

No.	Pin Name	Instruction						
1	5V+	Work Voltage Positive Pole						
2	2 5V- Work Voltage Negative Pole							
3	TXD/IO0	IXD/IO0 IO trigger mode is input IO0;UART mode is TX.						
4	4 RXD/IO1 IO trigger mode is input IO1;UART mode is RX.							
5	5 IO2 IO trigger mode input IO2.							
6	IO3 IO trigger mode input IO3.							
7	IO4/ONE_LINE	IO mode input IO4;One_Line mode data receiver pin.						
8	105	IO trigger mode input IO5.						
9	106	IO trigger mode input IO6.						
10	107	IO trigger mode input IO7.						
11	BUSY	Output low level signal(0V) when playing and output high(3.3V) after playing.						
12	GND	Ground						

			Work	Mod	e Con	figura	tion				
Control Mode	Confi	guratio	on Pin	I/O Function							
Control Mode	CON3	CON2	CON1	107	106	105	IO4	103	IO2	IO1	100
I/O Integrated Mode 0 0 0 Key combination play, can play 2^8-1(255) Sor					igs.						
I/O Integrated Mode 1	0	0	1	Level combination play, can play 2^8-1(255) Songs.					ngs.		
I/O Independent Mode 0	0	1	0	Song8	Song7	Song6	Song5	Song4	Song3	Song2	Song1
I/O Independent Mode 1	0	1	1	Song8	Song7	Song6	Song5	Song4	Song3	Song2	Song1
UART Mode	1	0	0							RXD	TXD
One-Line Mode	1	0	0				TXD				
Standard MP3 Mode	1	0	1				RPT	EQ	P/P/MODE	PREV/V-	NEXT/V+

Note:

- 1>. "key combination play" : Return to the original high level after the corresponding level from I/O0-I/O7 output, similar to the key triggered once.Similar instantaneous switch.
 - 2>. "Level combination play" :The trigger signal remains the same, similar to a self-locking switch.
- 3>. The difference between "I/O Integrated/Independent Mode 0" and "I/O Integrated/Independent Mode 1": Mode 0 will continue playing the current song to the end after release level . Mode 1 will stop playing immediately after release level.

I/O Integrated Mode 0 (Key combination playing).

Note: the song must be named for 5bit. Song 00001.mp3 00002.mp3 00003.mp3 00004.mp3 00005.mp3 00006.mp3 00007.mp3 00255.mp3

It will stop playing current song to the end after I/O0-7 release input signal (return to high) at 'I/O Integrated Mode 0'. It will playing new song when get new input signal during playing and stop after end of song. It will play repeatedly if keep input. Busy pin will output valid signal(High) during playing.Music control as following:

			1	/O Int	tegrat	ed M	ode 1	(Level com	bination playing)
107	106	IO5	104	103	IO2	IO1	IO0	Song	
1	1	1	1	1	1	1	0	00001.mp3	
1	1	1	1	1	1	0	1	00002.mp3	It will keep playing current song when get
1	1	1	1	1	1	0	0	00003.mp3	trigger signal.It will stop playing
1	1	1	1	1	0	1	1	00004.mp3	immediately after release level.Busy pin
1	1	1	1	1	0	1	0	00005.mp3	will output valid signal(High) during
1	1	1	1	1	0	0	1	00006.mp3	playing.
1	1	1	1	1	0	0	0	00007.mp3	
(Servers)				******	******		******		
0	0	0	0	0	0	0	0	00255.mp3	
			I/O	Inde	pende	nt M	(Key indepo	endent controlling)	
107	106	105	IO4	IO3	IO2	IO1	IO0	Song	1/00 1/07 independently controls 0
1	1	1	1	1	1	1	0	00001.mp3	I/O0-I/O7 independently controls 8 songs.It will stop playing current song to
1	1	1	1	1	1	0	1	00002.mp3	the end after I/O0-7 release input
1	1	1	1	1	0	1	1	00003.mp3	signal(return to high);It will playing new
1	1	1	1	0	1	1	1	00004.mp3	3 3 1 3 3
1	1	1	0	1	1	1	1	00005.mp3	playing and stop after end of song;It will
1	1	0	1	1	1	1	1	00006.mp3	play repeatedly if keep input;Busy pin will output valid signal(High) during playing.
1	0	1	1	1	1	1	1	00007.mp3	output valid signal(High) during playing.
0	1	1	1	1	1	1	1	00008.mp3	
			I/O	Indep	ende	nt Mo	ode 1	(Level indep	pendent controlling)
107	106	105	104	103	102	101	100	Song	
1	1	1	1	1	1	1	0	00001.mp3	50 20 70 500 50
1	1	1	1	1	1	0	1	00002.mp3	I/O0-I/O7 independently controls 8
1	1	1	1	1	0	1	1	00003.mp3	songs.It will keep play repeatedly specify
1	1	1	1	0	1	1	1	00004.mp3	the triggered song.It will stop playing immediately after release level.Busy pin
1	1	1	0	1	1	1	1	00005.mp3	will output valid signal(High) during
1	1	0	1	1	1	1	1	00006.mp3	playing.
1	0	1	1	1	1	1	1	00007.mp3	System State
0	1	1	1	1	1	1	1	00008.mp3	

Adopt full duplex serial port communication. Baud rate 9600, data bits 8, stop bit 1, check bit N. Start Code Command Type Data Length (n) Data 1 Data n Check Bit (Command Code: fixed to 0xAA. Command Type: used to distinguish the type of command. Data Length: the number of bytes of data in an command. Data: Relevant data in command, when length of data is 1, means there is only CMD and no data bit: Check Bit: Low 8 bits of sum of all bytes, that is, When start code and data are added, take out low 8 Data format: Sent data or command, high 8-bit data is in front, low 8-bit is in the back. Communication Protocol The following is a data definition for the return and identification of the chip. A. Playing State definition: the system is on the stop state when power on. 00(stop) 01(play) 02(pause) B. Disk character definition: it is stopped after the switch disk. USB:00 SD:01 FLASH:02 NO_DEVICE: FF C. Volume: the volume is 31grades, 0-30.The default is 20grade. D. Play mode: the default is the single stop when power on. Cycle for all songs (00): play the whole songs in sequence and play it after the play. Single cycle (01): play the current song all the time. Single stop (02): Only play current song once and then stop. Random play (03): random play. Directory loop (04):Play in current folder in order, then play by play.Directory don't contain subdirect Directory random (05): random play in the current folder, and directory does not contain subdirect Directory random (05): random play in the current folder, and directory does not contain subdirector Directory random (05): random play in the current folder, and directory does not contain subdirector Directory random (05): random play in the current folder, and directory does not contain subdirector Directory order play(06):Play current folder in order & stop after play.Directory not include subdirect Sequential play (07): play the whole songs in order and stop after it is played. E. EQ definition: the default EQ is NORMAL(00).				UART	/lode				
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	Sequential p	lay (07) : play	the whole	e songs in order ar	d stop after it	is played	d.		
NORMAL(00) POP(01) ROCK(02) JAZZ(03) CLASSIC(04)	E. EQ definiti	on: the defau	It EQ is NO	DRMAL(00).			WC	21	
	NOR	MAL(00)	POP(01	ROCK(02) JAZZ	(03)	CLASSIC(0	4)	
F. Composition play definition: combination play is combined by filename. The file requirements are	F. Compositio	n play defini	tion: com	pination play is cor	nbined by filer	name Th	e file requirer	ments a	re

Command	C	ommand code	Return		
Play	138	AA 02 00 AC	None		
Pause		AA 03 00 AD	None		
Stop		AA 04 00 AE	None		
Previous		AA 05 00 AF	None		
Next		AA 06 00 B0	None		
Volume +		AA 14 00 BE	None		
Volume -		AA 15 00 BF	None		
Previous file		AA 0E 00 B8	None		
Next file		AA 0F 00 B9	None		
Stop playing		AA 10 00 BA	None		
		Query Command			
Command		Command Code	Return		
Command Query play state	ıs	Command Code AA 01 00 AB	157757777		
	7.750	व्यक्तवर १८५१ / सम्बद्धाः व्यक्तवर स्वतः	157757777		
Query play statu	drive	AA 01 00 AB	AA 01 01, play status, SM		
Query play state Query current online	drive	AA 01 00 AB AA 09 00 B3	AA 01 01, play status, SM AA 09 01, drive, SM		
Query play statu Query current online Query current play	drive drive ongs	AA 01 00 AB AA 09 00 B3 AA 0A 00 B4	AA 01 01, play status, SM AA 09 01, drive, SM AA 0A 01, drive, SM		
Query play statu Query current online Query current play Query Number of s	drive drive ongs	AA 01 00 AB AA 09 00 B3 AA 0A 00 B4 AA 0C 00 B6	AA 01 01, play status, SM AA 09 01, drive, SM AA 0A 01, drive, SM AA 0C 02S.N.H S.N.L SM		

		1	UART Communication Com	mand				
Cont	rol Command		Query Command					
Command	Command Code	Return	Command	Command Command code Re				
Play	AA 02 00 AC	None	Query play status	AA 0	1 00 AB	AA 01 01	L, play status, SM	
Pause	AA 03 00 AD	None	Query current online drive	AA 0	AA 09 00 B3		L, drive, SM	
Stop	AA 04 00 AE	None	Query current play drive	AA O	A 00 B4	AA 0A 0:	1, drive, SM	
Previous	AA 05 00 AF	None	Query Number of songs	AA 0	C 00 B6	AA 0C 02	2S.N.H S.N.L SM	
Next	t AA 06 00 B0 None		Query current song	AA 0	D 00 B7	AA 0D 0	2 S.N.H S.N.L SM	
Volume +	AA 14 00 BE	None	Query folder directory song	AA 1	1 00 BB	AA 11 02	S.N.H S.N.L SM	
Volume -	A STANDARD S		Query folder Number of song	AA 1	2 00 BC	AA 12 02	S.N.H S.N.L SM	
Previous file	AA 0E 00 B8	None						
Next file	AA 0F 00 B9	None						
Stop playing	AA 10 00 BA	None						
		**	Setting Command					
C	ommand		Command code	Return		ark		
Set Volume		A	AA 13 01 VOL SM	None	VOL:0x00-0xFF			
Set Loop mod	de	Į.	AA 18 01 Loop-mode SM	None	Lo	:0x00-0x07		
Set Cycle tim	es	ſ	A 19 02 H L SM	None	H:0x	L:0x00-0xFF		
Set EQ		A	A 1A 01 EQ SM	None		0-0x04		
Specified Son	ng	Į.	AA 07 02 S.N.H S.N.LSM	None	S.N.H:0x	S.N.L:0x00-0xFF		
					Length:0x00-0xFF			
Specified Pat	h	A	AA 08 Length Drive Path SM	None		Drive:0x	00-0xFF	
					Path:0x00-0xFF			
Switch Specif	ied Drive	ļ	AA 0B 01 Drive SM	None		Drive:0x	00-0xFF	
						Drive:0xl	00-0xFF	
Specified son	g to be interpla	ay A	AA 16 03 Drive S.N.H S.N.L SM	None	S.N.H:0x00-0xFF			
					S.N.L:0x00-0xFF			
					Length:0x00-0xFF			
Specified pat	h to be interpla	y A	AA 17 Length Drive Path SM	None	Drive:0x00-0xFF			
						Path:0x0	00-0xFF	
Select but no	play	1	AA 1F 02 S.N.H S.N.L SM	None	S.N.H:0x	00-0xFF	S.N.L:0x00-0xFF	

	One_line Si	ngle Bus Mode					
Command(HEX)	Function	Note					
0x00	No. 0						
0x01	No. 1	The number 0-9 has corresponding functions, such					
0x02	No. 2						
0x03	No. 3						
0x04	No. 4	as selecting music, setting the volume, setting EQ					
0x05	No. 5	setting cycle mode, setting channel, setting the repertoire, and sending the digital at first and ther					
0x06	No. 6	send function command.					
0x07	No. 7						
0x08	No. 8						
0x09	No. 9						
0x0 A	Number reset	Sent the number of Cleared					
0x0B	Confirm choosing song						
0x0C	Volume setting	Comments with Numbers to a discuss					
0x0D	EQ setting						
0x0E	Loop mode setting	Cooperate with Numbers to achieve.					
0x0F	Channel setting						
0x10	Interplay song setting						
0x11	Play	Note: "selection" and "interplay" are played					
0x12	Pause	according to the track name, for example, the					
0x13	Stop	track is named "00123. Mp3", and the selected					
0x14	Previous	data is "0x01", "0x02" "0x03" "0x0B", and the					
0x15	Previous directory	selection is completed.					
0x16	Next directory	>2ms >1200us >400us >1200us					
0x17	SD card selection	2400us					
0x18	SD card selection	PAI DATA					
0x19	U disk selection						
0x1A	FLASH selection	→ 2000s → High Level : Low Level = 1 : 3 Mean: 0					
0x1B	System sleep						
0x1C	Stop Playing	→ High Level : Low Level = 3 : 1 Mean: 1					

