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Real time MIDI & VS1053 (solved)

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Re: Real time MIDI & VS1053

by **kennyb** » Fri Nov 05, 2010 3:58 pm

No problem.

I can hear the sine beep with this code but it stops later in the execution (It's maybe the sm_cancel effect, I don't know)

The SPI clock is 1Mhz (PIC Fosc/4)

The putcspi is a function from the Microchip c-18 library, I'll check if there is something to wait the end of transmission

The UART part in my code is for debug purpose (between a PC and the PIC)to display informations during the execution.

-kennyb

kennyb

User

Posts: 8
Joined: Wed Oct 27, 2010 4:30 pm

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Re: Real time MIDI & VS1053

by **Panu** » Fri Nov 05, 2010 6:02 pm

Ok, I think you may need a softreset after the sine test... the main thing is that you hear the sine, so you have communication with the device... Now, if you remove the sinetest and then send the midi array, you should hear it...
Generic info: Line In and Line Out, VS1000 User interface, Overlays howto, Latest VSIDE, MCU Howto
Panu-Kristian Poiksalo, VLSI Solution Oy

Panu
　　VLSI Staff

　　Posts: 705
　　Joined: Tue Jun 22, 2010 2:43 pm

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Re: Real time MIDI & VS1053

by **kennyb** » Wed Nov 10, 2010 9:36 pm

Hello there!

I can hear something finally. Thanks a lot.

I think using real time midi for my application is quite difficult, so I'll use classic type midi.

Anyway, I have 2 small questions but it's not about real time so...

Can you tell me what the exact function of the routine after step 1? (datasheet page 48) Do we have to do this directly after the step 1?

I have a problem for playing "big" midi files (>2 kB). The song is played but sometimes some notes seems to be "forgotten" and we ear a "jump" during the song (jumps are at the same moment in the song when playing again after a general reset).

Have you any idea?

Attachments
　　　gbtetris-Atheme.mid
　　　　　(4.32 KiB) Downloaded 61 times

kennyb
　　User

　　Posts: 8
　　Joined: Wed Oct 27, 2010 4:30 pm

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Re: Real time MIDI & VS1053

by **pasi** » Wed Nov 10, 2010 10:08 pm

> *kennyb wrote:*I have a problem for playing "big" midi files (>2 kB).

Check your DREQ handling. When DREQ is high, you can send 32 bytes to SDI. Then check DREQ again. If it is low, wait until DREQ is high again.

The stream buffer in VS10xx is 2046 bytes, so files of this size and less fit completely in the buffer.
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pasi
　　VLSI Staff

　　Posts: 455
　　Joined: Thu Jul 15, 2010 5:04 pm

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Re: Real time MIDI & VS1053

by **kennyb** » Fri Nov 12, 2010 9:34 pm

My bad!
The midi file was bad converted to HEX.

kennyb
　　User

　　Posts: 8
　　Joined: Wed Oct 27, 2010 4:30 pm

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Re: Real time MIDI & VS1053

by **Panu** » Thu Dec 02, 2010 11:28 am

Good to know that it is working now!

Have fun!

-Panu

Generic info: Line In and Line Out, VS1000 User interface, Overlays howto, Latest VSIDE, MCU Howto

Panu-Kristian Poiksalo, VLSI Solution Oy

Panu
　　VLSI Staff

　　Posts: 705
　　Joined: Tue Jun 22, 2010 2:43 pm

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