



# CASTLES TECHNOLOGY

*VEGA3000 Sound Player*

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## ***CTOS Application Programming Interface***

**Confidential**

*Version 1.1*

*Jul 2016*

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## Revision History

<i><b>Version</b></i>	<i><b>Date</b></i>	<i><b>Descriptions</b></i>
1.0	Apr 26, 2016	Initial creation.
1.1	Jul 21, 2016	Add .wav file convert link and settings.

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# 1. SoundPlayer Functions

- CTOS\_SoundPlayerPlay
- CTOS\_SoundPlayerTerminate
- CTOS\_SoundPlayerGetProgress
- CTOS\_SoundPlayerSetVolume
- CTOS\_SoundPlayerGetVolume

## **SoundPlayer Error Codes**

<b><i>Constants</i></b>	<b><i>Value</i></b>
d_SOUNDPLAYER_NOT_SUPPORT	5501h
d_SOUNDPLAYER_INVALID_PARA	5502h
d_SOUNDPLAYER_ACCESS_FAILED	5503h
d_SOUNDPLAYER_FILE_ERROR	5504h
d_SOUNDPLAYER_FORMAT_ERROR	5505h
d_SOUNDPLAYER_BUSY	5506h
d_SOUNDPLAYER_INSUFFICIENT_RESOURCE	5507h
d_SOUNDPLAYER_NOT_PLAYING	5508h

**Note:** Only certain models of terminal which has speaker with “SoundPlayer plug-in firmware” can use those functions.

## CTOS\_SoundPlayerPlay

---

```
USHORT CTOS_SoundPlayerPlay(STR *strFileName);
```

**Description**            Play sound file in WAV.

**Parameters**            [ IN ]    strFileName  
                            Full path string of sound file.

<b>Return Value</b>	<b>Constants</b>	<b>Value</b>
	d_OK	0000h
	<a href="#">SoundPlayer error codes</a>	55xxh

**Note**                    Sound file format only supports .wav. If the sound file can not play normally. Please convert the file in below link.  
<http://audio.online-convert.com/convert-to-wav>  
The settings is as below:  
bit resolution : 16bit  
samplint rate : 44100Hz  
audio channels : mono  
advanced options : PCM  
signed 16 bit little endian

## CTOS\_SoundPlayerTerminate

---

```
USHORT CTOS_SoundPlayerTerminate (void);
```

**Description** Terminate the sound file playing.

**Parameters** None.

**Return Value**

<b>Constants</b>	<b>Value</b>
d_OK	0000h
<a href="#">SoundPlayer error codes</a>	45xxh

**Note** Using this API to terminate playback process.

## CTOS\_SoundPlayerGetProgress

---

```
USHORT CTOS_ SoundPlayerGetProgress (ULONG *pulPercentage);
```

**Description**            Get playing status of sound file in percentage.

**Parameters**            [ OUT ] pulPercentage  
                            Playing percentage.

**Return Value**

<b>Constants</b>	<b>Value</b>
d_OK	0000h
<a href="#">SoundPlayer error codes</a>	55xxh



## CTOS\_SoundPlayerSetVolume

---

```
USHORT CTOS_ SoundPlayerSetVolume (BYTE bVolume);
```

**Description**            Set sound volume.

**Parameters**            [ IN ]    *bVolume*  
                             Volume of sound player from 0 to 10.

**Return Value**

<b>Constants</b>	<b>Value</b>
d_OK	0000h
<a href="#">SoundPlayer error codes</a>	55xxh

**Note**                    Volume 0 is silence.

## CTOS\_ SoundPlayerGetVolume

---

```
USHORT CTOS_ SoundPlayerGetVolume (BYTE *pbVolume);
```

**Description**            Get sound volume.

**Parameters**            [ OUT ] pbVolume  
                            Volume of sound player from 0 to 10

**Return Value**

<b>Constants</b>	<b>Value</b>
d_OK	0000h
<a href="#">SoundPlayer error codes</a>	55xxh