Put all the files in this repo into your **C:\Program Files (x86)\Arduino\libraries\Music** folder (you will need to create the **Music** folder in libraries) and then open up the **Music\examples\music\**music.ino file.  You will see multiple tabs on the top, those are all the different pieces of the program.  You will see one tab called player.cpp that’s where most of the code is that you might want to edit.  I haven’t changed much of this code but in my personal version of this app I put a command to change the default volume to max. To do this towards the bottom of the music.ino page you will see a Play() function being called. Directly above the Play(); line you will type: **Mp3SetVolume(0,0);** This sets the left and right audio channels to max volume (0). The lowest volume being (254).

To edit some of the other player functions click on the player.cpp tab in the program and then scroll down or search for the following line:

unsigned char g\_volume = **40**;//used for controlling the volume change amount.

//Ex. If volume level is at 60 and I press the volume up key, it will increase the volume 40 steps and the //new volume level will be 20.

//That is the code that sets the default volume.  So you can change 40  to any number between 0 //(loudest) - 254 (turned down all the way)

Then below that code you will find the following function that checks for key presses.  Below the PSKey is Play/Pause, NTKey is Next Track, BKKey is Back Track, VUKey is Volume Up, and VDKey is Volume Down key:

void CheckKey()

{

  //static unsigned char volume = 40;

  static unsigned int vu\_cnt = 1000;//volume up interval

  static unsigned int vd\_cnt = 1000;//volume down interval

  if(0 == PSKey)

  {

       playStop = 1-playStop;

       delay(20);

       while(0 == PSKey);

       delay(20);

  }

  if(0 == NTKey)

  {

       playingState = PS\_NEXT\_SONG;

       delay(20);

       while(0 == NTKey);

       delay(20);

  }

  else if(0 == BKKey)

  {

    playingState = PS\_PREVIOUS\_SONG;

       delay(20);

       while(0 == BKKey);

       delay(20);

  }

  else if(0 == VUKey)

  {

       if(--vu\_cnt == 0)

       {

              if (g\_volume-- == 0) g\_volume = 0; //Change + limit to 0 (maximum volume)

              Mp3SetVolume(g\_volume,g\_volume);

              redPwm = (175-g\_volume)\*3>>1;

              if(redPwm >255)

              {

                     redPwm = 255;

              }

              if(redPwm < 0)

              {

                     redPwm = 0;

              }

              //Serial.println(redPwm,DEC);

              vu\_cnt = 1000;

       }

  }

  else if (0 == VDKey)

  {

    if(--vd\_cnt == 0)

       {

              if (g\_volume++ == 254) g\_volume = 254; //Change + limit to 254 (minimum vol)

             Mp3SetVolume(g\_volume,g\_volume);

              redPwm = 305-(g\_volume<<1);

              if(redPwm >255)

              {

                     redPwm = 255;

              }

              if(redPwm < 0)

              {

                     redPwm = 0;

              }

              //Serial.println(redPwm,DEC);

              vd\_cnt = 1000;

       }

  }

}