

29 Functions in UART mode	CODE	TYPE	LENGTH	data1	data2	data3	data4	CRC	Return	DYPlayer Library
Check the play state	AA	01	00					AB	AA 01 01 play state SM	checkPlayState()
Play	AA	02	00					AC	None	play()
Pause	AA	03	00					AD	None	pause()
Stop	AA	04	00					AE	None	stop()
Previous music	AA	05	00					AF	None	previous()
Next music	AA	06	00					B0	None	next()
Play specified music	AA	07	02	High Byte	Low Byte				None	playSpecified(uint16_t number)
Specified device and path play	AA	08	Length	Device	Path				None	playSpecifiedDevicePath(device_t device, char *path)
Check Device Online	AA	09	00					B3	AA 09 01 device SM	getDevice()
Check Current Playing Device	AA	0A	00					B4	AA 0A 01 device SM	
Switch to selected device	AA	0B	01	Device					None	setDevice(device_t device)
Check Number Of all Music	AA	0C	00					B6	AA 0C 02 High Byte Low Byte SM	soundCount()
Check Current Music	AA	0D	00					B7	AA 0D 02 High Byte Low Byte SM	getPlayingSound()
Previous folder directory	AA	0E	00					B8	None	previousDir (playDirSound_t song)
Previous folder directory	AA	0F	00					B9	None	previousDir (playDirSound_t song)
End playing / End interlude	AA	10	00					BA	None	stopInterlude()
Check the first music in folder	AA	11	00					BB	AA 11 02 High Byte Low Byte SM	firstInDir()
Check Number of music in folder	AA	12	00					BC	AA 12 02 High Byte Low Byte SM	soundCountDir()
Set Volume	AA	13	01	VOL					None	setVolume(uint8_t volume)
Volume +	AA	14	00					BE	None	volumeIncrease()
Volume -	AA	15	00					BF	None	volumeDecrease()
Select specified file to interlude	AA	16	03	Device	High Byte	Low Byte			None	interludeSpecified(device_t device, uint16_t number)
Select specified path to interlude	AA	17	Length	Device	Path				None	interludeSpecifiedDevicePath(device_t device, char *path)
Cycle mode setting	AA	18	01	mode					None	setCycleMode(play_mode_t mode)
Set Cycle times	AA	19	02	High Byte	Low Byte				None	setCycleTimes(uint16_t cycles)
Set EQ	AA	1A	01	EQ					None	setEq(eq_t eq)
Combination play setting	AA	1B	04	High Byte	Low Byte	High Byte	Low Byte		None	
End Combination play	AA	1C	00					C6	None	
Select but no play	AA	1F	02	High Byte	Low Byte				None	select(uint16_t number)

DATA FORMAT

Device	device_t	USB:00 SD/TF:01 FLASH:02 NO_DEVICE: FF
EQ	eq_t	NORMAL(00) POP(01) ROCK(02) JAZZ(03) CLASSIC(04)
High Byte / Low Byte	uint16_t	2x8 bits = 1 Byte each
VOL	uint8_t	31 steps which are 0-30 or 00-1D in HEX
mode	play_mode_t	Full cycle(00), Single cycle(01), Single stop(02), Random broadcast(03), Repeat folder(04), Random broadcast in folder(05), Order play in folder (06), Order play (07)