

AUDIO












[THE BLAZINGCORE SERIES]

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RAPID PROTOTYPING IS NOW EASY... AND BLAZING FAST.

AUDIO

BCore provides native support for the VS1053B Audio Module, which is capable of playing .wav and .MP3 files located in an external Memory Card (MCard/MMC/SD-compatible).

Method	Description
 Init	Initialises the VS1053B Audio Module
 Play	Play Specified Audio File
 Stop	Sends a Stop command to the Audio Module
 Pause	Sends a Pause command to the Audio Module
 Resume	Sends a Resume command to the Audio Module
 State	Returns Current State of Audio Module
 Volume	Set Right/Left Channel Volume Level
 Read	Performs a Read operation from the VS1053B chip at the specified address*
 Write	Performs a Write operation to the VS1053B chip at the specified address*

INIT

Initialises the VS1053B Audio Module

```
Result = Audio.Init(ByVal DummyValue As Integer) As Integer
```

***Requires a dummy value for initializing.**

Returns:

- '-1' if Audio Module is successfully initialised

PLAY

Sends a Pause command to the Audio Module

```
Result = Audio.Play(ByRef FileName As String, ByVal Mode As Integer, ByVal Speed As Integer) As Integer
```

FileName: String Variable containing the name of the audio file to play

Mode & Speed;

File Type	Mode	Speed
Mp3	0	510
Wav	1	

Returns:

- '-1' if Audio Module is successfully paused the playing of an audio file.

STOP

Sends a Stop Playing command to the Audio Module

```
Result = Audio.Stop()As Integer
```

Returns:

- '-1' if Audio Module is successfully stopped the playing of an audio file.

PAUSE

Sends a Pause command to the Audio Module

```
Result = Audio.Pause() As Integer
```

Returns:

- '-1' if Audio Module is successfully paused the playing of an audio file.

RESUME

Resumes a previously paused audio file.

```
Result = Audio.Resume() As Integer
```

Returns:

- '-1' if successful

STATE

Returns Current State of Audio Module

```
Result = Audio.State() As Integer
```

Returns:

- '1' if Audio Module is playing an audio file.
- '0' if Audio Module is not playing an audio file.

VOLUME

Set Right/Left Channel Volume Level

```
Result = Audio.Volume(ByVal RightVolume As Integer, ByVal LeftVolume As Integer) As Integer
```

Parameter:

- **Volume Level:** 0 – 128, with 0 being the loudest.

Returns:

- '-1' if successful

WRITE

Performs a Write operation to the VS1053B chip at the specified address

**Please refer to the VS1053B datasheet for the list of addresses.*

```
Result = Audio.Write(ByVal Address As Integer, ByVal Value As Integer) As Integer
```

Returns:

- '-1' if successful

READ

Performs a Read operation from the VS1053B chip at the specified address

**Please refer to the VS1053B datasheet for the list of addresses.*

```
Data = Audio.Read(ByVal Address As Integer) As Integer
```

Returns:

- Returns Data Value At Specified Address.

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