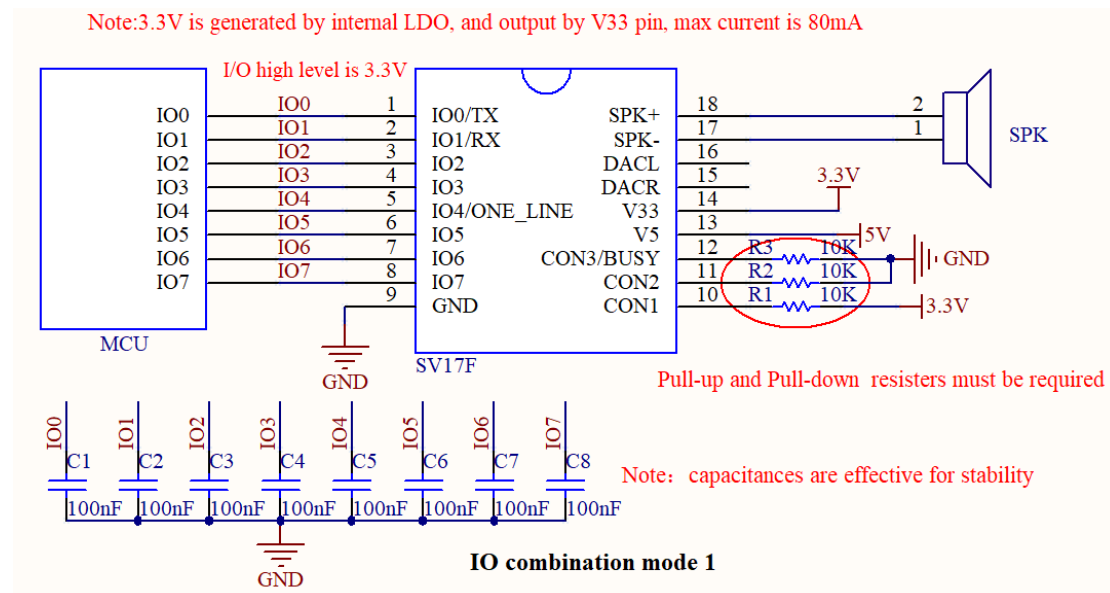
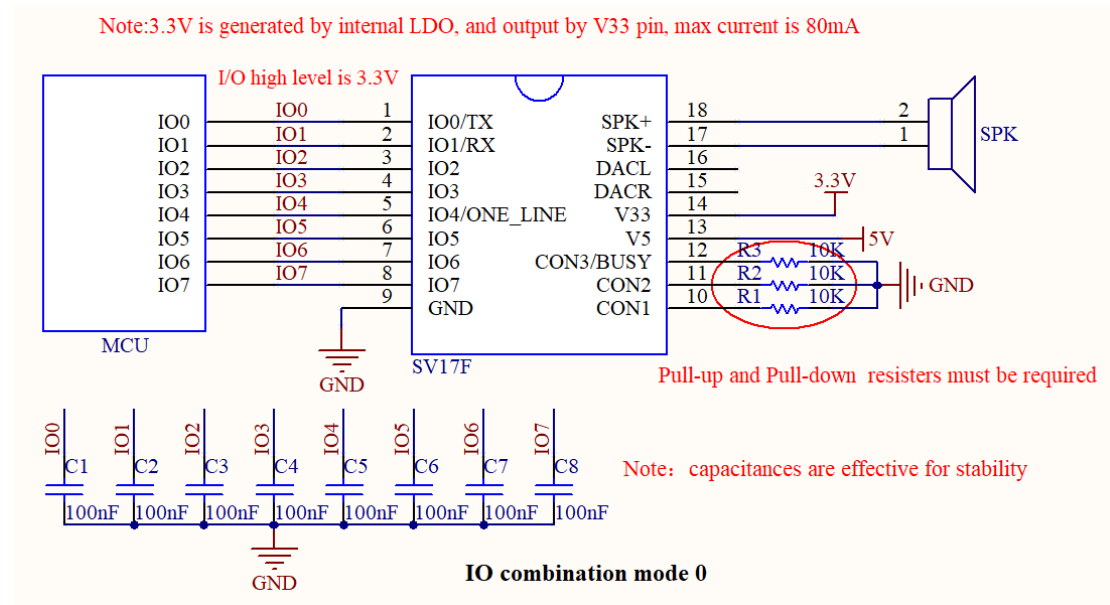
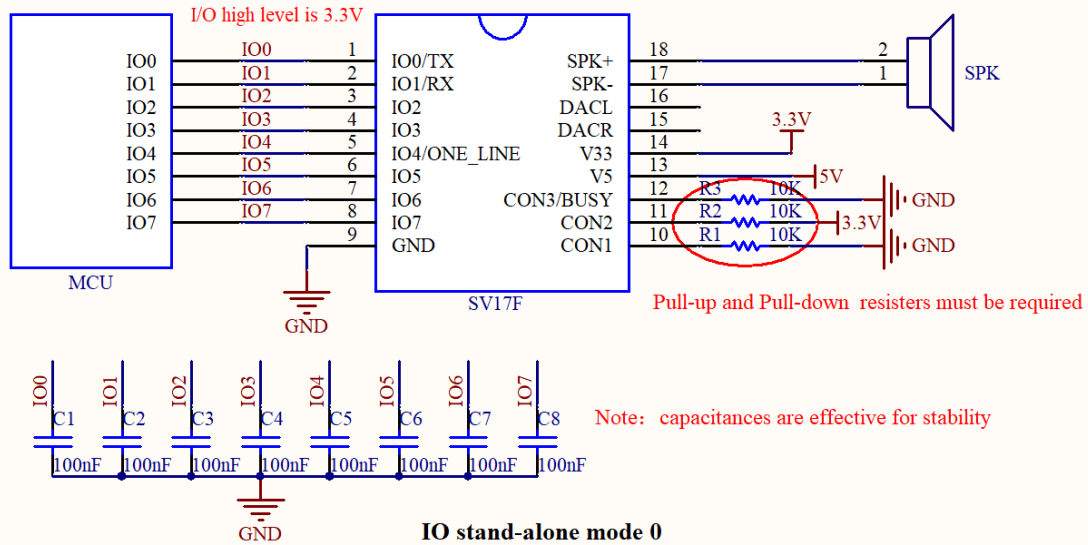


IO mode

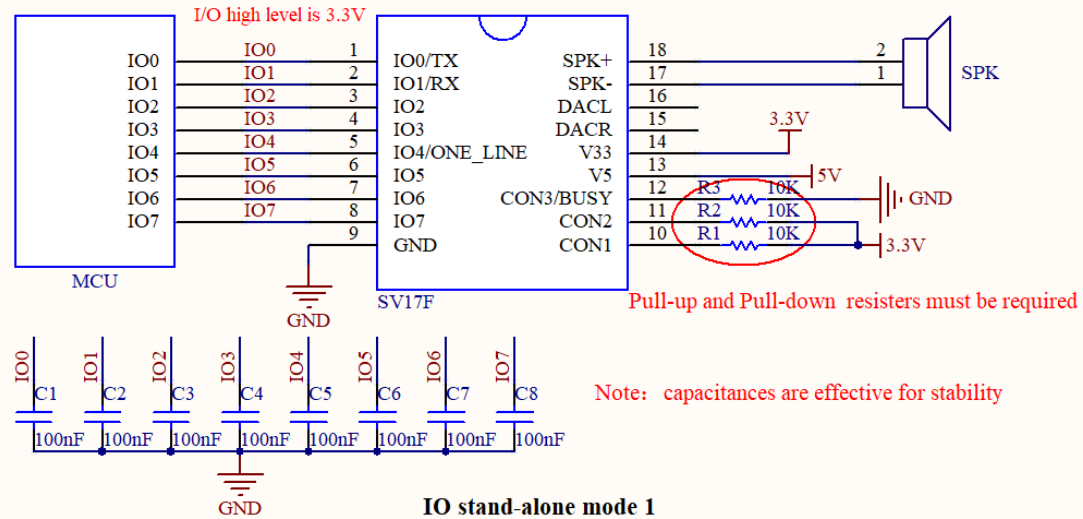
Hardware configuration



Note: 3.3V is generated by internal LDO, and output by V33 pin, max current is 80mA



Note: 3.3V is generated by internal LDO, and output by V33 pin, max current is 80mA



Function description

I/O Combination mode 0

MCU I/O output corresponding level to trigger specified music and release the IO level to high, it stops playing music after completing playing current music; It will play the new music, if retrigger the music while playing. If keep the triggering state, it will keep playing circularly. The busy pin is always effective while playing.

I/O Combination mode 1

MCU I/O output corresponding level to trigger specified music and keep the triggering state, it will keep playing circularly. It will stop playing immediately when release to original high level anytime. The busy pin is always effective while playing.

I/O stand-alone mode 0

IO0~IO7 control 8 pieces of music, one IO only control one piece of music; IO trigger specified music by falling edge level and restore to original high level, it stops playing after completing playing the triggered music. It will play new music, if retrigger the music while playing; If keep the triggering state, it will keep playing circularly. The busy pin is always effective while playing.

I/O stand-alone mode 1

IO0~IO7 control 8 pieces of music, one IO only control one piece of music; IO trigger specified music by low level, and it will keep playing circularly if keep the triggering state. It will stop playing immediately when release to original high level anytime. The busy pin is always effective while playing.

NOTES:

"I/O Combination mode 0" IO0~IO7 restore to high level

after outputting corresponding level, It's like triggering a button once.

"I/O Combination mode 1" IO0~IO7 always keep the corresponding level after Outputting corresponding level.

The difference between "I/O Combination mode 0" and "I/O Combination mode 1" is that it still plays music when IOs restore to original high level in "I/O Combination mode 0", and it stops playing music when IOs restore to original high level in "I/O Combination mode 1"

The difference between "I/O stand-alone mode 0" and "I/O stand-alone mode 1" is the same as above

255 pieces of music can be triggered in I/O combination mode; Only 8 pieces of music can be triggered in I/O stand-alone mode.

Configuration description:

Control modes	Configure PINS			I/O Function							
	CON3	CON2	CON1	IO7	IO6	IO5	IO4	IO3	IO2	IO1	IO0
I/O Combination mode 0	0	0	0	I/O Combination trigger at falling edge and restoring to high level , play 2^8-1 (255) pieces music.							
I/O Combination mode 1	0	0	1	I/O Combination trigger while IOs keeping low level, play 2^8-1 (255) pieces music .							
I/O stand-alone mode 0	0	1	0	8th music	7th music	6th music	5th music	4th music	3rd music	2nd music	1st music
I/O stand-alone mode 1	0	1	1	8th music	7th music	6th music	5th music	4th music	3rd music	2nd music	1st music

Music triggered in combination mode

IO7	IO6	IO5	IO4	IO3	IO2	IO1	IO0	Music playing
1	1	1	1	1	1	1	0	00001.mp3
1	1	1	1	1	1	0	1	00002.mp3
1	1	1	1	1	1	0	0	00003.mp3
1	1	1	1	1	0	1	1	00004.mp3
1	1	1	1	1	0	1	0	00005.mp3
1	1	1	1	1	0	0	1	00006.mp3
1	1	1	1	1	0	0	0	00007.mp3
.....
0	0	0	0	0	0	0	0	00255.mp3

Music triggered in stand-alone mode

IO7	IO6	IO5	IO4	IO3	IO2	IO1	IO0	Music playing
1	1	1	1	1	1	1	0	00001.mp3
1	1	1	1	1	1	0	1	00002.mp3
1	1	1	1	1	0	1	1	00003.mp3
1	1	1	1	0	1	1	1	00004.mp3
1	1	1	0	1	1	1	1	00005.mp3
1	1	0	1	1	1	1	1	00006.mp3
1	0	1	1	1	1	1	1	00007.mp3
0	1	1	1	1	1	1	1	00008.mp3

Noted: Playing music is based on the name of music stored in device. Music files must be named by five numbers such as 00001.mp3、00002.mp3、00255.mp3;

