Star Trek: Music for the ST2025

The ST2025, unfortunately, does not and cannot provide music from the Star Trek show or movies. Background sounds are therefore all set up to play Star Trek bridge sounds.

However, adding the music is easy, once you have it in files on your computer. The files I recommend include:

Music	Expected File Name
Bridge Background Sounds	0181_bridge_background.wav (included)
Star Trek: Brass Monkeys	0182_brassmonkeys.wav
Star Trek: Time Reverse / Future Risk	0183_timereversefuturerisk.wav
Star Trek: The Trouble with Tribbles Suite	0184_troublewithtribbles.wav
Star Trek: Silvery Orbs	0185_silveryorbs.wav
Star Trek: Goodbye Mr. Decker	0186_goodbyemrdecker.wav
Star Trek: Main Title	0187_seriesmaintitle.wav
Wrath of Khan: Kirk's Explosive Reply	0189_kirksexplosivereply.wav
Wrath of Khan: Surprise Attack	0190_surpriseattack.wav

Once you have the music in wav files (using the numbered naming convention above!), you need to make sure they have a sample rate of 44100Hz, encoding with signed 16-bit PCM, and all metadata removed. This sounds very technical, but all you really need to do is download the Audacity audio editor from:

https://sourceforge.net/projects/audacity/

Use this simple tool to open your files, and export them as I have described. The following video may also help:

https://youtu.be/G9YgYAGwlz0?si=ptmfUfVCa2pJ5rnK

Now just copy these files onto the micro-SD card for your WAV Trigger board.

Finally, you need to make a minor change to the software. At the bottom of ST2025p04.h, you will find a number of variables defined. The ones you need have been commented out and replaced. You need to reverse this, like so:

```
byte BackgroundMusic[8] = {7, 181, 182, 183, 184, 185, 186, 187};
// byte BackgroundMusic[8] = {7, 181, 181, 181, 181, 181, 181, 181};

byte BGMiniGame1   = 189; // Music for mini-game 1
byte BGMiniGame2   = 190; // Music for mini-game 2
// byte BGMiniGame1   = 181; // Music for mini-game 1
// byte BGMiniGame2   = 181; // Music for mini-game 2
```

These lines currently tell the program to always choose file 181 (bridge background sounds). By replacing them, you tell the program to select from the range of files you just entered. Now recompile the program to your Arduino and you can have the full effect!