DFMini Player

Modes of Operation

The DFPlayer mini has three modes in which mp3 files can be played:

- mode #1:
  The files are stored in the root directory of the SD card. The file names do not matter. Files are accessed based on the number corresponding to the order in which they were written to the card. This sounds weird - I agree. I would only use this if I had a small number of files, and the files are not likely to change.

- mode #2:
  Files are stored in folders, numbered 01-99, with filenames 001-255.mp3 or 001-255.wav, so you can store up to 99x255=25245 files. The files are accessed based on folder and file number.

- mode #3:
  Up to 2999 files are stored in the directory "mp3" with four-digit filenames 0001.mp3-2999.mp3

Loading the Audio Files

Since the **DFPlayer** will play MP3s right out of the box, I did not need to change the file type of my audio files. However, as I was testing the **DFPlayer** I found that it is <u>very important</u> how the audio files are stored on the Micro SD card. Two things in particular are required:

First, make sure the filename of each audio file starts with four numbers. The first file should start with 0001, the next file should start with 0002, etc. You can then put anything you want after the four numbers, for example **0001-MyAudioFile.mp3**

Second, regardless of what the four numbers are in the filename, the FIRST file saved to the SD card will be considered sound #1 to the **DFPlayer**. *The SECOND file saved to the SD card will be sound #2. This continues on through all of your audio files. Because of this, I recommend copying each audio file to the SD card one at a time, in numerical order. Do not copy all of them to the card at once. If you need to add/move/change a file, it is best to erase all of the files on the SD card and start over.*

Busy pin LOW -> playing
Busy pin HIGH -> finish!