

UART Communication Command							
	Command	Command Code	Return	Remark	Library default	DYPlayer Library	
Control Command	Play	AA 02 00 AC	None			play()	
	Pause	AA 03 00 AD	None			pause()	
	Stop	AA 04 00 AE	None			stop()	
	Previous	AA 05 00 AF	None			previous()	
	Next	AA 06 00 B0	None			next()	
	Stop playing [End interlude]	AA 10 00 BA	None			stopInterlude()	
	Volume +	AA 14 00 BE	None			volumeIncrease()	
	Volume -	AA 15 00 BF	None			volumeDecrease()	
	Previous folder directory	AA 0E 00 B8	None			previousDir (playDirSound_t song)	song == LAST_SOUND
	Previous folder directory	AA 0F 00 B9	None			previousDir (playDirSound_t song)	song != LAST_SOUND
Query Command	Check the play state	AA 01 00 AB	AA 01 01,	play state, SM		checkPlayState()	
	Check Device Online	AA 09 00 B3	AA 09 01,	drive, SM		getDevice()	
	Check Current Playing Device	AA 0A 00 B4	AA 0A 01,	drive, SM			
	Check Number Of all Music	AA 0C 00 B6	AA 0C 02	S.N.H S.N.L SM		soundCount()	
	Check Current Music	AA 0D 00 B7	AA 0D 02	S.N.H S.N.L SM		getPlayingSound()	
	Check the first music in folder	AA 11 00 BB	AA 11 02	S.N.H S.N.L SM		firstInDir()	
	Check Number of music in folder	AA 12 00 BC	AA 12 02	S.N.H S.N.L SM		soundCountDir()	
Setting Command	Set Volume	AA 13 01 VOL SM	None	VOL: 0x00-0xFF	AA 13 01 00	setVolume(uint8_t volume)	
	Select specified file to interlude	AA 16 03 Drive S.N.H S.N.L SM	None	Drive: 0x00-0xFF S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF			
	Select specified path to interlude	AA 17 03 Length Drive Path SM	None	Length: 0x00-0xFF Drive: 0x00-0xFF Path: 0x00-0xFF		interludeSpecifiedDevicePath(device_t device, char *path)	Line 226-227
	Set Loop [Cycle mode setting]	AA 18 01 Loop-mode SM	None	Loop-mode: 0x00-0x07	AA 18 01 00	setCycleMode(play_mode_t mode)	
	Set Cycle times	AA 19 02 H L SM	None	H:0x00-0xFF L:0x00-0xFF	AA 19 01 00	setCycleTimes(uint16_t cycles)	Line 240-241
	Set EQ	AA 1A 01 EQ SM	None	EQ:0x00-0x04	AA 1A 01 00	setEq(eq_t eq)	
	Combination play setting	AA 1B Length H-L H-L SM	None				
	End Combination play	AA 1C 00 C6	None				
	Select but no play	AA 1F 02 S.N.H S.N.L SM	None	S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF	AA 1F 2 00 00	select(uint16_t number)	
	Play specified music	AA 07 02 S.N.H S.N.LSM	None	S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF	AA 07 02 00 00	playSpecified(uint16_t number)	
	Specified device and path play	AA 08 Length Drive Path SM	None	Length: 0x00-0xFF Drive: 0x00-0xFF Path: 0x00-0xFF		playSpecifiedDevicePath(device_t device, char *path)	Line 133-134
	Switch to selected device	AA 0B 01 Drive SM	None	Drive: 0x00-0xFF	AA 0B 01 00	setDevice(device_t device)	
		AA 0B 03 Device SM			AA 0B 03 00 00 00	interludeSpecified(device_t device, uint16_t number)	