# Description

The augmented stethoscope can play an audio file stored within the on-board memory of the Teensy Audio Board.

# Jdtdjj

1) So, just load your wave file into Audacity, select a segment of the audio; save it to a .wav file.

2) The utility to convert the .wav file to a .h/.cpp file pair is called 'wav2sketch.exe', and it is in the '...\Arduino\libraries\Audio-master\extras\wav2sketch' subdirectory.

<https://www.pjrc.com/teensy/td_libs_AudioPlayMemory.html>

3) Copy the .h/.cpp files to the same arduino program directory as the .ino; restart the IDE to load them.

4) For example:

     \*  I generated the pair, 'KorotkoffSound.h'/'KorotkoffSound.cpp' from a single beat captured

          with Audacity, using the 'wav2sketch.exe' utility program.

     \*  Put them in the '...\thebeat\Software\Arduino\Stethoscope' subdirectory (& restarted the IDE).

     \*  Added the following--

               #include "KorotkoffSound.h"

               void PlayHB()  
               {  
                   playMem\_heartSoundSamp.play( KorotkoffSound );  
               }

               ....and in the '// GUItool: begin automatically generated code':

                    AudioPlayMemory          playMem\_heartSoundSamp;                                //xy=154,398