#include <SPIFFS.h>

#include <AudioFileSourceSPIFFS.h>

#include <AudioGeneratorWAV.h>

#include <AudioOutputI2S.h>

AudioGeneratorWAV\* wav;

AudioFileSourceSPIFFS\* file;

AudioOutputI2S\* out;

void setup() {

  Serial.begin(115200);

  delay(500);

  if (!SPIFFS.begin(false)) {

    Serial.println("❌ SPIFFS init failed!");

    return;

  }

  Serial.print("Total bytes: ");

  Serial.println(SPIFFS.totalBytes());

  Serial.print("Used bytes: ");

  Serial.println(SPIFFS.usedBytes());

  Serial.println("📂 Filer i SPIFFS:");

  File root = SPIFFS.open("/");

  File listfile = root.openNextFile();

  while (listfile) {

    Serial.print("📄 ");

    Serial.print(listfile.name());

    Serial.print(" - ");

    Serial.print(listfile.size());

    Serial.println(" bytes");

    listfile = root.openNextFile();

  }

  out = new AudioOutputI2S();

  out->SetGain(0.8);

  out->SetPinout(26, 25, 22);  // Juster til din MAX98357A-oppkobling

  file = new AudioFileSourceSPIFFS("/farlig.wav");

  wav = new AudioGeneratorWAV();

  if (!wav->begin(file, out)) {

    Serial.println("🚫 Kunne ikke starte avspilling");

  } else {

    Serial.println("▶️ Spiller farlig.wav");

  }

}

void loop() {

  if (wav && wav->isRunning()) {

    wav->loop();

  } else if (wav) {

    Serial.println("✅ Ferdig");

    wav->stop();

    delete wav;

    delete file;

    wav = nullptr;

    file = nullptr;

  }

}