

## DY-SV17F storage and path description

### Description of path format

Path format as follows

1. Specified all music in “XXX” folder in root directory

/XXX\*/\*MP3

2. Specified music in root directory

/YYY\*MP3      *“YYY” is the music name*

3. Specified a piece of music in “XXX” folder in root directory

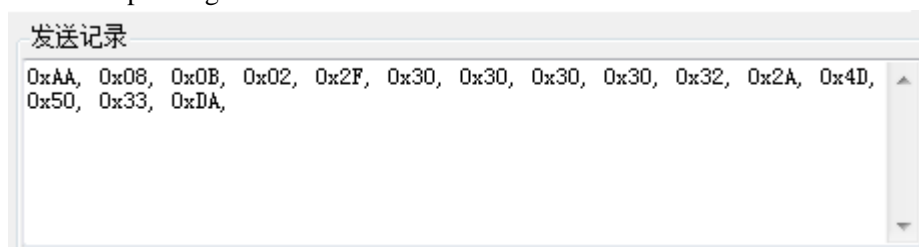
/XXX\*/YYY\*MP3      *“XXX” is the folder name, and “YYY” is the music name*

#### Description:

- (1) The path starts with "/"
- (2) XXX is the folder name, YYY is the music name; The length of "XXX" is max 8 bytes, and the length of "YYY" is also max 8 bytes, all letters are required to be capitalized, regardless of whether the folder or file name is capitalized.
- (3) A letter is a byte
- (4) Play the first music in “DY” folder: /DY\*/00001\*MP3
- (5) Play the 255th music in “DY” folder: /DY\*/00255\*MP3
- (6) Play the 65535th music in “DY” folder: /DY\*/65535\*MP3
- (7) Play the first music in root directory: /00001\*MP3
- (8) Play the 255th music in root directory: /00255\*MP3
- (9) Play the 65535th music in root directory: /65535\*MP3
- (10) Testing the specified path playing by uart tuning tool.
  - 10.1 Play the music “00002.MP3” in root directory



The corresponding data sent as follow



- 10.2 Play the music “00004.MP3” in folder “DY” in root directory.

音量选择	模式选择	循环次数
指定路径播放		
FLASH	/DY*/00004*MP3	路径播放
插播		

The corresponding data sent as follows

发送记录
0xAA, 0x08, 0x0F, 0x02, 0x2F, 0x44, 0x59, 0x2A, 0x2F, 0x30, 0x30, 0x30, 0x30, 0x34, 0x2A, 0x4D, 0x50, 0x33, 0xD6,