Read the Docs Template Documentation

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Apr 01, 2020

Contents

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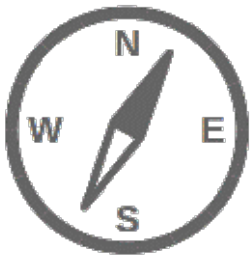
This is the documentation for Espressif Audio Development Framework (ADF).

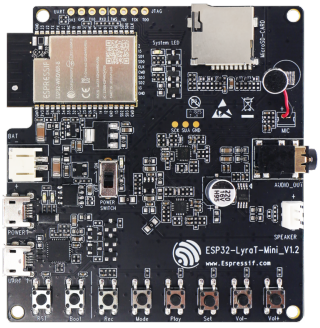
		
Get Started	API Reference	Design Guide

CHAPTER 1

Get Started

This document is intended to help users set up the software environment for the development of audio applications using hardware based on the ESP32 by Espressif. Through a simple example, we would like to illustrate how to use ESP-ADF (Espressif Audio Development Framework).

To make the start with ESP-ADF quicker, Espressif designed development boards intended to build audio applications with the ESP32. Click the links below to get started.

		
Getting Started with ESP32-LyraT	Getting Started with ESP32-LyraTD-MSC	Getting Started with ESP32-LyraT-Mini

1.1 ESP32-LyraT V4.3 Getting Started Guide

This guide provides users with functional descriptions, configuration options for ESP32-LyraT V4.3 audio development board, as well as how to get started with the ESP32-LyraT board. Check section *Other Versions of LyraT*, if you have different version of this board.

The ESP32-LyraT is a hardware platform designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, connected smart-home appliances with one or more audio functionality, etc.

The ESP32-LyraT is a stereo audio board. If you are looking for a mono audio board, intended for lower end applications, check *ESP32-LyraT-Mini V1.2 Getting Started Guide*.

1.1.1 What You Need

- 1 × *ESP32 LyraT V4.3 board*
- 2 x 4-ohm speakers with Dupont female jumper wires or headphones with a 3.5 mm jack
- 2 x Micro-USB 2.0 cables, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

If you like to start using this board right now, go directly to section *Start Application Development*.

Overview

The ESP32-LyraT V4.3 is an audio development board produced by Espressif built around ESP32. It is intended for audio applications, by providing hardware for audio processing and additional RAM on top of what is already onboard of the ESP32 chip. The specific hardware includes:

- **ESP32-WROVER Module**
- **Audio Codec Chip**
- Dual **Microphones** on board
- **Headphone** input
- **2 x 3-watt Speaker** output
- Dual **Auxiliary Input**
- **MicroSD Card** slot (1 line or 4 lines)
- **Six buttons** (2 physical buttons and 4 touch buttons)
- **JTAG** header
- Integrated **USB-UART Bridge Chip**
- Li-ion **Battery-Charge Management**

The block diagram below presents main components of the ESP32-LyraT and interconnections between components.

Components

The following list and figure describe key components, interfaces and controls of the ESP32-LyraT used in this guide. This covers just what is needed now. For detailed technical documentation of this board, please refer to *ESP32-LyraT V4.3 Hardware Reference* and ESP32 LyraT V4.3 schematic (PDF).

ESP32-WROVER Module The ESP32-WROVER module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 32 Mbit PSRAM for flexible data storage.

Headphone Output Output socket to connect headphones with a 3.5 mm stereo jack.

> **Note:** The socket may be used with mobile phone headsets and is compatible with OMPT standard headsets only. It does work with CTIA headsets. Please refer to Phone connector (audio) on Wikipedia.

Left Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

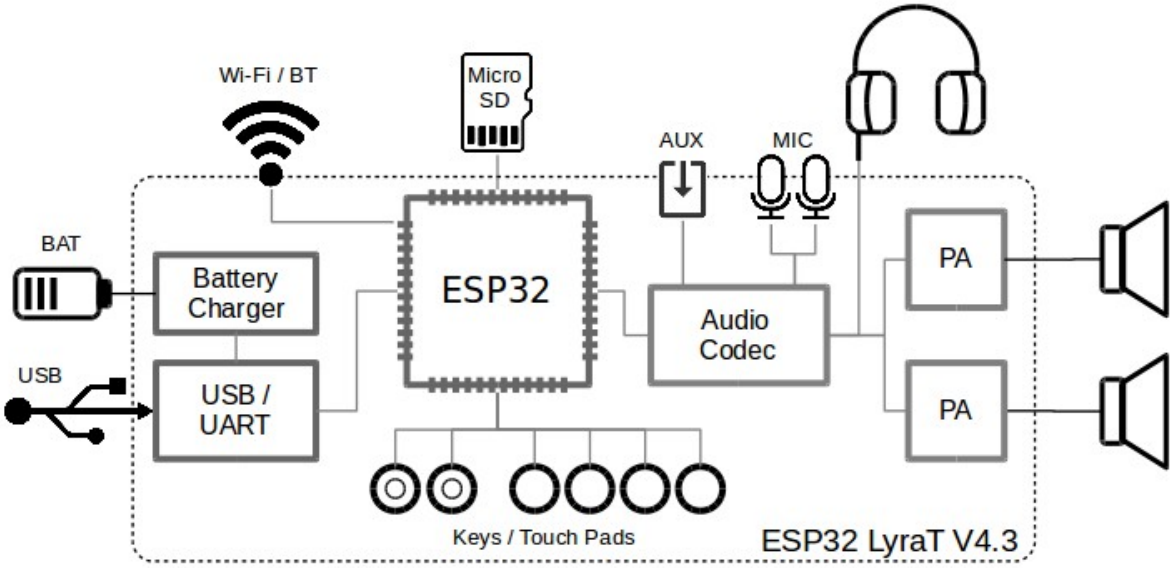


Fig. 1: ESP32-LyraT Block Diagram

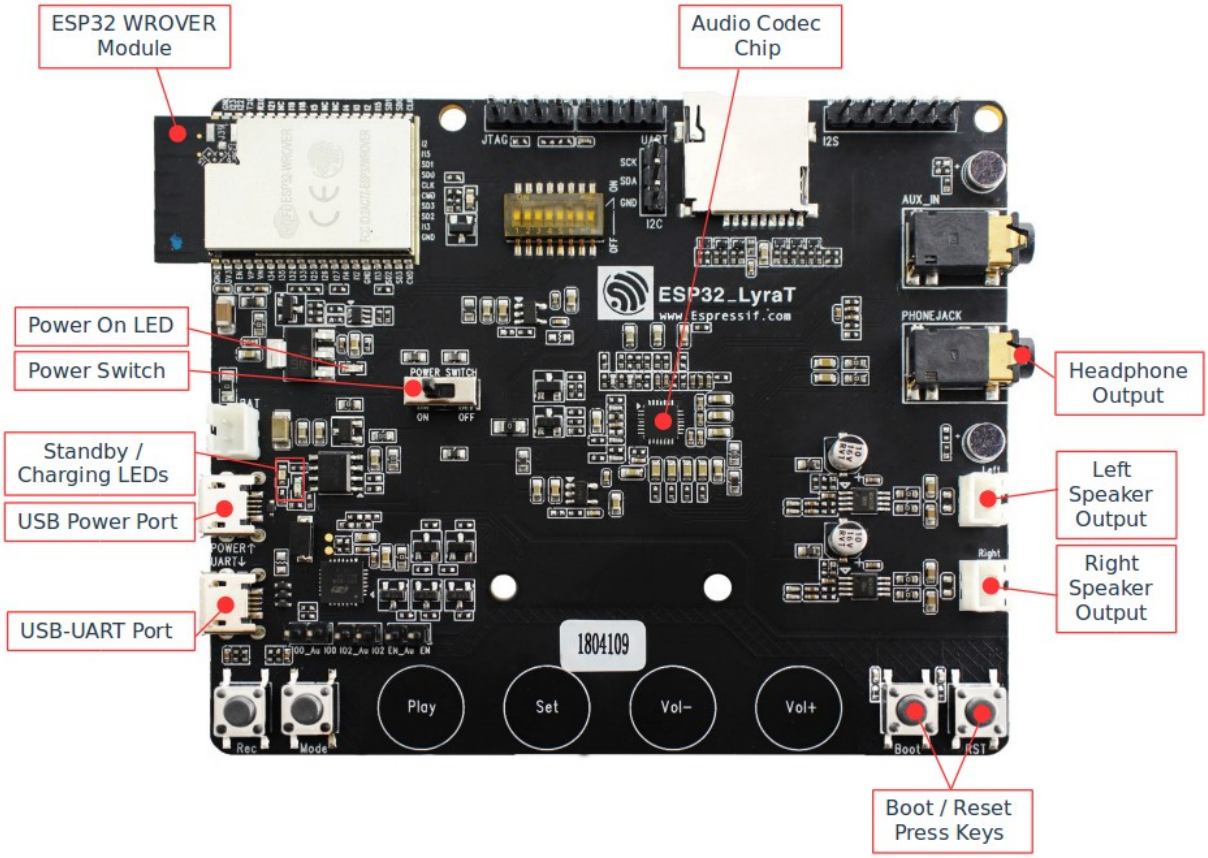


Fig. 2: ESP32-LyraT V4.3 Board Layout Overview

Right Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

Boot/Reset Press Keys Boot: holding down the **Boot** button and momentarily pressing the **Reset** button initiates the firmware upload mode. Then user can upload firmware through the serial port. Reset: pressing this button alone resets the system.

Audio Codec Chip The Audio Codec Chip, ES8388, is a low power stereo audio codec with a headphone amplifier. It consists of 2-channel ADC, 2-channel DAC, microphone amplifier, headphone amplifier, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER Module** over I2S and I2S buses to provide audio processing in hardware independently from the audio application.

USB-UART Port Functions as the communication interface between a PC and the ESP32 WROVER module.

USB Power Port Provides the power supply for the board.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **Micro USB Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Power Switch Power on/off knob: toggling it to the left powers the board on; toggling it to the right powers the board off.

Power On LED Red LED indicating that **Power On Switch** is turned on.

1.1.2 Start Application Development

Before powering up the ESP32-LyraT, please make sure that the board has been received in good condition with no obvious signs of damage.

Initial Setup

Prepare the board for loading of the first sample application:

1. Connect 4-ohm speakers to the **Right** and **Left Speaker Output**. Connecting headphones to the **Headphone Output** is an option.
2. Plug in the Micro-USB cables to the PC and to **both USB ports** of the ESP32 LyraT.
3. The **Standby LED** (green) should turn on. Assuming that a battery is not connected, the **Charging LED** (red) will blink every couple of seconds.
4. Toggle left the **Power On Switch**.
5. The red **Power On LED** should turn on.

If this is what you see on the LEDs, the board should be ready for application upload. Now prepare the PC by loading and configuring development tools what is discussed in the next section.

Develop Applications

If the ESP32 LyraT is initially set up and checked, you can proceed with preparation of the development tools. Go to section *Get Started*, which will walk you through the following steps:

- *Set up ESP-IDF* in your PC that provides a common framework to develop applications for the ESP32 in C language;
- *Get ESP-ADF* to have the API specific for the audio applications;
- *Setup Path to ESP-ADF* to make the framework aware of the audio specific API;
- *Start a Project* that will provide a sample audio application for the ESP32-LyraT board;

- *Connect and Configure* to prepare the application for loading;
- *Build, Flash and Monitor* this will finally run the application and play some music.

1.1.3 Summary of Key Changes from LyraT V4.2

- Removed Red LED indicator light.
- Introduced headphone jack insert detection.
- Replaced single Power Amplifier (PA) chip with two separate chips.
- Updated power management design of several circuits: Battery Charging, ESP32, MicorSD, Codec Chip and PA.
- Updated electrical implementation design of several circuits: UART, Codec Chip, Left and Right Microphones, AUX Input, Headphone Output, MicroSD, Push Buttons and Automatic Upload.

1.1.4 Other Versions of LyraT

- *ESP32-LyraT V4.2 Getting Started Guide*
- *ESP32-LyraT V4 Getting Started Guide*

1.1.5 Other Boards from LyraT Family

- *ESP32-LyraT-Mini V1.2 Getting Started Guide*
- *ESP32-LyraTD-MSC V2.2 Getting Started Guide*

1.1.6 Related Documents

- *ESP32-LyraT V4.3 Hardware Reference*
- ESP32 LyraT V4.3 schematic (PDF)
- ESP32-LyraT V4.3 Component Layout (PDF)
- ESP32 Datasheet (PDF)
- ESP32-WROVER Datasheet (PDF)

1.2 ESP32-LyraTD-MSC V2.2 Getting Started Guide

This guide provides users with functional descriptions, configuration options for ESP32-LyraTD-MSC V2.2 audio development board, as well as how to get started with the ESP32-LyraTD-MSC board.

The ESP32-LyraTD-MSC is a hardware platform designed for smart speakers and AI applications. It supports Acoustic Echo Cancellation (AEC), Automatic Speech Recognition (ASR), Wake-up Interrupt and Voice Interaction.

1.2.1 What You Need

- 1 × *ESP32-LyraTD-MSC V2.2 board*
- 2 x 4-ohm speakers with Dupont female jumper wires or headphones with a 3.5 mm jack
- 2 x Micro-USB 2.0 cables, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

If you like to start using this board right now, go directly to section *Start Application Development*.

Overview

The ESP32-LyraTD-MSC V2.2 is an audio development board produced by Espressif built around ESP32. It is intended for smart speakers and AI applications, by providing hardware for digital signal processing, microphone array and additional RAM on top of what is already onboard of the ESP32 chip.

This audio development board consists of two parts: the upper board (B), which provides a three-microphone array, function keys and LED lights; and the lower board (A), which integrates ESP32-WROVER-B, a MicroSemi Digital Signal Processing (DSP) chip, and a power management module.

Fig. 3: ESP32-LyraTD-MSC Side View

The specific hardware includes:

- **ESP32-WROVER-B Module**
- **DSP** (Digital Signal Processing) chip
- Three digital **Microphones** that support far-field voice pick-up
- **2 x 3-watt Speaker** output
- **Headphone** output
- **MicroSD Card** slot (1 line or 4 lines)
- Individually controlled **Twelve LEDs** distributed in a circle on the board's edge
- **Six Function Buttons** that may be assigned user functions

- Several interface ports: **I2S**, **I2C**, **SPI** and **JTAG**
- Integrated **USB-UART Bridge Chip**
- Li-ion **Battery-Charge Management**

The block diagram below presents main components of the ESP32-LyraTD-MSC and interconnections between components.

Components

The following list and figure describe key components, interfaces and controls of the ESP32-LyraTD-MSC used in this guide. This covers just what is needed now. For additional details please refer to schematics provided in *Related Documents*.

ESP32-WROVER-B Module The ESP32-WROVER-B module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 64 Mbit PSRAM for flexible data storage.

DSP Chip The Digital Signal Processing chip ZL38063 is used for Automatic Speech Recognition (ASR) applications. It captures audio data from an external microphone array and outputs audio signals through its Digital-to-Analog-Converter (DAC) port.

Headphone Output Output socket to connect headphones with a 3.5 mm stereo jack.

> **Note:** The socket may be used with mobile phone headsets and is compatible with OMPT standard headsets only. It does work with CTIA headsets. Please refer to Phone connector (audio) on Wikipedia.

Left Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

Right Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

USB-UART Port Functions as the communication interface between a PC and the ESP32 WROVER module.

USB Power Port Provides the power supply for the board.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **Micro USB Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Power Switch Power on/off knob: toggling it right powers the board on; otherwise powers the board off.

Power On LED Red LED indicating that **Power Switch** is turned on.

Boot/Reset Buttons Boot: holding down the **Boot** button and momentarily pressing the **Reset** button initiates the firmware upload mode. Then user can upload firmware through the serial port.

Reset: pressing this button alone resets the system.

1.2.2 Start Application Development

Before powering up the ESP32-LyraTD-MSC, please make sure that the board has been received in good condition with no obvious signs of damage. Both the lower A and the upper B board of the ESP32-LyraTD-MSC should be firmly connected together.

Initial Setup

Prepare the board for loading of the first sample application:

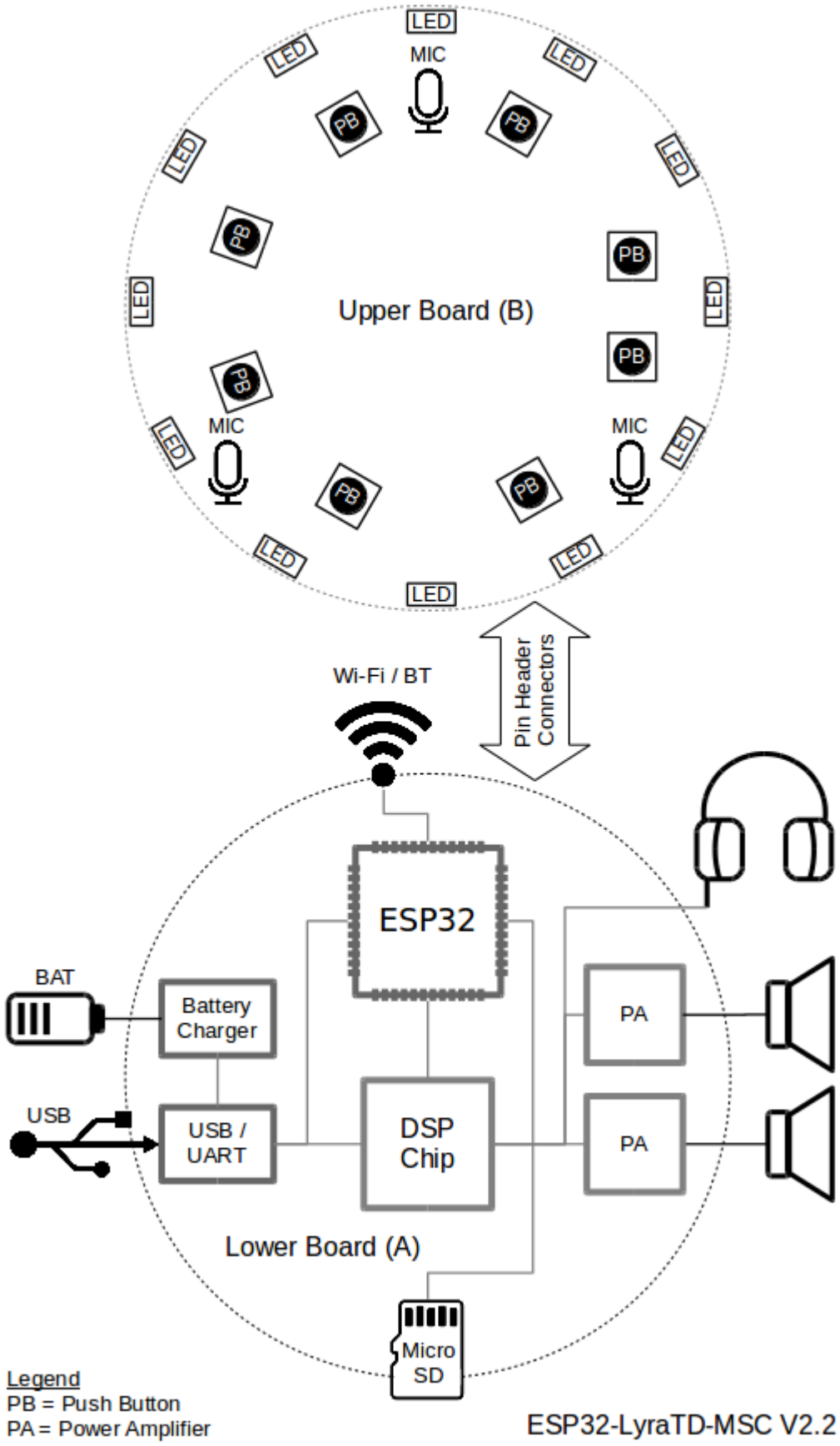


Fig. 4: ESP32-LyraTD-MSC Block Diagram

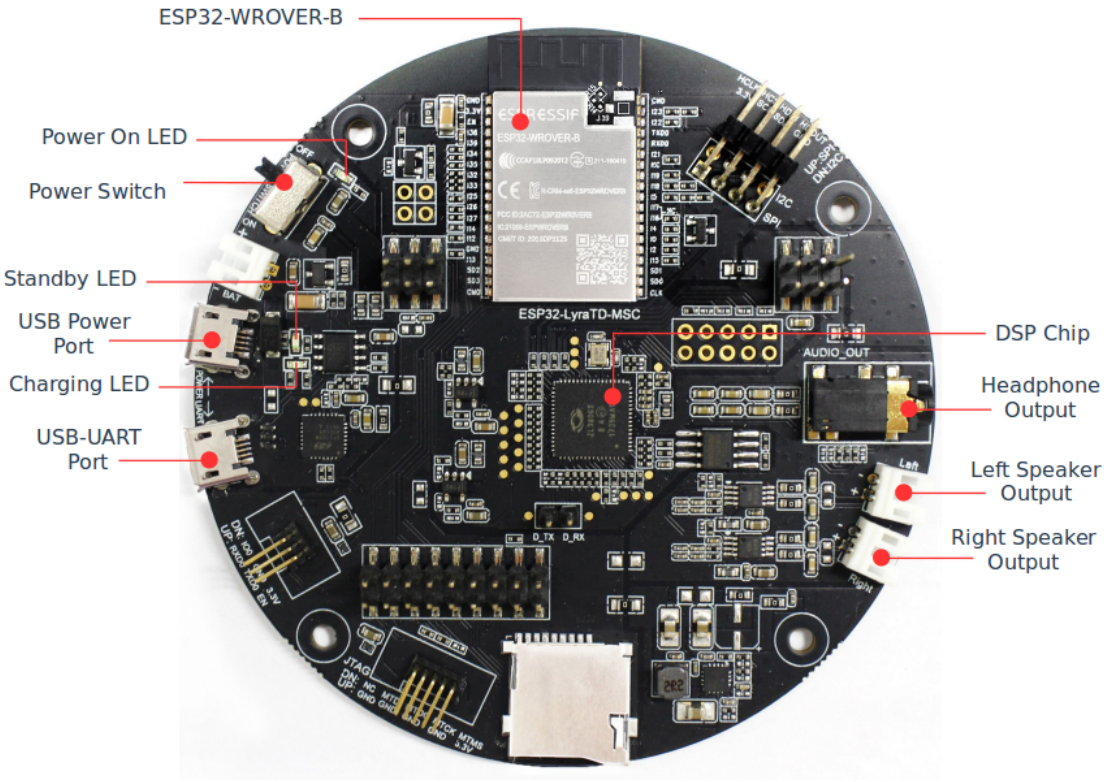


Fig. 5: ESP32-LyraTD-MSC V2.2 Lower Board (A) Components

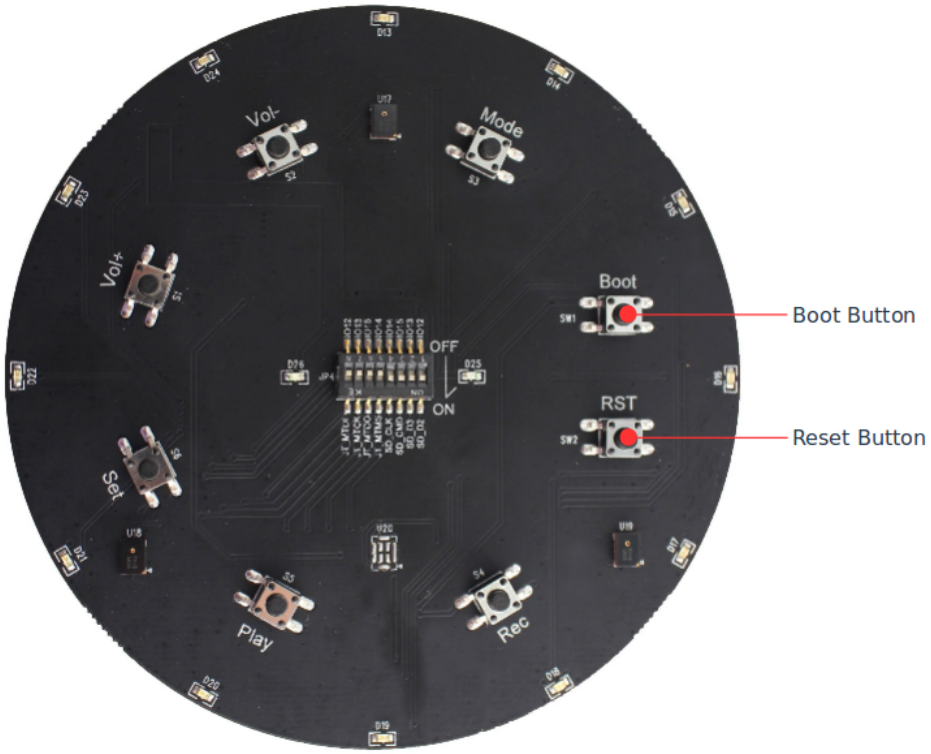


Fig. 6: ESP32-LyraTD-MSC V2.2 Upper Board (B) Components

1. Connect 4-ohm speakers to the **Right** and **Left Speaker Output**. Connecting headphones to the **Headphone Output** is an option.
2. Plug in the Micro-USB cables to the PC and to **both USB ports** of the ESP32-LyraTD-MSC.
3. The **Standby LED** (green) should turn on. Assuming that a battery is not connected, the **Charging LED** (red) will blink every couple of seconds.
4. Toggle right the **Power Switch**.
5. The red **Power On LED** should turn on.

If this is what you see on the LEDs, the board should be ready for application upload. Now prepare the PC by loading and configuring development tools what is discussed in the next section.

Develop Applications

If the ESP32-LyraTD-MSC is initially set up and checked, you can proceed with preparation of the development tools. Go to section *Get Started*, which will walk you through the following steps:

- *Set up ESP-IDF* in your PC that provides a common framework to develop applications for the ESP32 in C language;
- *Get ESP-ADF* to have the API specific for the audio applications;
- *Setup Path to ESP-ADF* to make the framework aware of the audio specific API;
- *Start a Project* that will provide a sample audio application for the ESP32-LyraTD-MSC board;
- *Connect and Configure* to prepare the application for loading;
- *Build, Flash and Monitor* this will finally run the application and play some music.

1.2.3 Other Boards from LyraT Family

- *ESP32-LyraT V4.3 Getting Started Guide*
- *ESP32-LyraT-Mini V1.2 Getting Started Guide*

1.2.4 Related Documents

- ESP32-LyraTD-MSC V2.2 Schematic Lower Board (A) (PDF)
- ESP32-LyraTD-MSC V2.2 Schematic Upper Board (B) (PDF)
- ESP32 Datasheet (PDF)
- ESP32-WROVER-B Datasheet (PDF)

1.3 ESP32-LyraT-Mini V1.2 Getting Started Guide

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This guide provides users with functional descriptions, configuration options for ESP32-LyraT-Mini V1.2 audio development board, as well as how to get started with the ESP32-LyraT board.

The ESP32-LyraT is a hardware platform designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, connected smart-home appliances with one or more audio functionality, etc.

The ESP32-LyraT-Mini is a mono audio board. If you are looking for a stereo audio board, check *ESP32-LyraT V4.3 Getting Started Guide*.

1.3.1 What You Need

- *ESP32-LyraT-Mini V1.2 board*
- 4-ohm speaker with Dupont female jumper wires or headphones with a 3.5 mm jack
- Two Micro-USB 2.0 cables, Type A to Micro B
- PC loaded with Windows, Linux or Mac OS

Optional components

- Micro SD-card
- Li-ion Battery

If you like to start using this board right now, go directly to section *Start Application Development*.

Overview

The ESP32-LyraT-Mini V1.2 is an audio development board produced by Espressif built around ESP32. It is intended for audio applications, by providing hardware for audio processing and additional RAM on top of what is already on-board of the ESP32 chip. The specific hardware includes:

- **ESP32-WROVER-B module**
- **Audio codec chip**
- **ADC chip**
- **Microphone** on board
- **Audio output**
- **1 x 3-watt speaker** output
- **MicroSD card** slot (1 line)
- **Eight keys**
- **Two system LEDs**
- **JTAG** and **UART** test points
- Integrated **USB-UART Bridge Chip**
- Li-ion **Battery-Charge Management**

The block diagram below presents main components of the ESP32-LyraT-Mini and interconnections between components.

Components

The following list and figure describe key components, interfaces and controls of the ESP32-LyraT-Mini used in this guide. For detailed technical documentation of this board, please refer to *ESP32-LyraT-Mini V1.2 Hardware Reference* and ESP32-LyraT-Mini V1.2 schematic (PDF). The list below provides description starting from the picture's top right corner and going clockwise.

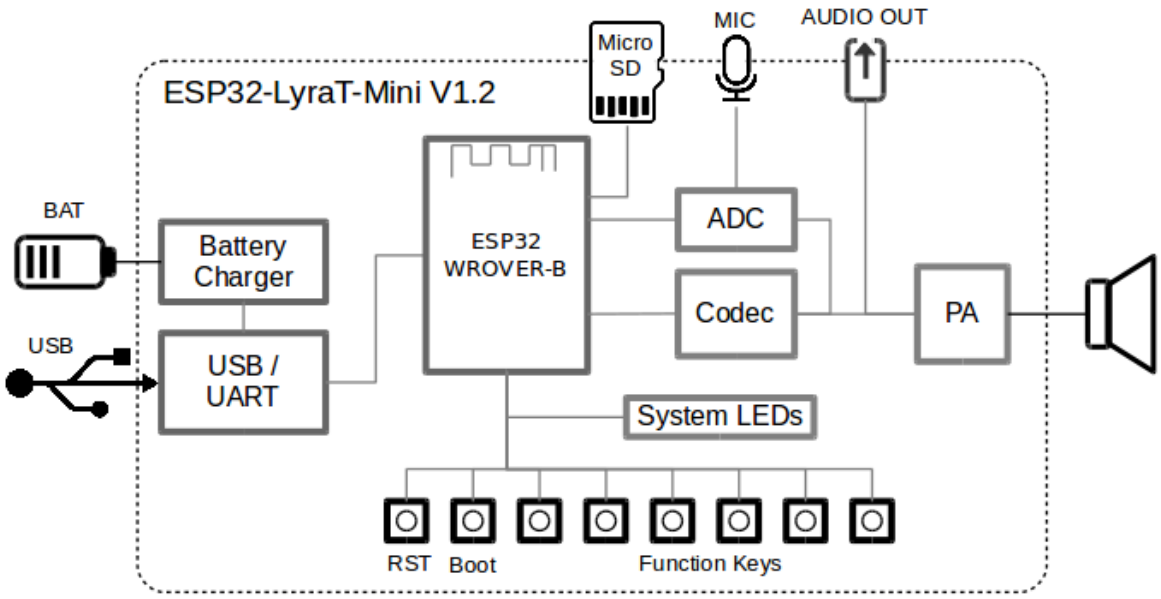

Fig. 7: ESP32-LyraT-Mini Block Diagram

Audio Codec Chip The audio codec chip, ES8311, is a low power mono audio codec. It consists of 1-channel ADC, 1-channel DAC, low noise pre-amplifier, headphone driver, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER-B Module** over I2S and I2C buses to provide audio processing in hardware independently from the audio application.

Audio Output Output socket to connect headphones with a 3.5 mm stereo jack. (Please note that the board outputs a mono signal)

Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

USB-UART Port Functions as the communication interface between a PC and the ESP32.

USB Power Port Provides the power supply for the board.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **USB Power Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Power On Switch Power on/off knob: toggling it to the top powers the board on; toggling it to the down powers the board off.

Power On LED Red LED indicating that **Power On Switch** is turned on.

ESP32-WROVER-B Module The ESP32-WROVER-B module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 64 Mbit PSRAM for flexible data storage.

1.3.2 Start Application Development

Before powering up the ESP32-LyraT-Mini, please make sure that the board has been received in good condition with no obvious signs of damage.

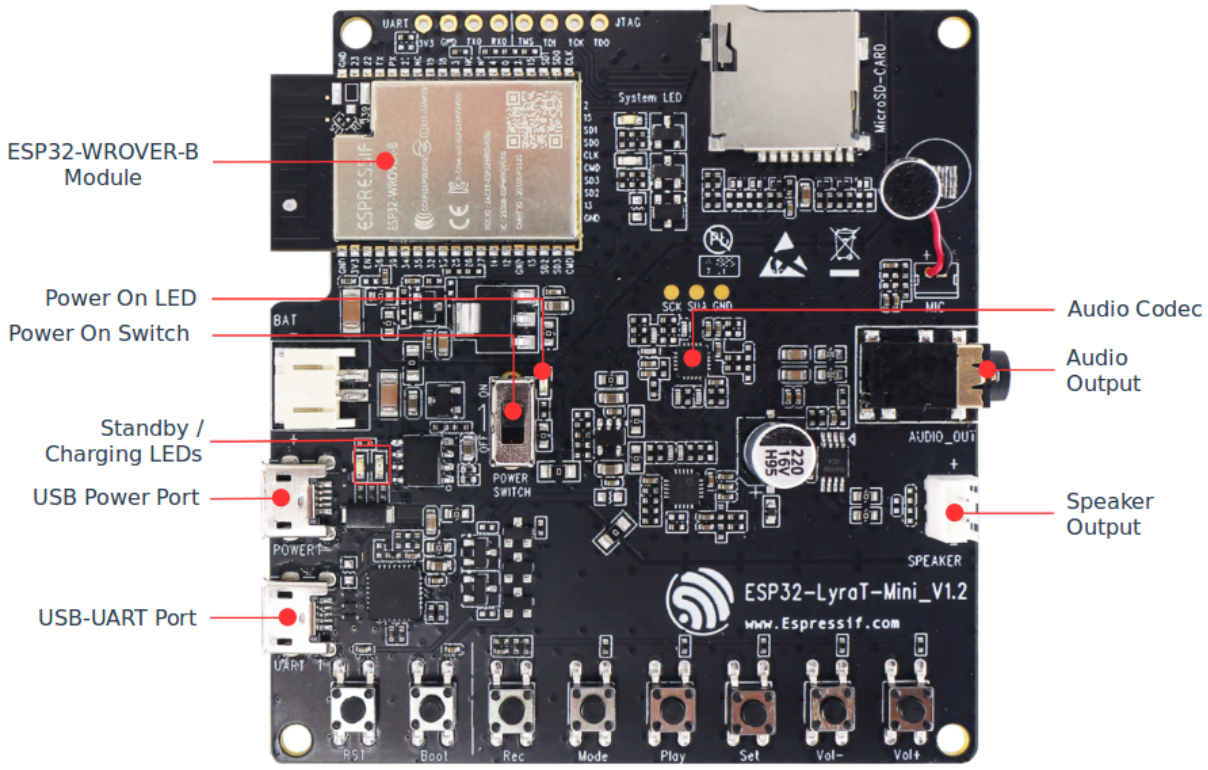

Fig. 8: ESP32 LyraT-Mini V1.2 Board Layout Overview

Initial Setup

Prepare the board for loading of the first sample application:

1. Connect 4-ohm speaker to the **Speaker Output**. Connecting headphones to the **Audio Output** is an option.
2. Plug in the Micro-USB cables to the PC and to **both USB ports** of the ESP32-LyraT-Mini.
3. The **Standby LED** (green) should turn on. Assuming that a battery is not connected, the **Charging LED** (red) will blink every couple of seconds.
4. Toggle top the **Power On Switch**.
5. The red **Power On LED** should turn on.

If this is what you see on the LEDs, the board should be ready for application upload. Now prepare the PC by loading and configuring development tools what is discussed in the next section.

Develop Applications

If the ESP32 LyraT is initially set up and checked, you can proceed with preparation of the development tools. Go to section *Get Started*, which will walk you through the following steps:

- *Set up ESP-IDF* in your PC that provides a common framework to develop applications for the ESP32 in C language;
- *Get ESP-ADF* to have the API specific for the audio applications;
- *Setup Path to ESP-ADF* to make the framework aware of the audio specific API;
- *Start a Project* that will provide a sample audio application for the ESP32-LyraT-Mini board;
- *Connect and Configure* to prepare the application for loading;
- *Build, Flash and Monitor* this will finally run the application and play some music.

1.3.3 Other Boards from LyraT Family

- *ESP32-LyraT V4.3 Getting Started Guide*
- *ESP32-LyraTD-MSC V2.2 Getting Started Guide*

1.3.4 Related Documents

- ESP32-LyraT-Mini V1.2 schematic (PDF)
- *ESP32-LyraT-Mini V1.2 Hardware Reference*
- ESP32 Datasheet (PDF)
- ESP32-WROVER-B Datasheet (PDF)

If you do not have one of the above boards, you can still use ESP-ADF for the ESP32 based audio applications. This is providing your board has a compatible audio codec or DSP chip, or you develop a driver to support communication with your specific chip.

1.4 About ESP-ADF

The ESP-ADF is available as a set of components to extend the functionality already delivered by the ESP-IDF (Espressif IoT Development Framework).

To use ESP-ADF you need set up the ESP-IDF first, and this is described in the next section.

Note: ESP-ADF is developed using v3.3.1 version of ESP-IDF. If your have already set up another version, please switch to the v3.3.1, or you may not be able to compile ESP-ADF applications.

1.5 Set up ESP-IDF

Configure your PC according to ESP32 Documentation. Windows, Linux and Mac OS operating systems are supported.

You have a choice to compile and upload code to the ESP32 by command line with make or using Eclipse IDE.

Note: We are using `~/esp` directory to install the toolchain, ESP-IDF, ESP-ADF and sample applications. You can use a different directory, but need to adjust respective commands.

To make the installation easier and less prone to errors, use the `~/esp` default directory for the installation. Once you get through ESP-IDF setup and move to the ESP-ADF, you will notice that installation of the ESP-ADF follows the similar process. This should make it even easier to get up and running with the ESP-ADF.

If this is your first exposure to the ESP32 and ESP-IDF, then it is recommended to get familiar with hello_world and blink examples first. Once you can build, upload and run these two examples, then you are ready to proceed to the next section.

1.6 Get ESP-ADF

Having the ESP-IDF to compile, build and upload application for ESP32, you can now move to installing audio specific API / libraries. They are provided in ESP-ADF repository. To get it, open terminal, navigate to the directory to put the ESP-ADF, and clone it using `git clone` command:

```
cd ~/esp
git clone --recursive https://github.com/espressif/esp-adf.git
```

ESP-ADF will be downloaded into `~/esp/esp-adf`.

Note: Do not miss the `--recursive` option. If you have already cloned ESP-ADF without this option, run another command to get all the submodules:

```
cd ~/esp/esp-adf
git submodule update --init
```

1.7 Setup Path to ESP-ADF

The toolchain programs access ESP-ADF using `ADF_PATH` environment variable. This variable should be set up on your PC, otherwise the projects will not build. The process to set it up is analogous to setting up the `IDF_PATH` variable, please see instructions in ESP-IDF documentation under Add IDF_PATH to User Profile.

1.8 Start a Project

After initial preparation you are ready to build the first audio application for the ESP32. The process has already been described in ESP-IDF documentation. Now we would like to discuss again the key steps and show how the toolchain is able to access the ESP-ADF components by using the `ADF_PATH` variable.

Note: ESP-ADF is based on a specific release of the ESP-IDF. You will see this release cloned with ESP-ADF as a subdirectory, or more specifically as a submodule e.g. `esp-idf @ ca3faa61` visible on the GitHub. Just follow this instruction and the build scripts will automatically reach ESP-IDF from the submodule.

To demonstrate how to build an application, we will use get-started/play_mp3 project from examples directory in the ADF.

Copy get-started/play_mp3 to `~/esp` directory:

```
cd ~/esp
cp -r $ADF_PATH/examples/get-started/play_mp3 .
```

You can also find a range of example projects under the examples directory in the ESP-ADF repository. These example project directories can be copied in the same way as presented above, to begin your own projects.

1.9 Connect and Configure

Connect the audio ESP32 board to the PC, check under what serial port the board is visible and verify, if serial communication works as described in ESP-IDF Documentation.

At the terminal window, go to the directory of `play_mp3` application and configure it with `menuconfig` by selecting the serial port, upload speed and the audio board version:

```
cd ~/esp/play_mp3
make menuconfig
```

Save the configuration.

1.10 Build, Flash and Monitor

Now you can build, upload and check the application. Run:

```
make flash monitor -j5
```

This will build the application including ESP-IDF / ESP-ADF components, upload (flash) binaries to your ESP32 board and start the monitor.

1.10.1 Upload

To upload the binaries, the board should be put into upload mode. To do so, hold down **Boot** button, momentarily press **Reset** button and release the **Boot** button. The upload mode may be initiated anytime during the application build, but no later than "Connecting" message is being displayed:

```
...

esptool.py v2.1
Connecting........_____....
```

Without the upload mode enabled, after showing several `. . . . . _____`, the connection will eventually time out.

Once build and upload is complete, you should see the following:

```
...

Leaving...
Hard resetting...
MONITOR
--- idf_monitor on /dev/ttyUSB0 115200 ---
--- Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H ---
```

1.10.2 Monitor

At this point press the **Reset** button to start the application. Following several lines of start up log, the `play_mp3` application specific messages should be displayed:

```
...

I (303) PLAY_MP3_FLASH: [ 1 ] Start audio codec chip
I (323) PLAY_MP3_FLASH: [ 2 ] Create audio pipeline, add all elements to pipeline,␣
↪and subscribe pipeline event
I (323) PLAY_MP3_FLASH: [2.1] Create mp3 decoder to decode mp3 file and set custom␣
↪read callback
I (333) PLAY_MP3_FLASH: [2.2] Create i2s stream to write data to codec chip
I (343) PLAY_MP3_FLASH: [2.3] Register all elements to audio pipeline
I (353) PLAY_MP3_FLASH: [2.4] Link it together [mp3_music_read_cb]-->mp3_decoder-->
↪i2s_stream-->[codec_chip]
I (363) PLAY_MP3_FLASH: [ 3 ] Setup event listener
I (363) PLAY_MP3_FLASH: [3.1] Listening event from all elements of pipeline
I (373) PLAY_MP3_FLASH: [ 4 ] Start audio_pipeline
W (373) AUDIO_ELEMENT: [mp3] RESUME:Element has not running,state:3,task_run:1
W (393) AUDIO_ELEMENT: [i2s] RESUME:Element has not running,state:3,task_run:1
I (403) PLAY_MP3_FLASH: [ * ] Receive music info from mp3 decoder, sample_rates=44100,
↪ bits=16, ch=2
W (433) AUDIO_ELEMENT: [i2s] RESUME:Element has not running,state:3,task_run:1
I (7183) PLAY_MP3_FLASH: [ 5 ] Stop audio_pipeline
W (7183) AUDIO_PIPELINE: There are no listener registered
```

If there are no issues, besides the above log, you should hear a sound played for about 7 seconds by the speakers or headphones connected to your audio board. Reset the board to hear it again if required.

Now you are ready to try some other examples, or go right to developing your own applications. Check how the examples are made aware of location of the ESP-ADF. Open the get-started/play_mp3/Makefile and you should see

```
PROJECT_NAME := play_mp3
include $(ADF_PATH)/project.mk
```

The second line contains `$ADF_PATH` to point the toolchain to the ESP-ADF. You need similar `Makefile` in your own applications developed with the ESP-ADF.

1.11 Update ESP-ADF

After some time of using ESP-ADF, you may want to update it to take advantage of new features or bug fixes. The simplest way to do so is by deleting existing `esp-adf` folder and cloning it again, which is same as when doing initial installation described in sections *Get ESP-ADF*.

Another solution is to update only what has changed. This method is useful if you have a slow connection to the GitHub. To do the update run the following commands:

```
cd ~/esp/esp-adf
git pull
git submodule update --init --recursive
```

The `git pull` command is fetching and merging changes from ESP-ADF repository on GitHub. Then `git submodule update --init --recursive` is updating existing submodules or getting a fresh copy of new ones. On GitHub the submodules are represented as links to other repositories and require this additional command to get them onto your PC.

1.12 Related Documents

1.12.1 ESP32-LyraT V4.2 Getting Started Guide

This guide provides users with functional descriptions, configuration options for ESP32-LyraT V4.2 audio development board, as well as how to get started with the ESP32-LyraT board.

The ESP32-LyraT development board is a hardware platform designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, smart-home appliances with audio functionality(ies), etc.

If you like to start using this board right now, go directly to section *Start Application Development*.

What You Need

- 1 × *ESP32 LyraT V4.2 board*
- 2 x 4-ohm speakers with Dupont female jumper wires or headphones with a 3.5 mm jack
- 2 x Micro-USB 2.0 cables, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

Overview

The ESP32-LyraT V4.2 is an audio development board produced by Espressif built around ESP32. It is intended for audio applications, by providing hardware for audio processing and additional RAM on top of what is already onboard of the ESP32 chip. The specific hardware includes:

- **ESP32-WROVER Module**
- **Audio Codec Chip**
- Dual **Microphones** on board
- **Headphone** input
- **2 x 3-watt Speaker** output
- Dual **Auxiliary Input**
- **MicroSD Card** slot (1 line or 4 lines)
- **Six buttons** (2 physical buttons and 4 touch buttons)
- **JTAG** header
- Integrated **USB-UART Bridge Chip**
- Li-ion **Battery-Charge Management**

The block diagram below presents main components of the ESP32-LyraT and interconnections between components.

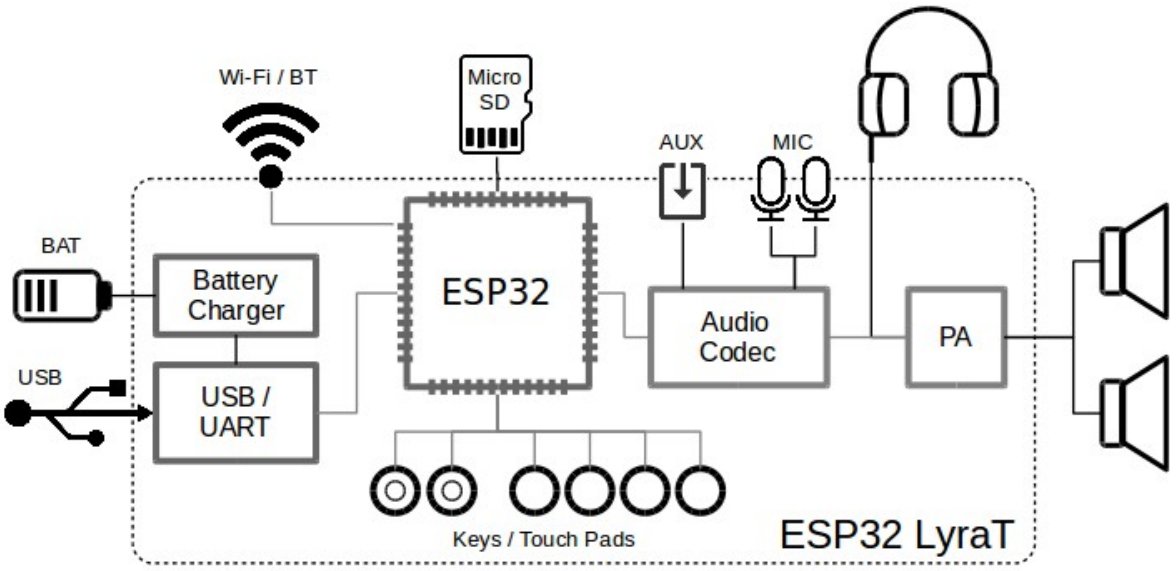

Fig. 9: ESP32-LyraT Block Diagram

Functional Description

The following list and figure describe key components, interfaces and controls of the ESP32-LyraT board.

ESP32-WROVER Module The ESP32-WROVER module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 32 Mbit PSRAM for flexible data storage.

Green and Red LEDs Two general purpose LEDs controlled by **ESP32-WROVER Module** to indicate certain operation states of the audio application using dedicated API.

Function DIP Switch Used to configure function of GPIO12 to GPIO15 pins that are shared between devices, primarily between **JTAG Header** and **MicroSD Card**. By default, the **MicroSD Card** is enabled with all switches in *OFF* position. To enable the **JTAG Header** instead, switches in positions 3, 4, 5 and 6 should be put *ON*.

If **JTAG** is not used and **MicroSD Card** is operated in the one-line mode, then GPIO12 and GPIO13 may be assigned to other functions. Please refer to ESP32 LyraT V4.2 schematic for more details.

JTAG Header Provides access to the **JTAG** interface of **ESP32-WROVER Module**. It may be used for debugging, application upload, as well as implementing several other functions, e.g., Application Level Tracing. See *JTAG Header / JP7* for pinout details. Before using **JTAG** signals to the header, **Function DIP Switch** should be enabled. Please note that when **JTAG** is in operation, **MicroSD Card** cannot be used and should be disconnected because some of JTAG signals are shared by both devices.

UART Header Serial port: provides access to the serial TX/RX signals between **ESP32-WROVER Module** and **USB-UART Bridge Chip**.

I2C Header Provides access to the I2C interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2C Header / JP5* for pinout details.

MicroSD Card The development board supports a MicroSD card in SPI/1-bit/4-bit modes, and can store or play audio files in the MicroSD card. See *MicroSD Card / J5* for pinout details. Note that **JTAG** cannot be used and should be disconnected by setting **Function DIP Switch** when **MicroSD Card** is in operation, because some of signals are shared by both devices.

I2S Header Provides access to the I2S interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2S Header / JP4* for pinout details.

Left Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

AUX Input Auxiliary input socket connected to IN2 (left and right channel) of the **Audio Codec Chip**. Use a 3.5 mm stereo jack to connect to this socket.

Headphone Output Output socket to connect headphones with a 3.5 mm stereo jack.

Right Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

Left Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

Right Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

PA Chip A power amplifier used to amplify stereo audio signal from the **Audio Codec Chip** for driving two 4-ohm speakers.

Boot/Reset Press Keys Boot: holding down the **Boot** button and momentarily pressing the **Reset** button initiates the firmware upload mode. Then user can upload firmware through the serial port. Reset: pressing this button alone resets the system.

Touch Pad Buttons Four touch pads labeled *Play*, *Sel*, *Vol+* and *Vol-*. They are routed to **ESP32-WROVER Module** and intended for development and testing of a UI for audio applications using dedicated API.

Audio Codec Chip The Audio Codec Chip, ES8388, is a low power stereo audio codec with a headphone amplifier. It consists of 2-channel ADC, 2-channel DAC, microphone amplifier, headphone amplifier, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER Module** over I2S and I2S buses to provide audio processing in hardware independently from the audio application.

EN Header Install a jumper on this header to enable automatic loading of application to the ESP32. Install or remove jumpers together on both IO0 and EN headers.

IO0 Header Install a jumper on this header to enable automatic loading of application to the ESP32. Install or remove jumpers together on both IO0 and EN headers.

Function Press Keys Two key labeled *Rec* and *Mode*. They are routed to **ESP32-WROVER Module** and intended for developing and testing a UI for audio applications using dedicated API.

USB-UART Bridge Chip A single chip USB-UART bridge provides up to 1 Mbps transfers rate.

USB-UART Port Functions as the communication interface between a PC and the ESP32 module.

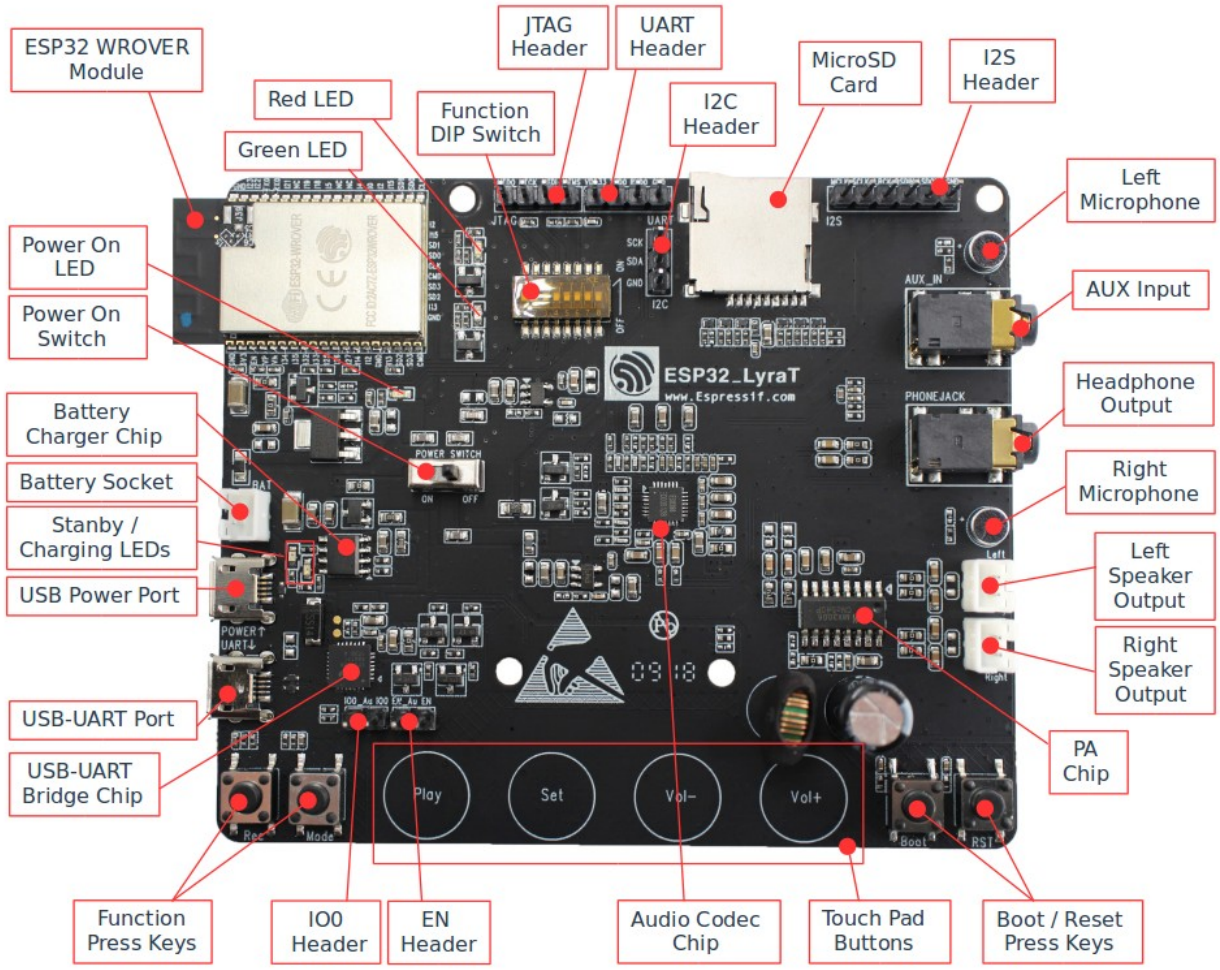

Fig. 10: ESP32-LyraT V4.2 Board Layout

USB Power Port Provides the power supply for the board.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **Micro USB Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Battery Charger Chip Constant current & constant voltage linear charger for single cell lithium-ion batteries AP5056. Used for charging of a battery connected to the **Battery Socket** over the **Micro USB Port**.

Power On Switch Power on/off knob: toggling it to the left powers the board on; toggling it to the right powers the board off.

Battery Socket Two pins socket to connect a single cell Li-ion battery.

Power On LED Red LED indicating that **Power On Switch** is turned on.

Note: The **Power On Switch** does not affect / disconnect the Li-ion battery charging.

Hardware Setup Options

There are a couple of options to change the hardware configuration of the ESP32-LyraT board. The options are selectable with the **Function DIP Switch**.

Enable MicroSD Card in 1-wire Mode

DIP SW	Position
1	OFF
2	OFF
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF [1]
8	n/a

1. **AUX Input** detection may be enabled by toggling the DIP SW 7 *ON*

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is available for use with the API

Enable MicroSD Card in 4-wire Mode

DIP SW	Position
1	ON
2	ON
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF
8	n/a

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Enable JTAG

DIP SW	Position
1	OFF
2	OFF
3	ON
4	ON
5	ON
6	ON
7	ON
8	n/a

In this mode:

- **MicroSD Card** functionality is not available, remove the card from the slot
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Allocation of ESP32 Pins

Several pins / terminals of ESP32 modules are allocated to the on board hardware. Some of them, like GPIO0 or GPIO2, have multiple functions. Please refer to the tables below or ESP32 LyraT V4.2 schematic for specific details.

Red / Green LEDs

	ESP32 Pin	LED Color
1	GPIO19	Red LED
2	GPIO22	Green LED

Touch Pads

	ESP32 Pin	Touch Pad Function
1	GPIO33	Play
2	GPIO32	Set
3	GPIO13	Vol- [1]
4	GPIO27	Vol+

1. *Vol-* function is not available if **JTAG** is used. It is also not available for the **MicroSD Card** configured to operate in 4-wire mode.

MicroSD Card / J5

	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	DATA2
2	MTCK / GPIO13	CD / DATA3
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	DATA1
7	GPIO21	CD

UART Header / JP2

	Header Pin
1	3.3V
2	TX
3	RX
4	GND

EN and IO0 Headers / JP23 and J24

	ESP32 Pin	Header Pin
1	n/a	EN_Auto
2	EN	EN

	ESP32 Pin	Header Pin
1	n/a	IO0_Auto
2	GPIO0	IO0

I2S Header / JP4

	I2C Header Pin	ESP32 Pin
1	MCLK	GPI0
2	SCLK	GPIO5
1	LRCK	GPIO25
2	DSDIN	GPIO26
3	ASDOUT	GPIO35
3	GND	GND

I2C Header / JP5

	I2C Header Pin	ESP32 Pin
1	SCL	GPIO23
2	SDA	GPIO18
3	GND	GND

JTAG Header / JP7

	ESP32 Pin	JTAG Signal
1	MTDO / GPIO15	TDO
2	MTCK / GPIO13	TCK
3	MTDI / GPIO12	TDI
4	MTMS / GPIO14	TMS

Function DIP Switch / JP8

	Switch OFF	Switch ON
1	GPIO12 not allocated	MicroSD Card 4-wire
2	Touch *Vol-* enabled	MicroSD Card 4-wire
3	MicroSD Card	JTAG
4	MicroSD Card	JTAG
5	MicroSD Card	JTAG
6	MicroSD Card	JTAG
7	MicroSD Card 4-wire	AUX IN detect [1]
8	not used	not used

1. The **AUX Input** signal pin should not be be plugged in when the system powers up. Otherwise the ESP32 may not be able to boot correctly.

Start Application Development

Before powering up the ESP32-LyraT, please make sure that the board has been received in good condition with no obvious signs of damage.

Initial Setup

Prepare the board for loading of the first sample application:

1. Install jumpers on **IO0** and **EN** headers to enable automatic application upload. If there are no jumpers then upload may be triggered using **Boot / RST** buttons.
2. Connect 4-ohm speakers to the **Right** and **Left Speaker Output**.Connecting headphones to the **Headphone Output** is an option.
3. Plug in the Micro-USB cables to the PC and to **both USB ports** of the ESP32 LyraT.
4. The **Standby LED** (green) should turn on. Assuming that a battery is not connected, the **Charging LED** will blink every couple of seconds.
5. Toggle left the **Power On Switch**.
6. The red **Power On LED** should turn on.

If this is what you see on the LEDs, the board should be ready for application upload. Now prepare the PC by loading and configuring development tools what is discussed in the next section.

Develop Applications

If the ESP32 LyraT is initially set up and checked, you can proceed with preparation of the development tools. Go to section *Get Started*, which will walk you through the following steps:

- *Set up ESP-IDF* in your PC that provides a common framework to develop applications for the ESP32 in C language;
- *Get ESP-ADF* to have the API specific for the audio applications;
- *Setup Path to ESP-ADF* to make the framework aware of the audio specific API;
- *Start a Project* that will provide a sample audio application for the ESP32-LyraT board;
- *Connect and Configure* to prepare the application for loading;
- *Build, Flash and Monitor* this will finally run the application and play some music.

Related Documents

- ESP32 LyraT V4.2 schematic (PDF)
- ESP32 Datasheet (PDF)
- ESP32-WROVER Datasheet (PDF)
- JTAG Debugging
- *ESP32-LyraT V4 Getting Started Guide*

1.12.2 ESP32-LyraT V4 Getting Started Guide

This guide provide users with functional descriptions, configuration options for ESP32-LyraT V4 audio development board, as well as how to get started with ESP32-LyraT board.

The ESP32-LyraT development board is a hardware platform specifically designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, smart-home appliances with audio functionality(ies), etc.

If you like to start using this board right now, go directly to section *Start Application Development*.

What You Need

- 1 × *ESP32-LyraT V4 board*
- 2 x 4-ohm speakers with Dupont female jumper wires or headphones with a 3.5 mm jack
- 1 x Micro USB 2.0 Cable, Type A to Micro B
- 1 × PC loaded with Windows, Linux or Mac OS

Overview

The ESP32-LyraT V4 is an audio development board produced by Espressif built around ESP32. It is intended for audio applications, by providing hardware for audio processing and additional RAM on top of what is already onboard of the ESP32 chip. The specific hardware includes:

- **ESP32-WROVER Module**
- **Audio Codec Chip**
- Dual **Microphones** on board
- **Headphone** input
- **2 x 3 Watt Speaker** output
- Dual **Auxiliary Input**
- **MicroSD Card** slot (1 line or 4 lines)
- **6 buttons** (2 physical buttons and 4 touch buttons)
- **JTAG** header
- Integrated **USB-UART Bridge Chip**
- Li-ion **Battery-Charge Management**

Block diagram below presents main components of the ESP32-LyraT and interconnections between components.

Functional Description

The following list and figure below describe key components, interfaces and controls of the ESP32-LyraT board.

ESP32-WROVER Module The ESP32-WROVER module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 32 Mbit PSRAM for flexible data storage.

Green and Red LEDs Two general purpose LEDs controlled by **ESP32-WROVER Module** to indicate certain operation states of the audio application using dedicated API.

Function DIP Switch Used to configure function of GPIO12 to GPIO15 pins that are shared between devices, primarily between **JTAG Header** and **MicroSD Card**. By default **MicroSD Card** is enabled with all switches in *OFF* position. To enable **JTAG Header** instead, switches in positions 3, 4, 5 and 6 should be put *ON*. If **JTAG** is not used and **MicroSD Card** is operated in one-line mode, then GPIO12 and GPIO13 may be assigned to other functions. Please refer to ESP32 LyraT V4 schematic for more details.

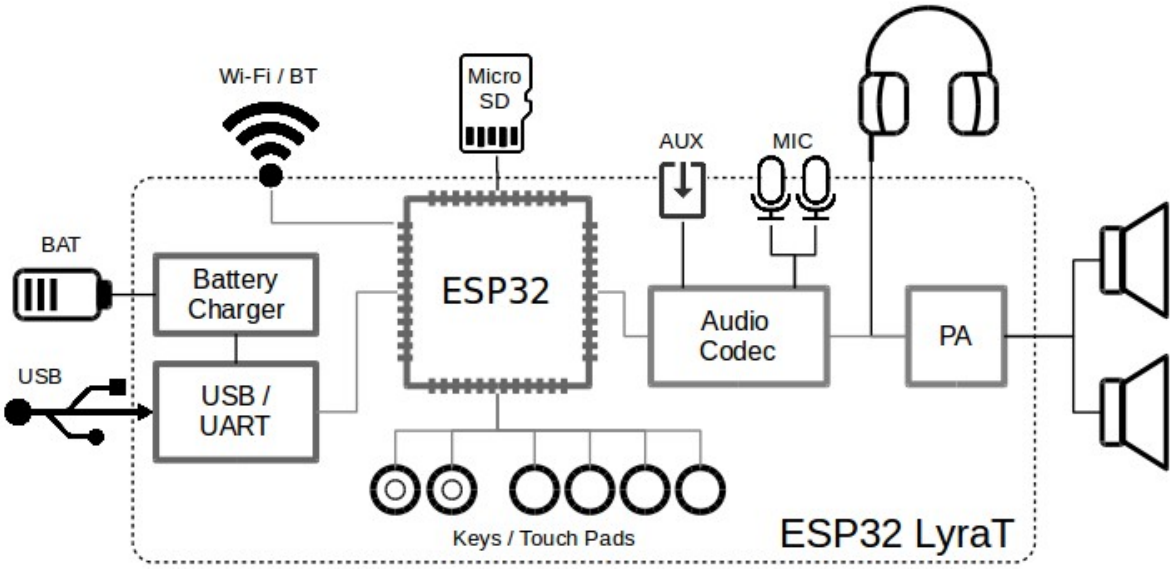

Fig. 11: ESP32-LyraT block diagram

JTAG Header Provides access to the **JTAG** interface of **ESP32-WROVER Module**. May be used for debugging, application upload, as well as implementing several other functions, e.g., Application Level Tracing. See *JTAG Header / JP7* for pinout details. Before using **JTAG** signals to the header, **Function DIP Switch** should be enabled. Please note that when **JTAG** is in operation, **MicroSD Card** cannot be used and should be disconnected because some of JTAG signals are shared by both devices.

UART Header Serial port provides access to the serial TX/RX signals between **ESP32-WROVER Module** and **USB-UART Bridge Chip**.

I2C Header Provides access to the I2C interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2C Header / JP5* for pinout details.

MicroSD Card The development board supports a MicroSD card in SPI/1-bit/4-bit modes, and can store or play audio files in the MicroSD card. See *MicroSD Card / J5* for pinout details. Note that **JTAG** cannot be used and should be disconnected by setting **Function DIP Switch** when **MicroSD Card** is in operation, because some of the signals are shared by both devices.

I2S Header Provides access to the I2S interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2S Header / JP4* for pinout details.

Left Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

AUX Input Auxiliary input socket connected to IN2 (left and right channels) of the **Audio Codec Chip**. Use a 3.5 mm stereo jack to connect to this socket.

Headphone Output Output socket to connect headphones with a 3.5 mm stereo jack.

Right Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

Left Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

Right Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

PA Chip A power amplifier used to amplify stereo audio signal from the **Audio Codec Chip** for driving two 4-ohm speakers.

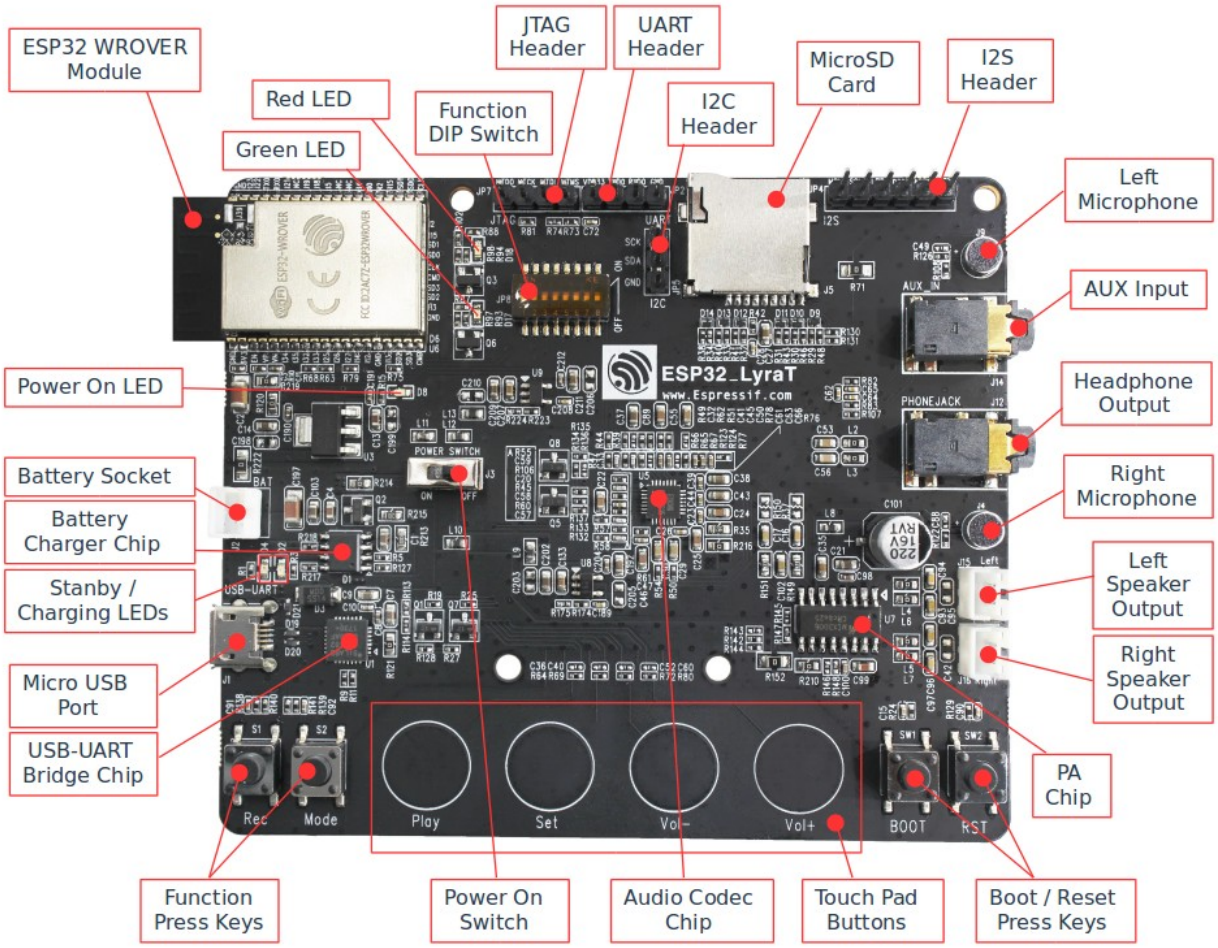

Fig. 12: ESP32 LyraT V4 board layout

Boot/Reset Press Keys Boot: holding down the **Boot** button and momentarily pressing the **Reset** button initiates the firmware upload mode. Then user can upload firmware through the serial port. Reset: pressing this button alone resets the system.

Touch Pad Buttons Four touch pads labeled *Play*, *Sel*, *Vol+* and *Vol-*. They are routed to **ESP32-WROVER Module** and intended for development and testing of a UI for audio applications using dedicated API.

Audio Codec Chip The Audio Codec Chip, ES8388, is a low-power stereo audio codec with headphone amplifier. It consists of 2-channel ADC, 2-channel DAC, microphone amplifier, headphone amplifier, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER Module** over I2S and I2S buses to provide audio processing in hardware independently from the audio application.

Function Press Keys Two key labeled *Rec* and *Mode*. They are routed to **ESP32-WROVER Module** and intended for developing and testing a UI for audio applications using dedicated API.

USB-UART Bridge Chip A single chip USB-UART bridge provides up to 1 Mbps transfer rate.

Micro USB Port USB interface. It functions as the power supply for the board and the communication interface between a PC and the ESP32 module.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **Micro USB Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Battery Charger Chip Constant current & constant voltage linear charger for single cell lithium-ion batteries AP5056. Used for charging of a battery connected to the **Battery Socket** over the **Micro USB Port**.

Power On Switch Power on/off knob: toggling it to the left powers the board on; toggling it to the right powers the board off.

Battery Socket Two pins socket to connect a single cell Li-ion battery.

Power On LED Red LED indicating that **Power On Switch** is turned on.

Note: The **Power On Switch** does not affect / disconnect the Li-ion battery charging.

Hardware Setup Options

There are couple of options to change the hardware configuration of the ESP32-LyraT board. The options are selectable with the **Function DIP Switch**.

Enable MicroSD Card in 1-wire Mode

DIP SW	Position
1	OFF
2	OFF
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF [1]
8	n/a

1. **AUX Input** detection may be enabled by toggling the DIP SW 7 *ON*

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is available for use with the API

Enable MicroSD Card in 4-wire Mode

DIP SW	Position
1	ON
2	ON
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF
8	n/a

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Enable JTAG

DIP SW	Position
1	OFF
2	OFF
3	ON
4	ON
5	ON
6	ON
7	ON
8	n/a

In this mode:

- **MicroSD Card** functionality is not available, remove the card from the slot
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Allocation of ESP32 Pins

Several pins / terminals of ESP32 modules are allocated to the onboard hardware. Some of them, like GPIO0 or GPIO2, have multiple functions. Please refer to tables below or ESP32 LyraT V4 schematic for specific details.

Red / Green LEDs

	ESP32 Pin	LED Color
1	GPIO19	Red LED
2	GPIO22	Green LED

Touch Pads

	ESP32 Pin	Touch Pad Function
1	GPIO33	Play
2	GPIO32	Set
3	GPIO13	Vol- [1]
4	GPIO27	Vol+

1. *Vol-* function is not available if **JTAG** is used. It is also not available for the **MicroSD Card** configured to operate in 4-wire mode.

MicroSD Card / J5

	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	DATA2
2	MTCK / GPIO13	CD / DATA3
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	DATA1
7	GPIO21	CD

UART Header / JP2

	Header Pin
1	3.3V
2	TX
3	RX
4	GND

I2S Header / JP4

	I2C Header Pin	ESP32 Pin
1	MCLK	GPI0
2	SCLK	GPIO5
1	LRCK	GPIO25
2	DSDIN	GPIO26
3	ASDOUT	GPIO35
3	GND	GND

I2C Header / JP5

	I2C Header Pin	ESP32 Pin
1	SCL	GPIO23
2	SDA	GPIO18
3	GND	GND

JTAG Header / JP7

	ESP32 Pin	JTAG Signal
1	MTDO / GPIO15	TDO
2	MTCK / GPIO13	TCK
3	MTDI / GPIO12	TDI
4	MTMS / GPIO14	TMS

Function DIP Switch / JP8

	Switch OFF	Switch ON
1	GPIO12 not allocated	MicroSD Card 4-wire
2	Touch *Vol-* enabled	MicroSD Card 4-wire
3	MicroSD Card	JTAG
4	MicroSD Card	JTAG
5	MicroSD Card	JTAG
6	MicroSD Card	JTAG
7	MicroSD Card 4-wire	AUX IN detect [1]
8	not used	not used

1. The **AUX Input** signal pin should not be plugged in when the system powers up. Otherwise the ESP32 may not be able to boot correctly.

Start Application Development

Before powering up the ESP32-LyraT, please make sure that the board has been received in good condition with no obvious signs of damage.

Initial Setup

Prepare the board for loading of the first sample application:

1. Connect 4-ohm speakers to the **Right** and **Left Speaker Output**. Optionally connect headphones to the **Headphone Output**.
2. Plug in the Micro-USB cable to the PC and to the **Micro USB Port** of the ESP32-LyraT.
3. The **Standby LED** (green) should turn on. Assuming that a battery is not connected, the **Charging LED** will momentarily blink every couple of seconds.
4. Toggle left the **Power On Switch**.

5. The red **Power On LED** should turn on.

If this is what you see on the LEDs, the board should be ready for application upload. Now prepare the PC by loading and configuring development tools what is discussed in the next section.

Develop Applications

If the ESP32-LyraT is initially set up and checked, you can proceed with preparation of the development tools. Go to section *Get Started*, which will walk you through the following steps:

- *Set up ESP-IDF* in your PC that provides a common framework to develop applications for the ESP32 in C language;
- *Get ESP-ADF* to have the API specific for the audio applications;
- *Setup Path to ESP-ADF* to make the framework aware of the audio specific API;
- *Start a Project* that will provide a sample audio application for the ESP32-LyraT board;
- *Connect and Configure* to prepare the application for loading;
- *Build, Flash and Monitor* this will finally run the application and play some music.

Related Documents

- ESP32 LyraT V4 schematic (PDF)
- ESP32 Datasheet (PDF)
- ESP32-WROVER Datasheet (PDF)
- JTAG Debugging

CHAPTER 2

API Reference

This API provides a way to develop audio applications using *Elements* like *Codecs* (Decoders and Encoders), *Streams* or *Audio Processing* functions.

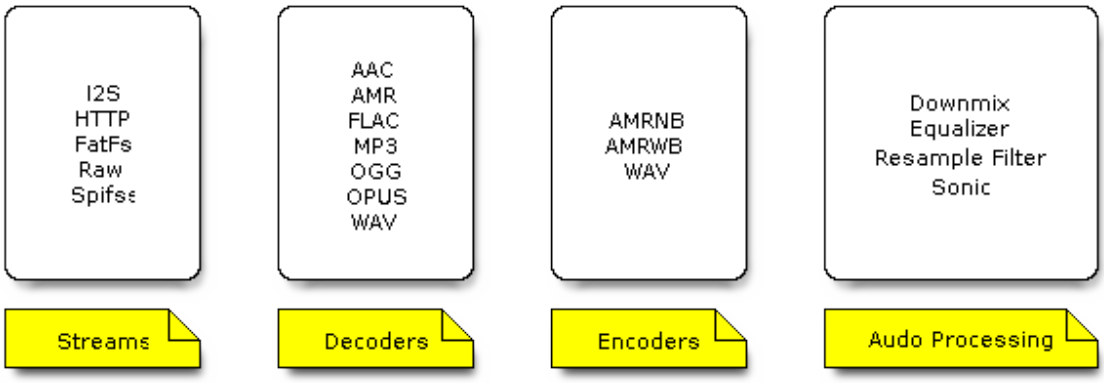

Fig. 1: **Elements** of the Audio Development Framework

The application is developed by combining the *Elements* into a *Pipeline*. A diagram below presents organization of two elements, MP3 decoder and I2S stream, in the Audio Pipeline, that has been used in get-started/play_mp3 example.

The audio data is typically acquired using an input *Stream*, processed with *Codecs* and in some cases with *Audio Processing* functions, and finally output with another *Stream*. There is an *Event Interface* to facilitate communication of the application events. Interfacing with specific hardware is done using *Peripherals*.

See a table of contents below with links to description of all the above components.

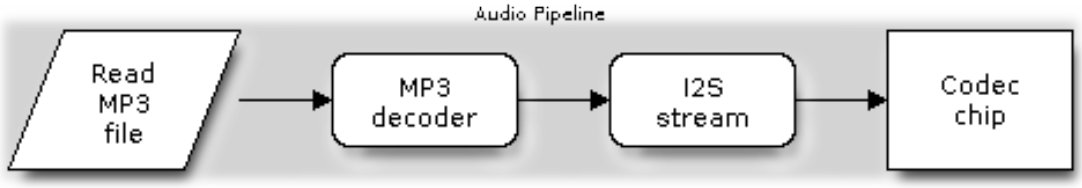

Fig. 2: Sample Organization of Elements in Audio Pipeline

2.1 Audio Framework

2.1.1 Audio Element

The basic building block for the application programmer developing with ADF is the `audio_element` object. Every decoder, encoder, filter, input stream, or output stream is in fact an Audio Element.

This API has been designed and then used to implement Audio Elements provided by ADF.

The general functionality of an Element is to take some data on input, processes it, and output to a the next. Each Element is run as a separate task. To enable control on particular stages of the data lifecycle from the input, during processing and up to the output, the `audio_element` object provides possibility to trigger callbacks per stage. There are seven types of available callback functions: open, seek, process, close, destroy, read and write, and they are defined in `audio_element_cfg_t`. Particular Elements typically use a subset of all avialable callbacks. For instance the *MP3 Decoder* is using open, process, close and destroy callback functions.

The available Audio Element types intended for development with this API are listed in description of *audio_common.h* header file under `audio_element_type_t` enumerator.

API Reference

Header File

- audio_pipeline/include/audio_element.h

Functions

audio_element_handle_t **audio_element_init** (*audio_element_cfg_t* **config*)
Initialize audio element with config.

Return

- audio_elemenent handle object
- NULL

Parameters

- `config`: The configuration

esp_err_t **audio_element_deinit** (*audio_element_handle_t* *el*)
Destroy audio element handle object, stop, clear, deletel all.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_setdata** (*audio_element_handle_t el*, void **data*)
Set context data to element handle object. It can be retrieved by calling `audio_element_getdata`.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `data`: The data pointer

void ***audio_element_getdata** (*audio_element_handle_t el*)
Get context data from element handle object.

Return data pointer

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_set_tag** (*audio_element_handle_t el*, **const** char **tag*)
Set elemenet tag name, or clear if tag = NULL.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `tag`: The tag name pointer

char ***audio_element_get_tag** (*audio_element_handle_t el*)
Get element tag name.

Return Element tag name pointer

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_setinfo** (*audio_element_handle_t el*, *audio_element_info_t *info*)
Set audio element infomation.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `info`: The information pointer

esp_err_t **audio_element_getinfo** (*audio_element_handle_t el*, *audio_element_info_t *info*)
Get audio element infomation.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `info`: The information pointer

esp_err_t **audio_element_set_uri** (*audio_element_handle_t el*, **const** char *uri)
Set audio element URI.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `uri`: The uri pointer

char ***audio_element_get_uri** (*audio_element_handle_t el*)
Get audio element URI.

Return URI pointer

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_run** (*audio_element_handle_t el*)
Start Audio Element. With this function, audio_element will start as freeRTOS task, and put the task into 'PAUSED' state. Note: Element does not actually start when this function returns.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_terminate**(*audio_element_handle_t el*)

Terminate Audio Element. With this function, audio_element will exit the task function. Note: this API only sends request. It does not actually terminate immediately when this function returns.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_stop**(*audio_element_handle_t el*)

Request stop of the Audio Element. After receiving the stop request, the element will ignore the actions being performed (read/write, wait for the ringbuffer . . .) and close the task, reset the state variables. Note: this API only sends requests, Element does not actually stop when this function returns.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_wait_for_stop**(*audio_element_handle_t el*)

After the `audio_element_stop` function is called, the Element task will perform some abort procedures. This function will be blocked (Time is DEFAULT_MAX_WAIT_TIME) until Element Task has done and exit.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_wait_for_stop_ms**(*audio_element_handle_t el*, TickType_t *ticks_to_wait*)

After the `audio_element_stop` function is called, the Element task will perform some abort procedures. The maximum amount of time should block waiting for Element task has stopped.

Return

- ESP_OK, Success
- ESP_FAIL, Timeout

Parameters

- `el`: The audio element handle
- `ticks_to_wait`: The maximum amount of time to wait for stop

esp_err_t **audio_element_pause**(*audio_element_handle_t el*)

Request audio Element enter 'PAUSE' state. In this state, the task will wait for any event.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_resume**(*audio_element_handle_t el*, float *wait_for_rb_threshold*, TickType_t *timeout*)

Request audio Element enter 'RUNNING' state. In this state, the task listens to events and invokes the callback functions. At the same time it will wait until the size/total_size of the output ringbuffer is greater than or equal to `wait_for_rb_threshold`. If the timeout period has been exceeded and ringbuffer output has not yet reached `wait_for_rb_threshold` then the function will return.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `wait_for_rb_threshold`: The wait for rb threshold (0 .. 1)
- `timeout`: The timeout

esp_err_t **audio_element_msg_set_listener**(*audio_element_handle_t el*, *audio_event_iface_handle_t listener*)

This function will add a `listener` to listen to all events from audio element `el`. Any event from el->external_event will be send to the `listener`.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `listener`: The event will be listen to

esp_err_t **audio_element_set_event_callback**(*audio_element_handle_t el*, *event_cb_func cb_func*, void **ctx*)

This function will add a `callback` to be called from audio element `el`. Any event to caller will cause to call callback function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `cb_func`: The callback function

- `ctx`: Caller context

esp_err_t **audio_element_msg_remove_listener**(*audio_element_handle_t el*, *audio_event_iface_handle_t listener*)

Remove listener out of el. No new events will be sent to the listener.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `listener`: The listener

esp_err_t **audio_element_set_input_ringbuf**(*audio_element_handle_t el*, *ringbuf_handle_t rb*)

Set Element input ringbuffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `rb`: The ringbuffer handle

ringbuf_handle_t **audio_element_get_input_ringbuf**(*audio_element_handle_t el*)

Get Element input ringbuffer.

Return ringbuf_handle_t

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_set_output_ringbuf**(*audio_element_handle_t el*, *ringbuf_handle_t rb*)

Set Element output ringbuffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `rb`: The ringbuffer handle

ringbuf_handle_t **audio_element_get_output_ringbuf**(*audio_element_handle_t el*)

Get Element output ringbuffer.

Return ringbuf_handle_t

Parameters

- `el`: The audio element handle

audio_element_state_t **audio_element_get_state** (*audio_element_handle_t el*)
Get current Element state.

Return audio_element_state_t

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_abort_input_ringbuf** (*audio_element_handle_t el*)
If the element is requesting data from the input ringbuffer, this function forces it to abort.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_abort_output_ringbuf** (*audio_element_handle_t el*)
If the element is waiting to write data to the ringbuffer output, this function forces it to abort.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_wait_for_buffer** (*audio_element_handle_t el*, int *size_expect*, TickType_t *timeout*)
This function will wait until the sizeof the output ringbuffer is greater than or equal to `size_expect`. If the timeout period has been exceeded and ringbuffer output has not yet reached `size_expect` then the function will return `ESP_FAIL`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `size_expect`: The size expect
- `timeout`: The timeout

esp_err_t **audio_element_report_status** (*audio_element_handle_t el*, *audio_element_status_t status*)
Element will sendout event (status) to event by this function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `status`: The status

esp_err_t **audio_element_report_info** (*audio_element_handle_t el*)
Element will sendout event (information) to event by this function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_report_codec_fmt** (*audio_element_handle_t el*)
Element will sendout event (codec format) to event by this function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_report_pos** (*audio_element_handle_t el*)
Element will sendout event with a duplicate information by this function.

Return

- ESP_OK
- ESP_FAIL
- ESP_ERR_NO_MEM

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_set_input_timeout** (*audio_element_handle_t el*, TickType_t *timeout*)
Set input read timeout (default is `portMAX_DELAY`).

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `timeout`: The timeout

esp_err_t **audio_element_set_output_timeout**(*audio_element_handle_t* *el*, TickType_t *timeout*)
Set output read timeout (default is `portMAX_DELAY`).

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `timeout`: The timeout

esp_err_t **audio_element_reset_input_ringbuf**(*audio_element_handle_t* *el*)
Reset inputbuffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_finish_state**(*audio_element_handle_t* *el*)
Set element finish state.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_change_cmd**(*audio_element_handle_t* *el*, *audio_element_msg_cmd_t* *cmd*)
Change element running state with specific command.

Return

- ESP_OK
- ESP_FAIL
- ESP_ERR_INVALID_ARG Element handle is null

Parameters

- `el`: The audio element handle
- `cmd`: Specific command from audio_element_msg_cmd_t

esp_err_t **audio_element_reset_output_ringbuf**(*audio_element_handle_t* *el*)
Reset outputbuffer.

Return

- ESP_OK

- ESP_FAIL

Parameters

- `el`: The audio element handle

audio_element_err_t **audio_element_input** (*audio_element_handle_t* *el*, char **buffer*, int *wanted_size*)

Call this function to provice Element input data. Depending on setup using ringbuffer or function callback, Element invokes read ringbuffer, or calls read callback funtion.

Return

- > 0 number of bytes produced
- <=0 audio_element_err_t

Parameters

- `el`: The audio element handle
- `buffer`: The buffer pointer
- `wanted_size`: The wanted size

audio_element_err_t **audio_element_output** (*audio_element_handle_t* *el*, char **buffer*, int *write_size*)

Call this function to sendout Element output data. Depending on setup using ringbuffer or function callback, Element will invoke write to ringbuffer, or call write callback funtion.

Return

- > 0 number of bytes written
- <=0 audio_element_err_t

Parameters

- `el`: The audio element handle
- `buffer`: The buffer pointer
- `write_size`: The write size

esp_err_t **audio_element_set_read_cb** (*audio_element_handle_t* *el*, *stream_func* *fn*, void **context*)

This API allows the application to set a read callback for the first audio_element in the pipeline for allowing the pipeline to interface with other systems. The callback is invoked every time the audio element requires data to be processed.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `fn`: Callback read function. The callback function should return number of bytes read or -1 in case of error in reading. Note that the callback function may decide to block and that may block the entire pipeline.
- `context`: An optional context which will be passed to callback function on every invocation

esp_err_t **audio_element_set_write_cb** (*audio_element_handle_t el*, *stream_func fn*, void **context*)

This API allows the application to set a write callback for the last audio_element in the pipeline for allowing the pipeline to interface with other systems. The callback is invoked every time the audio element has a processed data that needs to be passed forward.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element
- `fn`: Callback write function The callback function should return number of bytes written or -1 in case of error in writing. Note that the callback function may decide to block and that may block the entire pipeline.
- `context`: An optional context which will be passed to callback function on every invocation

QueueHandle_t **audio_element_get_event_queue** (*audio_element_handle_t el*)

Get External queue of Emitter. We can read any event that has been send out of Element from this `QueueHandle_t`.

Return QueueHandle_t

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_set_ringbuf_done** (*audio_element_handle_t el*)

Set inputbuffer and outputbuffer have finished.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_reset_state** (*audio_element_handle_t el*)

Enforce 'AEL_STATE_INIT' state.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

int **audio_element_get_output_ringbuf_size** (*audio_element_handle_t el*)

Get Element output ringbuffer size.

Return

- =0: Parameter NULL
- >0: Size of ringbuffer

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_set_output_ringbuf_size**(*audio_element_handle_t el*, int *rb_size*)

Set Element output ringbuffer size.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `rb_size`: Size of the ringbuffer

esp_err_t **audio_element_multi_input**(*audio_element_handle_t el*, char **buffer*, int *wanted_size*, int *index*, TickType_t *ticks_to_wait*)

Call this function to read data from multi input ringbuffer by given index.

Return

- ESP_OK
- ESP_ERR_INVALID_ARG

Parameters

- `el`: The audio element handle
- `buffer`: The buffer pointer
- `wanted_size`: The wanted size
- `index`: The index of multi input ringbuffer, start from `0`, should be less than `NUMBER_OF_MULTI_RINGBUF`
- `ticks_to_wait`: Timeout of ringbuffer

esp_err_t **audio_element_multi_output**(*audio_element_handle_t el*, char **buffer*, int *wanted_size*, TickType_t *ticks_to_wait*)

Call this function write data by multi output ringbuffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `buffer`: The buffer pointer
- `wanted_size`: The wanted size
- `ticks_to_wait`: Timeout of ringbuffer

esp_err_t **audio_element_set_multi_input_ringbuf**(*audio_element_handle_t el*, *ringbuf_handle_t rb*, int *index*)

Set multi input ringbuffer Element.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle
- `rb`: The ringbuffer handle
- `index`: Index of multi ringbuffer, starts from `0`, should be less than `NUMBER_OF_MULTI_RINGBUF`

esp_err_t **audio_element_set_multi_output_ringbuf**(*audio_element_handle_t el*, *ringbuf_handle_t rb*, int *index*)

Set multi output ringbuffer Element.

Return

- ESP_OK
- ESP_ERR_INVALID_ARG

Parameters

- `el`: The audio element handle
- `rb`: The ringbuffer handle
- `index`: Index of multi ringbuffer, starts from `0`, should be less than `NUMBER_OF_MULTI_RINGBUF`

ringbuf_handle_t **audio_element_get_multi_input_ringbuf**(*audio_element_handle_t el*, int *index*)

Get handle of multi input ringbuffer Element by index.

Return

- NULL Error
- Others ringbuf_handle_t

Parameters

- `el`: The audio element handle
- `index`: Index of multi ringbuffer, starts from `0`, should be less than `NUMBER_OF_MULTI_RINGBUF`

ringbuf_handle_t **audio_element_get_multi_output_ringbuf**(*audio_element_handle_t el*, int *index*)

Get handle of multi output ringbuffer Element by index.

Return

- NULL Error
- Others ringbuf_handle_t

Parameters

- `el`: The audio element handle
- `index`: Index of multi ringbuffer, starts from `0`, should be less than `NUMBER_OF_MULTI_RINGBUF`

esp_err_t **audio_element_process_init**(*audio_element_handle_t el*)
Provides a way to call element's `open`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_process_deinit**(*audio_element_handle_t el*)
Provides a way to call element's `close`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `el`: The audio element handle

esp_err_t **audio_element_seek**(*audio_element_handle_t el*, void **in_data*, int *in_size*, void **out_data*, int **out_size*)
Call element's `seek`

Return

- ESP_OK
- ESP_FAIL
- ESP_ERR_NOT_SUPPORTED

Parameters

- `el`: The audio element handle
- `in_data`: A pointer to in data
- `in_size`: The size of the `in_data`
- `out_data`: A pointer to the out data
- `out_size`: The size of the `out_data`

Structures

struct audio_element_reserve_data_t
Audio Element user reserved data.

Public Members

int **user_data_0**
user data 0

int **user_data_1**
user data 1

int **user_data_2**
user data 2

int **user_data_3**
user data 3

int **user_data_4**
user data 4

struct audio_element_info_t
Audio Element informations.

Public Members

int **sample_rates**
Sample rates in Hz

int **channels**
Number of audio channel, mono is 1, stereo is 2

int **bits**
Bit wide (8, 16, 24, 32 bits)

int **bps**
Bit per second

int64_t **byte_pos**
The current position (in bytes) being processed for an element

int64_t **total_bytes**
The total bytes for an element

int **duration**
The duration for an element (optional)

char ***uri**
URI (optional)

audio_codec_t **codec_fmt**
Music format (optional)

audio_element_reserve_data_t **reserve_data**
This value is reserved for user use (optional)

struct audio_element_cfg_t
Audio Element configurations. Each Element at startup will be a self-running task. These tasks will execute the callback open -> [loop: read -> process -> write] -> close. These callback functions are provided by the user corresponding to this configuration.

Public Members

io_func **open**
Open callback function

ctrl_func **seek**
Seek callback function

process_func **process**
Process callback function

io_func **close**
Close callback function

io_func **destroy**
Destroy callback function

stream_func **read**
Read callback function

stream_func **write**
Write callback function

int **buffer_len**
Buffer length use for an Element

int **task_stack**
Element task stack

int **task_prio**
Element task priority (based on freeRTOS priority)

int **task_core**
Element task running in core (0 or 1)

int **out_rb_size**
Output ringbuffer size

void ***data**
User context

const char ***tag**
Element tag

int **multi_in_rb_num**
The number of multiple input ringbuffer

int **multi_out_rb_num**
The number of multiple output ringbuffer

Macros

AUDIO_ELEMENT_INFO_DEFAULT()

DEFAULT_ELEMENT_RINGBUF_SIZE

DEFAULT_ELEMENT_BUFFER_LENGTH

DEFAULT_ELEMENT_STACK_SIZE

DEFAULT_ELEMENT_TASK_PRIO

DEFAULT_ELEMENT_TASK_CORE

DEFAULT_AUDIO_ELEMENT_CONFIG()

Type Definitions

typedef struct audio_element ***audio_element_handle_t**

typedef esp_err_t (***io_func**)(*audio_element_handle_t* self)

typedef *audio_element_err_t* (***process_func**)(*audio_element_handle_t* self, char *el_buffer, int el_buf_len)

typedef *audio_element_err_t* (***stream_func**)(*audio_element_handle_t* self, char *buffer, int len, TickType_t ticks_to_wait, void *context)

typedef esp_err_t (***event_cb_func**)(*audio_element_handle_t* el, *audio_event_iface_msg_t* *event, void *ctx)

typedef esp_err_t (***ctrl_func**)(*audio_element_handle_t* self, void *in_data, int in_size, void *out_data, int *out_size)

Enumerations

enum audio_element_err_t

Values:

AEL_IO_OK = ESP_OK

AEL_IO_FAIL = ESP_FAIL

AEL_IO_DONE = -2

AEL_IO_ABORT = -3

AEL_IO_TIMEOUT = -4

AEL_PROCESS_FAIL = -5

enum audio_element_state_t

Audio element state.

Values:

AEL_STATE_NONE = 0

AEL_STATE_INIT

AEL_STATE_RUNNING

AEL_STATE_PAUSED

AEL_STATE_STOPPED

AEL_STATE_FINISHED

AEL_STATE_ERROR

enum audio_element_msg_cmd_t

Audio element action command, process on dispatcher

Values:

AEL_MSG_CMD_NONE = 0

AEL_MSG_CMD_ERROR = 1

AEL_MSG_CMD_FINISH = 2

AEL_MSG_CMD_STOP = 3

AEL_MSG_CMD_PAUSE = 4

AEL_MSG_CMD_RESUME = 5

AEL_MSG_CMD_DESTROY = 6

AEL_MSG_CMD_REPORT_STATUS = 8

AEL_MSG_CMD_REPORT_MUSIC_INFO = 9

AEL_MSG_CMD_REPORT_CODEC_FMT = 10

AEL_MSG_CMD_REPORT_POSITION = 11

enum audio_element_status_t

Audio element status report

Values:

AEL_STATUS_NONE = 0

AEL_STATUS_ERROR_OPEN = 1

AEL_STATUS_ERROR_INPUT = 2

AEL_STATUS_ERROR_PROCESS = 3

AEL_STATUS_ERROR_OUTPUT = 4

AEL_STATUS_ERROR_CLOSE = 5

AEL_STATUS_ERROR_TIMEOUT = 6

AEL_STATUS_ERROR_UNKNOWN = 7

AEL_STATUS_INPUT_DONE = 8

AEL_STATUS_INPUT_BUFFERING = 9

AEL_STATUS_OUTPUT_DONE = 10

AEL_STATUS_OUTPUT_BUFFERING = 11

AEL_STATUS_STATE_RUNNING = 12

AEL_STATUS_STATE_PAUSED = 13

AEL_STATUS_STATE_STOPPED = 14

AEL_STATUS_STATE_FINISHED = 15

AEL_STATUS_MOUNTED = 16

AEL_STATUS_UNMOUNTED = 17

2.1.2 Audio Pipeline

Dynamic combination of a group of linked *Elements* is done using the Audio Pipeline. You do not deal with the individual elements but with just one audio pipeline. Every element is connected by a ringbuffer. The Audio Pipeline also takes care of forwarding messages from the element tasks to an application.

A diagram below presents organization of three elements, HTTP reader stream, MP3 decoder and I2S writer stream, in the Audio Pipeline, that has been used in player/pipeline_http_mp3 example.

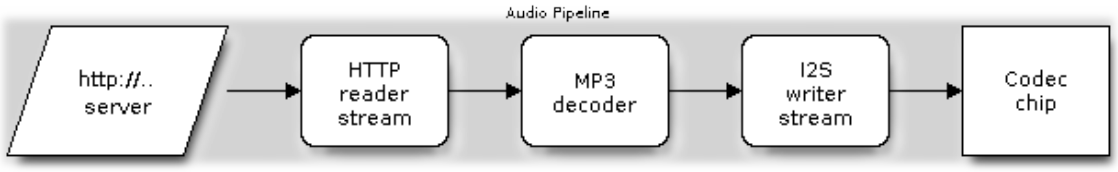

Fig. 3: Sample Organization of Elements in Audio Pipeline

API Reference

Header File

- audio_pipeline/include/audio_pipeline.h

Functions

audio_pipeline_handle_t **audio_pipeline_init** (*audio_pipeline_cfg_t *config*)

Initialize audio_pipeline_handle_t object audio_pipeline is responsible for controlling the audio data stream and connecting the audio elements with the ringbuffer It will connect and start the audio element in order, responsible for retrieving the data from the previous element and passing it to the element after it. Also get events from each element, process events or pass it to a higher layer.

Return

- audio_pipeline_handle_t on success
- NULL when any errors

Parameters

- `config`: The configuration - audio_pipeline_cfg_t

esp_err_t **audio_pipeline_deinit** (*audio_pipeline_handle_t pipeline*)

This function removes all of the element's links in audio_pipeline, cancels the registration of all events, invokes the destroy functions of the registered elements, and frees the memory allocated by the init function. Briefly, frees all memory.

Return ESP_OK

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_register** (*audio_pipeline_handle_t pipeline*, *audio_element_handle_t el*, **const** char *name)

Registering an element for audio_pipeline, each element can be registered multiple times, but `name` (as String) must be unique in audio_pipeline, which is used to identify the element for link creation mentioned in the `audio_pipeline_link`

Note Because of stop pipeline or pause pipeline depend much on register order. Please register element strictly in the following order: input element first, process middle, output element last.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle
- `el`: The Audio Element Handle
- `name`: The name identifier of the audio_element in this audio_pipeline

esp_err_t **audio_pipeline_unregister**(*audio_pipeline_handle_t* *pipeline*, *audio_element_handle_t* *el*)

Unregister the audio_element in audio_pipeline, remove it from the list.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle
- `el`: The Audio Element Handle

esp_err_t **audio_pipeline_run**(*audio_pipeline_handle_t* *pipeline*)

Start Audio Pipeline.

With this function audio_pipeline will create tasks for all elements, that have been linked using the linking functions.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_terminate**(*audio_pipeline_handle_t* *pipeline*)

Stop Audio Pipeline.

With this function audio_pipeline will destroy tasks of all elements, that have been linked using the linking functions.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_resume**(*audio_pipeline_handle_t* *pipeline*)

This function will set all the elements to the `RUNNING` state and process the audio data as an inherent feature of audio_pipeline.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_pause**(*audio_pipeline_handle_t pipeline*)

This function will set all the elements to the `PAUSED` state. Everything remains the same except the data processing is stopped.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_stop**(*audio_pipeline_handle_t pipeline*)

Stop all of the linked elements. Used with `audio_pipeline_wait_for_stop` to keep in sync. The link state of the elements in the pipeline is kept, events are still registered. The stopped audio_pipeline restart by `audio_pipeline_resume`.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_wait_for_stop**(*audio_pipeline_handle_t pipeline*)

The `audio_pipeline_stop` function sends requests to the elements and exits. But they need time to get rid of time-blocking tasks. This function will wait `portMAX_DELAY` until all the Elements in the pipeline actually stop.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_link**(*audio_pipeline_handle_t pipeline*, **const** char **link_tag*[], int *link_num*)

The audio_element added to audio_pipeline will be unconnected before it is called by this function. Based on element's `name` already registered by `audio_pipeline_register`, the path of the data will be linked in the order of the link_tag. Element at index 0 is first, and index `link_num -1` is final. As well as audio_pipeline will subscribe all element's events.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle
- `link_tag`: Array of element `name` was registered by `audio_pipeline_register`
- `link_num`: Total number of elements of the `link_tag` array

esp_err_t **audio_pipeline_unlink**(*audio_pipeline_handle_t pipeline*)

Removes the connection of the elements, as well as unsubscribe events.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

audio_element_handle_t **audio_pipeline_get_el_by_tag**(*audio_pipeline_handle_t pipeline*, **const** char ***tag*)

Find un-kept element from registered pipeline by tag.

Return

- NULL when any errors
- Others on success

Parameters

- `pipeline`: The Audio Pipeline Handle
- `tag`: A char pointer

audio_element_handle_t **audio_pipeline_get_el_once**(*audio_pipeline_handle_t pipeline*, **const** *audio_element_handle_t start_el*, **const** char ***tag*)

Based on beginning element to find un-kept element from registered pipeline by tag.

Return

- NULL when any errors
- Others on success

Parameters

- `pipeline`: The Audio Pipeline Handle
- `start_el`: Specific beginning element
- `tag`: A char pointer

esp_err_t **audio_pipeline_remove_listener**(*audio_pipeline_handle_t pipeline*)

Remove event listener from this audio_pipeline.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_set_listener**(*audio_pipeline_handle_t pipeline*, *audio_event_iface_handle_t evt*)

Set event listner for this audio_pipeline, any event from this pipeline can be listen to by `evt`

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle
- `evt`: The Event Handle

audio_event_iface_handle_t **audio_pipeline_get_event_iface**(*audio_pipeline_handle_t pipeline*)

Get the event iface using by this pipeline.

Return The Event Handle

Parameters

- `pipeline`: The pipeline

esp_err_t **audio_pipeline_link_insert**(*audio_pipeline_handle_t pipeline*, bool *first*, *audio_element_handle_t prev*, *ringbuf_handle_t conect_rb*, *audio_element_handle_t next*)

Insert the specific audio_element to audio_pipeline, previous element connect to the next element by ring buffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `pipeline`: The audio pipeline handle
- `first`: Previous element is first input element, need to set `true`
- `prev`: Previous element
- `conect_rb`: Connect ring buffer
- `next`: Next element

esp_err_t **audio_pipeline_register_more**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t element_1*, ...)

Register a NULL-terminated list of elements to audio_pipeline.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `pipeline`: The audio pipeline handle
- `element_1`: The element to add to the audio_pipeline.
- `...`: Additional elements to add to the audio_pipeline.

esp_err_t **audio_pipeline_unregister_more**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t element_1*, ...)

Unregister a NULL-terminated list of elements to audio_pipeline.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `pipeline`: The audio pipeline handle
- `element_1`: The element to add to the audio_pipeline.
- `...`: Additional elements to add to the audio_pipeline.

esp_err_t **audio_pipeline_link_more**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t element_1*, ...)

Adds a NULL-terminated list of elements to audio_pipeline.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `pipeline`: The audio pipeline handle
- `element_1`: The element to add to the audio_pipeline.
- `...`: Additional elements to add to the audio_pipeline.

esp_err_t **audio_pipeline_listen_more**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t element_1*, ...)

Subscribe a NULL-terminated list of element's events to audio_pipeline.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `pipeline`: The audio pipeline handle
- `element_1`: The element event to subscribe to the audio_pipeline.
- `...`: Additional elements event to subscribe to the audio_pipeline.

esp_err_t **audio_pipeline_check_items_state**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t dest_el*, *audio_element_status_t status*)

Update the destination element state and check the all of linked elements state are same.

Return

- ESP_OK All linked elements state are same.
- ESP_FAIL All linked elements state are not same.

Parameters

- `pipeline`: The audio pipeline handle
- `dest_el`: Destination element
- `status`: The new status

esp_err_t **audio_pipeline_reset_items_state**(*audio_pipeline_handle_t pipeline*)

Reset pipeline element items state to `AEL_STATUS_NONE`

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_reset_ringbuffer**(*audio_pipeline_handle_t pipeline*)

Reset pipeline element ringbuffer.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_reset_elements**(*audio_pipeline_handle_t pipeline*)

Reset Pipeline linked elements state.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle

esp_err_t **audio_pipeline_reset_kept_state**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t el*)

Reset the specific element kept state.

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `pipeline`: The Audio Pipeline Handle
- `el`: The Audio element Handle

esp_err_t **audio_pipeline_breakup_elements**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t kept_ctx_el*)

Break up all the linked elements of specific `pipeline`. The include and before `kept_ctx_el` working (AEL_STATE_RUNNING or AEL_STATE_PAUSED) elements and connected ringbuffer will be reserved.

Note There is no element reserved when `kept_ctx_el` is NULL. This function will unsubscribe all element's events.

Return

- ESP_OK All linked elements state are same.
- ESP_ERR_INVALID_ARG Invalid parameters.

Parameters

- `pipeline`: The audio pipeline handle
- `kept_ctx_el`: Destination keep elements

esp_err_t **audio_pipeline_relink**(*audio_pipeline_handle_t pipeline*, **const** char **link_tag*[], int *link_num*)

Basing on element's `name` already registered by `audio_pipeline_register`, relink the pipeline following the order of `names` in the 'link_tag.

Note If the ringbuffer is not enough to connect the new pipeline will create new ringbuffer.

Return

- ESP_OK All linked elements state are same.
- ESP_FAIL Error.
- ESP_ERR_INVALID_ARG Invalid parameters.

Parameters

- `pipeline`: The Audio Pipeline Handle
- `link_tag`: Array of elements `name` that was registered by `audio_pipeline_register`
- `link_num`: Total number of elements of the `link_tag` array

esp_err_t **audio_pipeline_relink_more**(*audio_pipeline_handle_t pipeline*, *audio_element_handle_t element_1*, ...)

Adds a NULL-terminated list of elements to audio_pipeline.

Note If the ringbuffer is not enough to connect the new pipeline will create new ringbuffer.

Return

- ESP_OK All linked elements state are same.
- ESP_FAIL Error.
- ESP_ERR_INVALID_ARG Invalid parameters.

Parameters

- `pipeline`: The Audio Pipeline Handle
- `element_1`: The element to add to the audio_pipeline.
- `...`: Additional elements to add to the audio_pipeline.

esp_err_t **audio_pipeline_change_state**(*audio_pipeline_handle_t* *pipeline*, *audio_element_state_t* *new_state*)

Set the pipeline state.

Return

- ESP_OK All linked elements state are same.
- ESP_FAIL Error.

Parameters

- `pipeline`: The Audio Pipeline Handle
- `new_state`: The new state will be set

Structures

struct audio_pipeline_cfg

Audio Pipeline configurations.

Public Members

int **rb_size**

Audio Pipeline ringbuffer size

Macros

DEFAULT_PIPELINE_RINGBUF_SIZE

DEFAULT_AUDIO_PIPELINE_CONFIG()

Type Definitions

typedef struct audio_pipeline ***audio_pipeline_handle_t**

typedef struct *audio_pipeline_cfg* **audio_pipeline_cfg_t**

Audio Pipeline configurations.

2.1.3 Event Interface

The ADF provides the Event Interface API to establish communication between Audio Elements in a pipeline. The API is built around FreeRTOS queue. It implements 'listeners' to watch for incoming messages and inform about them with a callback function.

Application Examples

Implementation of this API is demonstrated in couple of examples including get-started/play_mp3.

API Reference

Header File

- audio_pipeline/include/audio_event_iface.h

Functions

audio_event_iface_handle_t **audio_event_iface_init** (*audio_event_iface_cfg_t* **config*)
Initialize audio event.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `config`: The configurations

esp_err_t **audio_event_iface_destroy** (*audio_event_iface_handle_t evt*)
Cleanup event, it doesn't free evt pointer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event

esp_err_t **audio_event_iface_set_listener** (*audio_event_iface_handle_t evt*, *audio_event_iface_handle_t listener*)
Add audio event `evt` to the listener, then we can listen `evt` event from `listen`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `listener`: The event can listen another event
- `evt`: The event to be added to

esp_err_t **audio_event_iface_remove_listener** (*audio_event_iface_handle_t listener*, *audio_event_iface_handle_t evt*)
Remove audio event `evt` from the listener.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `listener`: The event listener
- `evt`: The event to be removed from

esp_err_t **audio_event_iface_set_cmd_waiting_timeout**(*audio_event_iface_handle_t evt*, TickType_t *wait_time*)

Set current queue wait time for the event.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event
- `wait_time`: The wait time

esp_err_t **audio_event_iface_waiting_cmd_msg**(*audio_event_iface_handle_t evt*)

Waiting internal queue message.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event

esp_err_t **audio_event_iface_cmd**(*audio_event_iface_handle_t evt*, *audio_event_iface_msg_t *msg*)

Trigger an event for internal queue with a message.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event
- `msg`: The message

esp_err_t **audio_event_iface_cmd_from_isr**(*audio_event_iface_handle_t evt*, *audio_event_iface_msg_t *msg*)

It's same with `audio_event_iface_cmd`, but can send a message from ISR.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event
- `msg`: The message

esp_err_t **audio_event_iface_sendout**(*audio_event_iface_handle_t evt*, *audio_event_iface_msg_t *msg*)

Trigger and event out with a message.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event
- `msg`: The message

esp_err_t **audio_event_iface_discard**(*audio_event_iface_handle_t evt*)

Discard all ongoing event message.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event

esp_err_t **audio_event_iface_listen**(*audio_event_iface_handle_t evt*, *audio_event_iface_msg_t *msg*, TickType_t *wait_time*)

Listening and invoke callback function if there are any event are comming.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `evt`: The event
- `msg`: The message
- `wait_time`: The wait time

QueueHandle_t **audio_event_iface_get_queue_handle**(*audio_event_iface_handle_t evt*)

Get External queue handle of Emmitter.

Return External QueueHandle_t

Parameters

- `evt`: The external queue

esp_err_t **audio_event_iface_read**(*audio_event_iface_handle_t evt*, *audio_event_iface_msg_t *msg*, TickType_t *wait_time*)

Read the event from all the registered event emitters in the queue set of the interface.

Return

- ESP_OK On successful receiving of event
- ESP_FAIL In case of a timeout or invalid parameter passed

Parameters

- `evt`: The event interface
- `msg`: The pointer to structure in which event is to be received
- `wait_time`: Timeout for receiving event

QueueHandle_t **audio_event_iface_get_msg_queue_handle**(*audio_event_iface_handle_t evt*)

Get Internal queue handle of Emmitter.

Return Internal QueueHandle_t

Parameters

- `evt`: The Internal queue

esp_err_t **audio_event_iface_set_msg_listener**(*audio_event_iface_handle_t evt*, *audio_event_iface_handle_t listener*)

Add audio internal event `evt` to the listener, then we can listen `evt` event from `listen`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `listener`: The event can listen another event
- `evt`: The event to be added to

Structures

struct audio_event_iface_msg_t

Event message

Public Members

int **cmd**

Command id

void ***data**

Data pointer

int **data_len**

Data length

void ***source**

Source event

int **source_type**

Source type (To know where it came from)

bool **need_free_data**
Need to free data pointer after the event has been processed

struct audio_event_iface_cfg_t
Event interface configurations

Public Members

int **internal_queue_size**
It's optional, Queue size for event `internal_queue`

int **external_queue_size**
It's optional, Queue size for event `external_queue`

int **queue_set_size**
It's optional, QueueSet size for event `queue_set`

on_event_iface_func **on_cmd**
Function callback for listener when any event arrived

void ***context**
Context will pass to callback function

TickType_t **wait_time**
Timeout to check for event queue

int **type**
it will pass to *audio_event_iface_msg_t* source_type (To know where it came from)

Macros

DEFAULT_AUDIO_EVENT_IFACE_SIZE

AUDIO_EVENT_IFACE_DEFAULT_CFG()

Type Definitions

typedef esp_err_t (***on_event_iface_func**) (*audio_event_iface_msg_t* *, void *)

typedef struct audio_event_iface ***audio_event_iface_handle_t**

2.1.4 Audio Common

Enumerations that define type of *Audio Elements*, type and format of *Codecs* and type of *Streams*.

API Reference

Header File

- audio_pipeline/include/audio_common.h

Macros

ELEMENT_SUB_TYPE_OFFSET

mem_assert(x)

Enumerations

enum audio_element_type_t

Values:

AUDIO_ELEMENT_TYPE_UNKNOW = 0x01<<ELEMENT_SUB_TYPE_OFFSET

AUDIO_ELEMENT_TYPE_ELEMENT = 0x01<<(ELEMENT_SUB_TYPE_OFFSET+1)

AUDIO_ELEMENT_TYPE_PLAYER = 0x01<<(ELEMENT_SUB_TYPE_OFFSET+2)

AUDIO_ELEMENT_TYPE_SERVICE = 0x01<<(ELEMENT_SUB_TYPE_OFFSET+3)

AUDIO_ELEMENT_TYPE_PERIPH = 0x01<<(ELEMENT_SUB_TYPE_OFFSET+4)

enum audio_stream_type_t

Values:

AUDIO_STREAM_NONE = 0

AUDIO_STREAM_READER

AUDIO_STREAM_WRITER

enum audio_codec_type_t

Values:

AUDIO_CODEC_TYPE_NONE = 0

AUDIO_CODEC_TYPE_DECODER

AUDIO_CODEC_TYPE_ENCODER

enum audio_codec_t

Values:

AUDIO_CODEC_NONE = 0

AUDIO_CODEC_RAW

AUDIO_CODEC_WAV

AUDIO_CODEC_MP3

AUDIO_CODEC_AAC

AUDIO_CODEC_OPUS

AUDIO_CODEC_M4A

AUDIO_CODEC_TS

AUDIO_CODEC_AMR

AUDIO_CODEC_OGG

AUDIO_CODEC_FLAC

AUDIO_PLAYLIST_M3U8

AUDIO_PLAYLIST_PLS

2.1.5 ESP Audio

This component provides several simple high level APIs. It is intended for quick implementation of audio applications based on typical interconnections of standardized audio elements.

API Reference

Header File

- esp-adf-libs/esp_audio/include/audio_def.h

Structures

struct esp_audio_state_t
esp_audio status information parameters

Public Members

esp_audio_status_t **status**
Status of esp_audio

audio_err_t **err_msg**
Status is `AUDIO_STATUS_ERROR`, err_msg will be setup

media_source_type_t **media_src**
Media source type

Macros

ESP_ERR_AUDIO_BASE
Starting number of ESP audio error codes

Type Definitions

typedef void (***esp_audio_event_callback**) (*esp_audio_state_t* *audio, void *ctx)

typedef esp_err_t (***audio_volume_set**) (void *hd, int vol)

typedef esp_err_t (***audio_volume_get**) (void *hd, int *vol)

Enumerations

enum audio_err_t
Values:

ESP_ERR_AUDIO_NO_ERROR = ESP_OK

ESP_ERR_AUDIO_FAIL = ESP_FAIL

ESP_ERR_AUDIO_NO_INPUT_STREAM = ESP_ERR_AUDIO_BASE + 1

ESP_ERR_AUDIO_NO_OUTPUT_STREAM = ESP_ERR_AUDIO_BASE + 2

ESP_ERR_AUDIO_NO_CODEC = ESP_ERR_AUDIO_BASE + 3

ESP_ERR_AUDIO_HAL_FAIL = ESP_ERR_AUDIO_BASE + 4

ESP_ERR_AUDIO_MEMORY_LACK = ESP_ERR_AUDIO_BASE + 5

ESP_ERR_AUDIO_INVALID_URI = ESP_ERR_AUDIO_BASE + 6

ESP_ERR_AUDIO_INVALID_PATH = ESP_ERR_AUDIO_BASE + 7

ESP_ERR_AUDIO_INVALID_PARAMETER = ESP_ERR_AUDIO_BASE + 8

ESP_ERR_AUDIO_NOT_READY = ESP_ERR_AUDIO_BASE + 9

ESP_ERR_AUDIO_NOT_SUPPORT = ESP_ERR_AUDIO_BASE + 10

ESP_ERR_AUDIO_TIMEOUT = ESP_ERR_AUDIO_BASE + 11

ESP_ERR_AUDIO_ALREADY_EXISTS = ESP_ERR_AUDIO_BASE + 12

ESP_ERR_AUDIO_LINK_FAIL = ESP_ERR_AUDIO_BASE + 13

ESP_ERR_AUDIO_UNKNOWN = ESP_ERR_AUDIO_BASE + 14

ESP_ERR_AUDIO_OUT_OF_RANGE = ESP_ERR_AUDIO_BASE + 15

ESP_ERR_AUDIO_OPEN = ESP_ERR_AUDIO_BASE + 0x100

ESP_ERR_AUDIO_INPUT = ESP_ERR_AUDIO_BASE + 0x101

ESP_ERR_AUDIO_PROCESS = ESP_ERR_AUDIO_BASE + 0x102

ESP_ERR_AUDIO_OUTPUT = ESP_ERR_AUDIO_BASE + 0x103

ESP_ERR_AUDIO_CLOSE = ESP_ERR_AUDIO_BASE + 0x104

enum esp_audio_status_t

Values:

AUDIO_STATUS_UNKNOWN = 0

AUDIO_STATUS_RUNNING = 1

AUDIO_STATUS_PAUSED = 2

AUDIO_STATUS_STOPPED = 3

AUDIO_STATUS_FINISHED = 4

AUDIO_STATUS_ERROR = 5

enum audio_termination_type_t

Values:

TERMINATION_TYPE_NOW = 0

Audio operation will be terminated immediately

TERMINATION_TYPE_DONE = 1

Audio operation will be stopped when finished

TERMINATION_TYPE_MAX

enum esp_audio_prefer_t

Values:

ESP_AUDIO_PREFER_MEM = 0

ESP_AUDIO_PREFER_SPEED = 1

enum media_source_type_t

Values:

MEDIA_SRC_TYPE_NULL = 0

MEDIA_SRC_TYPE_MUSIC_BASE = 0x100

MEDIA_SRC_TYPE_MUSIC_SD = MEDIA_SRC_TYPE_MUSIC_BASE + 1

MEDIA_SRC_TYPE_MUSIC_HTTP = MEDIA_SRC_TYPE_MUSIC_BASE + 2

MEDIA_SRC_TYPE_MUSIC_FLASH = MEDIA_SRC_TYPE_MUSIC_BASE + 3

MEDIA_SRC_TYPE_MUSIC_A2DP = MEDIA_SRC_TYPE_MUSIC_BASE + 4

MEDIA_SRC_TYPE_MUSIC_DLNA = MEDIA_SRC_TYPE_MUSIC_BASE + 5

MEDIA_SRC_TYPE_MUSIC_RAW = MEDIA_SRC_TYPE_MUSIC_BASE + 6

MEDIA_SRC_TYPE_MUSIC_MAX = 0x1FF

MEDIA_SRC_TYPE_TONE_BASE = 0x200

MEDIA_SRC_TYPE_TONE_SD = MEDIA_SRC_TYPE_TONE_BASE + 1

MEDIA_SRC_TYPE_TONE_HTTP = MEDIA_SRC_TYPE_TONE_BASE + 2

MEDIA_SRC_TYPE_TONE_FLASH = MEDIA_SRC_TYPE_TONE_BASE + 3

MEDIA_SRC_TYPE_TONE_MAX = 0x2FF

MEDIA_SRC_TYPE_RESERVE_BASE = 0x800

MEDIA_SRC_TYPE_RESERVE_MAX = 0xFFF

Header File

- esp-adf-libs/esp_audio/include/esp_audio.h

Functions

esp_audio_handle_t **esp_audio_create**(**const** *esp_audio_cfg_t* **cfg*)

Create esp_audio instance according to 'cfg' parameter.

This function create an esp_audio instance, at the specified configuration.

Return

- NULL: Error
- Others: esp_audio instance fully certifying

Parameters

- `cfg`: Provide esp_audio initialization configuration

audio_err_t **esp_audio_destroy**(*esp_audio_handle_t handle*)

Specific esp_audio instance will be destroyed.

Return

- ESP_ERR_AUDIO_NO_ERROR: on success

- ESP_ERR_AUDIO_INVALID_PARAMETER: no instance to free, call esp_audio_init first

Parameters

- `handle`: The esp_audio instance

audio_err_t **esp_audio_input_stream_add**(*esp_audio_handle_t handle*, *audio_element_handle_t in_stream*)

Add audio input stream to specific esp_audio instance.

Return

- ESP_ERR_AUDIO_NO_ERROR: on success
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_MEMORY_LACK: allocate memory fail

Parameters

- `handle`: The esp_audio instance
- `in_stream`: Audio stream instance

audio_err_t **esp_audio_output_stream_add**(*esp_audio_handle_t handle*, *audio_element_handle_t out_stream*)

Add audio output stream to specific esp_audio instance.

Return

- ESP_ERR_AUDIO_NO_ERROR: on success
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_MEMORY_LACK: allocate memory fail

Parameters

- `handle`: The esp_audio instance
- `out_stream`: The audio stream element instance

audio_err_t **esp_audio_codec_lib_add**(*esp_audio_handle_t handle*, *audio_codec_type_t type*, *audio_element_handle_t lib*)

Add a new codec lib that can decode or encode a music file.

Return

- ESP_ERR_AUDIO_NO_ERROR: on success
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_MEMORY_LACK: allocate memory fail

Parameters

- `handle`: The esp_audio instance
- `type`: The audio codec type(encoder or decoder)
- `lib`: To provide audio stream element

audio_err_t **esp_audio_codec_lib_query**(*esp_audio_handle_t handle*, *audio_codec_type_t type*, **const** char **extension*)

Check if this kind of music extension is supported or not.

Note This function just query the codec which has already add by esp_audio_codec_lib_add. The max length of extension is 6.

Return

- ESP_ERR_AUDIO_NO_ERROR: supported
- ESP_ERR_AUDIO_NOT_SUPPORT: not support
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio instance
- `type`: The CODEC_ENCODER or CODEC_DECODER
- `extension`: Such as "mp3", "wav", "aac"

audio_err_t **esp_audio_play**(*esp_audio_handle_t handle*, *audio_codec_type_t type*, **const** char **uri*, int *pos*)

Play the given uri.

The esp_audio_play have follow activity, setup inputstream, outputstream and codec by uri, start all of them. There is a rule that esp_audio will select input stream, codec and output stream by URI field.

Rule of URI field are as follow.

- `UF_SCHEMA` field of URI for choose input stream from existing streams. e.g:"http","file"
- `UF_PATH` field of URI for choose codec from existing codecs. e.g:"/audio/mp3_music.mp3"
- `UF_FRAGMENT` field of URI for choose output stream from existing streams, output stream is I2S by default.
- `UF_USERINFO` field of URI for specific sample rate and channels at encode mode.

The format "user:password" in the userinfo field, "user" is sample rate, "password" is channels.

Now esp_audio_play support follow URIs.

- "https://dl.espressif.com/dl/audio/mp3_music.mp3"
- "http://media-ice.musicradio.com/ClassicFMMP3"
- "file://sdcard/test.mp3"
- "iis://16000:2@from.pcm/rec.wav#file"
- "iis://16000:1@record.pcm/record.wav#raw"
- "aadp://44100:2@bt/sink/stream.pcm"

Note

- The URI parse by `http_parser_parse_url`,any illegal string will be return `ESP_ERR_AUDIO_INVALID_URI`.
- If the esp_decoder codec is added to `handle`, then the `handle` of esp_decoder will be set as the default decoder, even if other decoders are added.
- Enabled `CONFIG_FATFS_API_ENCODING_UTF_8`, the URI can be support Chinese characters.
- Asynchronous interface
- The maximum of block time can be modify by `esp_audio_play_timeout_set`, default value is 25 seconds.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_TIMEOUT: timeout the play activity
- ESP_ERR_AUDIO_NOT_SUPPORT: Currently status is AUDIO_STATUS_RUNNING
- ESP_ERR_AUDIO_INVALID_URI: URI is illegal
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio_handle_t instance
- `uri`: Such as "file://sdcard/test.wav" or "http://iot.espressif.com/file/example.mp3". If NULL to be set, the uri setup by`esp_audio_setup` will used.
- `type`: Specific handle type decoder or encoder
- `pos`: Specific starting position by bytes

audio_err_t **esp_audio_sync_play** (*esp_audio_handle_t handle*, **const** char **uri*, int *pos*)

Play the given uri until music finished or error occured.

Note

- All features are same with `esp_audio_play`
- Synchronous interface
- Support decoder mode only
- No any events post during playing

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_TIMEOUT: timeout(8000ms) the play activity
- ESP_ERR_AUDIO_NOT_SUPPORT: Currently status is AUDIO_STATUS_RUNNING
- ESP_ERR_AUDIO_INVALID_URI: URI is illegal
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio_handle_t instance
- `uri`: Such as "file://sdcard/test.wav" or "http://iot.espressif.com/file/example.mp3",
- `pos`: Specific starting position by bytes

audio_err_t **esp_audio_stop** (*esp_audio_handle_t handle*, *audio_termination_type_t type*)

A synchronous interface for stop the esp_audio. The maximum of block time is 8000ms.

Note 1. If user queue has been registered by evt_que, AUDIO_STATUS_STOPPED event for success or AUDIO_STATUS_ERROR event for error will be received.

1. `TERMINATION_TYPE_DONE` only works with input stream which can't stopped by itself, e.g. `raw read/write stream`, others streams are no effect.
2. The synchronous interface is used to ensure that working pipeline is stopped.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_NOT_READY: The status is not AUDIO_STATUS_RUNNING or AUDIO_STATUS_PAUSED
- ESP_ERR_AUDIO_TIMEOUT: timeout(8000ms) the stop activity.

Parameters

- `handle`: The esp_audio instance
- `type`: Stop immediately or done

audio_err_t **esp_audio_pause** (*esp_audio_handle_t handle*)

Pause the esp_audio.

Note 1. Only support music and without live stream. If user queue has been registered by evt_que, AUDIO_STATUS_PAUSED event for success or AUDIO_STATUS_ERROR event for error will be received.

1. The Paused music must be stoped by `esp_audio_stop` before new playing, otherwise got block on new play.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_NOT_READY: the status is not running
- ESP_ERR_AUDIO_TIMEOUT: timeout(8000ms) the pause activity.

Parameters

- `handle`: The esp_audio instance

audio_err_t **esp_audio_resume** (*esp_audio_handle_t handle*)

Resume the music paused.

Note Only support music and without live stream. If user queue has been registered by evt_que, AUDIO_STATUS_RUNNING event for success or AUDIO_STATUS_ERROR event for error will be received.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments
- ESP_ERR_AUDIO_TIMEOUT: timeout(8000ms) the resume activity.

Parameters

- `handle`: The esp_audio instance

audio_err_t **esp_audio_vol_set** (*esp_audio_handle_t handle*, int *vol*)

Setting esp_audio volume.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss

- ESP_ERR_AUDIO_CTRL_HAL_FAIL: error with hardware.
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio instance
- `vol`: Specific volume will be set. 0-100 is legal. 0 will be mute.

audio_err_t **esp_audio_vol_get** (*esp_audio_handle_t handle*, int **vol*)
Get esp_audio volume.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_CTRL_HAL_FAIL: error with hardware.
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio instance
- `vol`: A pointer to int that indicates esp_audio volume.

audio_err_t **esp_audio_state_get** (*esp_audio_handle_t handle*, *esp_audio_state_t *state*)
Get esp_audio status.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance or esp_audio does not playing

Parameters

- `handle`: The esp_audio instance
- `state`: A pointer to *esp_audio_state_t* that indicates esp_audio status.

audio_err_t **esp_audio_pos_get** (*esp_audio_handle_t handle*, int **pos*)
Get the position in bytes of currently played music.

Note This function works only with decoding music.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance
- ESP_ERR_AUDIO_NOT_READY: no codec element

Parameters

- `handle`: The esp_audio instance
- `pos`: A pointer to int that indicates esp_audio decoding position.

audio_err_t **esp_audio_time_get** (*esp_audio_handle_t handle*, int **time*)
Get the position in microseconds of currently played music.

Note This function works only with decoding music.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance
- ESP_ERR_AUDIO_NOT_READY: no out stream

Parameters

- `handle`: The esp_audio instance
- `time`: A pointer to int that indicates esp_audio decoding position.

audio_err_t **esp_audio_setup** (*esp_audio_handle_t handle*, *esp_audio_setup_t *sets*)

Choose the `in_stream`, `codec` and `out_stream` definitely, and set `uri`.

Note This function provide a manual way to select in/out stream and codec, should be called before the `esp_audio_play`, then ignore the `esp_audio_play` URI parameter only one time.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance
- ESP_ERR_AUDIO_MEMORY_LACK: allocate memory fail

Parameters

- `handle`: The esp_audio instance
- `sets`: A pointer to *esp_audio_setup_t*.

audio_err_t **esp_audio_media_type_set** (*esp_audio_handle_t handle*, *media_source_type_t type*)

audio_err_t **esp_audio_info_get** (*esp_audio_handle_t handle*, *esp_audio_info_t *info*)

audio_err_t **esp_audio_info_set** (*esp_audio_handle_t handle*, *esp_audio_info_t *info*)

audio_err_t **esp_audio_callback_set** (*esp_audio_handle_t handle*, *esp_audio_event_callback cb*, void **cb_ctx*)

audio_err_t **esp_audio_seek** (*esp_audio_handle_t handle*, int *seek_time_sec*)

Seek the position in second of currently played music.

Note This function works only with decoding music.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_FAIL: codec or allocation fail
- ESP_ERR_AUDIO_TIMEOUT: timeout for sync the element status
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance
- ESP_ERR_AUDIO_NOT_SUPPORT: codec has finished
- ESP_ERR_AUDIO_OUT_OF_RANGE: the seek_time_ms is out of the range
- ESP_ERR_AUDIO_NOT_READY: the status is neither running nor paused

Parameters

- `handle`: The esp_audio instance

- `seek_time_sec`: A pointer to int that indicates esp_audio decoding position.

audio_err_t **esp_audio_duration_get** (*esp_audio_handle_t handle*, int **duration*)
Get the duration in microseconds of playing music.

Note This function works only with decoding music.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance
- ESP_ERR_AUDIO_NOT_READY: no codec element or no in element

Parameters

- `handle`: The esp_audio instance
- `duration`: A pointer to int that indicates decoding total time.

audio_err_t **esp_audio_play_timeout_set** (*esp_audio_handle_t handle*, int *time_ms*)
Setting the maximum amount of time to waiting for `esp_audio_play` only.

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: invalid arguments

Parameters

- `handle`: The esp_audio instance
- `time_ms`: The maximum amount of time

audio_err_t **esp_audio_prefer_type_get** (*esp_audio_handle_t handle*, *esp_audio_prefer_t *type*)
Get the type of `esp_audio_prefer_t`

Return

- ESP_ERR_AUDIO_NO_ERROR: on succss
- ESP_ERR_AUDIO_INVALID_PARAMETER: no esp_audio instance

Parameters

- `handle`: The esp_audio instance
- `type`: A pointer to esp_audio_prefer_t

Structures

struct esp_audio_cfg_t
esp_audio configuration parameters

Public Members

int **in_stream_buf_size**
Input buffer size

int **out_stream_buf_size**
Output buffer size

int **resample_rate**
Destination sample rate, 0: disable rsample; others: 44.1K, 48K, 32K, 16K, 8K has supported It should be make sure same with I2S stream `sample_rate`

QueueHandle_t **evt_que**
For received esp_audio events (optional)

esp_audio_event_callback **cb_func**
esp_audio events callback (optional)

void ***cb_ctx**
esp_audio callback context (optional)

esp_audio_prefer_t **prefer_type**
esp_audio works on sepcific type, default memory is preferred.

- `ESP_AUDIO_PREFER_MEM` mode stopped the previous linked elements before the new pipiline starting, except out stream element.
- `ESP_AUDIO_PREFER_SPEED` mode kept the previous linked elements before the new pipiline starting, except out stream element.

void ***vol_handle**
Volume change instance

audio_volume_set **vol_set**
Set volume callback

audio_volume_get **vol_get**
Get volume callback

int **task_prio**
esp_audio task priority

int **task_stack**
Size of esp_audio task stack

struct esp_audio_setup_t
esp_audio setup parameters by manual

Public Members

audio_codec_type_t **set_type**
Set codec type

int **set_sample_rate**
Set music sample rate

int **set_channel**
Set music channels

int **set_pos**
Set starting position

int **set_time**
Set starting position of the microseconds time (optional)

char ***set_uri**
Set URI

char ***set_in_stream**
Tag of in_stream

char ***set_codec**
Tag of the codec

char ***set_out_stream**
Tag of out_stream

struct esp_audio_info_t
esp_audio information

Public Members

audio_element_info_t **codec_info**
Codec information

audio_element_handle_t **in_el**
Handle of the in stream

audio_element_handle_t **out_el**
Handle of the out stream

audio_element_handle_t **codec_el**
Handle of the codec

audio_element_handle_t **filter_el**
Handle of the filter

esp_audio_state_t **st**
The state of esp_audio

int **time_pos**
Position of the microseconds time

Macros

DEFAULT_ESP_AUDIO_CONFIG()

Type Definitions

typedef void ***esp_audio_handle_t**

2.2 Audio Streams

An *Audio Element* responsible for acquiring of audio data and then sending the data out after processing, is called the Audio Stream.

The following stream types are supported:

- *I2S Stream*
- *HTTP Stream*
- *FatFs Stream*
- *Raw Stream*
- *Spiffs Stream*

To set the stream type, use provided structure, e.g. `i2s_stream_cfg_t` for I2S stream, together with `audio_stream_type_t` enumerator.

See description below for the API details.

2.2.1 I2S Stream

When the I2S stream type is "writer", the data may be sent either to a codec chip or to the internal DAC of ESP32. To simplify configuration, two macros are provided to cover each case:

- `I2S_STREAM_CFG_DEFAULT` - the I2S stream is communicating with a codec chip
- `I2S_STREAM_INTERNAL_DAC_CFG_DEFAULT` - the stream data are sent to the DAC

Each macro configures several other stream parameters such as sample rate, bits per sample, DMA buffer length, etc.

Header File

- audio_stream/include/i2s_stream.h

Functions

audio_element_handle_t **i2s_stream_init** (*i2s_stream_cfg_t *config*)

Create a handle to an Audio Element to stream data from I2S to another Element or get data from other elements sent to I2S, depending on the configuration of stream type is AUDIO_STREAM_READER or AUDIO_STREAM_WRITER.

Note If I2S stream is enabled with built-in DAC mode, please don't use I2S_NUM_1. The built-in DAC functions are only supported on I2S0 for the current ESP32 chip.

Return The Audio Element handle

Parameters

- `config`: The configuration

esp_err_t **i2s_stream_set_clk** (*audio_element_handle_t i2s_stream*, int *rate*, int *bits*, int *ch*)

Setup clock for I2S Stream, this function is only used with handle created by `i2s_stream_init`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `i2s_stream`: The i2s element handle
- `rate`: Clock rate (in Hz)

- `bits`: Audio bit width (8, 16, 24, 32)
- `ch`: Number of Audio channels (1: Mono, 2: Stereo)

esp_err_t **i2s_alc_volume_set** (*audio_element_handle_t i2s_stream*, int *volume*)
Setup volume of stream by using ALC.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `i2s_stream`: The i2s element handle
- `volume`: The volume of stream will be set.

esp_err_t **i2s_alc_volume_get** (*audio_element_handle_t i2s_stream*, int **volume*)
Get volume of stream.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `i2s_stream`: The i2s element handle
- `volume`: The volume of stream

Structures

struct i2s_stream_cfg_t
I2S Stream configurations Default value will be used if any entry is zero.

Public Members

audio_stream_type_t **type**
Type of stream

i2s_config_t **i2s_config**
I2S driver configurations

i2s_port_t **i2s_port**
I2S driver hardware port

bool **use_alc**
It is a flag for ALC. If use ALC, the value is true. Or the value is false

int **volume**
The volume of audio input data will be set.

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

int **multi_out_num**
The number of multiple output

bool **uninstall_drv**
whether uninstall the i2s driver when stream destroyed

Macros

I2S_STREAM_TASK_STACK

I2S_STREAM_BUF_SIZE

I2S_STREAM_TASK_PRIO

I2S_STREAM_TASK_CORE

I2S_STREAM_RINGBUFFER_SIZE

I2S_STREAM_CFG_DEFAULT()

I2S_STREAM_INTERNAL_DAC_CFG_DEFAULT()

2.2.2 HTTP Stream

Header File

- audio_stream/include/http_stream.h

Functions

audio_element_handle_t **http_stream_init**(*http_stream_cfg_t *config*)
Create a handle to an Audio Element to stream data from HTTP to another Element or get data from other elements sent to HTTP, depending on the configuration the stream type, either AUDIO_STREAM_READER or AUDIO_STREAM_WRITER.

Return The Audio Element handle

Parameters

- `config`: The configuration

esp_err_t **http_stream_next_track**(*audio_element_handle_t el*)
Connect to next track in the playlist.

This function can be used in event_handler of http_stream. User can call this function to connect to next track in playlist when he/she gets `HTTP_STREAM_FINISH_TRACK` event

Return

- ESP_OK on success
- ESP_FAIL on errors

Parameters

- `el`: The http_stream element handle

esp_err_t **http_stream_restart** (*audio_element_handle_t el*)

esp_err_t **http_stream_fetch_again** (*audio_element_handle_t el*)

Try to fetch the tracks again.

If this is live stream we will need to keep fetching URIs.

Return

- ESP_OK on success
- ESP_ERR_NOT_SUPPORTED if playlist is finished

Parameters

- `el`: The http_stream element handle

Structures

struct http_stream_event_msg_t

Stream event message.

Public Members

http_stream_event_id_t **event_id**

Event ID

void ***http_client**

Reference to HTTP Client using by this HTTP Stream

void ***buffer**

Reference to Buffer using by the Audio Element

int **buffer_len**

Length of buffer

void ***user_data**

User data context, from *http_stream_cfg_t*

audio_element_handle_t **el**

Audio element context

struct http_stream_cfg_t

HTTP Stream configurations Default value will be used if any entry is zero.

Public Members

audio_stream_type_t **type**

Type of stream

int **out_rb_size**

Size of output ringbuffer

int **task_stack**

Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

http_stream_event_handle_t **event_handle**
The hook function for HTTP Stream

void ***user_data**
User data context

bool **auto_connect_next_track**
connect next track without open/close

bool **enable_playlist_parser**
Enable playlist parser

int **multi_out_num**
The number of multiple output

Macros

HTTP_STREAM_TASK_STACK

HTTP_STREAM_TASK_CORE

HTTP_STREAM_TASK_PRIO

HTTP_STREAM_RINGBUFFER_SIZE

HTTP_STREAM_CFG_DEFAULT()

Type Definitions

typedef int (***http_stream_event_handle_t**)(*http_stream_event_msg_t* *msg)

Enumerations

enum http_stream_event_id_t
HTTP Stream hook type.

Values:

HTTP_STREAM_PRE_REQUEST = 0x01
The event handler will be called before HTTP Client making the connection to the server

HTTP_STREAM_ON_REQUEST
The event handler will be called when HTTP Client is requesting data, If the fucntion return the value (-1: ESP_FAIL), HTTP Client will be stopped If the fucntion return the value > 0, HTTP Stream will ignore the post_field If the fucntion return the value = 0, HTTP Stream continue send data from post_field (if any)

HTTP_STREAM_ON_RESPONSE
The event handler will be called when HTTP Client is receiving data If the fucntion return the value (-1: ESP_FAIL), HTTP Client will be stopped If the fucntion return the value > 0, HTTP Stream will ignore the read function If the fucntion return the value = 0, HTTP Stream continue read data from HTTP Server

HTTP_STREAM_POST_REQUEST
The event handler will be called after HTTP Client send header and body to the server, before fetching the headers

HTTP_STREAM_FINISH_REQUEST
The event handler will be called after HTTP Client fetch the header and ready to read HTTP body

HTTP_STREAM_RESOLVE_ALL_TRACKS

HTTP_STREAM_FINISH_TRACK

HTTP_STREAM_FINISH_PLAYLIST

2.2.3 FatFs Stream

Header File

- audio_stream/include/fatfs_stream.h

Functions

audio_element_handle_t **fatfs_stream_init** (*fatfs_stream_cfg_t *config*)
Create a handle to an Audio Element to stream data from FatFs to another Element or get data from other elements written to FatFs, depending on the configuration the stream type, either AUDIO_STREAM_READER or AUDIO_STREAM_WRITER.

Return The Audio Element handle

Parameters

- `config`: The configuration

Structures

struct fatfs_stream_cfg_t
FATFS Stream configurations, if any entry is zero then the configuration will be set to default values.

Public Members

audio_stream_type_t **type**
Stream type

int **buf_sz**
Audio Element Buffer size

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

FATFS_STREAM_BUF_SIZE

FATFS_STREAM_TASK_STACK

FATFS_STREAM_TASK_CORE

FATFS_STREAM_TASK_PRIO

FATFS_STREAM_RINGBUFFER_SIZE

FATFS_STREAM_CFG_DEFAULT()

2.2.4 Raw Stream

Header File

- audio_stream/include/raw_stream.h

Functions

audio_element_handle_t **raw_stream_init**(*raw_stream_cfg_t* **cfg*)
Initialize RAW stream.

Return The audio element handle

Parameters

- `cfg`: The RAW Stream configuration

int **raw_stream_read**(*audio_element_handle_t pipeline*, char **buffer*, int *buf_size*)
Read data from Stream.

Return Number of bytes actually read.

Parameters

- `pipeline`: The audio pipeline handle
- `buffer`: The buffer
- `buf_size`: Maximum number of bytes to be read.

int **raw_stream_write**(*audio_element_handle_t pipeline*, char **buffer*, int *buf_size*)
Write data to Stream.

Return Number of bytes written

Parameters

- `pipeline`: The audio pipeline handle
- `buffer`: The buffer
- `buf_size`: Number of bytes to write

Structures

struct raw_stream_cfg_t

Raw stream provides APIs to obtain the pipeline data without output stream or fill the pipeline data without input stream. The stream has two types / modes, reader and writer:

- AUDIO_STREAM_READER, e.g. [i2s]->[filter]->[raw],[i2s]->[codec-amr]->[raw]
- AUDIO_STREAM_WRITER, e.g. [raw]->[codec-mp3]->[i2s] Raw Stream configurations

Public Members

audio_stream_type_t **type**

Type of stream

int **out_rb_size**

Size of output ringbuffer

Macros

RAW_STREAM_RINGBUFFER_SIZE

RAW_STREAM_CFG_DEFAULT()

2.2.5 Spiffs Stream

Header File

- audio_stream/include/spiffs_stream.h

Functions

audio_element_handle_t **spiffs_stream_init**(*spiffs_stream_cfg_t *config*)

Create a handle to an Audio Element to stream data from SPIFFS to another Element or get data from other elements written to SPIFFS, depending on the configuration the stream type, either AUDIO_STREAM_READER or AUDIO_STREAM_WRITER.

Return The Audio Element handle

Parameters

- `config`: The configuration

Structures

struct spiffs_stream_cfg_t

SPIFFS Stream configuration, if any entry is zero then the configuration will be set to default values.

Public Members

audio_stream_type_t **type**
Stream type

int **buf_sz**
Audio Element Buffer size

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

SPIFFS_STREAM_BUF_SIZE

SPIFFS_STREAM_TASK_STACK

SPIFFS_STREAM_TASK_CORE

SPIFFS_STREAM_TASK_PRIO

SPIFFS_STREAM_RINGBUFFER_SIZE

SPIFFS_STREAM_CFG_DEFAULT()

2.3 Codecs

2.3.1 AAC Decoder

Decode an audio data stream provided in AAC format.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/aac_decoder.h

Functions

audio_element_handle_t **aac_decoder_init**(*aac_decoder_cfg_t* **config*)
Create an Audio Element handle to decode incoming AAC data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct aac_decoder_cfg_t
AAC Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

AAC_DECODER_TASK_STACK_SIZE

AAC_DECODER_TASK_CORE

AAC_DECODER_TASK_PRIO

AAC_DECODER_RINGBUFFER_SIZE

DEFAULT_AAC_DECODER_CONFIG()

2.3.2 AMR Decoder and Encoder

Decode and encode an audio data stream from / to AMR format. Encoders cover both AMRNB and AMRWB formats.

Application Examples

Implementation of this API is demonstrated in the following examples:

- player/element_sdcard_amr
- recorder/pipeline_amr_sdcard

API Reference - Decoder

Header File

- esp-adf-libs/esp_codec/include/codec/amr_decoder.h

Functions

audio_element_handle_t **amr_decoder_init** (*amr_decoder_cfg_t *config*)
Create an Audio Element handle to decode incoming AMR data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct amr_decoder_cfg_t
AMR Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

AMR_DECODER_TASK_STACK_SIZE

AMR_DECODER_TASK_CORE

AMR_DECODER_TASK_PRIO

AMR_DECODER_RINGBUFFER_SIZE

DEFAULT_AMR_DECODER_CONFIG ()

API Reference - AMRNB Encoder

Header File

- esp-adf-libs/esp_codec/include/codec/amrnb_encoder.h

Functions

audio_element_handle_t **amrnb_encoder_init** (*amrnb_encoder_cfg_t *config*)
Create an Audio Element handle to encode incoming AMRNB data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct amrnb_encoder_cfg_t
AMRNB Encoder configurations.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

AMRNB_ENCODER_TASK_STACK

AMRNB_ENCODER_TASK_CORE

AMRNB_ENCODER_TASK_PRIO

AMRNB_ENCODER_RINGBUFFER_SIZE

DEFAULT_AMRNB_ENCODER_CONFIG()

API Reference - AMRWB Encoder

Header File

- esp-adf-libs/esp_codec/include/codec/amrwb_encoder.h

Functions

audio_element_handle_t **amrwb_encoder_init**(*amrwb_encoder_cfg_t* **config*)
Create an Audio Element handle to encode incoming amrwb data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct amrwb_encoder_cfg_t
AMRWB Encoder configurations.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

AMRWB_ENCODER_TASK_STACK

AMRWB_ENCODER_TASK_CORE

AMRWB_ENCODER_TASK_PRIO

AMRWB_ENCODER_RINGBUFFER_SIZE

DEFAULT_AMRWB_ENCODER_CONFIG()

2.3.3 FLAC Decoder

Decode an audio data stream provided in FLAC format.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/flac_decoder.h

Functions

audio_element_handle_t **flac_decoder_init**(*flac_decoder_cfg_t* **config*)
Create an Audio Element handle to decode incoming FLAC data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct flac_decoder_cfg_t
FLAC Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

FLAC_DECODER_TASK_STACK_SIZE

FLAC_DECODER_TASK_CORE

FLAC_DECODER_TASK_PRIO

FLAC_DECODER_RINGBUFFER_SIZE

DEFAULT_FLAC_DECODER_CONFIG()

2.3.4 MP3 Decoder

Decode an audio data stream provided in MP3 format.

Application Examples

Implementation of this API is demonstrated in the following examples:

- get-started/play_mp3
- player/pipeline_sdcard_mp3

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/mp3_decoder.h

Functions

audio_element_handle_t **mp3_decoder_init** (*mp3_decoder_cfg_t *config*)
Create an Audio Element handle to decode incoming MP3 data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct mp3_decoder_cfg_t
Mp3 Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

MP3_DECODER_TASK_STACK_SIZE

MP3_DECODER_TASK_CORE

MP3_DECODER_TASK_PRIO

MP3_DECODER_RINGBUFFER_SIZE

DEFAULT_MP3_DECODER_CONFIG()

2.3.5 OGG Decoder

Decode an audio data stream provided in OGG format.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/ogg_decoder.h

Functions

audio_element_handle_t **ogg_decoder_init**(*ogg_decoder_cfg_t* **config*)
Create an Audio Element handle to decode incoming OGG data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct ogg_decoder_cfg_t
OGG Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

OGG_DECODER_TASK_STACK_SIZE

OGG_DECODER_TASK_CORE

OGG_DECODER_TASK_PRIO

OGG_DECODER_RINGBUFFER_SIZE

DEFAULT_OGG_DECODER_CONFIG()

2.3.6 OPUS Decoder

Decode an audio data stream provided in OPUS format.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/opus_decoder.h

Functions

audio_element_handle_t **decoder_opus_init**(*opus_decoder_cfg_t* **config*)
Create an Audio Element handle to decode incoming OPUS data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct opus_decoder_cfg_t
OPUS Decoder configuration.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
CPU core number (0 or 1) where decoder task in running

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

OPUS_DECODER_TASK_STACK_SIZE

OPUS_DECODER_TASK_CORE

OPUS_DECODER_TASK_PRIO

OPUS_DECODER_RINGBUFFER_SIZE

DEFAULT_OPUS_DECODER_CONFIG()

2.3.7 WAV Decoder and Encoder

Decode and encode an audio data stream from / to WAV format.

Application Examples

Implementation of this API is demonstrated in the following examples:

- player/pipeline_sdcard_wav
- recorder/pipeline_wav_sdcard

API Reference - Decoder

Header File

- esp-adf-libs/esp_codec/include/codec/wav_decoder.h

Functions

audio_element_handle_t **wav_decoder_init** (*wav_decoder_cfg_t *config*)
Create an Audio Element handle to decode incoming WAV data.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct wav_decoder_cfg_t
brief WAV Decoder configurations

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

WAV_DECODER_TASK_STACK

WAV_DECODER_TASK_CORE

WAV_DECODER_TASK_PRIO

WAV_DECODER_RINGBUFFER_SIZE

DEFAULT_WAV_DECODER_CONFIG ()

API Reference - Encoder

Header File

- esp-adf-libs/esp_codec/include/codec/wav_encoder.h

Functions

audio_element_handle_t **wav_encoder_init** (*wav_encoder_cfg_t *config*)
Create a handle to an Audio Element to encode incoming data using WAV format.

Return The audio element handle

Parameters

- `config`: The configuration

Structures

struct wav_encoder_cfg_t
WAV Encoder configurations.

Public Members

int **out_rb_size**
Size of output ringbuffer

int **task_stack**
Task stack size

int **task_core**
Task running in core (0 or 1)

int **task_prio**
Task priority (based on freeRTOS priority)

Macros

WAV_ENCODER_TASK_STACK

WAV_ENCODER_TASK_CORE

WAV_ENCODER_TASK_PRIO

WAV_ENCODER_RINGBUFFER_SIZE

DEFAULT_WAV_ENCODER_CONFIG ()

2.4 Audio Processing

There are couple of options implemented in the ESP-ADF to modify contents of an audio stream:

- Combine contents of two audio streams using *Downmix*
- Apply ten band *Equalizer*
- Change audio sampling frequency and convert between single and two channel with *Resample Filter*
- Modify pitch and speed of the stream using *Sonic*

Please refer to description of respective APIs below.

2.4.1 Downmix

This API is intended for mixing of two audio files (streams), defined as the base audio file and the newcome audio file, into one output audio file.

The newcome audio file will be downmixed into the base audio file with individual gains applied to each file.

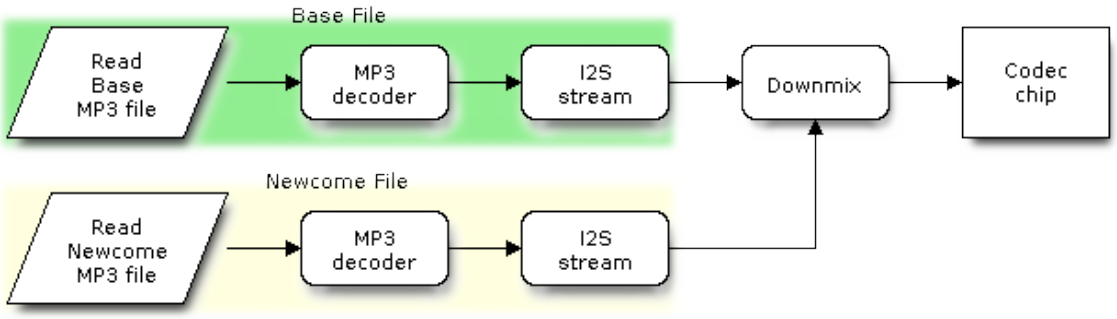

Fig. 4: Illustration of Downmixing Process

The number of channel(s) of the output audio file will be the same with that of the base audio file. The number of channel(s) of the newcome audio file will also be changed to the same with the base audio file, if it is different from that of the base audio file.

The downmix process has 3 states:

- Bypass Downmixing – Only the base audio file will be processed;
- Switch on Downmixing – The base audio file and the target audio file will first enter the transition period, during which the gains of these two files will be changed from the original level to the target level; then enter the stable period, sharing a same target gain;
- Switch off Downmixing – The base audio file and the target audio file will first enter the transition period, during which the gains of these two files will be changed back to their original levels; then enter the stable period, with their original gains, respectively. After that, the downmix process enters the bypass state.

Note that, the sample rates of the base audio file and the newcome audio file must be the same, otherwise an error occurs.

Application Example

Implementation of this API is demonstrated in advanced_examples/downmix_pipeline example.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/downmix.h

Functions

void **downmix_set_input_rb_timeout** (*audio_element_handle_t self*, int *ticks_to_wait*)
Sets the downmix timeout.

Parameters

- `self`: audio element handle
- `ticks_to_wait`: input ringbuffer timeout

void **downmix_set_input_rb**(*audio_element_handle_t self*, *ringbuf_handle_t rb*, int *index*)
Sets the downmix input ringbuffer. refer to `ringbuf.h`

Parameters

- `self`: audio element handle
- `rb`: handle of ringbuffer
- `index`: The index of multi input ringbuffer.

esp_err_t **downmix_set_output_type**(*audio_element_handle_t self*, esp_downmix_output_type_t *output_type*)
Passes number of channels for output stream. Only supported mono and dual.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `output_type`: down-mixer output type.

esp_err_t **downmix_set_work_mode**(*audio_element_handle_t self*, esp_downmix_work_mode_t *mode*)
Sets BYPASS, ON or OFF status of down-mixer.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `mode`: down-mixer work mode.

esp_err_t **downmix_set_out_ctx_info**(*audio_element_handle_t self*, esp_downmix_out_ctx_type_t *out_ctx*)
Passes content of per channel output stream by down-mixer.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `out_ctx`: content of output stream.

esp_err_t **downmix_set_source_stream_info**(*audio_element_handle_t self*, int *rate*, int *ch*, int *index*)
Sets the sample rate and the number of channels of input stream to be processed.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `rate`: sample rate of the input stream

- `ch`: number of channel(s) of the input stream
- `index`: The index of input stream. The index must be in [0, SOURCE_NUM_MAX - 1] range.

esp_err_t **`downmix_set_gain_info`** (*audio_element_handle_t self*, float **gain*, int *index*)
Sets the audio gain to be processed.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `gain`: the reset value of `gain`. The `gain` is an array of two elements.
- `index`: The index of input stream. The index must be in [0, SOURCE_NUM_MAX - 1] range.

esp_err_t **`downmix_set_transit_time_info`** (*audio_element_handle_t self*, int *transit_time*, int *index*)
Sets the audio `transit_time` to be processed.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `transit_time`: the reset value of `transit_time`
- `index`: The index of input stream. The index must be in [0, SOURCE_NUM_MAX - 1] range

esp_err_t **`source_info_init`** (*audio_element_handle_t self*, esp_downmix_input_info_t **source_num*)
Initializes information of the source streams for downmixing.

Return ESP_OK ESP_FAIL

Parameters

- `self`: audio element handle
- `source_num`: The information array of source streams

audio_element_handle_t **`downmix_init`** (*downmix_cfg_t *config*)
Initializes the Audio Element handle for downmixing.

Return The initialized Audio Element handle

Parameters

- `config`: the configuration

Structures

`struct downmix_cfg_t`
Downmix configuration.

Public Members

esp_downmix_info_t **downmix_info**
Downmix information

int **max_sample**
The number of samples per downmix processing

int **out_rb_size**
Size of ring buffer

int **task_stack**
Size of task stack

int **task_core**
Task running in core...

int **task_prio**
Task priority (based on the FreeRTOS priority)

Macros

DOWNMIX_TASK_STACK

DOWNMIX_TASK_CORE

DOWNMIX_TASK_PRIO

DOWNMIX_RINGBUFFER_SIZE

DM_BUF_SIZE

DEFAULT_DOWNMIX_CONFIG()

2.4.2 Equalizer

Provided in this API equalizer supports:

- fixed number of ten (10) bands;
- four sample rates: 11025 Hz, 22050 Hz, 44100 Hz and 48000 Hz.

The center frequencies of bands are shown in table below.

Band Index	0	1	2	3	4	5	6	7	8	9
Frequency	31 Hz	62 Hz	125 Hz	250 Hz	500 Hz	1 kHz	2 kHz	4 kHz	8 kHz	16 kHz

Default gain of each band is -13 dB. To set the gains of all bands use structure *equalizer_cfg*. To set the gain of individual band use function *equalizer_set_gain_info()*.

Application Example

Implementation of this API is demonstrated in the audio_processing/equalizer example.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/equalizer.h

Functions

esp_err_t **equalizer_set_info**(*audio_element_handle_t self*, int *rate*, int *ch*)
Set the audio sample rate and the number of channels to be processed by the equalizer.

Return ESP_OK ESP_FAIL

Parameters

- `self`: Audio element handle
- `rate`: Audio sample rate
- `ch`: Audio channel

esp_err_t **equalizer_set_gain_info**(*audio_element_handle_t self*, int *index*, int *value_gain*, bool *is_channels_gain_equal*)
Set the audio gain to be processed by the equalizer.

Return ESP_OK ESP_FAIL

Parameters

- `self`: Audio element handle
- `index`: the position of center frequencies of equalizer
- `value_gain`: the value of audio gain which in `index`
- `is_channels_gain_equal`: if Number of audio channel is equal 2, the value of audio gains which two channels are equal by checking `is_channels_gain_equal`. if `is_channels_gain_equal` is `true`,it means equal,otherwise unequal.

audio_element_handle_t **equalizer_init**(*equalizer_cfg_t* **config*)
Create an Audio Element handle that equalizes incoming data.

Return The created audio element handle

Parameters

- `config`: The configuration

Structures

struct equalizer_cfg
Equalizer Configuration.

Public Members

int **samplerate**
Audio sample rate (in Hz)

int **channel**
Number of audio channels (Mono=1, Dual=2)

int ***set_gain**
Equalizer gain

int **out_rb_size**
Size of output ring buffer

int **task_stack**
Task stack size

int **task_core**
Task running in core...

int **task_prio**
Task priority

Macros

EQUALIZER_TASK_STACK

EQUALIZER_TASK_CORE

EQUALIZER_TASK_PRIO

EQUALIZER_RINGBUFFER_SIZE

DEFAULT_EQUALIZER_CONFIG()

Type Definitions

typedef struct *equalizer_cfg* **equalizer_cfg_t**
Equalizer Configuration.

2.4.3 Resample Filter

The Resample Filter is an *Audio Element* designed to downsample or upsample the incoming data stream as well as to convert the data between stereo and mono.

Application Example

Implementation of this API is demonstrated in the following examples:

- audio_processing/pipeline_resample
- audio_processing/pipeline_spiffs_amr_resample
- get-started/play_mp3

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/filter_resample.h

Functions

esp_err_t **rsp_filter_set_src_info**(*audio_element_handle_t self*, int *src_rate*, int *src_ch*)
Set the source audio sample rate and the number of channels to be processed by the resample.

Return ESP_OK ESP_FAIL

Parameters

- `self`: Audio element handle
- `src_rate`: The sample rate of stream data
- `src_ch`: The number channels of stream data

audio_element_handle_t **rsp_filter_init**(*rsp_filter_cfg_t* **config*)
Create an Audio Element handle to resample incoming data.

Depending on configuration, there are upsampling, downsampling, as well as converting data between mono and dual.

- If the esp_resample_mode_t is `RESAMPLE_DECODE_MODE`, `src_rate` and `src_ch` will be fetched from `audio_element_getinfo`.
- If the esp_resample_mode_t is `RESAMPLE_ENCODE_MODE`, `src_rate`, `src_ch`, `dest_rate` and `dest_ch` must be configured.

Return The audio element handler

Parameters

- `config`: The configuration

Structures

struct rsp_filter_cfg_t
Resample Filter Configuration.

Public Members

int **src_rate**
The sampling rate of the source PCM file (in Hz)

int **src_ch**
The number of channel(s) of the source PCM file (Mono=1, Dual=2)

int **dest_rate**
The sampling rate of the destination PCM file (in Hz)

int **dest_ch**
The number of channel(s) of the destination PCM file (Mono=1, Dual=2)

int **sample_bits**
The bit width of the PCM file. Currently, the only supported bit width is 16 bits.

esp_resample_mode_t **mode**
The resampling mode (the encoding mode or the decoding mode). For decoding mode, input PCM length is constant; for encoding mode, output PCM length is constant.

int **max_indata_bytes**
The maximum buffer size of the input PCM (in bytes)

int **out_len_bytes**
The buffer length of the output stream data. This parameter must be configured in encoding mode.

esp_resample_type_t **type**
The resampling type (Automatic, Upsampling and Downsampling)

int **complexity**
Indicates the complexity of the resampling. This parameter is only valid when a FIR filter is used. Range: 0~5; O indicates the lowest complexity, which means the accuracy is the lowest and the speed is the fastest; Meanwhile, 4 indicates the highest complexity, which means the accuracy is the highest and the speed is the slowest.If user set `complexity` less than 0, `complexity` can be set 0. If user set `complexity` more than 5, `complexity` can be set 5.

int **down_ch_idx**
Indicates the channel that is selected (the right channel or the left channel). This parameter is only valid when the complexity parameter is set to 0 and the number of channel(s) of the input file has changed from dual to mono.

int **out_rb_size**
Output ringbuffer size

int **task_stack**
Task stack size

int **task_core**
Task running on core

int **task_prio**
Task priority

Macros

RSP_FILTER_BUFFER_BYTE

RSP_FILTER_TASK_STACK

RSP_FILTER_TASK_CORE

RSP_FILTER_TASK_PRIO

RSP_FILTER_RINGBUFFER_SIZE

DEFAULT_RESAMPLE_FILTER_CONFIG()

2.4.4 Sonic

The Sonic component acts as a multidimensional filter that lets you adjust audio parameters of a WAV stream. This functionality may be useful to e.g. increase playback speed of an audio recording by a user selectable rate.

The following parameters can be adjusted:

- speed
- pitch
- interpolation type

The adjustments of the first two parameters are represented by *float* values that provide the rate of adjustment. For example, to increase the speed of an audio sample by 2 times, call `sonic_set_pitch_and_speed_info(el, 1.0, 2.0)`. To keep the speed as it is, call `sonic_set_pitch_and_speed_info(el, 1.0, 1.0)`.

For the *interpolation type* you may select either faster but less accurate linear interpolation, or slower but more accurate FIR interpolation.

Application Example

Implementation of this API is demonstrated in audio_processing/pipeline_sonic example.

API Reference

Header File

- esp-adf-libs/esp_codec/include/codec/audio_sonic.h

Functions

esp_err_t **sonic_set_info**(*audio_element_handle_t* *self*, int *rate*, int *ch*)
Sets the audio sample rate and the number of channels to be processed by the sonic.

Return ESP_OK ESP_FAIL

Parameters

- `self`: Audio element handle
- `rate`: The sample rate of stream data
- `ch`: The number channels of stream data

esp_err_t **sonic_set_pitch_and_speed_info**(*audio_element_handle_t* *self*, float *pitch*, float *speed*)
Sets the audio pitch and speed to be processed by the sonic.

Return ESP_OK ESP_FAIL

Parameters

- `self`: Audio element handle
- `pitch`: Scale factor of pitch of audio file. 0 means the original pitch. The range is [0.2 4.0].
- `speed`: Scale factor of speed of audio file. 0 means the original speed. The range is [0.1 8.0].

audio_element_handle_t **sonic_init** (*sonic_cfg_t *config*)
Creates an Audio Element handle for sonic.

Return The sonic audio element handle

Parameters

- `config`: The sonic configuration

Structures

struct sonic_info_t
Information on audio file and configuration parameters required by sonic to process the file.

Public Members

int **samplerate**
Audio file sample rate (in Hz)

int **channel**
Number of audio file channels (Mono=1, Dual=2)

int **resample_linear_interpolate**
Flag of using simple linear interpolation. 1 indicates using simple linear interpolation. 0 indicates not using simple linear interpolation.

float **pitch**
Scale factor of pitch of audio file. If the value of 'pitch' is 0.3, the pitch of audio file processed by sonic islower than the original. If the value of 'pitch' is 1.3, the pitch of audio file processed by sonic is 30% higher than the original.

float **speed**
Scale factor of speed of audio file. If the value of 'speed' is 0.3, the speed of audio file processed by sonic is 70% slower than the original. If the value of 'speed' is 1.3, the speed of audio file processed by sonic is 30% faster than the original.

struct sonic_cfg_t
Sonic configuration.

Public Members

sonic_info_t **sonic_info**
Information of sonic

int **out_rb_size**
Size of output ring buffer

int **task_stack**
Task stack size

int **task_core**
Task running in core

int **task_prio**
Task priority

Macros

SONIC_SET_VALUE_FOR_INITIALIZATION

SONIC_TASK_STACK

SONIC_TASK_CORE

SONIC_TASK_PRIO

SONIC_RINGBUFFER_SIZE

DEFAULT_SONIC_CONFIG()

2.5 Services

To interface an ESP32 based audio device with external physical or virtual devices, like a Bluetooth speaker or a cloud server, the ADF provides services. A service is a software implementation of specific protocol to facilitate communication between devices. Usually it also covers a set of functionalities to execute specific operations that involve either one or both devices, e.g. muting a Bluetooth speaker during playback or recognizing voice commands to adjust the color temperature of light in a room. The service may also provide polices to allow device operation by specific user or application.

For details please refer to descriptions listed below.

2.5.1 Bluetooth Service

This service is dedicated to interface with Bluetooth devices and provides:

- A2DP (Advanced Audio Distribution Profile), that implements streaming of multimedia audio using a Bluetooth connection;
- AVRCP (Audio/Video Remote Control Profile) used together with A2DP for remote control of devices such as headphones, car audio systems, or speakers.

Application Example

Implementation of this API is demonstrated in the following example:

- player/pipeline_bt_sink

Header File

- bluetooth_service/include/bluetooth_service.h

Functions

esp_err_t **bluetooth_service_start**(*bluetooth_service_cfg_t* **config*)

Initialize and start the Bluetooth service. This function can only be called for one time, and `bluetooth_service_destroy` must be called after use.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `config`: The configuration

audio_element_handle_t **bluetooth_service_create_stream**()
Create Bluetooth stream, it is valid when Bluetooth service has started. The returned audio stream compatible with existing audio streams and can be used with the Audio Pipeline.

Return The Audio Element handle

esp_periph_handle_t **bluetooth_service_create_periph**()
Create Bluetooth peripheral, it is valid when Bluetooth service has started. The returned bluetooth peripheral compatible with existing peripherals and can be used with the ESP Peripherals.

Return The Peripheral handle

esp_err_t **periph_bluetooth_play**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (PLAY) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_pause**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (PAUSE) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_stop**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (STOP) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_next**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (NEXT) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_prev**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (PREV) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_rewind**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (REWIND) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_fast_forward**(*esp_periph_handle_t periph*)
Send the AVRC passthrough command (FAST FORWARD) to the Bluetooth device.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_discover**(*esp_periph_handle_t periph*)
Start device discovery.

Return

- ESP_OK : Succeed
- ESP_ERR_INVALID_STATE: if bluetooth stack is not yet enabled
- ESP_ERR_INVALID_ARG: if invalid parameters are provided
- ESP_FAIL: others

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_cancel_discover**(*esp_periph_handle_t periph*)
Cancel device discovery.

Return

- ESP_OK : Succeed
- ESP_ERR_INVALID_STATE: if bluetooth stack is not yet enabled
- ESP_FAIL: others

Parameters

- `periph`: The periph

esp_err_t **periph_bluetooth_connect**(*esp_periph_handle_t periph*, *bluetooth_addr_t remote_bda*)
Connect remote Device.

Return

- ESP_OK : Succeed
- ESP_ERR_INVALID_STATE: if bluetooth stack is not yet enabled
- ESP_FAIL: others

Parameters

- `periph`: The periph
- `remote_bda`: remote Bluetooth device address

esp_err_t **bluetooth_service_destroy**()
Destroy and cleanup bluetooth service, this function must be called after destroying the Bluetoth Stream and Bluetooth Peripheral created by `bluetooth_service_create_stream` and `bluetooth_service_create_periph`

Return

- ESP_OK
- ESP_FAIL

Structures

struct bluetooth_service_cfg_t
brief Bluetooth service configuration

Public Members

const char ***device_name**
Bluetooth local device name

const char ***remote_name**
Bluetooth remote device name

bluetooth_service_mode_t **mode**
Bluetooth working mode

Macros

BLUETOOTH_ADDR_LEN
brief Bluetooth address length

Type Definitions

typedef uint8_t **bluetooth_addr_t**[**BLUETOOTH_ADDR_LEN**]
brief Bluetooth device address

Enumerations

enum bluetooth_service_mode_t
brief Bluetooth service working mode

Values:

BLUETOOTH_A2DP_SINK
A2DP Bluetooth sink audio, ESP32 will receive audio data from other bluetooth devices

BLUETOOTH_A2DP_SOURCE
A2DP Bluetooth source audio, ESP32 can send audio data to other bluetooth devices

Header File

- bluetooth_service/include/bt_keycontrol.h

2.6 Speech Recognition

The ESP-ADF comes complete with *speech recognition interface* to recognize voice wakeup commands. Most of currently implemented wakeup commands are in Chinese with one command "Hi Jeson" in English.

Provided in this section functions also include automatic speech detection, also known as *voice activity detection (VAD)*, and *speech recording engine*.

The Speech Recognition API is designed to easy integrate with existing *Audio Framework* to retrieve the audio stream from a microphone connected to the audio chip.

2.6.1 Speech Recognition Interface

Setting up the speech recognition application to detect a wakeup word may be done using series of Audio Elements linked into a pipeline shown below.

Configuration and use of particular elements is demonstrated in several examples linked to elsewhere in this documentation. What may need clarification is use of the **Filter** and the **RAW stream**. The filter is used to adjust the sample rate of the I2S stream to match the sample rate of the speech recognition model. The RAW stream is the way to feed the audio input to the model.

A code snippet below demonstrates how to initialize the model, determine the number of samples and the sample rate of voice data to feed to the model, and detect the wakeup word.

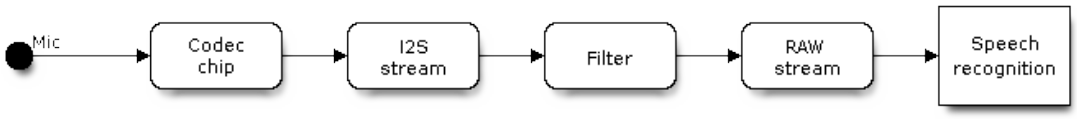

Fig. 5: Sample Speech Recognition Pipeline

```
#include "esp_wn_iface.h"
#include "esp_wn_models.h"
#include "rec_eng_helper.h"

esp_wn_iface_t *wakenet;
model_coeff_getter_t *model_coeff_getter;
model_iface_data_t *model_data;

// Initialize wakeNet model data
get_wakenet_iface(&wakenet);
get_wakenet_coeff(&model_coeff_getter);
model_data = wakenet->create(model_coeff_getter, DET_MODE_90);

// Set parameters of buffer
int audio_chunksize = wakenet->get_samp_chunksize(model_data);
int frequency = wakenet->get_samp_rate(model_data);
int16_t *buffer = malloc(audio_chunksize * sizeof(int16_t));

// Get voice data feed to buffer
...

// Detect
int r = wakenet->detect(model_data, buffer);
if (r > 0) {
    printf("Detection triggered output %d.\n",  r);
}

// Destroy model
wakenet->destroy(model_data)
```

Application Example

Implementation of the speech recognition API is demonstrated in speech_recognition/asr example.

API Reference

For the latest API reference please refer to Espressif Speech recognition repository.

2.6.2 Voice Activity Detection

Voice activity detection (VAD) is a technique used in speech processing to detect the presence (or absence) of human speech. Detection of somebody speaking may be used to activate some processes, e.g. automatically switch on voice

recording. It may be also used to deactivate processes, e.g. stop coding and transmission of silence packets to save on computation and network bandwidth.

Provided in this section API implements VAD functionality together with couple of options to configure sensitivity of speech detection, set sample rate or duration of audio samples.

Application Example

Implementation of the voice activity detection API is demonstrated in speech_recognition/vad example.

API Reference

For the latest API reference please refer to Espressif Speech recognition repository.

2.6.3 Recorder Engine

The Recorder Engine API is a set of functions to facilitate voice recording. The API is integrated with *Voice Activity Detection*, providing options to enable and disable VAD to control the incoming audio stream. The Recorder Engine also includes possibility to encode the audio stream using *AMR or AMRWB* formats.

API Reference

Header File

- esp-adf-libs/recorder_engine/include/recorder_engine.h

Functions

esp_err_t **rec_engine_create**(*rec_config_t* *cfg)

Create recorder engine according to parameters.

Note Sample rate is 16k, 1 channel, 16bits, by default. Upon completion of this function rec_open callback will be triggered.

Return

- 0: Success
- -1: Error

Parameters

- `cfg`: See *rec_config_t* structure for additional details

int **rec_engine_data_read**(uint8_t *buffer, int buffer_size, int waiting_time)

Read voice data after REC_EVENT_VAD_START.

Return

- -2 : timeout of read
- -1 : parameters invalid or task not running.
- 0 : last voice block.

- others: voice block index.

Parameters

- `buffer`: data pointer
- `buffer_size`: Size of buffer, must be equal to REC_ONE_BLOCK_SIZE.
- `waiting_time`: Timeout for reading data. Default time of REC_ONE_BLOCK_SIZE is 100ms, larger than 100ms is recommended.

esp_err_t **rec_engine_detect_suspend**(*rec_voice_suspend_t flag*)
Suspend or enable voice detection by vad.

Return

- 0: Success
- -1: Error

Parameters

- `flag`: REC_VOICE_SUSPEND_ON: Voice detection is suspended REC_VOICE_SUSPEND_OFF: Voice detection is not suspended

esp_err_t **rec_engine_trigger_start**(void)
Start recording by force.

Return

- 0: Success
- -1: Error

esp_err_t **rec_engine_trigger_stop**(void)
Stop recording by force.

Return

- 0: Success
- -1: Error

esp_err_t **rec_engine_destroy**(void)
Destroy the recorder engine.

Note Upon completion of this function rec_close callback will be triggered.

Return

- 0: Success
- -1: Error

esp_err_t **rec_engine_vad_enable**(bool *vad_enable*)
Disable or enable the VAD(voice activity detection).

Note Enable vad by default. Usage: Call this function before `rec_engine_trigger_start` to disable voice activity detection, Call this funciton after `rec_engine_trigger_stop` to enable voice activity detection. Even if disable voice activity detection, the `REC_EVENT_VAD_START`

and `REC_EVENT_VAD_STOP` events still notified when `rec_engine_trigger_start` and `rec_engine_trigger_stop` called.

Return

- 0: Success
- -1: Error

Parameters

- `vad_enable`: true is enable vad, false disable vad

esp_err_t **`rec_engine_enc_enable`**(bool *enc_enable*)

Enable the recoder encoding, or not.

Note `support_encoding` must be set, `rec_engine_enc_enable` can be used. Disable encoding by default.

Return

- 0: Success
- -1: Error

Parameters

- `enc_enable`: true is enable encoding, false is disable.

esp_err_t **`rec_engine_enc_data_read`**(uint8_t **buffer*, int *buffer_size*, int *waiting_time*, int **out_size*)

Read voice data after REC_EVENT_VAD_START.

Note `support_encoding` and `rec_engine_enc_enable` must be set.

Return

- -2 : timeout of read
- -1 : parameters invalid or not encoding mode.
- 0 : success.
- others: voice block index.

Parameters

- `buffer`: data pointer
- `buffer_size`: Size of buffer.
- `waiting_time`: Timeout for reading data.
- `out_size`: Valid size of buffer.

esp_err_t **`rec_engine_mute_enable`**(bool *mute_enable*)

Enable the recoder mute, or not.

Note if enable mute, no data fill the buffer, so the `rec_engine_enc_data_read` and `rec_engine_data_read` will be blocked.

Return

- 0: Success
- -1: Error

Parameters

- `mute_enable`: true is mute, false is not.

esp_err_t **rec_engine_get_wakeup_stat**(bool *_wakeup_start_t_)
Get recorder engine wakeup state.

Return

- 0: Success
- -1: Error

Parameters

- `wakeup_start_t`: true is WAKEUP_START, false is not.

Structures

struct rec_config_t
recorder configuration parameters

Public Members

int **one_frame_duration_ms**
Duration of one frame (optional)

int **sensitivity**
For response accuracy rate sensitivity. Default 0: 90%, 1: 95%

int **vad_off_delay_ms**
Vad off delay to stop if no voice is detected

int **wakeup_time_ms**
Time of wakeup

bool **support_encoding**
Support encoding data

const char ***extension**
Encoding format.”amr” or “amrwb” support

int **task_core**
Recorder task running in core (0 or 1)

bool **enable_wwe**
Enable Wake Word Engine or not

rec_open **open**
Recorder open callback function

rec_fetch **fetch**
Recorder fetch data callback function

rec_close **close**
Recorder close callback function

rec_callback **evt_cb**
Recorder event callback function

void ***user_data**
Pointer to user data (optional)

Macros

REC_ONE_BLOCK_SIZE

DEFAULT_REC_ENGINE_CONFIG()

Type Definitions

typedef void (***rec_callback**)(*rec_event_type_t* type, void *user_data)

typedef esp_err_t (***rec_open**)(void **handle)

typedef esp_err_t (***rec_fetch**)(void *handle, char *data, int data_size)

typedef esp_err_t (***rec_close**)(void *handle)

Enumerations

enum rec_event_type_t
Values:

REC_EVENT_WAKEUP_START

REC_EVENT_WAKEUP_END

REC_EVENT_VAD_START

REC_EVENT_VAD_STOP

enum rec_voice_suspend_t
Values:

REC_VOICE_SUSPEND_OFF

REC_VOICE_SUSPEND_ON

2.7 Peripherals

There are several peripherals available in the ESP-ADF, ranging from buttons and LEDs to SD Card or Wi-Fi. The peripherals are implemented using common API that is then expanded with peripheral specific functionality. The following description covers common functionality.

2.7.1 ESP Peripherals

This library simplifies the management of peripherals, by pooling and monitoring in a single task, adding basic functions to send and receive events. And it also provides APIs to easily integrate new peripherals.

Note: Note that if you do not intend to integrate new peripherals into esp_peripherals, you are only interested in simple api `esp_periph_init`, `esp_periph_start`, `esp_periph_stop` and `esp_periph_destroy`. If you want to integrate new peripherals, please refer to *Periph Button* source code

---

Examples

```
#include "esp_log.h"
#include "esp_peripherals.h"
#include "periph_sdcard.h"
#include "periph_button.h"
#include "periph_touch.h"

static const char *TAG = "ESP_PERIPH_TEST";

static esp_err_t _periph_event_handle(audio_event_iface_msg_t *event, void *context)
{
    switch ((int)event->source_type) {
        case PERIPH_ID_BUTTON:
            ESP_LOGI(TAG, "BUTTON[%d], event->event_id=%d", (int)event->data, event->
↪cmd);
            break;
        case PERIPH_ID_SDCARD:
            ESP_LOGI(TAG, "SDCARD status, event->event_id=%d", event->cmd);
            break;
        case PERIPH_ID_TOUCH:
            ESP_LOGI(TAG, "TOUCH[%d], event->event_id=%d", (int)event->data, event->
↪cmd);
            break;
        case PERIPH_ID_WIFI:
            ESP_LOGI(TAG, "WIFI, event->event_id=%d", event->cmd);
            break;
    }
    return ESP_OK;
}

void app_main(void)
{
    // Initialize Peripherals pool
    esp_periph_config_t periph_cfg = DEFAULT_ESP_PERIPH_SET_CONFIG();
    esp_periph_set_handle_t set = esp_periph_set_init(&periph_cfg);

    esp_periph_set_register_callback(set, _periph_event_handle, NULL);
    // Setup SDCARD peripheral
    periph_sdcard_cfg_t sdcard_cfg = {
        .root = "/sdcard",
        .card_detect_pin = GPIO_NUM_34,
    };
    esp_periph_handle_t sdcard_handle = periph_sdcard_init(&sdcard_cfg);

    // Setup BUTTON peripheral
    periph_button_cfg_t btn_cfg = {
        .gpio_mask = GPIO_SEL_36 | GPIO_SEL_39
    };
    esp_periph_handle_t button_handle = periph_button_init(&btn_cfg);

    // Setup TOUCH peripheral
    periph_touch_cfg_t touch_cfg = {
        .touch_mask = TOUCH_PAD_SEL4 | TOUCH_PAD_SEL7 | TOUCH_PAD_SEL8 | TOUCH_PAD_
↪SEL9,
        .tap_threshold_percent = 70,
    };
```

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```
    esp_periph_handle_t touch_handle = periph_touch_init(&touch_cfg);

    // Start all peripheral
    esp_periph_start(set, button_handle);
    esp_periph_start(set, sdcard_handle);
    esp_periph_start(set, touch_handle);
    vTaskDelay(10*1000/portTICK_RATE_MS);

    //Stop button peripheral
    esp_periph_stop(button_handle);
    vTaskDelay(10*1000/portTICK_RATE_MS);

    //Start button again
    esp_periph_start(set, button_handle);
    vTaskDelay(10*1000/portTICK_RATE_MS);

    //Stop & destroy all peripherals
    esp_periph_set_destroy(set);
}
```

API Reference

Header File

- esp_peripherals/include/esp_peripherals.h

Functions

esp_periph_set_handle_t **esp_periph_set_init** (*esp_periph_config_t *config*)

Initialize esp_peripheral sets, create empty peripherals list. Call this function before starting any peripherals (with `esp_periph_start`). This call will initialize the data needed for esp_peripherals to work, but does not actually create the task. The `event_handle` is optional if you want to receive events from this callback function. The esp_peripherals task will send all events out to event_iface, can be listen by event_iface by `esp_periph_get_event_iface`. The `user_context` will sent `esp_periph_event_handle_t` as *context parameter.

Return The peripheral sets instance

Parameters

- `config`: The configurations

esp_err_t **esp_periph_set_destroy** (*esp_periph_set_handle_t periph_set_handle*)

This function will stop and kill the monitor task, calling all destroy callback functions of the peripheral (so you do not need to destroy the peripheral object manually). It will also remove all memory allocated to the peripherals list, so you need to call the `esp_periph_set_init` function again if you want to use it.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_err_t **esp_periph_set_stop_all**(*esp_periph_set_handle_t periph_set_handle*)

Stop monitoring all peripherals, the peripheral state is still kept. This funciton only temporary disables the peripheral.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_periph_handle_t **esp_periph_set_get_by_id**(*esp_periph_set_handle_t periph_set_handle*, int *periph_id*)

Get the peripheral handle by Peripheral ID.

Return The esp_periph_handle_t

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance
- `periph_id`: as esp_periph_id_t, or any ID you use when calling `esp_periph_create`

audio_event_iface_handle_t **esp_periph_set_get_event_iface**(*esp_periph_set_handle_t periph_set_handle*)

Return the event_iface used by this esp_peripherals.

Return The audio event iface handle

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_err_t **esp_periph_set_register_callback**(*esp_periph_set_handle_t periph_set_handle*, *esp_periph_event_handle_t cb*, void **user_context*)

Register peripheral sets event callback function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance
- `cb`: The event handle callback function
- `user_context`: The user context pointer

QueueHandle_t **esp_periph_set_get_queue**(*esp_periph_set_handle_t periph_set_handle*)

Peripheral is using event_iface to control the event, all events are send out to event_iface queue. This function will be useful in case we want to read events directly from the event_iface queue.

Return The queue handle

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_err_t **esp_periph_set_list_init**(*esp_periph_set_handle_t periph_set_handle*)
Call this function to initialize all the listed peripherals.

Note Work with no task peripheral set only

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_err_t **esp_periph_set_list_run**(*esp_periph_set_handle_t periph_set_handle*, *audio_event_iface_msg_t msg*)
Call this function to run all the listed peripherals.

Note Work with no task peripheral set only

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance
- `msg`: The *audio_event_iface_msg_t* handle message

esp_err_t **esp_periph_set_list_destroy**(*esp_periph_set_handle_t periph_set_handle*)
Call this function to destroy all the listed peripherals.

Note Work with no task peripheral set only

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance

esp_periph_handle_t **esp_periph_create**(int *periph_id*, **const** char ***tag*)
Call this function to initialize a new peripheral.

Return The peripheral handle

Parameters

- `periph_id`: The periph identifier
- `tag`: The tag name, we named it easy to get in debug logs

esp_err_t **esp_periph_set_function**(*esp_periph_handle_t periph*, *esp_periph_func init*, *esp_periph_run_func run*, *esp_periph_func destroy*)

Each peripheral has a cycle of sequential operations from initialization, execution of commands to destroying the peripheral. These operations are represented by functions passed as call parameters to this function.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `init`: The initialize
- `run`: The run
- `destroy`: The destroy

esp_err_t **esp_periph_start**(*esp_periph_set_handle_t periph_set_handle*, *esp_periph_handle_t periph*)

Add the peripheral to peripherals list, enable and start monitor task (if task stack size > 0)

Note This peripheral must be first created by calling `esp_periph_create`

Return

- ESP_OK on success
- ESP_FAIL when any errors

Parameters

- `periph_set_handle`: The esp_periph_set_handle_t instance
- `periph`: The peripheral instance

esp_err_t **esp_periph_stop**(*esp_periph_handle_t periph*)

Stop monitoring the peripheral, the peripheral state is still kept. This funciton only temporary disables the peripheral.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph

esp_err_t **esp_periph_send_cmd**(*esp_periph_handle_t periph*, int *cmd*, void **data*, int *data_len*)

When this function is called, the command is passed to the event_iface command queue, and the `esp_periph_run_func` of this peripheral will be executed in the main peripheral task. This function can be called from any task, basically it only sends a queue to the main peripheral task.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `cmd`: The command
- `data`: The data
- `data_len`: The data length

esp_err_t **esp_periph_send_cmd_from_isr**(*esp_periph_handle_t periph*, int *cmd*, void **data*, int *data_len*)

Similar to `esp_periph_send_cmd`, but it can be called in the hardware interrupt handle.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `cmd`: The command
- `data`: The data
- `data_len`: The data length

esp_err_t **esp_periph_send_event**(*esp_periph_handle_t periph*, int *event_id*, void **data*, int *data_len*)

In addition to sending an event via event_iface, this function will dispatch the `event_handle` callback if the event_handle callback is provided at `esp_periph_init`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral
- `event_id`: The event identifier
- `data`: The data
- `data_len`: The data length

esp_err_t **esp_periph_start_timer**(*esp_periph_handle_t periph*, TickType_t *interval_tick*, *timer_callback callback*)

Each peripheral can initialize a timer, which is by default NULL. When this function is called, the timer for the peripheral is created and it invokes the callback function every interval tick.

Note

- You do not need to stop or destroy the timer, when the `esp_periph_destroy` function is called, it will stop and destroy all
- This timer using FreeRTOS Timer, with autoreload = true

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral
- `interval_tick`: The interval tick
- `callback`: The callback

esp_err_t **esp_periph_stop_timer**(*esp_periph_handle_t periph*)
Stop peripheral timer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral

esp_err_t **esp_periph_set_data**(*esp_periph_handle_t periph*, void **data*)
Set the user data.

Note Make sure the `data` lifetime is sufficient, this function does not copy all data, it only stores the data pointer

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral
- `data`: The data

void ****esp_periph_get_data**(*esp_periph_handle_t periph*)
Get the user data stored in the peripheral.

Return Peripheral data pointer

Parameters

- `periph`: The peripheral

esp_periph_state_t **esp_periph_get_state**(*esp_periph_handle_t periph*)
Get the current state of peripheral.

Return The peripharal working state

Parameters

- `periph`: The handle of peripheral

esp_periph_id_t **esp_periph_get_id**(*esp_periph_handle_t periph*)
Get Peripheral identifier.

Return The peripheral identifier

Parameters

- `periph`: The peripheral

esp_err_t **esp_periph_set_id**(*esp_periph_handle_t periph*, *esp_periph_id_t periph_id*)
Set Peripheral identifier.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral
- `periph_id`: The peripheral identifier

esp_err_t **esp_periph_init**(*esp_periph_handle_t periph*)
Call this to execute `init` function of peripheral instance.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral handle

esp_err_t **esp_periph_run**(*esp_periph_handle_t periph*)
Call this to execute `run` function of peripheral instance.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral handle

esp_err_t **esp_periph_destroy**(*esp_periph_handle_t periph*)
Call this to execute `destroy` function of peripheral instance.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The peripheral handle

esp_err_t **esp_periph_register_on_events**(*esp_periph_handle_t periph*, *esp_periph_event_t *evts*)
Rigster peripheral on event handle.

Return

- ESP_OK

- ESP_FAIL

Parameters

- `periph`: The peripheral handle
- `evts`: The esp_periph_event_t handle

Structures

struct esp_periph_config_t
Common peripherals configurations.

Public Members

int **task_stack**
>0 Service task stack size; =0 without task created

int **task_prio**
Service task priority (based on freeRTOS priority)

int **task_core**
Service task running in core (0 or 1)

struct esp_periph_event
peripheral events

Public Members

void ***user_ctx**
peripheral context data

esp_periph_event_handle_t **cb**
peripheral callback function

audio_event_iface_handle_t **iface**
peripheral event

Macros

DEFAULT_ESP_PERIPH_STACK_SIZE

DEFAULT_ESP_PERIPH_TASK_PRIO

DEFAULT_ESP_PERIPH_TASK_CORE

DEFAULT_ESP_PERIPH_SET_CONFIG()

periph_tick_get

Type Definitions

typedef struct esp_periph_sets ***esp_periph_set_handle_t**

typedef struct esp_periph ***esp_periph_handle_t**

typedef esp_err_t (***esp_periph_func**)(*esp_periph_handle_t* periph)

typedef esp_err_t (***esp_periph_run_func**) (*esp_periph_handle_t* periph, *audio_event_iface_msg_t* *msg)

typedef esp_err_t (***esp_periph_event_handle_t**) (*audio_event_iface_msg_t* *event, void *context)

typedef void (***timer_callback**) (xTimerHandle tmr)

typedef struct *esp_periph_event* **esp_periph_event_t**
peripheral events

Enumerations

enum esp_periph_id_t
Peripheral Identify, this must be unique for each peripheral added to the peripherals list.

Values:

PERIPH_ID_BUTTON = AUDIO_ELEMENT_TYPE_PERIPH + 1

PERIPH_ID_TOUCH = AUDIO_ELEMENT_TYPE_PERIPH + 2

PERIPH_ID_SDCARD = AUDIO_ELEMENT_TYPE_PERIPH + 3

PERIPH_ID_WIFI = AUDIO_ELEMENT_TYPE_PERIPH + 4

PERIPH_ID_FLASH = AUDIO_ELEMENT_TYPE_PERIPH + 5

PERIPH_ID_AUXIN = AUDIO_ELEMENT_TYPE_PERIPH + 6

PERIPH_ID_ADC = AUDIO_ELEMENT_TYPE_PERIPH + 7

PERIPH_ID_CONSOLE = AUDIO_ELEMENT_TYPE_PERIPH + 8

PERIPH_ID_BLUETOOTH = AUDIO_ELEMENT_TYPE_PERIPH + 9

PERIPH_ID_LED = AUDIO_ELEMENT_TYPE_PERIPH + 10

PERIPH_ID_SPIFFS = AUDIO_ELEMENT_TYPE_PERIPH + 11

PERIPH_ID_ADC_BTN = AUDIO_ELEMENT_TYPE_PERIPH + 12

PERIPH_ID_IS31FL3216 = AUDIO_ELEMENT_TYPE_PERIPH + 13

PERIPH_ID_GPIO_ISR = AUDIO_ELEMENT_TYPE_PERIPH + 14

PERIPH_ID_WS2812 = AUDIO_ELEMENT_TYPE_PERIPH + 15

enum esp_periph_state_t
Peripheral working state.

Values:

PERIPH_STATE_NULL

PERIPH_STATE_INIT

PERIPH_STATE_RUNNING

PERIPH_STATE_PAUSE

PERIPH_STATE_STOPPING

PERIPH_STATE_ERROR

PERIPH_STATE_STATUS_MAX

The peripheral specific functionality is available by calling dedicated functions described below. Some peripherals are available on both *ESP32-LyraT* and *ESP32-LyraTD-MSC* development boards, some on a specific board only. The following table provides all implemented peripherals broken down by development board.

2.7.2 Wi-Fi Peripheral

The Wi-Fi Peripheral is used to configure Wi-Fi connections, provide APIs to control Wi-Fi connection configuration, as well as monitor the status of Wi-Fi networks.

Application Example

Implementation of this API is demonstrated in player/pipeline_http_mp3 example.

API Reference

Header File

- esp_peripherals/include/periph_wifi.h

Functions

esp_periph_handle_t **periph_wifi_init** (*periph_wifi_cfg_t* *config)
Create the wifi peripheral handle for esp_peripherals.

Note The handle was created by this function automatically destroy when `esp_periph_destroy` is called

Return The esp peripheral handle

Parameters

- `config`: The configuration

esp_err_t **periph_wifi_wait_for_connected** (*esp_periph_handle_t* *periph*, TickType_t *tick_to_wait*)
This function will block current thread (in `tick_to_wait` tick) and wait until ESP32 connected to the Wi-Fi network, and got ip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `tick_to_wait`: The tick to wait

periph_wifi_state_t **periph_wifi_is_connected** (*esp_periph_handle_t* *periph*)
Check the Wi-Fi connection status.

Return Wi-Fi network status

Parameters

- `periph`: The periph

esp_err_t **periph_wifi_config_start**(*esp_periph_handle_t periph*, *periph_wifi_config_mode_t mode*)

Start Wi-Fi network setup in `mode`

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `mode`: The mode

esp_err_t **periph_wifi_config_wait_done**(*esp_periph_handle_t periph*, TickType_t *tick_to_wait*)

Wait for Wi-Fi setup done.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `tick_to_wait`: The tick to wait

Structures

struct periph_wifi_cfg_t

The Wi-Fi peripheral configuration.

Public Members

bool **disable_auto_reconnect**

Disable Wi-Fi auto reconnect

int **reconnect_timeout_ms**

The reconnect timeout after disconnected from Wi-Fi network

const char ***ssid**

SSID of target AP

const char ***password**

password of target AP

Enumerations

enum periph_wifi_state_t

Peripheral Wi-Fi event id.

Values:

PERIPH_WIFI_UNCHANGE = 0

PERIPH_WIFI_CONNECTING

PERIPH_WIFI_CONNECTED

PERIPH_WIFI_DISCONNECTED

PERIPH_WIFI_SETTING

PERIPH_WIFI_CONFIG_DONE

PERIPH_WIFI_CONFIG_ERROR

PERIPH_WIFI_ERROR

enum periph_wifi_config_mode_t

Wi-Fi setup mode type.

Values:

WIFI_CONFIG_ESPTOUCH
Using smartconfig with ESPTOUCH protocol

WIFI_CONFIG_AIRKISS
Using smartconfig with AIRKISS protocol

WIFI_CONFIG_ESPTOUCH_AIRKISS
Using smartconfig with ESPTOUCH_AIRKISS protocol

WIFI_CONFIG_WPS
Using WPS (not support)

WIFI_CONFIG_BLUEFI
Using BLUEFI

WIFI_CONFIG_WEB
Using HTTP Server (not support)

2.7.3 SD Card Peripheral

If your board has a SD card connected, use this API to initialize, mount and unmount the card, see functions *periph_sdcard_init()*, `periph_sdcard_mount()` and `periph_sdcard_unmount()`. The data reading / writing is implemented in a separate API described in *FatFs Stream*.

Application Examples

Implementation of this API is demonstrated in couple of examples:

- player/pipeline_sdcard_mp3
- player/pipeline_sdcard_wav
- recorder/pipeline_wav_sdcard

API Reference

Header File

- esp_peripherals/include/periph_sdcard.h

Functions

esp_periph_handle_t **periph_sdcard_init** (*periph_sdcard_cfg_t *sdcard_config*)
Create the sdcard peripheral handle for esp_peripherals.

Note The handle was created by this function automatically destroy when `esp_periph_destroy` is called

Return The esp peripheral handle

Parameters

- `sdcard_config`: The sdcard configuration

bool **periph_sdcard_is_mounted** (*esp_periph_handle_t periph*)
Check the sdcard is mounted or not.

Return SDCARD mounted state

Parameters

- `periph`: The periph

Structures

struct periph_sdcard_cfg_t
The SD Card Peripheral configuration.

Public Members

int **card_detect_pin**
Card detect gpio number

const char ***root**
Base path for vfs

Enumerations

enum periph_sdcard_event_id_t
Peripheral sdcard event id.

Values:

SDCARD_STATUS_UNKNOWN
No event

SDCARD_STATUS_CARD_DETECT_CHANGE
Detect changes in the card_detect pin

SDCARD_STATUS_MOUNTED
SDCARD mounted successfully

SDCARD_STATUS_UNMOUNTED
SDCARD unmounted successfully

SDCARD_STATUS_MOUNT_ERROR
SDCARD mount error

SDCARD_STATUS_UNMOUNT_ERROR
SDCARD unmount error

2.7.4 Spiffs Peripheral

Use this API to initialize, mount and unmount spiffs partition, see functions *periph_spiffs_init()*, periph_spiffs_mount() and periph_spiffs_unmount(). The data reading / writing is implemented in a separate API described in *Spiffs Stream*.

Application Example

Implementation of this API is demonstrated in filter/pipeline_spiffs_amr_resample example.

API Reference

Header File

- esp_peripherals/include/periph_spiffs.h

Functions

esp_periph_handle_t **periph_spiffs_init**(*periph_spiffs_cfg_t *spiffs_config*)
Create the spiffs peripheral handle for esp_peripherals.

Note The handle created by this function will be automatically destroyed when esp_periph_destroy is called

Return The esp peripheral handle

Parameters

- spiffs_config: The spiffs configuration

bool **periph_spiffs_is_mounted**(*esp_periph_handle_t periph*)
Check if the SPIFFS is mounted or not.

Return SPIFFS mounted state

Parameters

- periph: The periph

Structures

struct periph_spiffs_cfg_t
The SPIFFS Peripheral configuration.

Public Members

const char ***root**
Base path for vfs

const char ***partition_label**
Optional, label of SPIFFS partition to use. If set to NULL, first partition with subtype=spiffs will be used.

size_t **max_files**
Maximum number of files that could be open at the same time.

bool **format_if_mount_failed**
If true, it will format the file system if it fails to mount.

Enumerations

enum periph_spiffs_event_id_t
Peripheral spiffs event id.

Values:

SPIFFS_STATUS_UNKNOWN
No event

SPIFFS_STATUS_MOUNTED
SPIFFS mounted successfully

SPIFFS_STATUS_UNMOUNTED
SPIFFS unmounted successfully

SPIFFS_STATUS_MOUNT_ERROR
SPIFFS mount error

SPIFFS_STATUS_UNMOUNT_ERROR
SPIFFS unmount error

2.7.5 Console Peripheral

Console Peripheral is used to control the Audio application from the terminal screen. It provides 2 ways do execute command, one sends an event to esp_peripherals (for a command without parameters), another calls a callback function (need parameters). If there is a callback function, no event will be sent.

Please make sure that the lifetime of *periph_console_cmd_t* must be ensured during console operation, *periph_console_init()* only reference, does not make a copy.

Code example

```
#include "freertos/FreeRTOS.h"
#include "esp_log.h"
#include "esp_peripherals.h"
#include "periph_console.h"

static const char *TAG = "ESP_PERIPH_TEST";

static esp_err_t _periph_event_handle(audio_event_iface_msg_t *event, void *context)
{
```

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```
    switch ((int)event->source_type) {
        case PERIPH_ID_CONSOLE:
            ESP_LOGI(TAG, "CONSOLE, command id=%d", event->cmd);
            break;
    }
    return ESP_OK;
}

esp_err_t console_test_cb(esp_periph_handle_t periph, int argc, char *argv[])
{
    int i;
    ESP_LOGI(TAG, "CONSOLE Callback, argc=%d", argc);
    for (i=0; i<argc; i++) {
        ESP_LOGI(TAG, "CONSOLE Args[%d] %s", i, argv[i]);
    }
    return ESP_OK;
}

void app_main(void)
{
    // Initialize Peripherals pool
    esp_periph_config_t periph_cfg = {
        .event_handle = _periph_event_handle,
        .user_context = NULL,
    };
    esp_periph_init(&periph_cfg);

    const periph_console_cmd_t cmd[]= {
        { .cmd = "play", .id = 1, .help = "Play audio" },
        { .cmd = "stop", .id = 2, .help = "Stop audio" },
        { .cmd = "test", .help = "test console", .func = console_test_cb },
    };

    periph_console_cfg_t console_cfg = {
        .command_num = sizeof(cmd)/sizeof(periph_console_cmd_t),
        .commands = cmd,
    };
    esp_periph_handle_t console_handle = periph_console_init(&console_cfg);
    esp_periph_start(console_handle);
    vTaskDelay(30000/portTICK_RATE_MS);
    ESP_LOGI(TAG, "Stopped");
    esp_periph_destroy();

}
```

API Reference

Header File

- esp_peripherals/include/periph_console.h

Functions

esp_periph_handle_t **periph_console_init** (*periph_console_cfg_t *config*)
Initialize Console Peripheral.

Return The esp peripheral handle

Parameters

- `config`: The configuration

Structures

struct periph_console_cmd_t
Command structure.

Public Members

const char ***cmd**
Name of command, must be unique

int **id**
Command ID will be sent together when the command is matched

const char ***help**
Explanation of the command

console_cmd_callback_t **func**
Function callback for the command

struct periph_console_cfg_t
Console Peripheral configuration.

Public Members

int **command_num**
Total number of commands

const *periph_console_cmd_t* ***commands**
Pointer to array of commands

int **task_stack**
Console task stack, using default if the value is zero

int **task_prio**
Console task priority (based on freeRTOS priority), using default if the value is zero

int **buffer_size**
Size of console input buffer

const char ***prompt_string**
Console prompt string, using default CONSOLE_PROMPT_STRING if the pointer is NULL

Macros

CONSOLE_DEFAULT_TASK_PRIO

CONSOLE_DEFAULT_TASK_STACK

CONSOLE_DEFAULT_BUFFER_SIZE

CONSOLE_DEFAULT_PROMPT_STRING

Type Definitions

typedef esp_err_t (***console_cmd_callback_t**) (*esp_periph_handle_t* periph, int argc, char *argv[])

2.7.6 Touch Peripheral

Initialize ESP32 touchpad peripheral and retrieve information from the touch sensors.

Application Example

Implementation of this API is demonstrated in get-started/play_mp3_control example.

API Reference

Header File

- esp_peripherals/include/periph_touch.h

Functions

esp_periph_handle_t **periph_touch_init** (*periph_touch_cfg_t *config*)

Create the touch peripheral handle for esp_peripherals.

Note The handle was created by this function automatically destroy when `esp_periph_destroy` is called

Return The esp peripheral handle

Parameters

- `config`: The configuration

Structures

struct periph_touch_cfg_t

The Touch peripheral configuration.

Public Members

int **touch_mask**
Touch pad mask using for this Touch peripheral, ex: TOUCH_PAD_SEL0 | TOUCH_PAD_SEL1

int **tap_threshold_percent**
Tap threshold percent, Tap event will be determined if the percentage value is less than the non-touch value

int **long_tap_time_ms**
Long tap duration in milliseconds, default is 2000ms, PERIPH_TOUCH_LONG_TAP will be occurred if TAP and time hold longer than this value

Enumerations

enum esp_touch_pad_sel_t
Touch pad selection.

Values:

TOUCH_PAD_SEL0 = BIT(0)

TOUCH_PAD_SEL1 = BIT(1)

TOUCH_PAD_SEL2 = BIT(2)

TOUCH_PAD_SEL3 = BIT(3)

TOUCH_PAD_SEL4 = BIT(4)

TOUCH_PAD_SEL5 = BIT(5)

TOUCH_PAD_SEL6 = BIT(6)

TOUCH_PAD_SEL7 = BIT(7)

TOUCH_PAD_SEL8 = BIT(8)

TOUCH_PAD_SEL9 = BIT(9)

enum periph_touch_event_id_t
Peripheral touch event id.

Values:

PERIPH_TOUCH_UNCHANGE = 0
No event

PERIPH_TOUCH_TAP
When touch pad is tapped

PERIPH_TOUCH_RELEASE
When touch pad is released after tap

PERIPH_TOUCH_LONG_TAP
When touch pad is tapped and held after `long_tap_time_ms` time

PERIPH_TOUCH_LONG_RELEASE
When touch pad is released after long tap

2.7.7 Button Peripheral

To control application flow you may use buttons connected and read through the ESP32 GPIOs. This API provides functions to initialize sepecifc GPIOs and obtain information on button events such as when it has been pressed, when released, when pressed for a long time and released after long press. To get information on particular event, establish a callback function with `button_dev_add_tap_cb()` or `button_dev_add_press_cb()`.

Application Example

Implementation of this API is demonstrated in recorder/pipeline_raw_http example.

API Reference

Header File

- esp_peripherals/include/periph_button.h

Functions

esp_periph_handle_t **periph_button_init** (*periph_button_cfg_t *but_cfg*)

Create the button peripheral handle for esp_peripherals.

Note The handle was created by this function automatically destroy when `esp_periph_destroy` is called

Return The esp peripheral handle

Parameters

- `but_cfg`: The but configuration

Structures

struct periph_button_cfg_t

The Button peripheral configuration.

Public Members

uint64_t **gpio_mask**

GPIO Mask using for this Button peripheral, it is BIT(GPIO_NUM), ex: GPIO_SEL_36 | GPIO_SEL_36

int **long_press_time_ms**

Long press duration in milliseconds, default is 2000ms

Enumerations

enum periph_button_event_id_t

Peripheral button event id.

Values:

PERIPH_BUTTON_UNCHANGE = 0

No event

PERIPH_BUTTON_PRESSED
When button is pressed

PERIPH_BUTTON_RELEASE
When button is released

PERIPH_BUTTON_LONG_PRESSED
When button is pressed and kept for more than `long_press_time_ms`

PERIPH_BUTTON_LONG_RELEASE
When button is released and event PERIPH_BUTTON_LONG_PRESSED happened

2.7.8 LED Peripheral

Blink or fade a LED connected to a GPIO with configurable On and Off times.

Application Examples

Implementation of this API is demonstrated in couple of examples:

- /cloud_services/google_translate_device
- /dueros

API Reference

Header File

- esp_peripherals/include/periph_led.h

Functions

esp_periph_handle_t **periph_led_init**(*periph_led_cfg_t* **config*)
Create the LED peripheral handle for esp_peripherals.

Note The handle was created by this function automatically destroy when `esp_periph_destroy` is called

Return The esp peripheral handle

Parameters

- `config`: The configuration

esp_err_t **periph_led_blink**(*esp_periph_handle_t* *periph*, int *gpio_num*, int *time_on_ms*, int *time_off_ms*, bool *fade*, int *loop*)
Bink LED Peripheral, this function will automatically configure the gpio_num to control the LED, with `time_on_ms` as the time (in milliseconds) switch from OFF to ON (or ON if fade is disabled), and `time_off_ms` as the time (in milliseconds) switch from ON to OFF (or OFF if fade is disabled). When switching from ON -> OFF and vice versa, the loop decreases once, and will turn off the effect when the loop is 0. With a loop value less than 0, the LED effect will loop endlessly. PERIPH_LED_BLINK_FINISH events will be sent at each end of loop.

Return

- ESP_OK

- ESP_FAIL

Parameters

- `periph`: The LED periph
- `gpio_num`: The gpio number
- `time_on_ms`: The time on milliseconds
- `time_off_ms`: The time off milliseconds
- `fade`: Fading enabled
- `loop`: Loop

esp_err_t **`periph_led_stop`**(*esp_periph_handle_t* *periph*, int *gpio_num*)

Stop Blink the LED.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `periph`: The periph
- `gpio_num`: The gpio number

Structures

`struct periph_led_cfg_t`

The LED peripheral configuration.

Public Members

ledc_mode_t **`led_speed_mode`**

LEDC speed speed_mode, high-speed mode or low-speed mode

ledc_timer_bit_t **`led_duty_resolution`**

LEDC channel duty resolution

ledc_timer_t **`led_timer_num`**

Select the timer source of channel (0 - 3)

uint32_t **`led_freq_hz`**

LEDC timer frequency (Hz)

int **`gpio_num`**

Optional, < 0 invalid gpio number

Enumerations

`enum periph_led_event_id_t`

Peripheral LED event id.

Values:

PERIPH_LED_UNCHANGE = 0
No event

PERIPH_LED_BLINK_FINISH
When LED blink is finished

2.7.9 ADC Button Peripheral

Read status of buttons connected to an ADC input using a resistor ladder. Configuration provides for more than a singe ADC input to read several sets of buttons. For an example hardware implementation please refer to schematic of ESP32-LyraTD-MSC V2.2 Upper Board (PDF).

Application Examples

Implementation of this API is demonstrated in the following example:

- checks/check_msc_adc_button

API Reference

Header File

- esp_peripherals/include/periph_adc_button.h

Functions

esp_periph_handle_t **periph_adc_button_init** (*periph_adc_button_cfg_t *btn_cfg*)
Create the button peripheral handle for esp_peripherals.

Note The handle created by this function is automatically destroyed when esp_periph_destroy is called.

Return The esp peripheral handle.

Parameters

- `btn_cfg`: The button configuration.

Structures

struct periph_adc_button_cfg_t
The configuration of ADC Button.

Public Members

adc_arr_t ***arr**
An array with configuration of buttons

int **arr_size**
The array size

Macros

ADC_DEFAULT_ARR()
ESP32 ADC1 channels and GPIO table ADC1_CHANNEL_0 - GPIO36 ADC1_CHANNEL_1 - GPIO37 ADC1_CHANNEL_2 - GPIO38 ADC1_CHANNEL_3 - GPIO39 ADC1_CHANNEL_4 - GPIO32 ADC1_CHANNEL_5 - GPIO33 ADC1_CHANNEL_6 - GPIO34 ADC1_CHANNEL_7 - GPIO35

Enumerations

enum periph_adc_button_event_id_t
Values:

PERIPH_ADC_BUTTON_IDLE = 0

PERIPH_ADC_BUTTON_PRESSED

PERIPH_ADC_BUTTON_RELEASE

PERIPH_ADC_BUTTON_LONG_PRESSED

PERIPH_ADC_BUTTON_LONG_RELEASE

2.7.10 LED Controller Peripheral

This peripheral is applicable to IS31Fl3216 chip that is a light LED controller with an audio modulation mode. It can store data of 8 Frames with internal RAM to play small animations automatically. You can also use it to control a number of LEDs connected to GPIOs. If you want to use the IS31Fl3216, see functions *periph_is31fl3216_init()*, *periph_is31fl3216_set_blink_pattern()*, *periph_is31fl3216_set_duty()*, *periph_is31fl3216_set_state()*.

Application Examples

Implementation of this API is demonstrated in checks/check_msc_leds example.

API Reference

Header File

- esp_peripherals/include/periph_is31fl3216.h

Functions

esp_periph_handle_t **periph_is31fl3216_init**(*periph_is31fl3216_cfg_t* **is31fl3216_config*)
Initializate the is31fl3216.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `is31fl3216_config`:

esp_err_t **periph_is31fl3216_set_state**(*esp_periph_handle_t periph*, *periph_is31fl3216_state_t state*)

Set the state of all the channels.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `state`: The state of all channels

esp_err_t **periph_is31fl3216_set_blink_pattern**(*esp_periph_handle_t periph*, uint16_t *blink_pattern*)

Set the current enable channels.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `blink_pattern`: The bit pattern of enabled channels

esp_err_t **periph_is31fl3216_set_duty**(*esp_periph_handle_t periph*, uint8_t *index*, uint8_t *value*)

Set the duty of the channel.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `index`: The channel number
- `value`: The value of the channel's duty to be set

esp_err_t **periph_is31fl3216_set_duty_step**(*esp_periph_handle_t periph*, uint8_t *step*)

Set the duty step of flash.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `step`: The step of flash

esp_err_t **periph_is31fl3216_set_interval**(*esp_periph_handle_t periph*, uint16_t *interval_ms*)
Set the internval time.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `interval_ms`: Time of interval

esp_err_t **periph_is31fl3216_set_shift_mode**(*esp_periph_handle_t periph*, *periph_is31_shift_mode_t mode*)
Set the shift mode.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `mode`: Mode of periph_is31_shift_mode_t

esp_err_t **periph_is31fl3216_set_light_on_num**(*esp_periph_handle_t periph*, uint16_t *light_on_num*, uint16_t *max_light_num*)
Set the light on numbers.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `light_on_num`: Enabled led number
- `max_light_num`: Maximum led number

esp_err_t **periph_is31fl3216_set_act_time**(*esp_periph_handle_t periph*, uint16_t *act_ms*)
Set the action time.

Return

- ESP_OK Success
- ESP_FAIL Fail

Parameters

- `periph`: The is31fl3216 handle
- `act_ms`: Action time, unit is millisecond, 0 is infinite

Structures

struct periph_is31fl3216_cfg_t
The configuration of is31fl3216.

Public Members

uint32_t **duty**[**IS31FL3216_CH_NUM**]
An array of the is31fl3216's duty

uint16_t **is31fl3216_pattern**
Current enable channel

periph_is31fl3216_state_t **state**
The state of all the channels

Macros

IS31FL3216_CH_NUM

BLUE_LED_MAX_NUM

Enumerations

enum periph_is31fl3216_state_t
Values:

IS31FL3216_STATE_UNKNOWN

IS31FL3216_STATE_OFF

IS31FL3216_STATE_ON

IS31FL3216_STATE_FLASH

IS31FL3216_STATE_BY_AUDIO

IS31FL3216_STATE_SHIFT

enum periph_is31_shift_mode_t
Values:

PERIPH_IS31_SHIFT_MODE_UNKNOWN

PERIPH_IS31_SHIFT_MODE_ACC
accumulation mode

PERIPH_IS31_SHIFT_MODE_SINGLE

Name of Peripheral	ESP32-LyraT	ESP32-LyraTD-MSC
Wi-Fi	✓	✓
SD Card	✓	✓
Spiffs	✓	✓
Console	✓	✓
Touch	✓	
Button	✓	
LED	✓	
ADC Button		✓
LED Controller		✓

2.8 Abstraction Layer

2.8.1 Ring Buffer

Ringbuffer is designed in addition to use as a data buffer, also used to connect Audio Elements. Each Element that requests data from the Ringbuffer will block the task until the data is available. Or block the task when writing data and the Buffer is full. Of course, we can stop this block at any time.

Fig. 6: Ring Buffer used in Audio Pipeline

Application Example

In most of ESP-ADF examples connecting of Elements with Ringbuffers is done "behind the scenes" by a function `audio_pipeline_link()`. To see this operation exposed check player/element_sdcard_mp3 example.

API Reference

Header File

- audio_pipeline/include/ringbuf.h

Functions

ringbuf_handle_t **rb_create** (int *block_size*, int *n_blocks*)
Create ringbuffer with total size = block_size * n_blocks.

Return ringbuf_handle_t

Parameters

- `block_size`: Size of each block
- `n_blocks`: Number of blocks

esp_err_t **rb_destroy** (*ringbuf_handle_t rb*)
Cleanup and free all memory created by ringbuf_handle_t.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `rb`: The Ringbuffer handle

esp_err_t **rb_abort** (*ringbuf_handle_t rb*)
Abort waiting until there is space for reading or writing of the ringbuffer.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `rb`: The Ringbuffer handle

esp_err_t **rb_reset** (*ringbuf_handle_t rb*)
Reset ringbuffer, clear all values as initial state.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `rb`: The Ringbuffer handle

int **rb_bytes_available** (*ringbuf_handle_t rb*)
Get total bytes available of Ringbuffer.

Return total bytes available

Parameters

- `rb`: The Ringbuffer handle

int **rb_bytes_filled**(*ringbuf_handle_t rb*)
Get the number of bytes that have filled the ringbuffer.

Return The number of bytes that have filled the ringbuffer

Parameters

- `rb`: The Ringbuffer handle

int **rb_get_size**(*ringbuf_handle_t rb*)
Get total size of Ringbuffer (in bytes)

Return total size of Ringbuffer

Parameters

- `rb`: The Ringbuffer handle

int **rb_read**(*ringbuf_handle_t rb*, char **buf*, int *len*, TickType_t *ticks_to_wait*)
Read from Ringbuffer to `buf` with len and wait `tick_to_wait` ticks until enough bytes to read if the ringbuffer bytes available is less than `len`. If `buf` argument provided is `NULL`, then ringbuffer do pseudo reads by simply advancing pointers.

Return Number of bytes read

Parameters

- `rb`: The Ringbuffer handle
- `buf`: The buffer pointer to read out data
- `len`: The length request
- `ticks_to_wait`: The ticks to wait

int **rb_write**(*ringbuf_handle_t rb*, char **buf*, int *len*, TickType_t *ticks_to_wait*)
Write to Ringbuffer from `buf` with `len` and wait `tick_to_wait` ticks until enough space to write if the ringbuffer space available is less than `len`

Return Number of bytes written

Parameters

- `rb`: The Ringbuffer handle
- `buf`: The buffer
- `len`: The length
- `ticks_to_wait`: The ticks to wait

esp_err_t **rb_done_write**(*ringbuf_handle_t rb*)
Set status of writing to ringbuffer is done.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `rb`: The Ringbuffer handle

esp_err_t **rb_unblock_reader**(*ringbuf_handle_t rb*)

Unblock from rb_read.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `rb`: The Ringbuffer handle

Macros

RB_OK

RB_FAIL

RB_DONE

RB_ABORT

RB_TIMEOUT

Type Definitions

typedef struct ringbuf ***ringbuf_handle_t**

2.8.2 Audio HAL

Abstraction layer for audio board hardware, serves as an interface between the user application and the hardware driver for specific audio board like *ESP32 LyraT*.

The API provides data structures to configure sampling rates of ADC and DAC signal conversion, data bit widths, I2C stream parameters, and selection of signal channels connected to ADC and DAC. It also contains several specific functions to e.g. initialize the audio board, `audio_hal_init()`, control the volume, `audio_hal_get_volume()` and `audio_hal_set_volume()`.

API Reference

Header File

- audio_hal/include/audio_hal.h

Functions

audio_hal_handle_t **audio_hal_init**(*audio_hal_codec_config_t* **audio_hal_conf*, *audio_hal_func_t* **audio_hal_func*)

Initialize media codec driver.

Note If selected codec has already been installed, it'll return the *audio_hal* handle.

Return int, 0success, othersfail

Parameters

- `audio_hal_conf`: Configure structure audio_hal_config_t
- `audio_hal_func`: Structure containing functions used to operate audio the codec chip

esp_err_t **audio_hal_deinit**(*audio_hal_handle_t audio_hal*)

Uninitialize media codec driver.

Return int, 0success, othersfail

Parameters

- *audio_hal*: reference function pointer for selected audio codec

esp_err_t **audio_hal_ctrl_codec**(*audio_hal_handle_t audio_hal*, *audio_hal_codec_mode_t mode*, *audio_hal_ctrl_t audio_hal_ctrl*)

Start/stop codec driver.

Return int, 0success, othersfail

Parameters

- *audio_hal*: reference function pointer for selected audio codec
- `mode`: select media hal codec mode either encode/decode/or both to start from audio_hal_codec_mode_t
- `audio_hal_ctrl`: select start stop state for specific mode

esp_err_t **audio_hal_codec_iface_config**(*audio_hal_handle_t audio_hal*, *audio_hal_codec_mode_t mode*, *audio_hal_codec_i2s_iface_t *iface*)

Set codec I2S interface samples rate & bit width and format either I2S or PCM/DSP.

Return

- 0 Success
- -1 Error

Parameters

- *audio_hal*: reference function pointer for selected audio codec
- `mode`: select media hal codec mode either encode/decode/or both to start from audio_hal_codec_mode_t
- `iface`: I2S sample rate (ex: 16000, 44100), I2S bit width (16, 24, 32),I2s format (I2S, PCM, DSP).

esp_err_t **audio_hal_set_mute**(*audio_hal_handle_t audio_hal*, bool *mute*)

Set voice mute. Enables or disables DAC mute of a codec.

Note `audio_hal_get_volume` will still give a non-zero number in mute state. It will be set to that number when speaker is unmuted.

Return int, 0success, othersfail

Parameters

- *audio_hal*: reference function pointer for selected audio codec
- `mute`: true/false. If true speaker will be muted and if false speaker will be unmuted.

esp_err_t **audio_hal_set_volume**(*audio_hal_handle_t audio_hal*, int *volume*)
Set voice volume.

Note if volume is 0, mute is enabled,range is 0-100.

Return int, 0success, othersfail

Parameters

- `audio_hal`: reference function pointer for selected audio codec
- `volume`: value of volume in percent(%)

esp_err_t **audio_hal_get_volume**(*audio_hal_handle_t audio_hal*, int **volume*)
get voice volume.

Note if volume is 0, mute is enabled, range is 0-100.

Return int, 0success, othersfail

Parameters

- `audio_hal`: reference function pointer for selected audio codec
- `volume`: value of volume in percent returned(%)

Structures

struct audio_hal_codec_i2s_iface_t
I2s interface configuration for audio codec chip.

Public Members

audio_hal_iface_mode_t **mode**
audio codec chip mode

audio_hal_iface_format_t **fmt**
I2S interface format

audio_hal_iface_samples_t **samples**
I2S interface samples per second

audio_hal_iface_bits_t **bits**
i2s interface number of bits per sample

struct audio_hal_codec_config_t
Configure media hal for initialization of audio codec chip.

Public Members

audio_hal_adc_input_t **adc_input**
set adc channel

audio_hal_dac_output_t **dac_output**
set dac channel

audio_hal_codec_mode_t **codec_mode**
select codec mode: adc, dac or both

audio_hal_codec_i2s_iface_t **i2s_iface**
set I2S interface configuration

struct audio_hal
Configuration of functions and variables used to operate audio codec chip.

Public Members

esp_err_t (***audio_codec_initialize**) (*audio_hal_codec_config_t* *codec_cfg)
initialize codec

esp_err_t (***audio_codec_deinitialize**) (void)
deinitialize codec

esp_err_t (***audio_codec_ctrl**) (*audio_hal_codec_mode_t* mode, *audio_hal_ctrl_t* ctrl_state)
control codec mode and state

esp_err_t (***audio_codec_config_iface**) (*audio_hal_codec_mode_t* mode, *audio_hal_codec_i2s_iface_t* *iface)
configure i2s interface

esp_err_t (***audio_codec_set_mute**) (bool mute)
set codec mute

esp_err_t (***audio_codec_set_volume**) (int volume)
set codec volume

esp_err_t (***audio_codec_get_volume**) (int *volume)
get codec volume

xSemaphoreHandle **audio_hal_lock**
semaphore of codec

void ***handle**
handle of audio codec

Macros

AUDIO_HAL_VOL_DEFAULT

Type Definitions

typedef struct *audio_hal* ***audio_hal_handle_t**

typedef struct *audio_hal* **audio_hal_func_t**
Configuration of functions and variables used to operate audio codec chip.

Enumerations

enum audio_hal_codec_mode_t
Select media hal codec mode.

Values:

AUDIO_HAL_CODEC_MODE_ENCODE = 1
select adc

AUDIO_HAL_CODEC_MODE_DECODE
select dac

AUDIO_HAL_CODEC_MODE_BOTH
select both adc and dac

AUDIO_HAL_CODEC_MODE_LINE_IN
set adc channel

enum audio_hal_adc_input_t
Select adc channel for input mic signal.

Values:

AUDIO_HAL_ADC_INPUT_LINE1 = 0x00
mic input to adc channel 1

AUDIO_HAL_ADC_INPUT_LINE2
mic input to adc channel 2

AUDIO_HAL_ADC_INPUT_ALL
mic input to both channels of adc

AUDIO_HAL_ADC_INPUT_DIFFERENCE
mic input to adc difference channel

enum audio_hal_dac_output_t
Select channel for dac output.

Values:

AUDIO_HAL_DAC_OUTPUT_LINE1 = 0x00
dac output signal to channel 1

AUDIO_HAL_DAC_OUTPUT_LINE2
dac output signal to channel 2

AUDIO_HAL_DAC_OUTPUT_ALL
dac output signal to both channels

enum audio_hal_ctrl_t
Select operating mode i.e. start or stop for audio codec chip.

Values:

AUDIO_HAL_CTRL_STOP = 0x00
set stop mode

AUDIO_HAL_CTRL_START = 0x01
set start mode

enum audio_hal_iface_mode_t
Select I2S interface operating mode i.e. master or slave for audio codec chip.

Values:

AUDIO_HAL_MODE_SLAVE = 0x00
set slave mode

AUDIO_HAL_MODE_MASTER = 0x01
set master mode

enum audio_hal_iface_samples_t
Select I2S interface samples per second.

Values:

AUDIO_HAL_08K_SAMPLES
set to 8k samples per second

AUDIO_HAL_11K_SAMPLES
set to 11.025k samples per second

AUDIO_HAL_16K_SAMPLES
set to 16k samples in per second

AUDIO_HAL_22K_SAMPLES
set to 22.050k samples per second

AUDIO_HAL_24K_SAMPLES
set to 24k samples in per second

AUDIO_HAL_32K_SAMPLES
set to 32k samples in per second

AUDIO_HAL_44K_SAMPLES
set to 44.1k samples per second

AUDIO_HAL_48K_SAMPLES
set to 48k samples per second

enum audio_hal_iface_bits_t
Select I2S interface number of bits per sample.

Values:

AUDIO_HAL_BIT_LENGTH_16BITS = 1
set 16 bits per sample

AUDIO_HAL_BIT_LENGTH_24BITS
set 24 bits per sample

AUDIO_HAL_BIT_LENGTH_32BITS
set 32 bits per sample

enum audio_hal_iface_format_t
Select I2S interface format for audio codec chip.

Values:

AUDIO_HAL_I2S_NORMAL = 0
set normal I2S format

AUDIO_HAL_I2S_LEFT
set all left format

AUDIO_HAL_I2S_RIGHT
set all right format

AUDIO_HAL_I2S_DSP
set dsp/pcm format

2.8.3 ES8388 Driver

Driver for ES8388 codec chip used in *ESP32 LyraT* audio board.

API Reference

Header File

- audio_hal/driver/es8388/es8388.h

Functions

esp_err_t **es8388_init**(*audio_hal_codec_config_t *cfg*)
Initialize ES8388 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `cfg`: configuration of ES8388

esp_err_t **es8388_deinit**(void)
Deinitialize ES8388 codec chip.

Return

- ESP_OK
- ESP_FAIL

esp_err_t **es8388_config_fmt**(es_module_t *mod*, es_i2s_fmt_t *cfg*)
Configure ES8388 I2S format.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mod`: set ADC or DAC or both
- `cfg`: ES8388 I2S format

esp_err_t **es8388_i2s_config_clock**(es_i2s_clock_t *cfg*)
Configure I2s clock in MSATER mode.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `cfg`: set bits clock and WS clock

esp_err_t **es8388_set_bits_per_sample**(es_module_t *mode*, es_bits_length_t *bit_per_sample*)
Configure ES8388 data sample bits.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both
- `bit_per_sample`: bit number of per sample

esp_err_t **es8388_start**(es_module_t *mode*)
Start ES8388 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both

esp_err_t **es8388_stop**(es_module_t *mode*)
Stop ES8388 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both

esp_err_t **es8388_set_voice_volume**(int *volume*)
Set voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `volume`: voice volume (0~100)

esp_err_t **es8388_get_voice_volume**(int **volume*)
Get voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `*volume`: voice volume (0~100)

esp_err_t **es8388_set_voice_mute**(bool *enable*)
Configure ES8388 DAC mute or not. Basically you can use this function to mute the output or unmute.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `enable`: enable(1) or disable(0)

esp_err_t **es8388_get_voice_mute**(void)
Get ES8388 DAC mute status.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

esp_err_t **es8388_set_mic_gain**(es_mic_gain_t *gain*)
Set ES8388 mic gain.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `gain`: db of mic gain

esp_err_t **es8388_config_adc_input**(es_adc_input_t *input*)
Set ES8388 adc input mode.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `input`: adc input mode

esp_err_t **es8388_config_dac_output**(es_dac_output_t *output*)
Set ES8388 dac output mode.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `output`: dac output mode

esp_err_t **es8388_write_reg**(uint8_t *reg_add*, uint8_t *data*)
Write ES8388 register.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `reg_add`: address of register
- `data`: data of register

void **es8388_read_all**()
Print all ES8388 registers.

Return

- void

esp_err_t **es8388_config_i2s**(*audio_hal_codec_mode_t* *mode*, *audio_hal_codec_i2s_iface_t* **iface*)
Configure ES8388 codec mode and I2S interface.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `iface`: I2S config

esp_err_t **es8388_ctrl_state**(*audio_hal_codec_mode_t* *mode*, *audio_hal_ctrl_t* *ctrl_state*)
Control ES8388 codec chip.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `ctrl_state`: start or stop decode or encode progress

void **es8388_pa_power**(bool *enable*)
Set ES8388 PA power.

Return

- void

Parameters

- `enable`: true for enable PA power, false for disable PA power

Macros

ES8388_ADDR
0x22:CE=1;0x20:CE=0

ES8388_CONTROL1

ES8388_CONTROL2

ES8388_CHIPPOWER

ES8388_ADCPOWER

ES8388_DACPOWER

ES8388_CHIPLOPOW1

ES8388_CHIPLOPOW2

ES8388_ANAVOLMANAG

ES8388_MASTERMODE

ES8388_ADCCONTROL1

ES8388_ADCCONTROL2

ES8388_ADCCONTROL3

ES8388_ADCCONTROL4

ES8388_ADCCONTROL5

ES8388_ADCCONTROL6

ES8388_ADCCONTROL7

ES8388_ADCCONTROL8

ES8388_ADCCONTROL9

ES8388_ADCCONTROL10

ES8388_ADCCONTROL11

ES8388_ADCCONTROL12

ES8388_ADCCONTROL13

ES8388_ADCCONTROL14

ES8388_DACCONTROL1

ES8388_DACCONTROL2

ES8388_DACCONTROL3

ES8388_DACCONTROL4

ES8388_DACCONTROL5

ES8388_DACCONTROL6

ES8388_DACCONTROL7

ES8388_DACCONTROL8

ES8388_DACCONTROL9

ES8388_DACCONTROL10

ES8388_DACCONTROL11

ES8388_DACCONTROL12

ES8388_DACCONTROL13

ES8388_DACCONTROL14

ES8388_DACCONTROL15

ES8388_DACCONTROL16

ES8388_DACCONTROL17

ES8388_DACCONTROL18

ES8388_DACCONTROL19

ES8388_DACCONTROL20

ES8388_DACCONTROL21

ES8388_DACCONTROL22

ES8388_DACCONTROL23

ES8388_DACCONTROL24

ES8388_DACCONTROL25

ES8388_DACCONTROL26

ES8388_DACCONTROL27

ES8388_DACCONTROL28

ES8388_DACCONTROL29

ES8388_DACCONTROL30

2.8.4 ES8374 Driver

Driver for ES8374 codec chip.

API Reference

Header File

- audio_hal/driver/es8374/es8374.h

Functions

esp_err_t **es8374_codec_init**(*audio_hal_codec_config_t* *cfg)

Initialize ES8374 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `cfg`: configuration of ES8374

esp_err_t **es8374_codec_deinit**(void)
Deinitialize ES8374 codec chip.

Return

- ESP_OK
- ESP_FAIL

esp_err_t **es8374_config_fmt**(es_module_t *mode*, es_i2s_fmt_t *fmt*)
Configure ES8374 I2S format.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both
- `fmt`: ES8374 I2S format

esp_err_t **es8374_i2s_config_clock**(es_i2s_clock_t *cfg*)
Configure I2S clock in MSATER mode.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `cfg`: set bits clock and WS clock

esp_err_t **es8374_set_bits_per_sample**(es_module_t *mode*, es_bits_length_t *bit_per_sample*)
Configure ES8374 data sample bits.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both
- `bit_per_sample`: bit number of per sample

esp_err_t **es8374_start**(es_module_t *mode*)
Start ES8374 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both

esp_err_t **es8374_stop**(es_module_t *mode*)
Stop ES8374 codec chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mode`: set ADC or DAC or both

esp_err_t **es8374_codec_set_voice_volume**(int *volume*)
Set voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `volume`: voice volume (0~100)

esp_err_t **es8374_codec_get_voice_volume**(int **volume*)
Get voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `*volume`: voice volume (0~100)

esp_err_t **es8374_set_voice_mute**(bool *enable*)
Mute or unmute ES8374 DAC. Basically you can use this function to mute or unmute the output.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `enable`: mute(1) or unmute(0)

esp_err_t **es8374_get_voice_mute**(void)
Get ES8374 DAC mute status.

Return

- ESP_FAIL

- ESP_OK

esp_err_t **es8374_set_mic_gain**(es_mic_gain_t *gain*)
Set ES8374 mic gain.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `gain`: db of mic gain

esp_err_t **es8374_config_adc_input**(es_adc_input_t *input*)
Set ES8374 ADC input mode.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `input`: adc input mode

esp_err_t **es8374_config_dac_output**(es_dac_output_t *output*)
Set ES8374 DAC output mode.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `output`: dac output mode

esp_err_t **es8374_write_reg**(uint8_t *reg_add*, uint8_t *data*)
Write ES8374 register.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `reg_add`: address of register
- `data`: data of register

void **es8374_read_all**()
Print all ES8374 registers.

Return

- void

esp_err_t **es8374_codec_config_i2s**(*audio_hal_codec_mode_t mode*, *audio_hal_codec_i2s_iface_t *iface*)

Configure ES8374 codec mode and I2S interface.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `iface`: I2S config

esp_err_t **es8374_codec_ctrl_state**(*audio_hal_codec_mode_t mode*, *audio_hal_ctrl_t ctrl_state*)

Control ES8374 codec chip.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `ctrl_state`: start or stop decode or encode progress

void **es8374_pa_power**(bool *enable*)

Set ES8374 PA power.

Return

- void

Parameters

- `enable`: true for enable PA power, false for disable PA power

Macros

ES8374_ADDR

2.8.5 ZL38063 Driver

Driver for ZL38063 codec chip used in *ESP32-LyraTD-MSC* audio board.

API Reference

Header File

- audio_hal/driver/zl38063/zl38063.h

Functions

esp_err_t **zl38063_codec_init**(*audio_hal_codec_config_t* *cfg)
Initialize ZL38063 chip.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `cfg`: configuration of ZL38063

esp_err_t **zl38063_codec_deinit**(void)
Deinitialize ZL38063 chip.

Return

- ESP_OK
- ESP_FAIL

esp_err_t **zl38063_codec_ctrl_state**(*audio_hal_codec_mode_t* *mode*, *audio_hal_ctrl_t* *ctrl_state*)
Control ZL38063 chip.

The functions zl38063_ctrl_state and zl38063_config_i2s are not used by this driver. They are kept here to maintain the uniformity and convenience of the interface of the ADF project. These settings for zl38063 are burned in firmware and configuration files. Default i2s configuration: 48000Hz, 16bit, Left-Right channels. Use resampling to be compatible with different file types.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `ctrl_state`: start or stop decode or encode progress

esp_err_t **zl38063_codec_config_i2s**(*audio_hal_codec_mode_t* *mode*, *audio_hal_codec_i2s_iface_t* *iface)
Configure ZL38063 codec mode and I2S interface.

Return

- ESP_FAIL Parameter error
- ESP_OK Success

Parameters

- `mode`: codec mode
- `iface`: I2S config

esp_err_t **zl38063_codec_set_voice_mute**(bool *mute*)
mute or unmute the codec

Return

- ESP_OK
- ESP_FAIL

Parameters

- `mute`: true, false

esp_err_t **zl38063_codec_set_voice_volume**(int *volume*)
Set voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `volume`: voice volume (0~100)

esp_err_t **zl38063_codec_get_voice_volume**(int **volume*)
Get voice volume.

Return

- ESP_OK
- ESP_FAIL

Parameters

- `*volume`: voice volume (0~100)

2.9 Configuration Options

Compile-time configuration options specific to ESP-ADF.

2.9.1 Recorder Engine Configuration

RECORD_ENGINE_MODE

Choose recorder engine functionality

Found in: Recorder Engine Configuration

Recorder engine have VAD, WWE and AMR encoding functionality. AMR encoding enabled, the binary size increase 144kB. WWE enabled, the binary size increase 103kB.

Available options:

- REC_ENG_ENABLE_VAD_ONLY
- REC_ENG_ENABLE_VAD_WWE
- REC_ENG_ENABLE_VAD_WWE_AMR

2.9.2 Audio HAL

AUDIO_BOARD

Audio board

Found in: Audio HAL

Select an audio board to use with the ESP-ADF

Available options:

- AUDIO_BOARD_CUSTOM
- ESP_LYRAT_V4_3_BOARD
- ESP_LYRAT_V4_2_BOARD
- ESP_LYRATD_MSC_V2_1_BOARD
- ESP_LYRATD_MSC_V2_2_BOARD
- ESP_LYRAT_MINI_V1_1_BOARD
- ESP32_KORVO_DU1906_BOARD

ESP32_KORVO_DU1906_DAC

ESP32 KORVO DU1906 Board DAC chip

Found in: Audio HAL

Select DAC chip to use on ESP32_KORVO_DU1906 board

Available options:

- ESP32_KORVO_DU1906_DAC_TAS5805M
- ESP32_KORVO_DU1906_DAC_ES7148

ESP32_KORVO_DU1906_ADC

ESP32 KORVO DU1906 Board ADC chip

Found in: Audio HAL

Select ADC chip to use on ESP32_KORVO_DU1906 board

Available options:

- ESP32_KORVO_DU1906_ADC_ES7243

CHAPTER 3

Design Guide

The ESP32 is a powerful chip well positioned as a MCU of the audio projects. This section is intended to provide guidance on process of designing an audio project with the ESP32 inside.

3.1 Project Design

When designing a project with ability to process an audio signal or audio data we typically consider a subset of the following components:

Input:

- **Analog signal input** to connect e.g. a microphone
- **Storage media**, e.g. microSD card with audio files to read them
- **WI-Fi** interface to obtain an audio data stream from the internet
- **Bluetooth** interface to obtain an audio data stream from e.g. a BT headset
- **I2S interface** to obtain audio data stream from a codec chip
- **Ethernet** interface to obtain an audio data stream from the internet
- An internal **chip's flash memory** with some audio samples to play
- **User Interface** e.g. buttons or some other means to provide user input

Output:

- **Analog signal output** to connect headphones or and amplifier with speakers
- **Storage media**, e.g. microSD card to write some audio files, e.g. with recording
- **WI-Fi** interface to send out an audio data stream to the internet
- **Bluetooth** interface to stream audio data to e.g. a BT headset
- **I2S interface** to stream some data to a codec chip

- **Ethernet** interface to stream an audio data stream to the internet
- An internal **chip's flash memory** to store some audio recording
- **User Interface** e.g. a display, LEDs or some means of haptic feedback

Main Processing Unit:

A microcontroller or a computer with processing power to read the data from the input, process (e.g. encode / encode) and send to the output.

3.1.1 Project Options

The ESP32 has all the above features or is able to support them (e.g. can drive Ethernet PHY). Considering the ESP32 cost is about $3, and availability of ESP-ADF software development platform, we are able to develop an audio project with minimum additional components at very low price.

Depending on the application, required functionality and performance, we may consider two project groups.

- **Minimum** - having minimum additional components, assuming using on board I2S, or PDM interface as well as DAC, if no high qualify audio on the output is required.
- **Typical** - with an external codec chip and a power amplifier, for high quality output audio and multiple input / output options.

There may be several variation between the above projects, by adding or removing features / components. Below are couple of examples.

3.1.2 Project Minimum

With several peripherals on ESP32, I2S or PDM or DAC interfaces can be used to implement a minimum project. With the digital microphones, we could input voice signals and build a command voice control project minumum that could communicate with a cloud service.

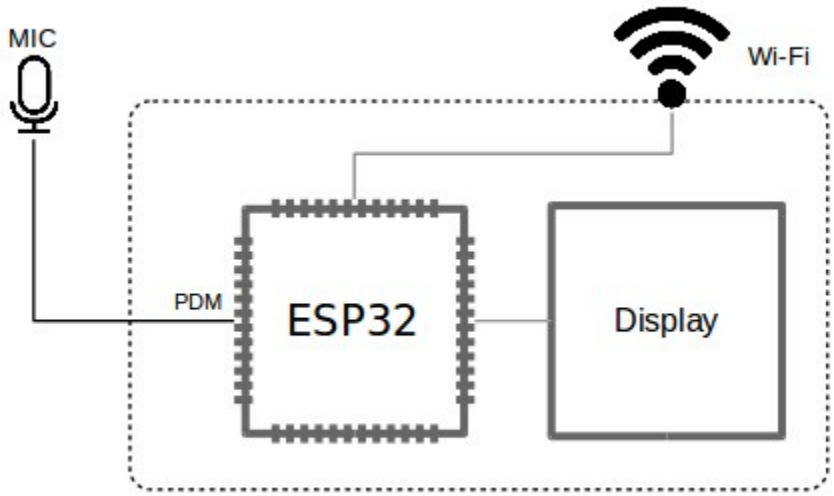

Fig. 1: Audio Project Example - Send Voice Commands to Cloud Service

With two on board DACs, if 8-bit width on the output is satisfactory, we may implement another project minimum - a device to play an internet connected radio.

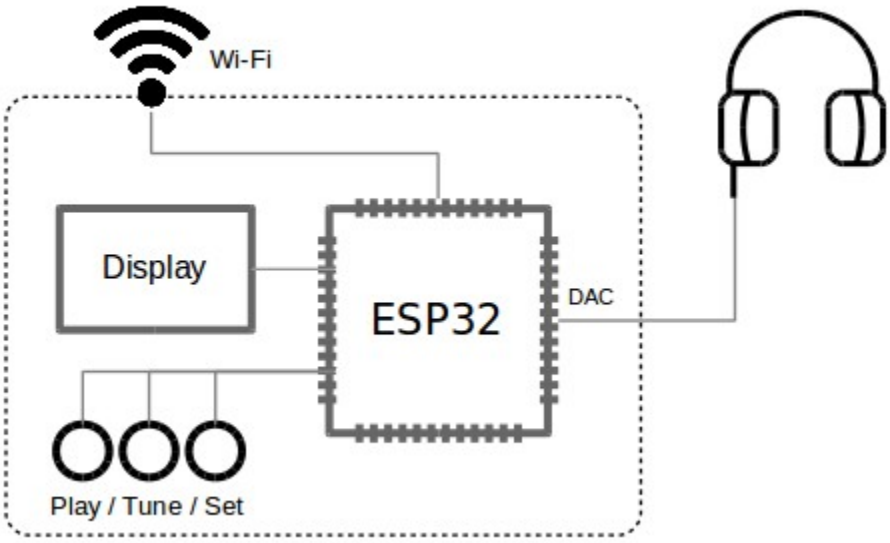

Fig. 2: Audio Project Example - Internet Connected Radio Player

3.1.3 Typical Project

When looking for better audio quality and more interfacing options we would use an external I2S codec to do all the analog input and output signal processing. The codec chip, depending on type, may provide additional functionality like audio input signal preamplifier, headphone output amplifier, multiple analog input and outputs, sound effects, etc. The I2S is considered as the industry standard for interfacing with audio codec chips, or in general for a high speed, continuous transfer of the audio data. To optimize performance of audio data processing additional memory may be required. For such cases consider using ESP32-WROVER that provides 4 MB PSRAM on a single module together with the ESP32 chip.

The ESP-ADF is designed primarily to support projects with a codec chip. The *ESP32 LyraT* board is an example of such a project. The software interfacing with the board is done by Audio HAL and a driver. The codec chip used on the ESP32 LyraT is ES8388. Boards with a different codec chip may be supported by providing a different driver.

3.2 Design Considerations

Depending on the audio data format, that may be lossless, lossy or compressed, e.g. WAV, MP3 or FLAC and the quality expressed in sampling rate and bitrate, the project will require different resources: memory, storage space, input / output throughput and the processing power. The resources will also depend on the project type and features discussed in *Project Design*.

This section describes capacity and performance of ESP32 system resources that should be considered when designing an audio project to meet required data format, audio quality and functionality.

3.2.1 Memory

The spare internal Data-RAM is about 290kB with “hello_world” example. For audio system this may be insufficient, and therefore the ESP32 incorporates the ability to use up to 4MB of external SPI RAM (i.e. PSRAM) memory. The

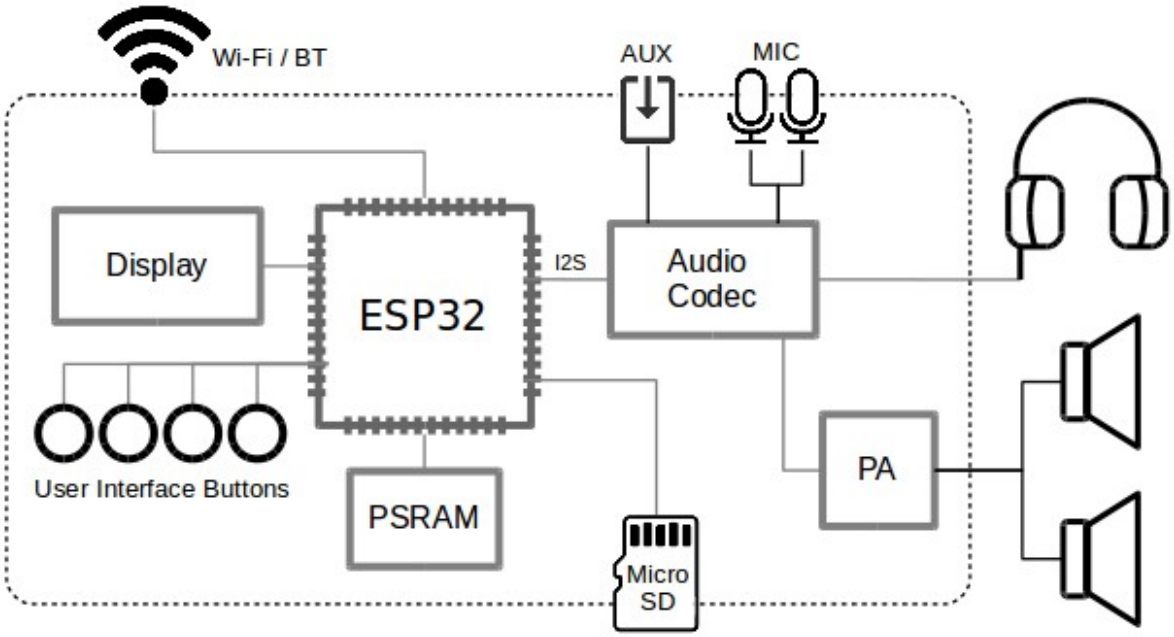

Fig. 3: Typical Audio Project Example

external memory is incorporated in the memory map and is, within certain restrictions, usable in the same way internal Data-RAM is.

Refer to External SPI-connected RAM section in IDF documenation for details, especially pay attention to its Restrictions section which is very important.

To be able to use the PSRAM, if installed on your board, it should be enabled in menucofig under *Component config > ESP32-specific > SPI RAM config*. The option *CONFIG_SPIRAM_CACHE_WORKAROUND*, set by default in the same menu, should be kept enabled.

Note: Bluetooth and Wi-Fi can not coexist without PSRAM because it will not leave enough memory for an audio application.

Optimization of Internal RAM and Use of PSRAM

Internal RAM is more valuable asset since there are some restrictions on PSRAM. Here are some tips for optimizing internal RAM.

- If PSRAM is in use, set all the static buffer to minimum value in *Component config > Wi-Fi*; if PSRAM is not used then dynamic buffer should be selected to save memory. Refer to Wi-Fi Buffer Usage section in IDF documentation for details.
- If PSRAM and BT are used, then *CONFIG_BT_ALLOCATION_FROM_SPIRAM_FIRST* and *CONFIG_BT_BLE_DYNAMIC_ENV_MEMORY* should be set as "yes" under *Component config > Bluetooth > Bluedroid Enable*, to allocate more of 40kB memory to PSRAM
- If PSRAM and Wi-Fi are used, then *CONFIG_WIFI_LWIP_ALLOCATION_FROM_SPIRAM_FIRST* should be set as "yes" under *Component config > ESP32-specific > SPI RAM config*, to allocate some memory to PSRAM

- Set *CONFIG_WL_SECTOR_SIZE* as 512 in *Component config* > *Wear Levelling*

Note: The smaller the size of sector be, the slower the Write / Read speed will be, and vice versa, but only 512 and 4096 are supported.

- Call `char *buf = heap_caps_malloc(1024 * 10, MALLOC_CAP_SPIRAM | MALLOC_CAP_8BIT)` instead of `malloc(1024 * 10)` to use PSRAM, and call `char *buf = heap_caps_malloc(512, MALLOC_CAP_INTERNAL | MALLOC_CAP_8BIT)` to use internal RAM.
- Not relying on `malloc()` to automatically allocate PSRAM allows to make a full control of the memory. By avoiding the use of the internal RAM by other `malloc()` calls, you can reserve more memory for high-efficiency usage and task stack since PSRAM cannot be used as task stack memory.
- The task stack will always be allocated at internal RAM. On the other hand you can use of the `xTaskCreateStatic()` function that allows to create tasks with stack on PSRAM (see options in PSRAM and FreeRTOS menuconfig), but pay attention to its help information.

Important: Don't use ROM code in `xTaskCreateStatic` task The ROM code itself is linked in `components/esp32/ld/esp32.rom.ld`. However, you also need to consider other pieces of code that *call* ROM functions, as well as the code that is not recompiled against the *CONFIG_SPIRAM_CACHE_WORKAROUND* patch, like the Wi-Fi and Bluetooth libraries. In general, we advise using this only in threads that do not call any IDF libraries (including libc), doing only calculations and using FreeRTOS primitives to talk to other threads.

Memory Usage by Component Overview

Below is a table that contains ESP-ADF components and their memory usage. Choose the components needed and find out how much internal RAM is left. The table is divided into two parts, when PSRAM is used or not. If PSRAM (external RAM) is in use, then some of the memory will be allocated at PSRAM automatically.

The initial spare internal RAM is 290kB.

Component	Internal RAM Required	
	PSRAM not used	With PSRAM
Wi-Fi [1]	50kB+	50kB+
Bluetooth	140kB (50kB if only BLE needed)	95kB (50kB if only BLE needed)
Flash Card [2]	12kB+	12kB+
I2S [3]	Configurable, 8kB for reference	Configurable, 8kB for reference
RingBuffer [4]	Configurable, 30kB for reference	0kB, all moved into PSRAM

Notes to the table above

1. According to the Wi-Fi menuconfig each Tx and Rx buffer occupies 1.6kB internal RAM. The value of 50kB RAM is assuming use of 5 Rx static buffers and 6 Tx static buffers. If PSRAM is not in use, then the "Type of WiFi Tx Buffer" option should be set as *DYNAMIC* in order to save RAM, in this case, the RAM usage will be far less than 50kB, but programmer should keep at least 50kB available for the Wi-Fi to be able to transmit the data. **[Internal RAM only]**
2. Depending on value of *SD_CARD_OPEN_FILE_NUM_MAX* in audio_hal/board/board.h, that is then used in `sd_card_mount()` function, the RAM needed will increase with a greater number of maximum open files. 12kB is the RAM needed with 5 max files and 512 bytes *CONFIG_WL_SECTOR_SIZE*. **[Internal RAM only]**

3. Depending on configuration settings of the I2S stream, refer to audio_stream/include/i2s_stream.h and audio_stream/i2s_stream.c. **[Internal RAM only]**
4. Depending on configuration setting of the Ringbuffer, refer to *DEFAULT_PIPELINE_RINGBUF_SIZE* in audio_pipeline/include/audio_pipeline.h or user setting, if the buffer is created with e.g. `rb_create()`.

3.2.2 System Settings

The following settings are recommended to achieve a high Wi-Fi performance in an audio project.

Note: Use ESP32 modules and boards from reputable vendors that put attention to product design, component selection and product testing. This is to have confidence of receiving well designed boards with calibrated RF.

- Set these following options in menuconfig.
  - Flash SPI mode as QIO
  - Flash SPI speed as 80MHz
  - CPU frequency as 240MHz
  - Set *Default receive window size* as 5 times greater than *Maximum Segment Size* in *Component config* > *LWIP* > *TCP*
- If external antenna is used, then set *PHY_RF_CAL_PARTIAL* as *PHY_RF_CAL_FULL* in ''esp-idf/components/esp32/phy_init.c''

3.3 Software Design

Espressif audio framework project.

3.3.1 Features

1. All of Streams and Codecs based on audio element.
2. All events based on queue.
3. Audio pipeline supports dynamic combination.
4. Audio pipeline supports multiple elements.
5. Pipeline Support functionality plug-in.
6. Audio common peripherals support work in the one task.
7. Support post-event mechanism in peripherals.
8. Support high level audio play API based on element and audio pipeline.
9. Audio high level interface supports dynamic adding of codec library.
10. Audio high level interface supports dynamic adding of input and output stream.
11. ESP audio supports multiple audio pipelines.

3.3.2 Design Components

Five basic components are - Audio Element, Audio Event, Audio Pipeline, ESP peripherals, ESP audio

Audio Element

Example

```
audio_element_handle_t el;
audio_element_cfg_t cfg = DEFAULT_AUDIO_ELEMENT_CONFIG();
cfg.open = _el_open;
cfg.read = _el_read;
cfg.process = _el_process;
cfg.write = _el_write;
cfg.close = _el_close;
el = audio_element_init(&cfg);
TEST_ASSERT_NOT_NULL(el);
TEST_ASSERT_EQUAL(ESP_OK, audio_element_start(el));
```

Audio Event

Example

```
audio_event_handle_t evt1;
audio_event_cfg_t cfg = AUDIO_EVENT_IFACE_DEFAULT_CFG();
cfg.dispatcher = evt_process;
cfg.queue_size = 10;
cfg.context = &evt1;
cfg.type = AUDIO_EVENT_TYPE_ELEMENT;
evt1 = audio_event_init(&cfg);
TEST_ASSERT_NOT_NULL(evt1);

audio_event_msg_t msg;
int i;
ESP_LOGI(TAG, "[✓] dispatch 10 msg to evt1");
for (i = 0; i < 10; i++) {
    msg.cmd = i;
    TEST_ASSERT_EQUAL(ESP_OK, audio_event_dispatch(evt1, &msg));
}
msg.cmd = 10;
TEST_ASSERT_EQUAL(ESP_FAIL, audio_event_dispatch(evt1, &msg));
ESP_LOGI(TAG, "[✓] listening 10 event have dispatched fron evt1");
while (audio_event_listen(evt1) == ESP_OK);
```

Audio Pipeline

Example

```
audio_element_handle_t first_el, mid_el, last_el;
audio_element_cfg_t el_cfg = DEFAULT_AUDIO_ELEMENT_CONFIG();

```

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```
el_cfg.open = _el_open;
el_cfg.read = _el_read;
el_cfg.process = _el_process;
el_cfg.close = _el_close;
first_el = audio_element_init(&el_cfg, "first");
TEST_ASSERT_NOT_NULL(first_el);

el_cfg.read = NULL;
el_cfg.write = NULL;
mid_el = audio_element_init(&el_cfg, "mid");
TEST_ASSERT_NOT_NULL(mid_el);
el_cfg.write = _el_write;
last_el = audio_element_init(&el_cfg, "last");
TEST_ASSERT_NOT_NULL(last_el);

audio_pipeline_cfg_t pipeline_cfg = DEFAULT_AUDIO_PIPELINE_CONFIG();
audio_pipeline_handle_t pipeline = audio_pipeline_init(&pipeline_cfg);
TEST_ASSERT_NOT_NULL(pipeline);
TEST_ASSERT_EQUAL(ESP_OK, audio_pipeline_register(pipeline, first_el, mid_el, last_
↪el));
TEST_ASSERT_EQUAL(ESP_OK, audio_pipeline_link(pipeline, (const char *[]){"first", "mid
↪", "last"}, 3));
```

Audio Peripheral

Example

```
esp_periph_config_t periph_cfg = {
    .event_handle = _periph_event_handle,
    .user_context = NULL,
};
esp_periph_init(&periph_cfg);

// Initialize button peripheral
periph_button_cfg_t btn_cfg = {
    .gpio_mask = GPIO_SEL_36 | GPIO_SEL_39
};
esp_periph_handle_t button_handle = periph_button_init(&btn_cfg);


esp_periph_start(button_handle);

ESP_LOGI(TAG, "wait for button Pressed or touched");

ESP_LOGI(TAG, "running...");
vTaskDelay(5000 / portTICK_RATE_MS);

esp_periph_stop(button_handle);
ESP_LOGI(TAG, "stop button...");
vTaskDelay(5000 / portTICK_RATE_MS);

esp_periph_start(button_handle);
ESP_LOGI(TAG, "start button...");
vTaskDelay(5000 / portTICK_RATE_MS);
```

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```
ESP_LOGI(TAG, "destroy...");
esp_periph_destroy();
```

Audio Player

Example

```
esp_audio_cfg_t cfg = {
    .in_stream_buf_size = 4096,                    /*!< Input buffer size */
    .out_stream_buf_size = 4096,                   /*!< Output buffer size */
    .evt_que = NULL,                               /*!< Registered by uesr for␣
↪receiving esp_audio event */
    .resample_rate = 48000,                        /*!< sample rate */
    .hal = NULL,                                   /*!<  */
};
audio_hal_codec_config_t audio_hal_codec_cfg =  AUDIO_HAL_ES8388_DEFAULT();
cfg.hal = audio_hal_init(&audio_hal_codec_cfg, 0);
esp_audio_handle_t player = esp_audio_create(&cfg);
TEST_ASSERT_NOT_EQUAL(player, NULL);
raw_stream_cfg_t raw_cfg = {
    .type = AUDIO_STREAM_READER,
};
audio_element_handle_t raw =  raw_stream_init(&raw_cfg);
wav_decoder_cfg_t wav_cfg = DEFAULT_WAV_DECODER_CONFIG();
audio_element_handle_t wav = wav_decoder_init(&wav_cfg);

 fatfs_stream_cfg_t fatfs_cfg = {
    .type = AUDIO_STREAM_READER,
    .root_path = "/sdcard",
};
i2s_stream_cfg_t i2s_cfg = I2S_STREAM_CFG_DEFAULT();
esp_audio_input_stream_add(player, fatfs_stream_init(&fatfs_cfg));

i2s_cfg.type = AUDIO_STREAM_WRITER;
esp_audio_output_stream_add(player, i2s_stream_init(&i2s_cfg));
wav_decoder_cfg_t wav_cfg = DEFAULT_WAV_DECODER_CONFIG();
esp_audio_codec_lib_add(player, AUDIO_CODEC_TYPE_DECODER, wav);
```

3.4 Development Boards

Hardware details of audio development boards designed by Espressif around ESP32.

3.4.1 ESP32-LyraT-Mini V1.2 Hardware Reference

This guide provides functional descriptions, configuration options for ESP32-LyraT-Mini V1.2 audio development board. As an introduction to functionality and using the LyraT, please see *ESP32-LyraT-Mini V1.2 Getting Started Guide*.

In this Section

Overview

The ESP32-LyraT is a hardware platform designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, connected smart-home appliances with one or more audio functionality, etc.

The block diagram below presents main components of the ESP32-LyraT-Mini.

Functional Description

The following list and figure describe key components, interfaces and controls of the ESP32-LyraT-Mini board. The list provides description starting from the picture's top right corner and going clockwise.

MicroSD Card The development board supports a MicroSD card in SPI/1-bit modes, and can store or play audio files in the MicroSD card. See *MicroSD Card* for pinout details.

Microphone On-board microphone connected to AINRP/AINRP of the **Audio ADC Chip**.

System LEDs Two general purpose LEDs (green and red) controlled by **ESP32-WROVER-B Module** to indicate certain operation states of the audio application using dedicated API.

Audio Codec Chip The audio codec chip, ES8311, is a low power mono audio codec. It consists of 1-channel ADC, 1-channel DAC, low noise pre-amplifier, headphone driver, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER-B Module** over I2S and I2C buses to provide audio processing in hardware independently from the audio application.

Audio Output Output socket to connect headphones with a 3.5 mm stereo jack. One of the socket's terminals is wired to ESP32 to provide jack insertion detection.

Audio ADC Chip The audio codec chip, ES7243, is a low power multi-bit delta-sigma audio ADC and DAC. In this board this chip is used as the microphone interface.

PA Chip A power amplifier used to amplify the audio signal from the **Audio Codec Chip** for driving the 4-ohm speaker.

Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

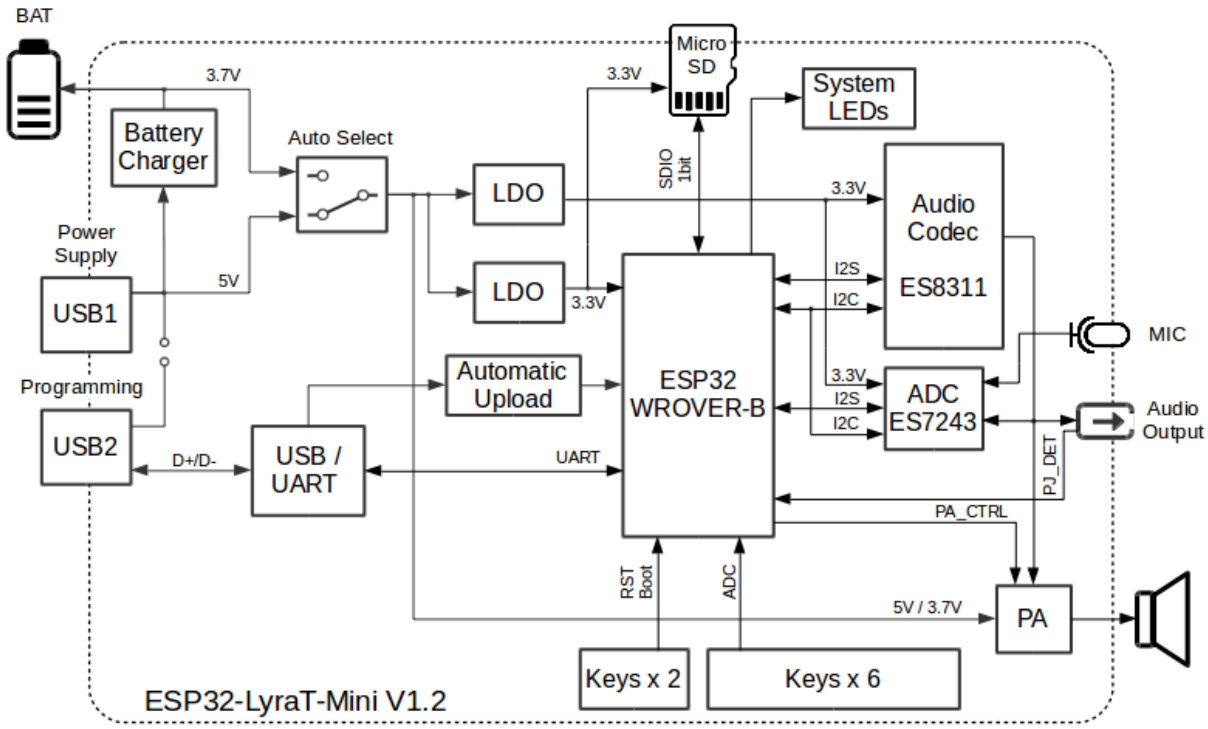

Fig. 4: ESP32-LyraT-Mini V1.2 Electrical Block Diagram

Audio Function Press Keys Six press keys labeled **Rec**, **Mode**, **Play**, **Set**, **Vol-** and **Vol+**. They are routed to **ESP32-WROVER-B Module** and intended for development and testing of a UI for audio applications using dedicated API.

Boot/Reset Press Keys Boot: holding down the **Boot** button and momentarily pressing the **Reset** button initiates the firmware upload mode. Then user can upload firmware through the serial port. Reset: pressing this button alone resets the system.

Automatic Upload A simple two transistor circuit to put ESP32 into firmware upload mode depending on the status of UART DTR and RTS signals. The signals are controlled by an external application to upload the firmware over the USB-UART interface.

USB-UART Port Functions as the communication interface between a PC and the ESP32 module.

USB-UART Bridge Chip A single chip USB-UART bridge CP2102N provides up to 3 Mbps transfers rates.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **USB Power Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Battery Socket Two pins socket to connect a single cell Li-ion battery.

Note: Please verify if polarity on the battery plug matches polarity of the socket as marked on the board's soldermask besides the socket.

Battery Charger Chip Constant current and constant voltage linear charger for single cell lithium-ion batteries AP5056. Used for charging of a battery connected to the **Battery Socket** over the **USB Power Port**.

Power On Switch Power on/off knob: toggling it to the top powers the board on; toggling it to the down powers the

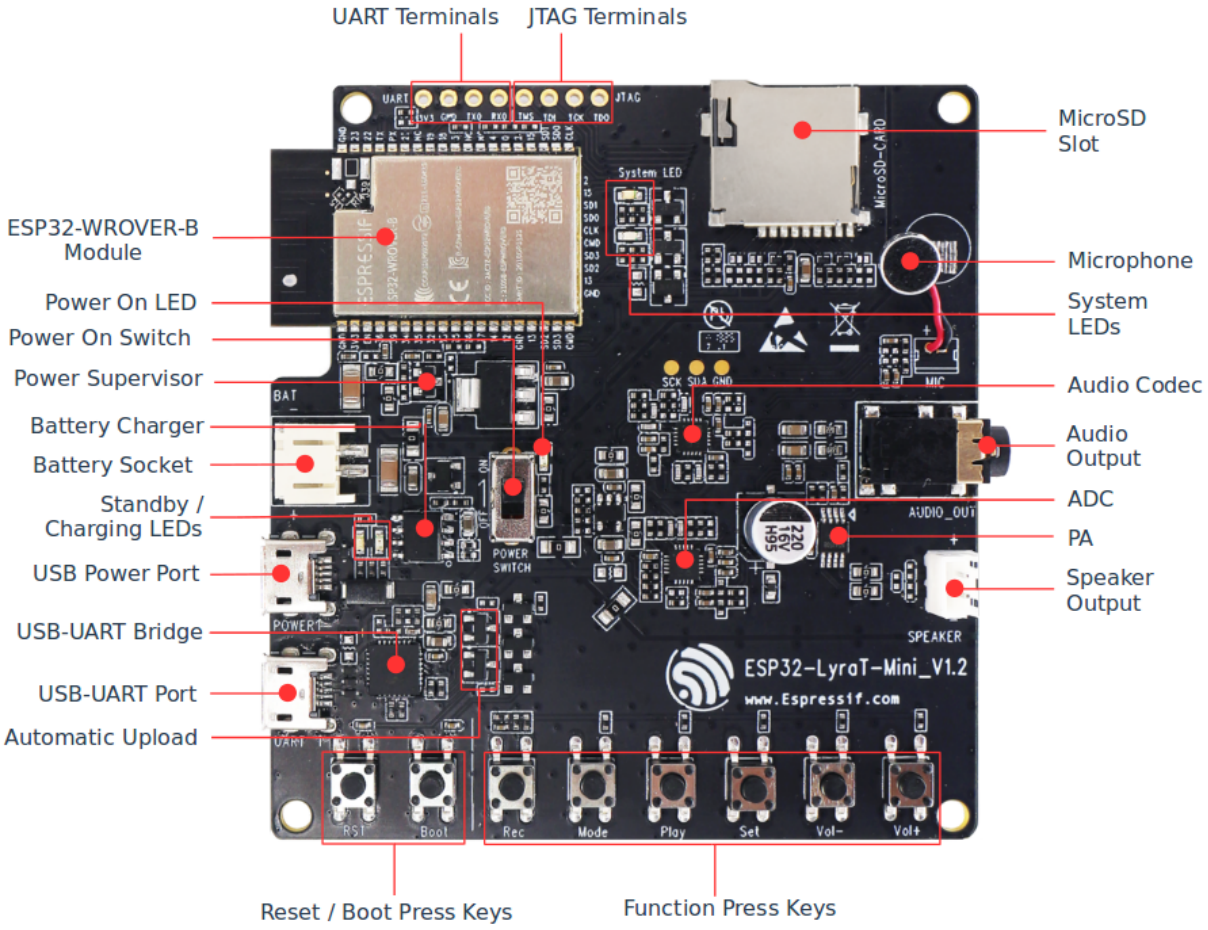

Fig. 5: ESP32 LyraT-Mini V1.2 Board Layout

board off.

Note: The **Power On Switch** does not affect / disconnect the Li-ion battery charging. More information, you can refer to ESP32-LyraT-Mini V1.2 schematic (PDF).

Power Supervisor Provides EN signal to enable ESP32 once power supply voltage stabilizes.

Power On LED Red LED indicating that **Power On Switch** is turned on.

ESP32-WROVER-B Module The ESP32-WROVER-B module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 64 Mbit SPI flash and 64 Mbit PSRAM for flexible data storage.

UART Test Point Serial port: provides access to the serial TX/RX signals between **ESP32-WROVER-B Module** and **USB-UART Bridge Chip**. See *UART Test Point* for pinout details.

JTAG Test Point Provides access to the **JTAG** interface of **ESP32-WROVER-B Module**. It may be used for debugging, application upload, as well as implementing several other functions, e.g., Application Level Tracing. See *JTAG Test Point* for pinout details.

Allocation of ESP32 Pins to Test Points

This section describes allocation of test points available on the ESP32-LyraT-Mini board.

The test points are bare through hole solder pads and have standard 2.54 mm / 0.1 inch pitch. User may need to populate them with pin headers or sockets for easy connection of external hardware.

JTAG Test Point

.	ESP32 Pin	JTAG Signal
1	MTDO / GPIO15	TDO
2	MTCK / GPIO15	TCK
3	MTDI / GPIO15	TDI
4	MTMS / GPIO15	TMS

UART Test Point

.	ESP32 Pin	Pin Description
1	RXD0	RX
2	TXD0	TX
3	GND	GND
4	n/a	3.3 V

MicroSD Card

Implemented on this board MicoSD card interface operates in SPI/1-bit mode. The board is able to support SPI/4-bit mode after populating couple of additional components on locations reserved on the PCB. See ESP32-LyraT-Mini V1.2 schematic (PDF) for additional information. Not populated components are marked *(NC)* on the schematic.

.	ESP32 Pin	MicroSD Signal
1	MTDI / GPIO12	–
2	MTCK / GPIO13	–
3	MTDO / GPIO15	CMD
4	MTMS / GPIO14	CLK
5	GPIO2	DATA0
6	GPIO4	–
7	GPIO34	CD

GPIO Allocation Summary

The table below provides allocation of GPIOs exposed on terminals of **ESP32-WROVER-B Module** to control specific components or functions of the board.

Pin [1]	Pin Name	ES8311	ES7243	Keys	MicroSD	Other
3	EN			EN_KEY		
4	S_VP		I2S_DATA			
5	S_VN			REC, MODE, PLAY, SET, VOL-, VOL+		
6	IO34				CD	
7	IO35	I2S0_ASDOUT				
8	IO32		I2S1_SCLK			
9	IO33		I2S1_LRCK			
10	IO25	I2S0_LRCK				
11	IO26	I2S0_DSDIN				
12	IO27					Blue_LED
13	IO14				CLK	
14	IO12				NC (DATA2)	
16	IO13				NC (DATA3)	
17	SD2					
18	SD3					
19	CMD					
20	CLK					
21	SD0					
22	SD1					
23	IO15				CMD	
24	IO2			IO2_KEY	DATA0	
25	IO0	I2S0_MCLK	I2S1_MCLK	IO0_KEY		
26	IO4				NC (DATA1)	
27	NC (IO16)					
28	NC (IO17)					
29	IO5	I2S0_SCLK				
30	IO18	I2C_SDA	I2C_SDA			
31	IO19					PJ_DET [2]
33	IO21					PA_CTRL [3]
34	RXD0					RXD0 [4]
35	TXD0					TXD0 [4]
36	IO22					Green_LED
37	IO23	I2C_SCK	I2C_SCL			

1. **Pin** - ESP32-WROVER-B module pin number, GND and power supply pins are not listed

2. **PJ_DET** - phone jack insertion detect signal
3. **PA_CTRL** - NS4150 power amplifier chip control signal
4. **RXD0**, **TXD0** - serial communication signals connected to TXD and RXD pins of CP2102N USB-UART bridge
5. **NC** - not connected

Notes on Power Distribution

The ESP32-LyraT-Mini board provides some basic features to isolate noise from digital components by providing separate power distribution for audio and digital subsystems.

Power Supply over USB and from Battery

The main power supply is 5V and provided by a USB. The secondary power supply is 3.7V and provided by an optional battery. The USB power itself is fed with a dedicated cable, separate from a USB cable used for an application upload. To further reduce noise from the USB, the battery may be used instead of the USB.

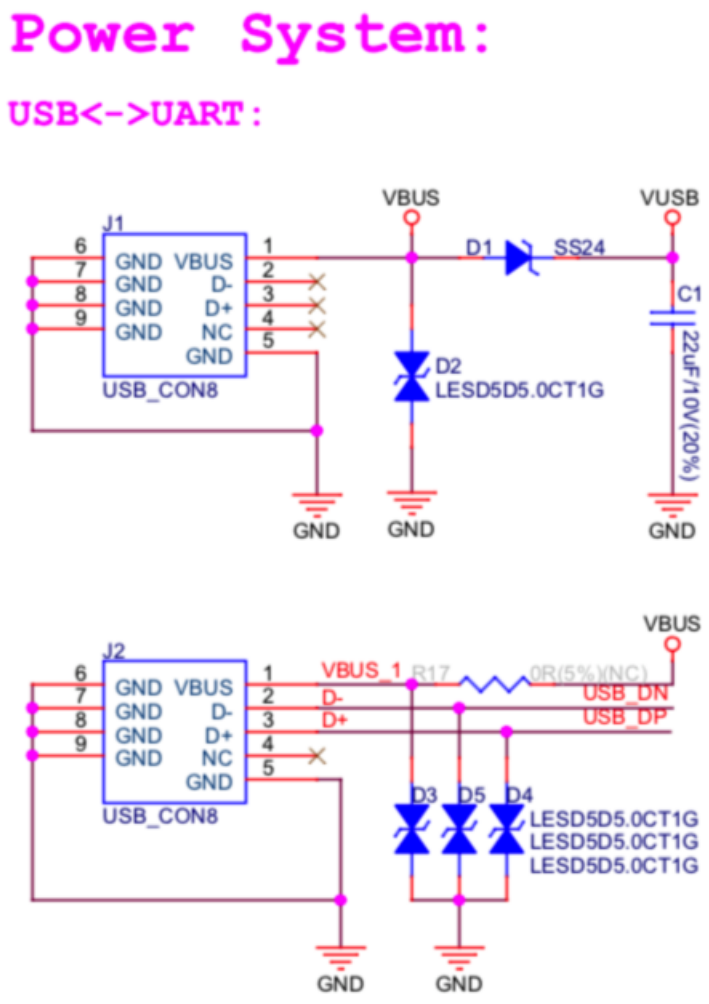

Fig. 6: ESP32-LyraT-Mini V1.2 - Dedicated USB Power Supply Socket

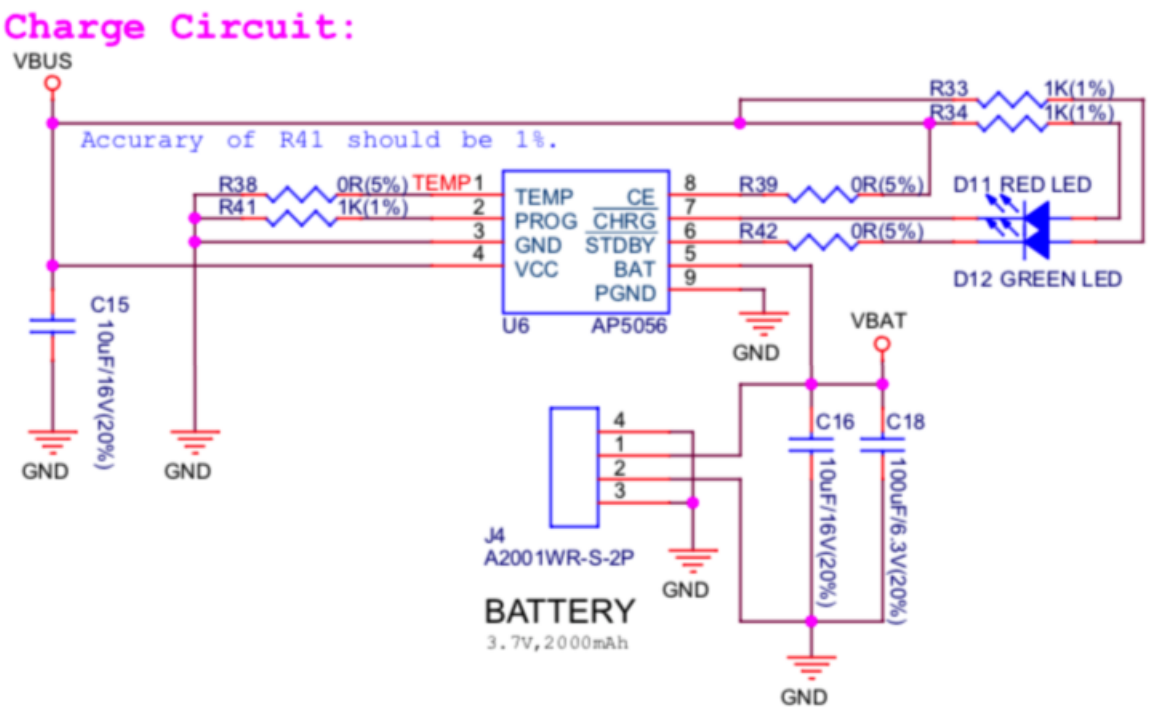

Fig. 7: ESP32-LyraT-Mini V1.2 - Power Supply from a Battery

Independent Audio and Digital Power Supply

The board features independent power supplies to the audio components and ESP32 module. This should reduce noise in the audio signal from digital components and improve overall performance of the components.

Selecting of the Audio Output

The board provides a mono audio output signal on pins OUTN and OUTP of the ES8311 codec chip. The signal is routed to two outputs:

- power amplifier (PA) to drive an external speaker,
- phone jack socket to drive external headphones.

The board design assumes that selection between one of these outputs is implemented in software, as opposed to using traditional mechanical contacts in a phone jack socket, that would disconnect the speaker once a headphone jack is inserted.

Two digital IO signals are provided to implement selection between the speaker and the headphones:

- **PJ_DET** - digital input signal to o detect when a headphone jack is inserted,
- **PA_CTRL** - digital output signal to enable or disable the amplifier IC.

The application running on ESP32 may then enable of disable the PA with **PA_CTRL** basing on status of **PJ_DET**. Please see *GPIO Allocation Summary* for specific GPIO numbers allocated to these signals.

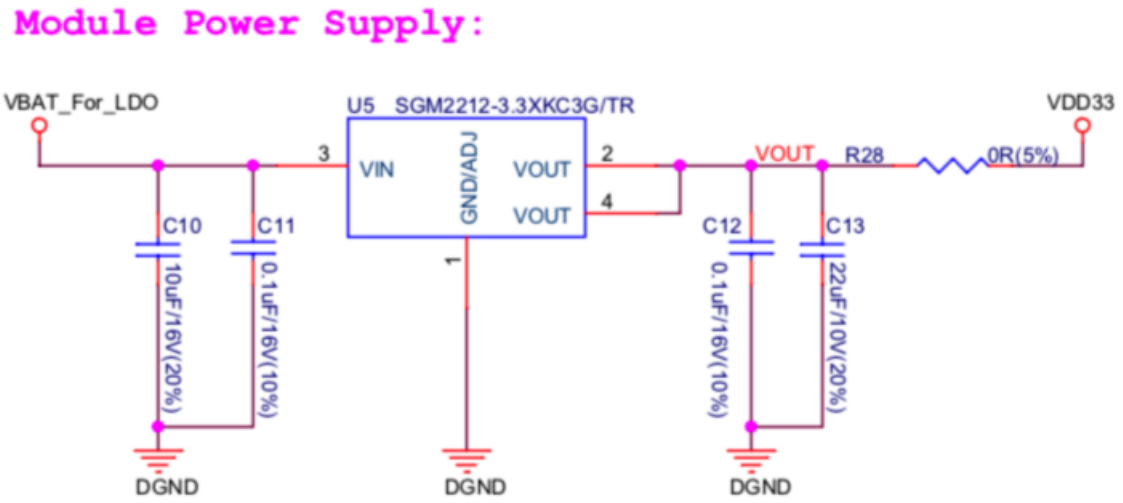

Fig. 8: ESP32-LyraT-Mini V1.2 - Digital Power Supply

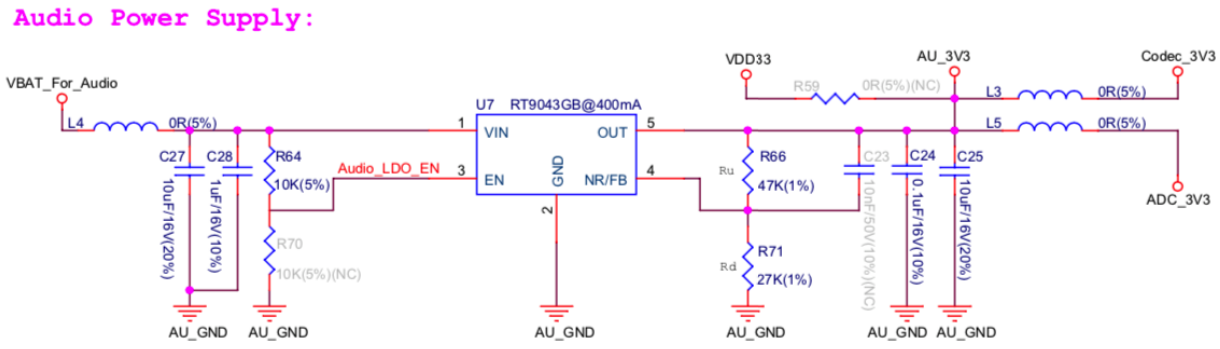

Fig. 9: ESP32-LyraT-Mini V1.2 - Audio Power Supply

Related Documents

- ESP32-LyraT-Mini V1.2 schematic (PDF)
- *ESP32-LyraT-Mini V1.2 Getting Started Guide*
- ESP32 Datasheet (PDF)
- ESP32-WROVER-B Datasheet (PDF)

3.4.2 ESP32-LyraT V4.3 Hardware Reference

This guide provides functional descriptions, configuration options for ESP32-LyraT V4.3 audio development board. As an introduction to functionality and using the LyraT, please see *ESP32-LyraT V4.3 Getting Started Guide*. Check section *Other Versions of LyraT* if you have different version of the board.

In this Section

Overview

The ESP32-LyraT development board is a hardware platform designed for the dual-core ESP32 audio applications, e.g., Wi-Fi or BT audio speakers, speech-based remote controllers, smart-home appliances with audio functional-

ity(ies), etc.

The block diagram below presents main components of the ESP32-LyraT.

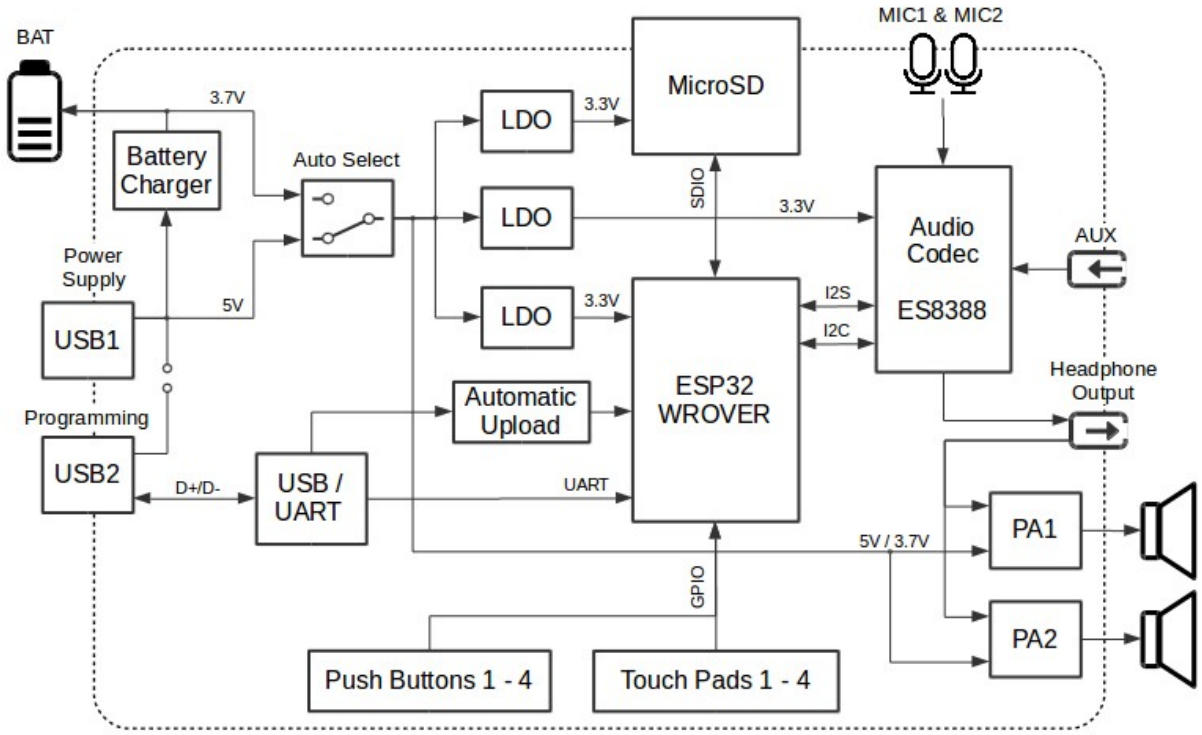

Fig. 10: ESP32-LyraT V4.3 Electrical Block Diagram

Functional Description

The following list and figure describe key components, interfaces and controls of the ESP32-LyraT board.

ESP32-WROVER Module The ESP32-WROVER module contains ESP32 chip to provide Wi-Fi / BT connectivity and data processing power as well as integrates 32 Mbit SPI flash and 32 Mbit PSRAM for flexible data storage.

Green LED A general purpose LED controlled by the **ESP32-WROVER Module** to indicate certain operation states of the audio application using dedicated API.

Function DIP Switch Used to configure function of GPIO12 to GPIO15 pins that are shared between devices, primarily between **JTAG Header** and **MicroSD Card**. By default, the **MicroSD Card** is enabled with all switches in *OFF* position. To enable the **JTAG Header** instead, switches in positions 3, 4, 5 and 6 should be put *ON*. If **JTAG** is not used and **MicroSD Card** is operated in the one-line mode, then GPIO12 and GPIO13 may be assigned to other functions. Please refer to ESP32 LyraT V4.3 schematic for more details.

JTAG Header Provides access to the **JTAG** interface of **ESP32-WROVER Module**. It may be used for debugging, application upload, as well as implementing several other functions, e.g., Application Level Tracing. See *JTAG Header / JP7* for pinout details. Before using **JTAG** signals to the header, **Function DIP Switch** should be enabled. Please note that when **JTAG** is in operation, **MicroSD Card** cannot be used and should be disconnected because some of JTAG signals are shared by both devices.

UART Header Serial port: provides access to the serial TX/RX signals between **ESP32-WROVER Module** and **USB-UART Bridge Chip**.

I2C Header Provides access to the I2C interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2C Header / JP5* for pinout details.

MicroSD Slot The development board supports a MicroSD card in SPI/1-bit/4-bit modes, and can store or play audio files in the MicroSD card. Note that **JTAG** cannot be used and should be disconnected by setting **Function DIP Switch** when **MicroSD Card** is in operation, because some of signals are shared by both devices.

I2S Header Provides access to the I2S interface. Both **ESP32-WROVER Module** and **Audio Codec Chip** are connected to this interface. See *I2S Header / JP4* for pinout details.

Left Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

AUX Input Auxiliary input socket connected to IN2 (left and right channel) of the **Audio Codec Chip**. Use a 3.5 mm stereo jack to connect to this socket.

Headphone Output Output socket to connect headphones with a 3.5 mm stereo jack.

Note: The socket may be used with mobile phone headsets and is compatible with OMPT standard headsets only. It does work with CTIA headsets. Please refer to Phone connector (audio) on Wikipedia.

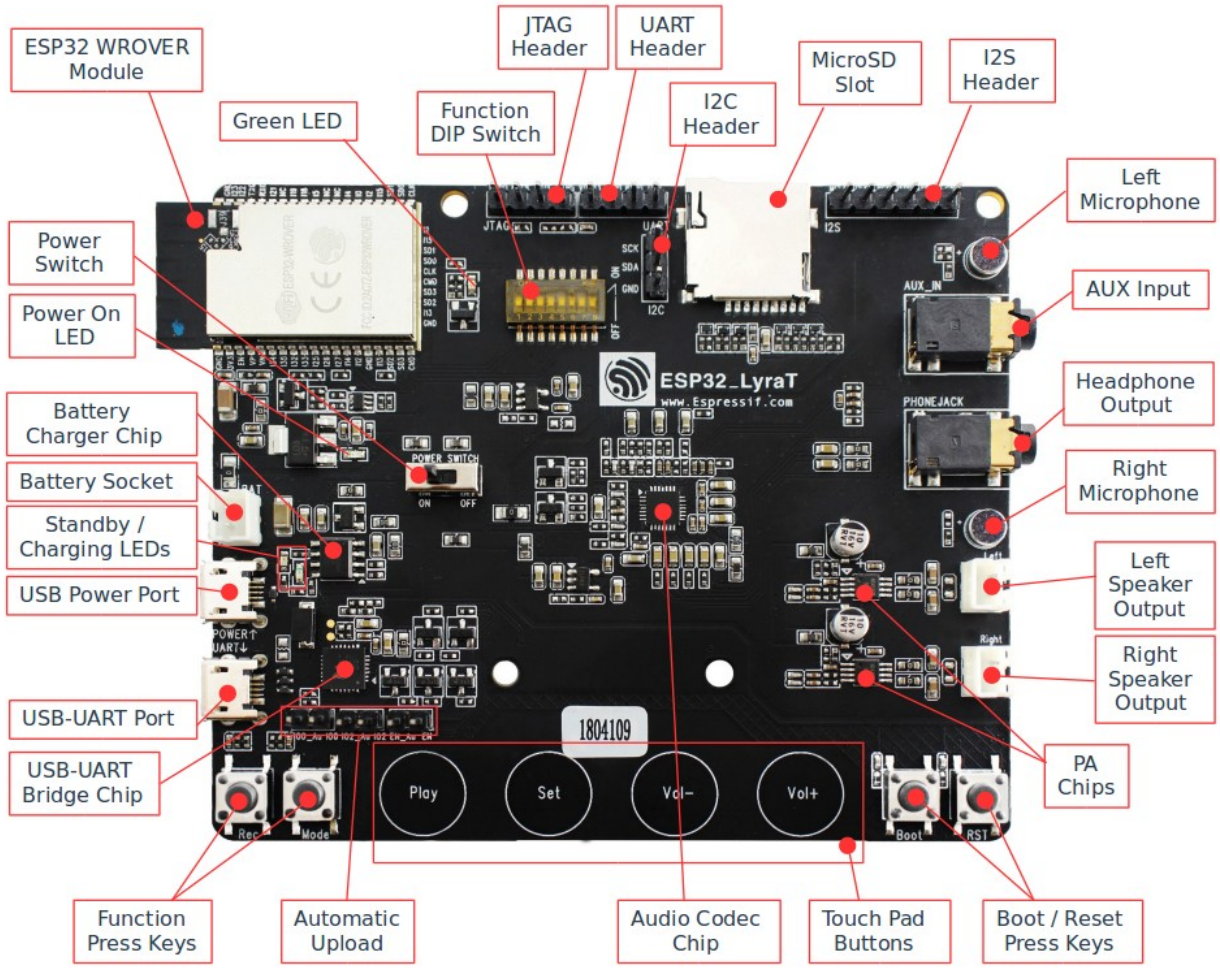

Fig. 11: ESP32-LyraT V4.3 Board Layout

Right Microphone Onboard microphone connected to IN1 of the **Audio Codec Chip**.

Left Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

Right Speaker Output Output socket to connect 4 ohm speaker. The pins have a standard 2.54 mm / 0.1" pitch.

PA Chip A power amplifier used to amplify stereo audio signal from the **Audio Codec Chip** for driving two 4-ohm speakers.

Boot/Reset Press Keys Boot button: holding down the **Boot** button and momentarily pressing the **Reset** button to initiate the firmware download mode. Then you can download firmware through the serial port. Reset button: pressing this button alone resets the system.

Touch Pad Buttons Four touch pads labeled *Play*, *Sel*, *Vol+* and *Vol-*. They are routed to **ESP32-WROVER Module** and intended for development and testing of a UI for audio applications using dedicated API.

Audio Codec Chip The Audio Codec Chip, ES8388, is a low power stereo audio codec with a headphone amplifier. It consists of 2-channel ADC, 2-channel DAC, microphone amplifier, headphone amplifier, digital sound effects, analog mixing and gain functions. It is interfaced with **ESP32-WROVER Module** over I2S and I2S buses to provide audio processing in hardware independently from the audio application.

Automatic Upload Install three jumpers on this header to enable automatic loading of application to the ESP32. Install all jumpers together on all three headers. Remove all jumpers after upload is complete.

Function Press Keys Two key labeled *Rec* and *Mode*. They are routed to **ESP32-WROVER Module** and intended for developing and testing a UI for audio applications using dedicated API.

USB-UART Bridge Chip A single chip USB-UART bridge provides up to 1 Mbps transfers rate.

USB-UART Port Functions as the communication interface between a PC and the ESP32 module.

USB Power Port Provides the power supply for the board.

Standby / Charging LEDs The **Standby** green LED indicates that power has been applied to the **Micro USB Port**. The **Charging** red LED indicates that a battery connected to the **Battery Socket** is being charged.

Battery Socket Two pins socket to connect a single cell Li-ion battery.

Note: Please verify if polarity on the battery plug matches polarity of the socket as marked on the board's soldermask besides the socket.

Battery Charger Chip Constant current & constant voltage linear charger for single cell lithium-ion batteries AP5056. Used for charging of a battery connected to the **Battery Socket** over the **Micro USB Port**.

Power On LED Red LED indicating that **Power On Switch** is turned on.

Note: The **Power On Switch** does not affect / disconnect the Li-ion battery charging.

Power Switch Power on/off knob: toggling it to the left powers the board on; toggling it to the right powers the board off.

Hardware Setup Options

There are a couple of options to change the hardware configuration of the ESP32-LyraT board. The options are selectable with the **Function DIP Switch**.

Enable MicroSD Card in 1-wire Mode

DIP SW	Position
1	OFF
2	OFF
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF [1]
8	n/a

1. **AUX Input** detection may be enabled by toggling the DIP SW 7 *ON*. Note that the **AUX Input** signal pin should not be be plugged in when the system powers up. Otherwise the ESP32 may not be able to boot correctly.

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is available for use with the API

Enable MicroSD Card in 4-wire Mode

DIP SW	Position
1	ON
2	ON
3	OFF
4	OFF
5	OFF
6	OFF
7	OFF
8	n/a

In this mode:

- **JTAG** functionality is not available
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Enable JTAG

DIP SW	Position
1	OFF
2	OFF
3	ON
4	ON
5	ON
6	ON
7	ON
8	n/a

In this mode:

- **MicroSD Card** functionality is not available, remove the card from the slot
- *Vol-* touch button is not available for use with the API
- **AUX Input** detection from the API is not available

Using Automatic Upload

Entering of the ESP32 into upload mode may be done in two ways:

- Manually by pressing both **Boot** and **RST** keys and then releasing first **RST** and then **Boot** key.
- Automatically by software performing the upload. The software is using **DTR** and **RTS** signals of the serial interface to control states of **EN**, **IO0** and **IO2** pins of the ESP32. This functionality is enabled by installing jumpers in three headers **JP23**, **JP24** and **JP25**. For details see ESP32 LyraT V4.3 schematic. Remove all jumpers after upload is complete.

Allocation of ESP32 Pins

Several pins ESP32 module are allocated to the on board hardware. Some of them, like GPIO0 or GPIO2, have multiple functions. Please refer to the table below or ESP32 LyraT V4.3 schematic for specific details.

GPIO Pin	Type	Function Definition
SENSOR_VP	I	Audio **Rec** (PB)
SENSOR_VN	I	Audio **Mode** (PB)
IO32	I/O	Audio **Set** (TP)
IO33	I/O	Audio **Play** (TP)
IO27	I/O	Audio **Vol+** (TP)
IO13	I/O	JTAG **MTCK**, MicroSD **D3**, Audio **Vol-** (TP)
IO14	I/O	JTAG **MTMS**, MicroSD **CLK**
IO12	I/O	JTAG **MTDI**, MicroSD **D2**, Aux signal **detect**
IO15	I/O	JTAG **MTDO**, MicroSD **CMD**
IO2	I/O	Automatic Upload, MicroSD **D0**
IO4	I/O	MicroSD **D1**
IO34	I	MicroSD insert **detect**
IO0	I/O	Automatic Upload, I2S **MCLK**
IO5	I/O	I2S **SCLK**
IO25	I/O	I2S **LRCK**
IO26	I/O	I2S **DSDIN**
IO35	I	I2S **ASDOUT**
IO19	I/O	Headphone jack insert **detect**
IO22	I/O	Green LED indicator
IO21	I/O	PA Enable output
IO18	I/O	I2C **SDA**
IO23	I/O	I2C **SCL**

- (TP) - touch pad
- (PB) - push button

Pinout of Extension Headers

There are several pin headers available to connect external components, check the state of particular signal bus or debug operation of ESP32. Note that some signals are shared, see section *Allocation of ESP32 Pins* for details.

UART Header / JP2

	Header Pin
1	3.3V
2	TX
3	RX
4	GND

I2S Header / JP4

	I2C Header Pin	ESP32 Pin
1	MCLK	GPI0
2	SCLK	GPIO5
1	LRCK	GPIO25
2	DSDIN	GPIO26
3	ASDOUT	GPIO35
3	GND	GND

I2C Header / JP5

	I2C Header Pin	ESP32 Pin
1	SCL	GPIO23
2	SDA	GPIO18
3	GND	GND

JTAG Header / JP7

	ESP32 Pin	JTAG Signal
1	MTDO / GPIO15	TDO
2	MTCK / GPIO13	TCK
3	MTDI / GPIO12	TDI
4	MTMS / GPIO14	TMS

Notes of Power Distribution

The board features quite extensive power distribution system. It provides independent power supplies to all critical components. This should reduce noise in the audio signal from digital components and improve overall performance of the components.

Power Supply Separation

The main power supply is 5V and provided by a USB. The secondary power supply is 3.7V and provided by an optional battery. The USB power itself is fed with a dedicated cable, separate from a USB cable used for an application upload. To further reduce noise from the USB, the battery may be used instead of the USB.

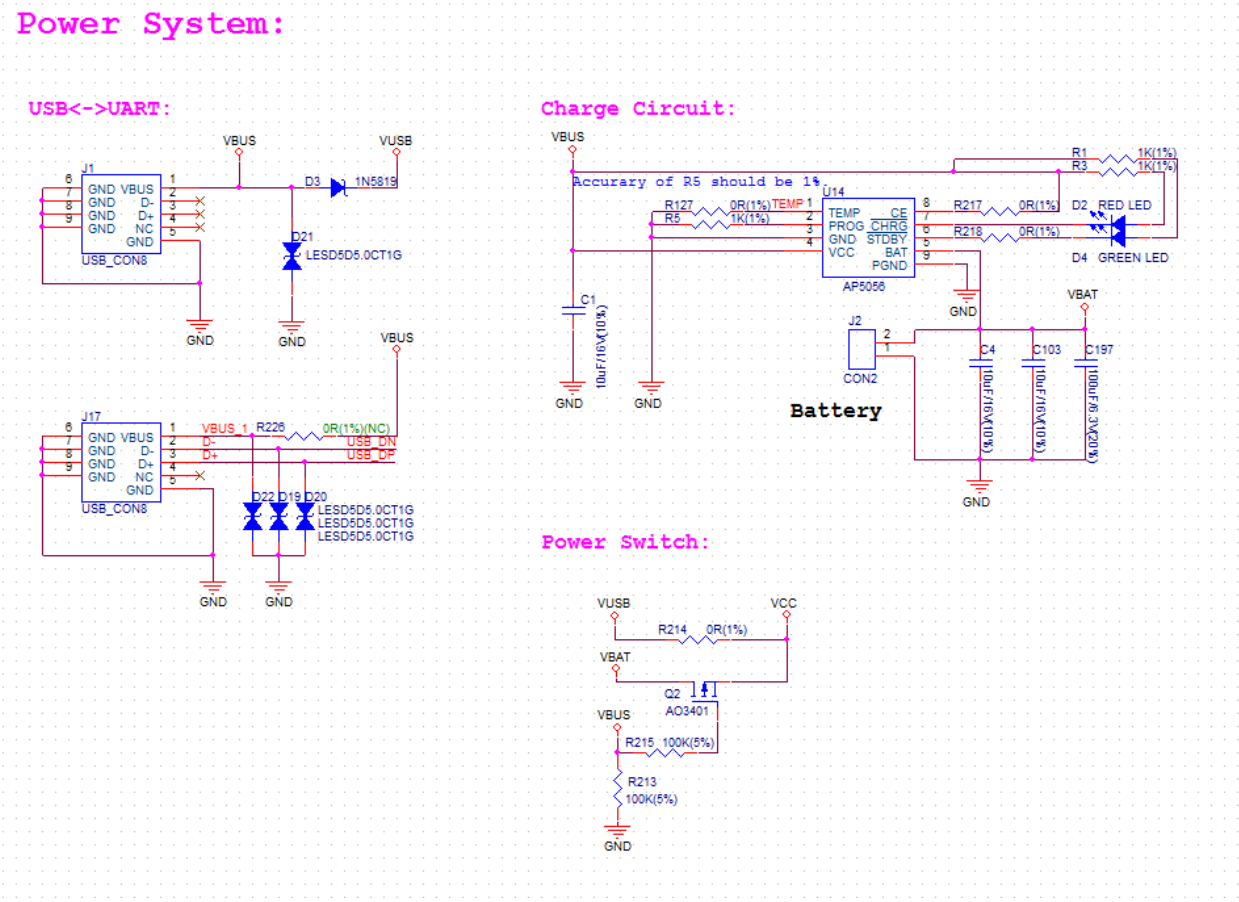

Fig. 12: ESP32 LyraT V4.3 - Power Supply Separation

Three Dedicated LDOs

ESP32 Module

To provide enough current the ESP32, the development board adopts LD1117S33CTR LDO capable to supply the maximum output current of 800mA.

MicroSD Card and Audio Codec

Two separate LDOs are provided for the MicorSD Card and the Audio Codec. Both circuits have similar design that includes an inductor and double decoupling capacitors on both the input and output of the LDO.

Separate Power Feed for the PAs

The audio amplifier unit features two NS4150 that require a large power supply for driving external speakers with the maximum output power of 3W. The power is supplied directly to both PAs from the battery or the USB. The

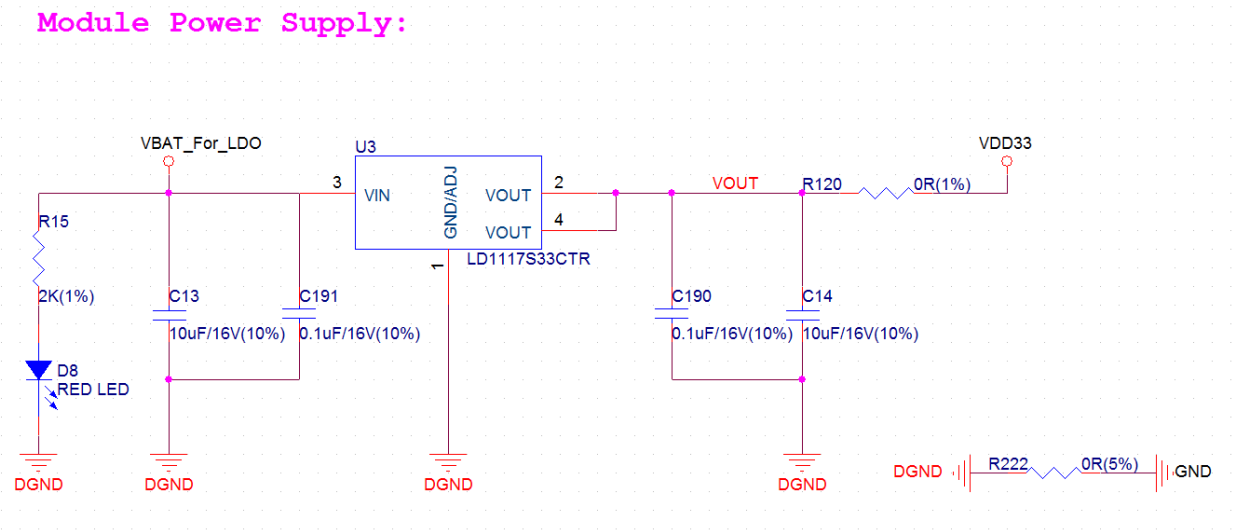

Fig. 13: ESP32 LyraT V4.3 - Dedicated LDO for the ESP32 Module

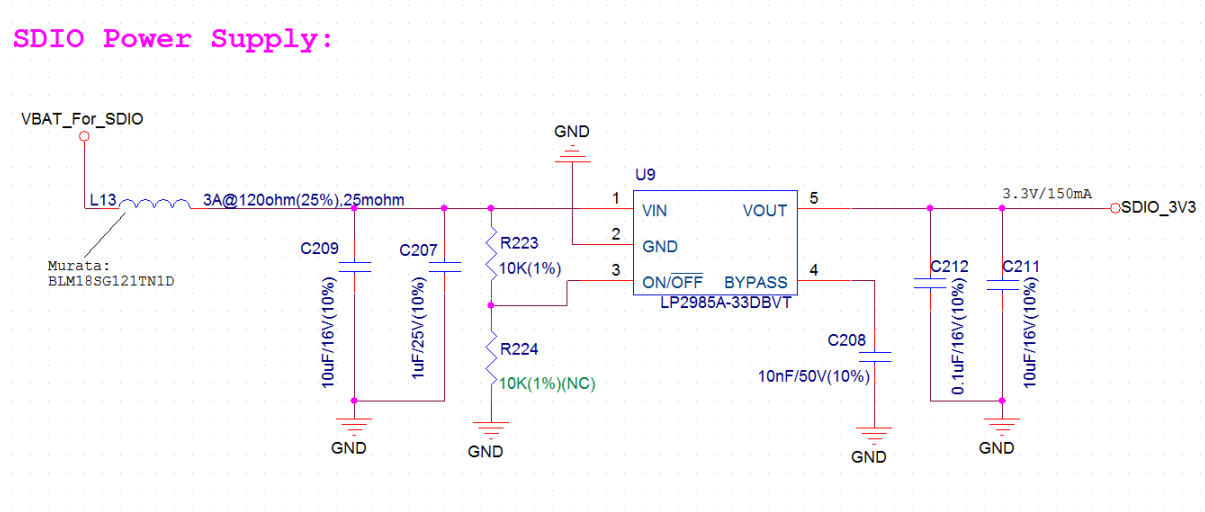

Fig. 14: ESP32 LyraT V4.3 - Dedicated LDO for the MicroSD Card

development board adds a set of LC circuits at the front of the PA power supply, where L uses 1.5A magnetic beads and C uses 10uF aluminum electrolytic capacitors, to effectively filter out power crosstalk.

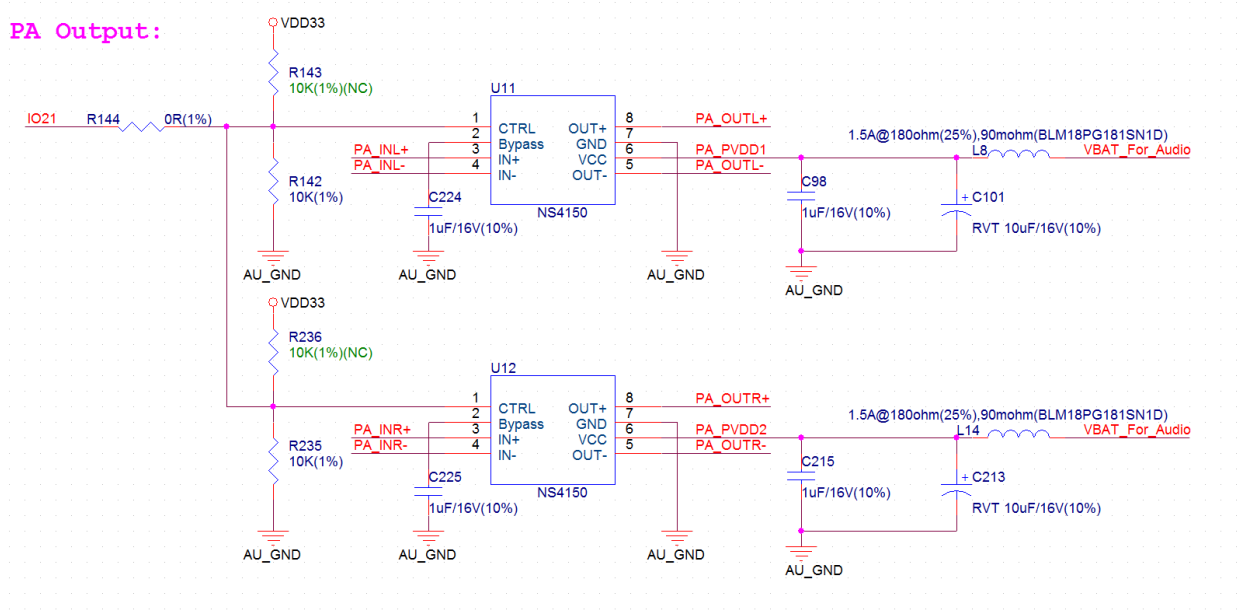

Fig. 15: ESP32 LyraT V4.3 - Power Supply for the PAs

Selecting of the Audio Output

The development board uses two mono Class D amplifier ICs, model number NS4150 with maximum output power of 3W and operating voltage from 3.0V to 5.25V.

The audio input source is the digital-to-analog converter (DAC) output of the ES8388. Audio output supports two external speakers.

An optional audio output is a pair of headphones feed from the same DACs as the amplifier ICs.

To switch between using headphones and speakers, the board provides a digital input signal to detect when a headphone jack is inserted and a digital output signal to enable or disable the amplifier ICs. In other words selection between speakers and headphones is under software control instead of using mechanical contacts that would disconnect speakers once a headphone jack is inserted.

Other Versions of LyraT

- *ESP32-LyraT V4.2 Getting Started Guide*
- *ESP32-LyraT V4 Getting Started Guide*

Related Documents

- ESP32 LyraT V4.3 schematic (PDF)
- *ESP32-LyraT V4.3 Getting Started Guide*
- ESP32 Datasheet (PDF)

- ESP32-WROVER Datasheet (PDF)
- JTAG Debugging

3.5 Audio Samples

Music files in this section are intended for testing of audio applications. The files are organized into different *Formats* and *Sample Rates*.

3.5.1 Formats

The tables below provides an audio file converted from 'wav' format into several other audio formats.

Long Samples

The audio track duration in this section is 3 minutes and 7 seconds.

Two Channel Audio

No	Format	Audio File	Size [kB]
1	aac	ff-16b-2c-44100hz.aac	2,995
2	ac3	ff-16b-2c-44100hz.ac3	2,994
3	aiff	ff-16b-2c-44100hz.aiff	33,002
4	flac	ff-16b-2c-44100hz.flac	22,406
5	m4a	ff-16b-2c-44100hz.m4a	3,028
6	mp3	ff-16b-2c-44100hz.mp3	2,994
7	mp4	ff-16b-2c-44100hz.mp4	3,079
8	ogg	ff-16b-2c-44100hz.ogg	2,612
9	opus	ff-16b-2c-44100hz.opus	2,598
10	ts	ff-16b-2c-44100hz.ts	5,510
11	wav	ff-16b-2c-44100hz.wav	49,504
12	wma	ff-16b-2c-44100hz.wma	3,227

Playlist containing all above files: ff-16b-2c-playlist.m3u

Single Channel Audio

No	Format	Audio File	Size [kB]
1	aac	ff-16b-1c-44100hz.aac	1,650
2	ac3	ff-16b-1c-44100hz.ac3	2,193
3	aiff	ff-16b-1c-44100hz.aiff	16,115
4	amr	ff-16b-1c-8000hz.amr	299
5	flac	ff-16b-1c-44100hz.flac	10,655
6	m4a	ff-16b-1c-44100hz.m4a	1,628
7	mp3	ff-16b-1c-44100hz.mp3	1,463
8	ogg	ff-16b-1c-44100hz.ogg	1,558
9	opus	ff-16b-1c-44100hz.opus	1,641
10	wav	ff-16b-1c-44100hz.wav	16,115
11	wma	ff-16b-1c-44100hz.wma	3,151

Playlist containing all above files: ff-16b-1c-playlist.m3u

Short Samples

If you need shorter audio files for testing, this section provides 16 seconds audio tracks.

Two Channel Audio

No	Format	Audio File	Size [kB]
1	aac	gs-16b-2c-44100hz.aac	241
2	ac3	gs-16b-2c-44100hz.ac3	380
3	aiff	gs-16b-2c-44100hz.aiff	2,792
4	flac	gs-16b-2c-44100hz.flac	1,336
5	m4a	gs-16b-2c-44100hz.m4a	1,367
6	mp3	gs-16b-2c-44100hz.mp3	254
7	mp4	gs-16b-2c-44100hz.mp4	259
8	ogg	gs-16b-2c-44100hz.ogg	229
9	opus	gs-16b-2c-44100hz.opus	219
10	ts	gs-16b-2c-44100hz.ts	286
11	wav	gs-16b-2c-44100hz.wav	2,792
12	wma	gs-16b-2c-44100hz.wma	276

Playlist containing all above files: gs-16b-2c-playlist.m3u

Single Channel Audio

No	Format	Audio File	Size [kB]
1	amr	gs-16b-1c-8000hz.amr	25
2	aac	gs-16b-1c-44100hz.aac	137
3	ac3	gs-16b-1c-44100hz.ac3	190
4	aiff	gs-16b-1c-44100hz.aiff	1,397
5	flac	gs-16b-1c-44100hz.flac	645
6	m4a	gs-16b-1c-44100hz.m4a	650
7	mp3	gs-16b-1c-44100hz.mp3	127
8	ogg	gs-16b-1c-44100hz.ogg	144
9	opus	gs-16b-1c-44100hz.opus	132
10	wav	gs-16b-1c-44100hz.wav	1,497
11	wma	gs-16b-1c-44100hz.wma	276

Playlist containing all above files: gs-16b-1c-playlist.m3u

3.5.2 Sample Rates

The files in this section have been prepared by converting a single audio file into different sampling rates defined in MPEG Layer III specification. Both mono and stereo versions of files are provided. The bit depth of files is 16 bits.

	Sample Rate	MPEG III	Channels	Bit Rate	Size
Audio File	[Hz]	ver		[kbit/s]	[kB]
ff-16b-1c-8000hz.mp3	8000	2.5	mono	8	183
ff-16b-1c-11025hz.mp3	11025	2.5	mono	16	366
ff-16b-1c-12000hz.mp3	12000	2.5	mono	16	366
ff-16b-1c-16000hz.mp3	16000	2	mono	24	548
ff-16b-1c-22050hz.mp3	22050	2	mono	32	731
ff-16b-1c-24000hz.mp3	24000	2	mono	32	731
ff-16b-1c-32000hz.mp3	32000	1	mono	48	1,097
ff-16b-1c-44100hz.mp3	44100	1	mono	64	1,462
ff-16b-2c-8000hz.mp3	8000	2.5	joint stereo	24	549
ff-16b-2c-11025hz.mp3	11025	2.5	joint stereo	32	731
ff-16b-2c-12000hz.mp3	12000	2.5	joint stereo	32	731
ff-16b-2c-16000hz.mp3	16000	2	joint stereo	48	1,097
ff-16b-2c-22050hz.mp3	22050	2	joint stereo	64	1,462
ff-16b-2c-24000hz.mp3	24000	2	joint stereo	64	1,462
ff-16b-2c-32000hz.mp3	32000	1	joint stereo	96	2,194
ff-16b-2c-44100hz.mp3	44100	1	joint stereo	128	2,924

Playlist containing all above files: ff-16b-mp3-playlist.m3u

Original music files: “Furious Freak” and “Galway”, Kevin MacLeod (incompetech.com), Licensed under Creative Commons: By Attribution 3.0, http://creativecommons.org/licenses/by/3.0/

CHAPTER 4

Resources

- The esp32.com forum is a place to ask questions and find community resources. The forum has a section dedicated to ESP-ADF.
- This ESP Audio Development Framework inherits from ESP IoT Development Framework and you can learn about it in ESP-IDF Programming Guide.
- Check the Issues section on GitHub if you find a bug or have a feature request. Please check existing Issues before opening a new one.
- If you're interested in contributing to ESP Audio Development Framework, please check the Contributions Guide.
- Several books have been written about ESP32 and they are listed on Espressif web site.
- For additional ESP32 product related information, please refer to documentation section of Espressif site.
- Where to buy audio development boards produced by Espressif:
  - ESP32-LyraT - Espressif Official Sample Provider,
  - ESP32-LyraTD MSC - Espressif Official Sample Provider,

CHAPTER 5

Copyrights and Licenses

5.1 Software Copyrights

All original source code in this repository is Copyright (C) 2015-2018 Espressif Systems. This source code is licensed under the ESPRESSIF MIT License as described in the file LICENSE.

Additional third party copyrighted code is included under the following licenses:

- esp-stagefright is Copyright (c) 2005-2008, The Android Open Source Project, and is licensed under the Apache License Version 2.0.

Please refer to the COPYRIGHT in ESP-IDF Programming Guide

Where source code headers specify Copyright & License information, this information takes precedence over the summaries made here.

CHAPTER 6

About

This is documentation of ESP-ADF, the framework to develop audio applications for ESP32 chip by Espressif.

The **ESP32** is 2.4 GHz Wi-Fi and Bluetooth combo, 32 bit dual core chip running up to 240 MHz, designed for mobile, wearable electronics, and Internet-of-Things (IoT) applications. It has several peripherals on board including I2S interfaces to easy integrate with dedicated audio chips. These hardware features together with the ESP-ADF software provide a powerful platform to implement audio applications including native wireless networking and powerful user interface.

The **ESP-ADF** provides a range of API components including **Audio Streams**, **Codecs** and **Services** organized in **Audio Pipeline**, all integrated with audio hardware through **Media HAL** and with **Peripherals** onboard of **ESP32**.

The ESP-ADF also provides integration with **Baidu DauerOS** cloud services. A range of components is coming to provide integration with DeepBrain, Amazon, Google, Alibaba and Turing cloud services.

The **ESP-ADF** builds on well established, FreeRTOS based, Espressif IOT Development Framework ESP-IDF.

- genindex

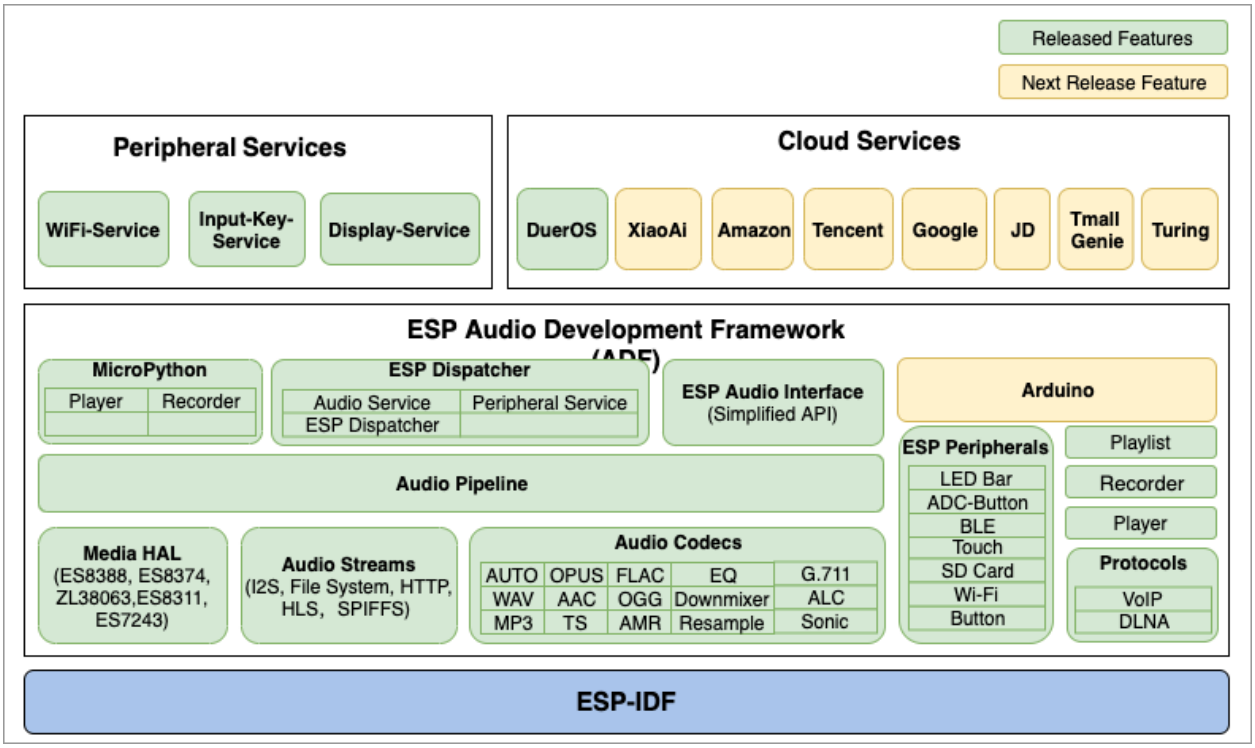

Fig. 1: Espressif Audio Development Framework

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