BYM 系列芯片一线串口参考程序范例

```
#include <reg52.h>

sbit BYM_REST=P1^3;
sbit BYM_DATA=P1^1;
sbit KEY1=P3^4;
sbit KEY2=P3^5;

void delay_100us(unsigned int count)   //100US 延时子程序
{
        unsigned int i;
        unsigned int j;
                for(i=count;i>0;i--)
                    for(j=50;j>0;j--);
}

unsigned char BYM_1Line(unsigned int cnt)
{
      if(cnt==0)
            return 0;     // 第一段放静音时不能取 0
      BYM_REST = 1;
      delay_100us(1);
      BYM_REST = 0;
      delay_100us(1);

      while(cnt--)
      {
            BYM_DATA = 1;
            delay_100us(1);     //100us 高电平
            BYM_DATA = 0;
            delay_100us(1);     //100us 低电平
      }

      BYM_DATA = 0;
      return 1;
}

void Main(void)
{
      int    a=0;
      int    b=0;
```

```
    BYM_REST = 0;
    BYM_DATA = 0;


while(1)
    {
        if(!KEY1&&!a)
        {
          delay_100us(200);//去抖动
          if(!KEY1&&!a)
          {
            a=1;
            BYM_1Line(0x02); //播放第一首
          }
        }
        else if(KEY1&&a)     //按键抬起之后再按下才有效
            {
              a=0;
            }
        if(!KEY2&&!b)
        {
          delay_100us(200);//去抖动
          if(!KEY2&&!b)
          {
            b=1;
            BYM_1Line(0x03); //播放第二首
          }
        }
            else if(KEY2&&b)     //按键抬起之后再按下才有效
            {
              b=0;
            }
    }
}
```