

Audio Firmware Status

Code Base: Rays Logic Stereo Wav Player

- This is the basic wav player that was embedded in Prop DOS. It utilizes FSRW to load the audio file from the SD card.

- Due to limited memory in the Propeller, it loads small chunks of the audio into a memory buffer. Therefore while playing the file it is always actively loading from the SD card and filling the buffer. So it uses **2 cogs**.

01/09/09

- A click/popping noise is made when an Audio file is started and completed.

- Changes to the code along with hardware (in the PCB) have been applied that reduce the initial click/popping.

- A solution for the click/popping heard when a file is finished is being looked for at the moment.

- The Propeller has access to the Audio Amp's Mute could be used

1/28/09

- Solution developed utilizing Audio amplifier mute

- Solution Scheme:

1. Start Up ASM Wav Player in new Cog
2. Mute Audio Amp
3. Ramp Audio Input to 0.5VDD
4. Unmute Audio Amp
5. Play Audio File From SD Card
6. Mute Audio Amp
7. Set Prop Audio Output Pins as Inputs
8. Delay
9. Disable Cog with ASM WAV Player

I'm not super proud about this solution, but it works decently. Ideally, a better sound driver could be written, but I don't have the time.