

How to play audio V1.0

category	content
Key words	Was linked audio
Summary	Play an audio file



revise history

version	date	the reason	prepared by	Examine
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1. Scope

Things document is for serial-type screen products.

2. Development Environment version

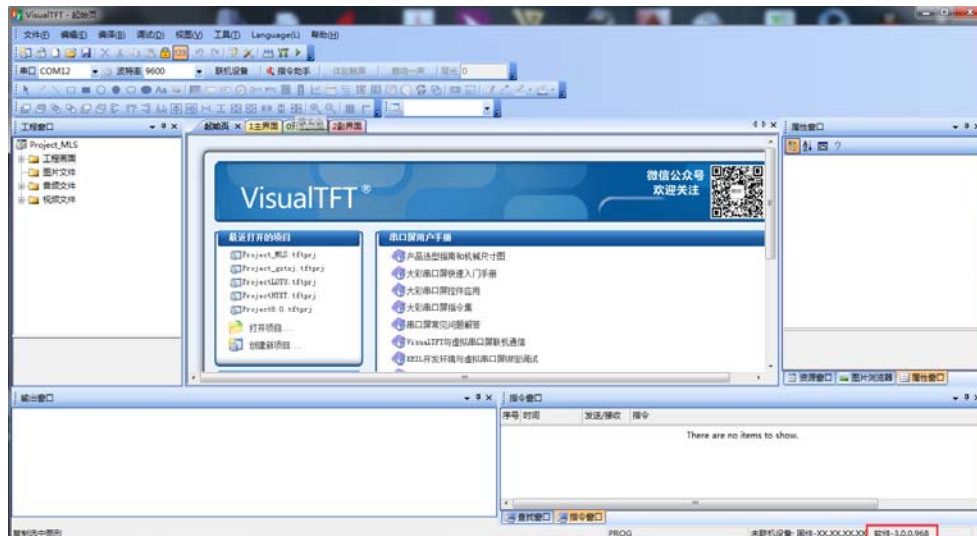
1. VisualTFT Software version: V3.0.0.944 And above versions. View version:

- a) turn on VisualTFT Software start page is shown 2-1 Right corner will display the software version number;



Map 2-1 Software version

- b) turn on VisualTFT You can view the map in the lower right corner of the software version of the software 2-2 The latest version can log <http://www.gz-dc.com/> Download.



Map 2-2 Software version

2. Serial screen hardware version: V3.0.287.0 And above versions. View version:

- a) Check the version number sticker on the back of the screen;
- b) VisualTFT After the success of the online screen, the version number displayed in the lower right corner.

3. Audio Player Profile

Things serial-type screen support for audio playback and external screen inside the playback screen U Disk or SD Audio card, audio requirements mp3 with wav format. Note that when you add an audio file audio path and file name for the letter (az), Digital (0-9) And underscore (_) combination, does not support other characters.

4. How to play audio

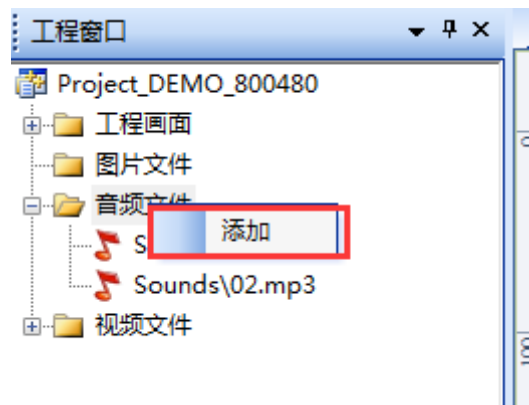
Audio playback screen using the serial port as follows:

1. Add audio into the project (external audio player does not need to do this step);
2. The internal audio playback screen serial or playback external audio path U Disk and SD Under the audio card catalog.

4.1 Add an audio file

With a new project directory under Sounds Folder, project the added audio files are automatically copied into Sounds Directory and download the project to the serial port with internal storage partition screen A , Add audio to the project as shown 4-1 Fig.

Note: Audio format supports only wav or mp3 Format, the audio path and file name for the letter (a-z),digital(0-9) And underscore (_) combination, does not support other characters.

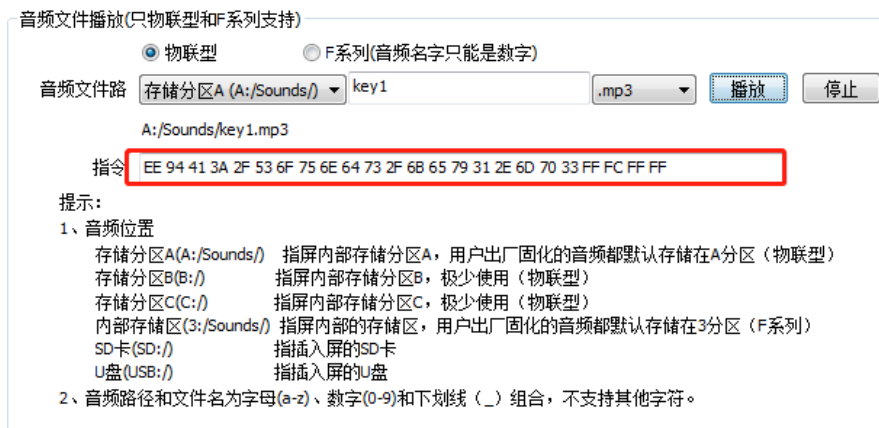


Map 4-1 Add audio to the project

4.2 How to play the internal audio screen

Internal screen was linked with three serial memory partitions, each partition is stored A , B , C , Where the default storage into a storage partition when the project download A , The storage partitions B with C Rarely used.

Play storage partitions A Audio files key1.MP3 ,As shown below 4-2 Shown



Map 4-2 Audio path

Format: EE [94 Sounds_Path] FF FC FF FF

Parameter Description: Sounds_Path: The audio file path (refer to instruction assistant)

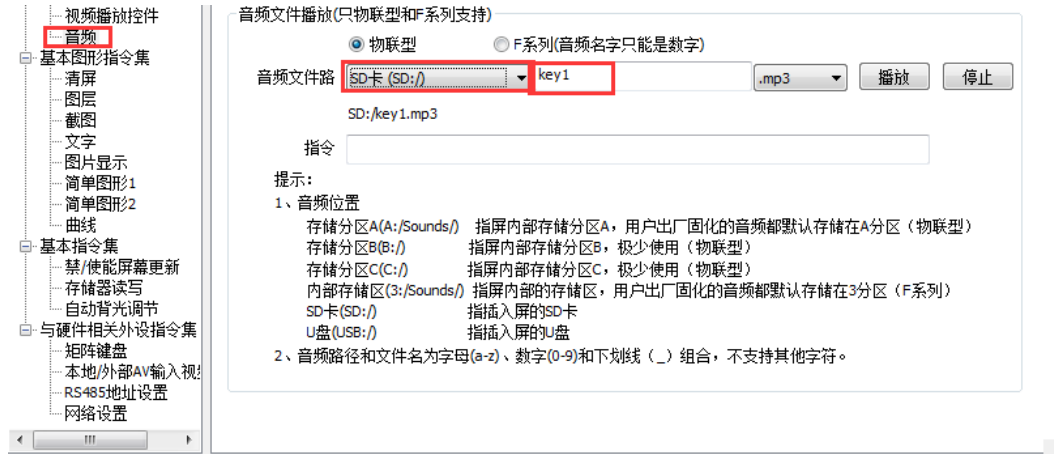
4.3 How to Play SD Card Audio

Broadcast SD Under the card root directory key1.mp3 File, as 4-3 Below:

1. [Audio] instruction assistant in the "audio file path" Select SD In the right side of the card and fill in the name of the audio file

Click on the word " Broadcast " It generates an instruction;

2. Send the instructions to play SD Under the card root directory key1.mp3 .



Map 4-3 Broadcast SD Audio card catalog at

Format: EE [94 Sounds_Path] FF FC FF FF

Parameter Description: Sounds_Path: The audio file path (refer to instruction assistant)

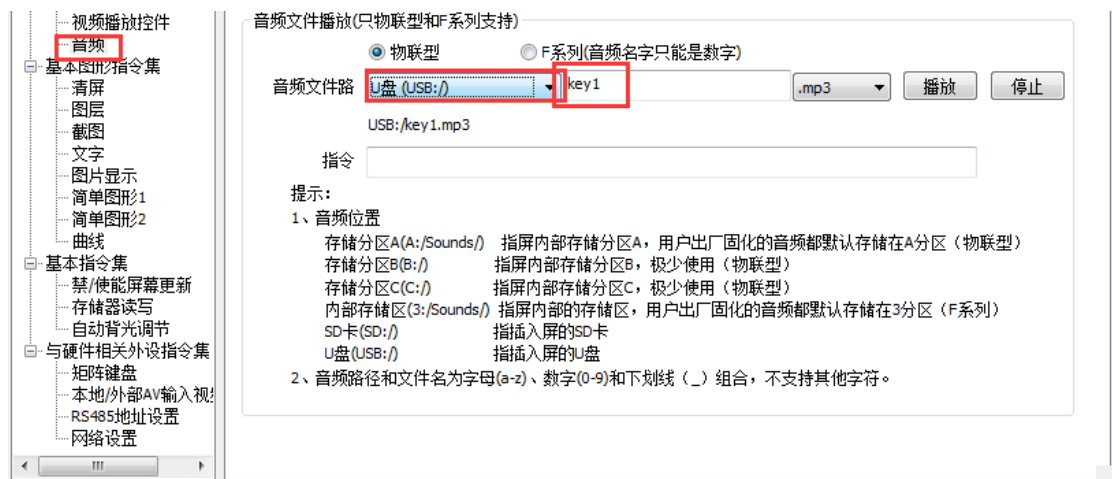
4.4 How to Play U Audio tray

Broadcast U Under the root directory key1.mp3 File, as 4-4 Below:

1. [Audio] instruction assistant in the "audio file path" Select U In the right side of the tray and fill in the name of the audio file

Word, click " Broadcast " It generates an instruction;

2. Send the instructions to play U Under the root directory key1.mp3 .



Map 4-4 U The audio in the disk directory

Format: EE [94 Sounds_Path] FF FC FF FF

Parameter Description: Sounds_Path: The audio file path (refer to instruction assistant)

4.5 Stop audio playback

The instruction to stop the playback of audio, FIG. 4-5 Fig.

音频文件播放(只物联网型和F系列支持)

☒ 物联型
 ☐ F系列(音频名字只能是数字)

音频文件路: U盘 (USB:/) key1 .mp3

USB:/key1.mp3

指令: EE 95 FF FC FF FF

Map 4-5 Stop play

Format: EE [95] FF FC FF FF

4.6 Use Cases

Using a button press or the bouncing status play / stop the audio file, the following steps:

1. Placing a first attribute configured as button switches, as 4-6 ;



Map 4-6 Placement and configuration button

2. Fill in the instruction storage partitions path Assistant A Under contents Sounds middle 01.mp3 Audio files, convert

Internal instruction after instruction fill button in FIG. 4-7 .

音频文件播放(只物联网型和F系列支持)

☒ 物联型
 ☐ F系列(音频名字只能是数字)

音频文件路: 存储分区A (A:/Sounds/) 01 .mp3

A:/Sounds/01.mp3

指令: EE 94 41 3A 2F 53 6F 75 6E 64 73 2F 30 31 2E 6D 70 33 FF FC FF FF

按钮: 播放 停止

触控用途: 初始状态, 弹起, 按下时, 弹起时, 按下时

开关描述: 弹起, 开关, [空白时不执行]

Map 4-7 Fill command

3. Downloading and Debugging

After configuration, you need to download the project to the physical screen for debugging.