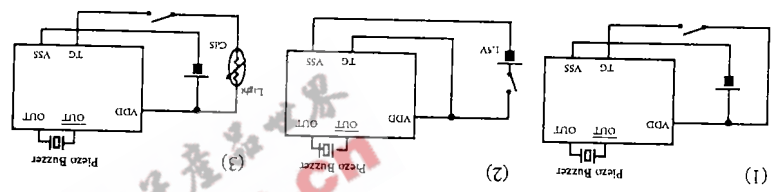
The M1105 series is suitable for low cost and long life of battery module such as Melody Greeting Cards, Toys, and etc.

■ FEATURES

- No external parts
- Wide range operation voltage (1.2 ~ 3.6V)
- Low power consumption
- 3 kinds of playing modes selectable by bonding option
- The oscillation stop function after playing

■ STANDARD CIRCUITS

3 types of circuits are available as standard circuits.



\*1 - The M1105 series has 2 positions of Vss pads. Please select one pad according to your PCB design.

\*2 - (1) for ONE-SHOT, LEVEL HOLD 1 and LEVEL HOLD 2 application.  
(2) for LEVEL HOLD 1 and LEVEL HOLD 2 application.  
(3) for Cds application.

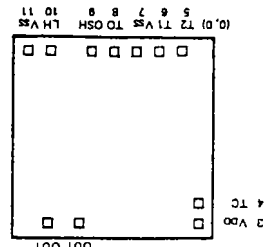
2 pads of OSH and LH should be selected by the playing mode.

BONDING PAD	PLAYING MODE
OSH	LEVEL HOLD 1
LH	LEVEL HOLD 2
	ONE-SHOT

■ ABSOLUTE MAXIMUM RATINGS

Item	Symbol	Unit
Supply voltage	V <sub>DD</sub> -V <sub>SS</sub>	V
Input voltage	V <sub>IN</sub>	V
Operating temp.	T <sub>OPR</sub>	°C
Storage temp.	T <sub>STG</sub>	°C

■ PIN OUT



\*No connection to pads 4, 5, 6 and 8

Chip size 1.80 x 1.79 mm  
Chip thickness 400 ± 30 μm

■ COORDINATES

ITEM	SYMBOL	CONDITIONS	MIN	TYP	MAX	UNIT
Operating Voltage	V <sub>DD</sub>	NO PLAYING	1.2	1.5	3.6	V
Stand-by Current	I <sub>DD1</sub>	OSH, LH-OPEN	0.01	0.3		μA
Consumption Current	I <sub>DD2</sub>	OUT, OUT-OPEN	25	50		μA
Input Current	I <sub>IL</sub>	V <sub>IN</sub> = 0.4V	LH, 0.7	1.5	3.0	μA
		V <sub>IN</sub> = 1.5V	OSH, 0.7	1.5	3.0	μA
Output Current	I <sub>OL</sub>	V <sub>OUT</sub> = 0.35V	OUT, 2.0			mA
		V <sub>OUT</sub> = 0.75V	OUT, 2.0			mA
Oscillation Frequency	f <sub>OSC</sub>		35	50	65	KHz
Oscillation Start Voltage	V <sub>OS08</sub>				1.2	V
Oscillation Stop Voltage	V <sub>OS08</sub>				1.2	V

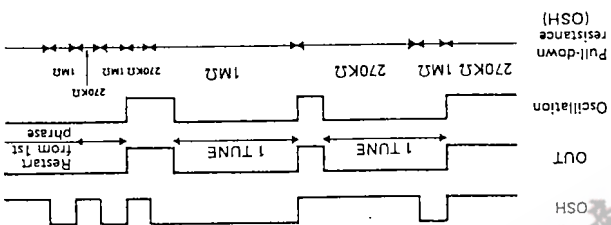
■ ELECTRICAL CHARACTERISTICS

T<sub>A</sub> = 25°C, V<sub>SS</sub> = 0V, V<sub>DD</sub> = 1.5V

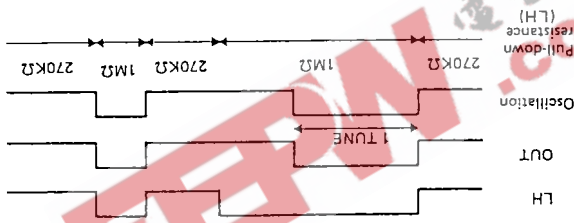
The pull-down resistance value of OSH and LH is shifted as below (depending on input level, "H" or "L" level):  
 During VDD ("H" level) ..... 1 M $\Omega$ /1 input  
 During Vss ("L" level) ..... 270 K $\Omega$ /1 input  
 In case of Cds switch, the value of pull-down resistance is shifted about 1 M $\Omega$ /1 pin when the value of Cds resistance is decreased.  
 On the contrary, the value of pull-down resistance is about 270 K $\Omega$ /1 pin when the value of Cds resistance is increased.  
 These functions make total resistance value large and save current flow on LSI and Cds.

### POWER SAVE FUNCTION

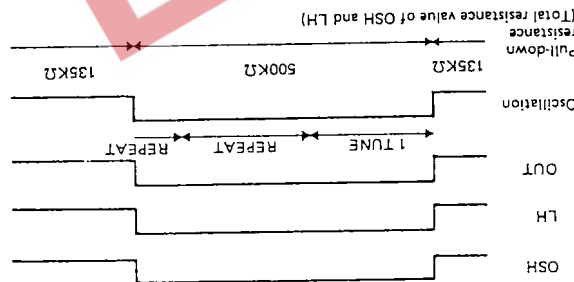
The M1105 series has the Oscillation stop function after the play and the Shifting function of resistance value depending on input level ("H" level or "L" level) as shown above Time Chart. These 2 functions save idle power consumption and realize long-life of battery.  
 The Oscillation stop function .... When the play ends, oscillation stops and circuits return to the stand-by condition regardless of input level of OSH and LH. In this mode, the current consumption is less than 3.3  $\mu$ A (Max.).



○ ONE-SHOT  
 The melody starts and plays once completely when the OSH is connected to VDD, regardless of the input trigger pulse length. OSH again during the play, the melody restarts from the first phrase and plays.



○ LEVEL HOLD 2  
 The melody starts and plays once during LH is connected to VDD. In this mode, the play stops halfway by releasing LH from VDD even if during the play.



○ LEVEL HOLD 1  
 The melody starts and plays repeatedly while both OSH and LH are connected to VDD. In this mode, the play stops halfway by releasing LH from VDD during the play.  
 \* OSH and LH must be connected to VDD at the same time by the same switch.

The 1105 series has two input pads, OSH and LH, to select the playing mode and starts the play. 3 kinds of playing modes, LEVEL HOLD 1, LEVEL HOLD 2 and ONE-SHOT can be selectable by connecting VDD to OSH and/or LH accordingly.

### PLAYING MODE