

Blue Screen

Application Note ANBS1.00.01 [Issued date August 9, 2008]

Using of **VSAudioCmd()** function and **Audio** command (refers to **VS1011.c**)

VSAudioCmd() is a utility function concerning with playing an audio files. It includes simple play and stop functions, play next file in the folder and so on. This function can be accessed manually through command line interface with command “audio”.

VSAudioCmd(char cmd, unsigned char para) as seen, the function needs 2 parameters, the first is command type accepts only upper case letters. The available command types are:

‘**N**’ : refers to ‘next’ means to stop the playing audio file and start playing next file in the same folder. If the current file is the last one, the folder will be reopened and the first file will be played. This command discards the second parameter.

‘**S**’ : refers to ‘stop’ means to stop playing the file. This command discards the second parameter.

‘**J**’ : refers to ‘jump’ means to jump to the specific part of the audio file. This command uses the second parameter in range of 0-99 in term of percent.

‘**P**’ : refers to ‘pause’ means to temporary pause the playing file. Use in companion with command type ‘**C**’ to continue. This command discards the second parameter.

‘**C**’ : refers to ‘continue’ means to continue from ‘pause’ state. This command discards the second parameter.

‘**M**’ : refers to ‘mute’ means to disable the sound from VS1011. Use in companion with command type ‘**L**’, ‘**U**’, ‘**D**’ or ‘**V**’ to enable the sound. This command discards the second parameter.

‘**L**’ : refers to ‘loud’ means to enable VS1011’s sound with the old set value. This command discards the second parameter.

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‘U’ : refers to ‘up’ means to increase the volume 5 percents. This command discards the second parameter.

‘D’ : refers to ‘down’ means to decrease the volume 5 percents. This command discards the second parameter.

‘V’ : refers to ‘volume’ means to set the volume with the second parameter in term of percent.

With command line interface, while an audio file is running, user can use ‘audio’ command to access **VSAudioCmd()** function. The command needs one character (all characters will be transformed to upper case) and if the character is ‘J’ or ‘V’, it needs one another numeric parameter as described above.

For example (on Hyperterminal),

```
audio p    //pause
```

```
audio c    //continue
```

```
audio j 60 //jump to 60/100 of the whole file
```