



# 乐鑫音频开发框架指南

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这里是乐鑫音频开发框架 (ESP-ADF) 的文档中心。

|                                                                                    |                                                                                   |                                                                                     |
|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|   |  |  |
| Get Started                                                                        | API Reference                                                                     | Design Guide                                                                        |
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This document is intended to help users set up the software environment for the development of audio applications using hardware based on the ESP32 family of chips by Espressif. After that, a simple example will show you how to use ESP-ADF (Espressif Audio Development Framework).

## 1.1 Development Board Overview

For easier start with ESP-ADF, Espressif designed ESP32, ESP32-S2, and ESP32-S3 based development boards intended for audio applications. Click the links below to learn more about the available boards.

- [\*ESP32-LyraT\*](#)
- [\*ESP32-LyraT-Mini\*](#)
- [\*ESP32-LyraTD-MS\*](#)
- [\*ESP32-S2-Kaluga-1\*](#)
- [\*ESP32-Korvo-DU1906\*](#)
- [\*ESP32-S3-Korvo-2\*](#)
- [\*ESP32-C3-Lyra\*](#)

If you do not have any of the above boards, you can still use ESP-ADF for the ESP32 and ESP32-S2 based audio applications. For this, your board needs to have a compatible audio codec or DSP chip; alternatively, you can develop a driver to support communication with your specific chip.

## 1.2 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.

---

**备注:** ESP-ADF provides support for specific [ESP-IDF versions](#). If you have already set up another version, please switch to a supported ESP-IDF version, or you may not be able to compile ESP-ADF applications. In addition, the python version needs to be between 3.7 and 3.11.

---

## 1.3 Quick Start

This section provides quick steps to run a simple ADF sample project on an ESP device for experienced users. For beginners, please go through the complete steps from [Step 1. Set up ESP-IDF](#) to [Step 9. Monitor](#) to build a project.

---

**备注:**

- If you want to install using an IDE, please refer to Section [VS Code Extension](#) VS Code or Section [IDF Eclipse Plugin and Espressif IDE](#).
  - If you encounter issues in the following steps, you could refer to the complete steps from [Step 1. Set up ESP-IDF](#) to [Step 9. Monitor](#) or describe them in [GitHub Issues](#) or [ESP Forum](#).
- 

### 1.3.1 Linux and macOS

The operating environment below is on Linux Ubuntu 18.04 and above.

1. Download the full ESP-ADF repository from [GitHub](#) by running:

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

For users located in China, it is faster to download from [Gitee](#):

```
git clone --recursive https://gitee.com/EspressifSystems/esp-adf.git
```

2. Configure the \$ESP-IDF and \$ESP-ADF compilation environment by running:

```
cd esp-adf
./install.sh
. ./export.sh
```

3. After completing the above environment variable configuration, you can compile the ADF sample project \$ADF\_PATH/examples/get-started/play\_mp3\_control. Switch to the project's directory, compile, and flash it onto your ESP device by running the following command. Then, you will see the serial port of the routine is printed.

```
cd $ADF_PATH/examples/get-started/play_mp3_control
idf.py build flash monitor
```

## 1.3.2 Windows

1. Download the full ESP-ADF repository from [GitHub](https://github.com/espressif/esp-adf) by running:

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

For users located in China, it is faster to download from [Gitee](https://gitee.com):

```
git clone --recursive https://gitee.com/EspressifSystems/esp-adf.git
```

2. Install the \$ESP-IDF compilation environment in the command prompt window:

**Using Command Prompt (cmd.exe):**

```
cd esp-adf
.\install.bat

**Using PowerShell:**
```

```
cd esp-adf
.\install.ps1
```

Or first download the full ESP-IDF Windows Installer from [ESP-IDF Windows Installer](#) (Please download the [ESP-IDF versions](#) supported by ESP-ADF). And then turn off the antivirus software (Because it may prevent the installation as the software writes the Windows system regedit) and install the downloaded file. After the installation is complete, open the ESP-IDF CMD shortcut icon on the desktop, the script will automatically help you download submodules, and set environment variables such as IDF\_PATH.

3. Set the ADF\_PATH by running the following commands:

**Using Command Prompt (cmd.exe):**

```
.\export.bat
echo %ADF_PATH%
```

**Using PowerShell:**

```
.\export.ps1
echo $ADF_PATH
// or
echo $env:ADF_PATH
```

4. If your ADF\_PATH variable prints correctly, it's time to compile the ADF routines:

**Using Command Prompt (cmd.exe):**

```
cd %ADF_PATH%\examples\get-started\play_mp3_control
idf.py build flash monitor
```

**Using PowerShell:**

```
cd $ADF_PATH\examples\get-started\play_mp3_control
idf.py build flash monitor
```

## 1.4 Installation Step by Step

This is a detailed roadmap to walk you through the installation process.

### 1.4.1 Setting up Development Environment

- *Step 1. Set up ESP-IDF for Windows, Linux or Mac OS*
- *Step 2. Get ESP-ADF*
- *Step 3. Set up the environment*

### 1.4.2 Creating Your First Project

- *Step 4. Start a Project*
- *Step 5. Connect Your Device*
- *Step 6. Configure*
- *Step 7. Build the Project*
- *Step 8. Flash onto the Device*
- *Step 9. Monitor*

## 1.5 Step 1. Set up ESP-IDF

Configure your PC according to **Getting Started** section of **ESP-IDF Programming Guide**. Windows, Linux and Mac OS operating systems are supported. Please select and follow the guide specific to [ESP32](#) or [ESP32-S2](#) chip. The chip name is provided in the board name.

---

**备注:** This guide uses the directory `~/esp` on Linux and macOS or `%userprofile%\esp` on Windows as an installation folder for ESP-ADF. You can use any directory, but you will need to adjust paths for the commands accordingly. Keep in mind that ESP-ADF does not support spaces in paths.

---

To make the installation easier and less prone to errors, use the `~/esp` default directory for the installation.

If this is your first exposure to the [ESP-IDF](#), then it is recommended to get familiar with **hello\_world** or **blink** example first.

After getting familiar with ESP-IDF, decide on which ESP-IDF version to use for your application depending on the Espressif chip that you have and your project type. For this, consult [Versions](#) section of ESP-IDF Programming Guide.

Once you successfully build, upload, and run examples for your version of ESP-IDF, you can proceed to the next step.

## 1.6 Step 2. Get ESP-ADF

Now you can start installing audio-specific API / libraries provided in [ESP-ADF repository](#).

### 1.6.1 Windows

Open Command Prompt and run the following commands:

```
cd %userprofile%\esp
git clone --recursive https://github.com/espressif/esp-adf.git
```

### 1.6.2 Linux and macOS

Open Terminal, and run the following commands:

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

## 1.7 Step 3. Set up the environment

Before being able to compile ESP-ADF projects, on each new session, ESP-IDF tools should be added to the PATH environment variable. To make the tools usable from the command line, some environment variables must be set. ESP-ADF provides a script which does that.

### 1.7.1 Windows

[ESP-IDF Tools Installer](#) for Windows creates an “ESP-IDF Command Prompt” shortcut in the Start Menu. This shortcut opens the Command Prompt and sets up all the required environment variables. You can open this shortcut and proceed to the next step.

Alternatively, if you want to use ESP-IDF in an existing Command Prompt window, you can run:

```
%userprofile%\esp\esp-adf\export.bat
```

### 1.7.2 Linux and macOS

In the terminal where you have installed ESP-IDF, run:

```
. $HOME/esp/esp-adf/export.sh
```

Note the space between the leading dot and the path!

You can also create an alias for the export script to your `.profile` or `.bash_profile` script. This way you can set up the environment in a new terminal window by typing `get_idf`:

```
alias get_idf='. $HOME/esp/esp-adf/export.sh'
```

Note that it is not recommended to source `export.sh` from the profile script directly. Doing so activates IDF virtual environment in every terminal session (even in those where IDF is not needed), defeating the purpose of the virtual environment and likely affecting other software.

## 1.8 Step 4. Start a Project

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

To demonstrate how to build an application, we will use `get-started/play_mp3_control` project from `examples` directory in the ADF.

### 1.8.1 Windows

```
cd %userprofile%\esp
xcopy /e /i %ADF_PATH%\examples\get-started\play_mp3_control play_mp3_control
```

### 1.8.2 Linux and macOS

```
cd ~/esp
cp -r $ADF_PATH/examples/get-started/play_mp3_control .
```

There is a range of example projects in the `examples` directory in ESP-ADF. You can copy any project in the same way as presented above and run it.

It is also possible to build examples in-place, without copying them first.

---

**重要:** The ESP-IDF build system does not support spaces in the paths to either ESP-IDF or to projects.

---

## 1.9 Step 5. Connect Your Device

Connect the audio 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](#).

---

**备注:** Keep the port name handy as you will need it in the next steps.

---



## 1.10 Step 6. Configure

Navigate to your `play_mp3_control` directory from *Step 4. Start a Project* and configure the project:

### 1.10.1 Windows

```
cd %userprofile%\esp\play_mp3_control
idf.py set-target esp32
idf.py menuconfig
```

### 1.10.2 Linux and macOS

```
cd ~/esp/play_mp3_control
idf.py set-target esp32
idf.py menuconfig
```

**备注:** If you are using an ESP32-S2 based board, then the second command above should be `idf.py set-target esp32s2`.

Setting the target with `idf.py set-target <target>` should be done once, after opening a new project. If the project contains some existing builds and configuration, they will be cleared and initialized. The target may be saved in environment variable to skip this step at all. See [Selecting the Target](#) in ESP-IDF Programming Guide for additional information.

If the previous steps have been done correctly, the following menu appears:

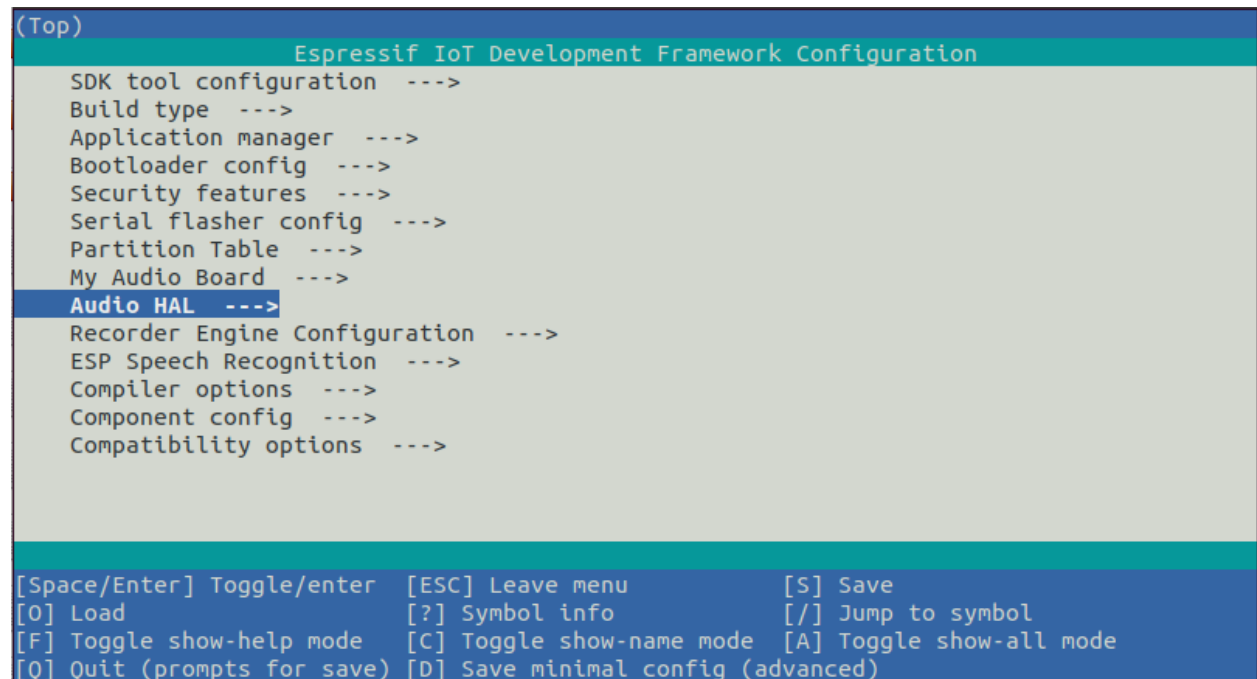


图 1: Project configuration - Home window

You are using this menu to set up your board type and other project specific variables, e.g. Wi-Fi network name and password, the processor speed, etc.

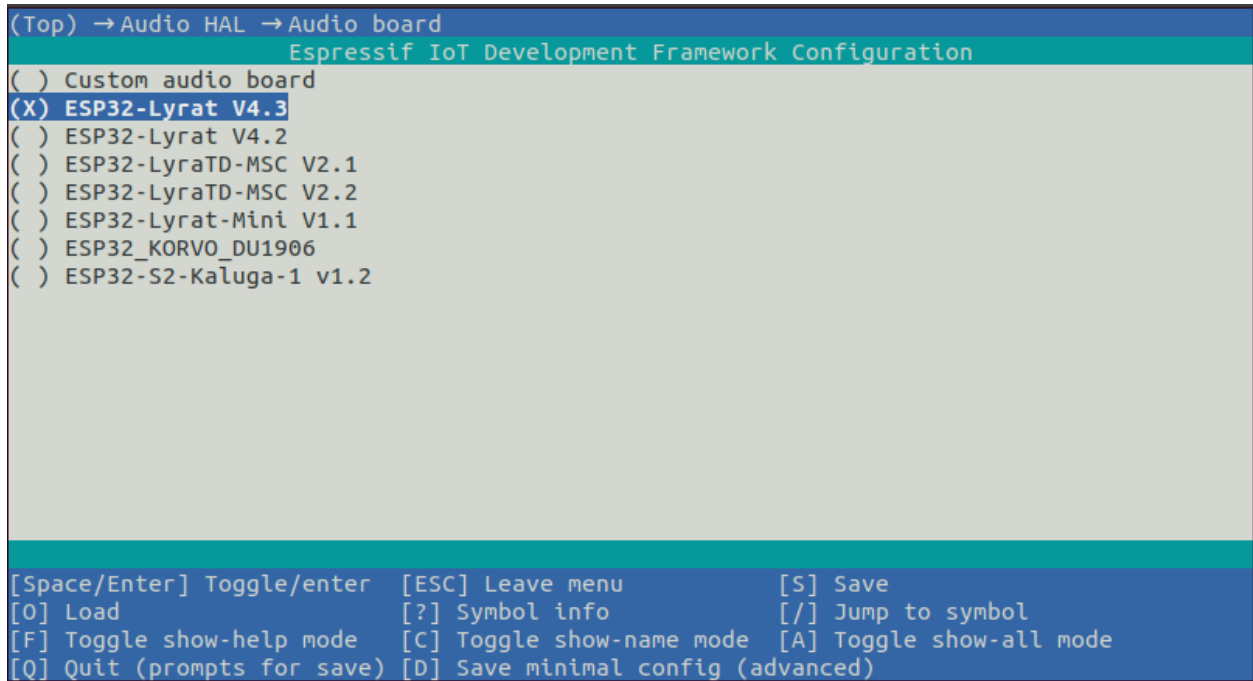


图 2: Project configuration - Board selection

Select your board from the menu, press **S** to save configuration and then **Q** to exit.

**备注:** The colors of the menu could be different in your terminal. You can change the appearance with the option `--style`. Please run `idf.py menuconfig --help` for further information.

## 1.11 Step 7. Build the Project

Build the project by running:

```
idf.py build
```

This command will compile the application and all ESP-IDF and ESP-ADF components, then it will generate the boot-loader, partition table, and application binaries.

```
$ idf.py build
Executing action: all (aliases: build)
Running ninja in directory /path/to/esp/play_mp3_control/build
Executing "ninja all"...
[0/1] Re-running CMake...

... (more lines of build system output)

[1064/1064] Generating binary image from built executable
esptool.py v3.0-dev
```

(下页继续)

(续上页)

```
Generated /path/to/esp/play_mp3_control/build/play_mp3_control.bin

Project build complete. To flash it, run this command:
/path/to/.espressif/python_env/idf4.2_py2.7_env/bin/python ../esp-idf/components/
↳ esptool_py/esptool/esptool.py -p (PORT) -b 460800 --before default_reset --after_
↳ hard_reset --chip esp32 write_flash --flash_mode dio --flash_size detect --flash_
↳ freq 40m 0x1000 build/bootloader/bootloader.bin 0x8000 build/partition_table/
↳ partition-table.bin 0x10000 build/play_mp3_control.bin
or run 'idf.py -p (PORT) flash'
```

If there are no errors, the build will finish by generating the firmware binary .bin file.

## 1.12 Step 8. Flash onto the Device

Flash the binaries that you just built onto your board by running:

```
idf.py -p PORT [-b BAUD] flash monitor
```

Replace PORT with your board's serial port name from [Step 5. Connect Your Device](#).

You can also change the flasher baud rate by replacing BAUD with the baud rate you need. The default baud rate is 460800.

For more information on idf.py arguments, see [Using the Build System](#) in ESP-IDF Programming Guide.

**备注:** The option `flash` automatically builds and flashes the project, so running `idf.py build` is not necessary.

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 v3.0-dev
Serial port /dev/ttyUSB0
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 via RTS pin...
Executing action: monitor
Running idf_monitor in directory /path/to/esp/play_mp3_control
Executing "/path/to/.espressif/python_env/idf4.2_py2.7_env/bin/python /path/to/esp/
↳ esp-idf/tools/idf_monitor.py -p /dev/ttyUSB0 -b 115200 --toolchain-prefix xtensa-
↳ esp32-elf- /path/to/esp/play_mp3_control/build/play_mp3_control.elf -m '/path/to/.
↳ espressif/python_env/idf4.2_py2.7_env/bin/python' '/path/to/esp/esp-idf/tools/idf.py
↳ '...
--- idf_monitor on /dev/ttyUSB0 115200 ---
--- Quit: Ctrl+] | Menu: Ctrl+T | Help: Ctrl+T followed by Ctrl+H ---
```

If there are no issues by the end of the flash process, the board will reboot and start up the “play\_mp3\_control” application.

## 1.13 Step 9. Monitor

At this point press the **Reset** button to start the application. Following several lines of start up log, the play\_mp3\_control application specific messages should be displayed:

```
...
I (397) PLAY_FLASH_MP3_CONTROL: [ 1 ] Start audio codec chip
I (427) PLAY_FLASH_MP3_CONTROL: [ 2 ] Create audio pipeline, add all elements to_
↳ pipeline, and subscribe pipeline event
I (427) PLAY_FLASH_MP3_CONTROL: [2.1] Create mp3 decoder to decode mp3 file and set_
↳ custom read callback
I (437) PLAY_FLASH_MP3_CONTROL: [2.2] Create i2s stream to write data to codec chip
I (467) PLAY_FLASH_MP3_CONTROL: [2.3] Register all elements to audio pipeline
I (467) PLAY_FLASH_MP3_CONTROL: [2.4] Link it together [mp3_music_read_cb]-->mp3_
↳ decoder-->i2s_stream-->[codec_chip]
I (477) PLAY_FLASH_MP3_CONTROL: [ 3 ] Set up event listener
I (477) PLAY_FLASH_MP3_CONTROL: [3.1] Listening event from all elements of pipeline
I (487) PLAY_FLASH_MP3_CONTROL: [ 4 ] Start audio_pipeline
I (507) PLAY_FLASH_MP3_CONTROL: [ * ] Receive music info from mp3 decoder, sample_
↳ rates=44100, bits=16, ch=2
I (7277) PLAY_FLASH_MP3_CONTROL: [ 5 ] Stop audio_pipeline
```

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\\_control/Makefile](#) and you should see

```
include($ENV{ADF_PATH}/CMakeLists.txt)
include($ENV{IDF_PATH}/tools/cmake/project.cmake)
```

The first line contains ADF\_PATH to point the toolchain to another file in ESP-ADF directory that provides configuration variables and path to ESP-ADF [components](#) reacquired by the toolchain. You need similar Makefile in your own applications developed with the ESP-ADF.

## 1.14 VS Code Extension

1. Follow [VS Code Extension Quick Installation Guide](#) to install ESP-IDF Visual Studio Code Extension. If the previous steps have been done correctly, the following toolbar appears:

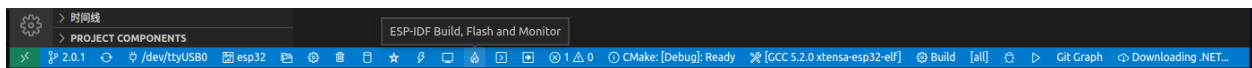


图 3: VS Code Extension Toolbar

2. To install the ESP-ADF extension, open Command Palette and enter `install adf`. Then, a progress bar shows up in the lower right corner.

If you have cloned the ESP-ADF repository before, please enter `open settings(ui)` in Command Palette. Go to User > Extensions > ESP\_IDF and manually set the ESP-ADF path in `idf`.

customExtraVars key-value setting by adding ADF\_PATH as key and the ESP-ADF path as value. You can also set the ESP-ADF path in .vscode/settings.json.

3. In Command Palette, enter new project, select the ESP-IDF: New Project option, and choose the ESP-IDF version to use. A window will appear with ESP-IDF and ESP-ADF (if you configured using install adf command or adding ADF\_PATH in idf.customExtraVars setting) sections. Expand ESP-ADF and choose the desired example from the list of example projects.
4. Select an example, click Create project using example XX, and later configure the new project, including the directory to save, the project name, and other settings.
5. On the toolbar at the bottom of VS Code, click the gear symbol menuconfig to configure the example and click the column symbol Build to build the example. See available [shortcut keys](#) for VS code extensions.
6. On the toolbar at the bottom of VS Code, click the plug-in symbol Select Port to configure the serial port and click the lightning symbol Flash Device to flash firmware. After the firmware is flashed successfully, click Monitor Device to start the monitor function. Or, you can also use the flame symbol to build, flash, and monitor the example at the same time.

## 1.15 IDF Eclipse Plugin and Espressif IDE

### 1.15.1 Install and Set up Environment Variables

1. Follow [IDF Eclipse Plugin Quick Installation Guide](#) to install IDF Eclipse Plugin or download and install Espressif IDE from [Espressif IDE Download Link](#). If the previous steps have been done correctly, you can create, build and flash IDF project in the Eclipse environment.

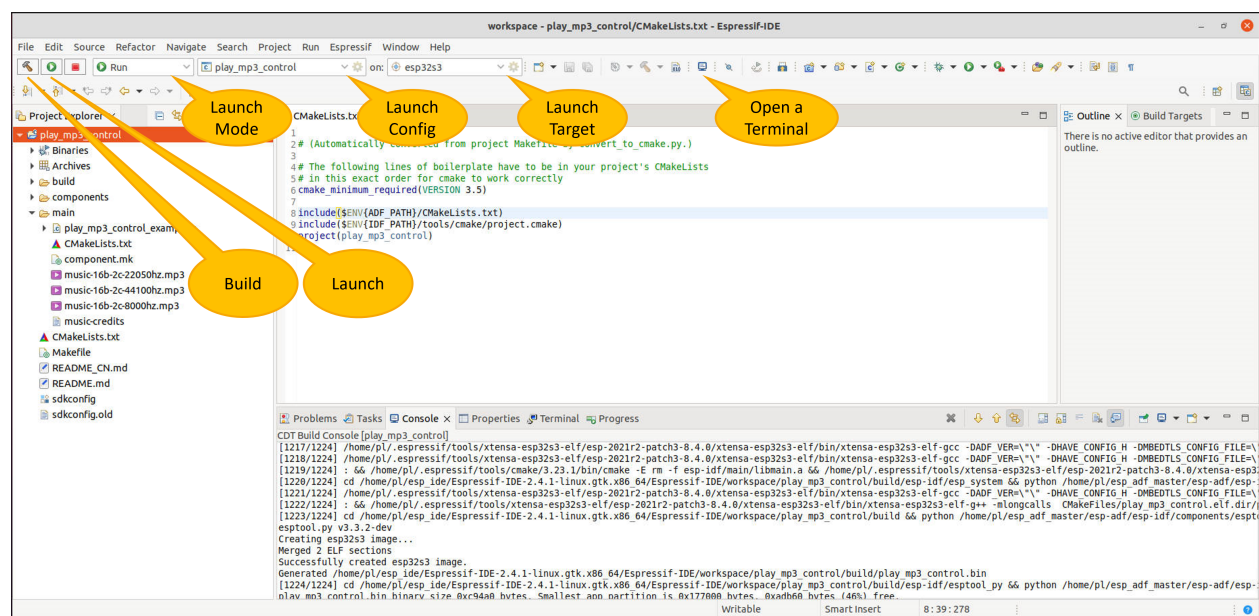


图 4: Espressif IDE (Reskinned Eclipse)

2. To install ESP-ADF, follow section [Step 2. Get ESP-ADF](#).
3. To set ADF\_PATH environment variable, open Window > Preferences > C/C++ > Build > Environment panel, click Add button and fill in ADF\_PATH. After you complete the above steps, select ADF\_PATH in Environment variables table and click Edit and OK button without changing any value

(There is a bug in Eclipse CDT that is appending a null value before the path hence we need to click on edit and save it.).

If this step does not work, you can delete `ADF_PATH` set in Eclipse and set `ADF_PATH` as system environment variable. For Windows, set environment variable in Advanced System Setting panel. For Linux and macOS, add `export ADF_PATH=your adf path` in file `/etc/profile`. However, it is not recommended. Doing so activates ADF virtual environment in every terminal session (including those where ADF is not needed), defeating the purpose of the virtual environment and likely affecting other software.

### 1.15.2 Create a New Project

1. To create new project, go to `File > New > Espressif IDF Project` and provide a project name.
2. Click **Finish** to create an empty project. Or click **Next** and check `Create a project using one of the templates` to create a project using ESP-IDF templates.

After creating a new project, you can use ESP-IDF and ESP-ADF to develop the project.

### 1.15.3 Import Existing Project

To import existing ESP-ADF examples, go to `File > Import > Espressif > Existing IDF Project` and select an ESP-ADF example (Opening an existing project directly may not be able to set the ESP target).

### 1.15.4 Quick Start

1. Select a project from `Project Explorer`.
2. In the **Launch Mode** drop-down menu, select `Run`.
3. In the **Launch Configuration** (auto-detected) drop-down menu, select your application.
4. Select ESP target from the third drop-down, which is called **Launch Target**. Click gear symbol **Edit** button of **Launch Target** to set `Serial Port`.
5. Double click `sdkconfig` file to launch the `SDK Configuration Editor`.
6. Click **Build** button to build the project.
7. Click **Launch** button to flash the project.
8. Click **Open a Terminal** button and select **ESP-IDF Serial Monitor** to view serial output.

For more information about IDF Eclipse Plugin and Espressif IDE, please refer to [ESP-IDF Eclipse Plugin](#).

## 1.16 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 [Step 2. 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.





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

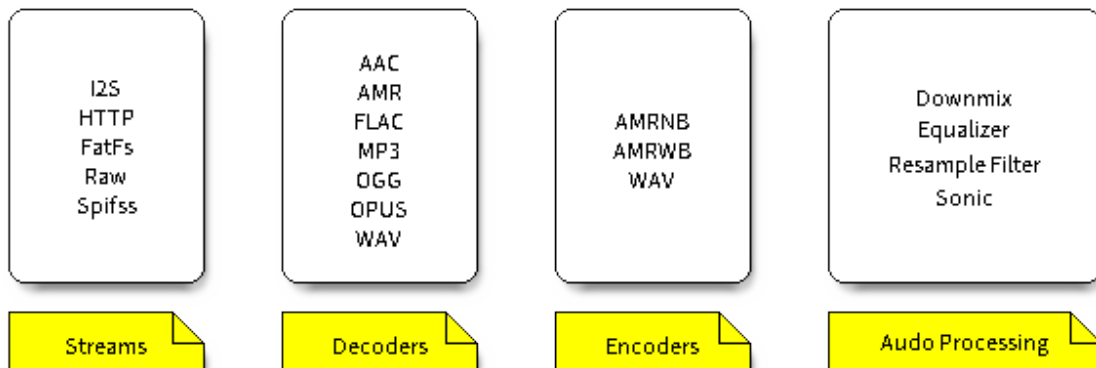


图 1: **Elements** of the Audio Development Framework

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\\_control](#) 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.

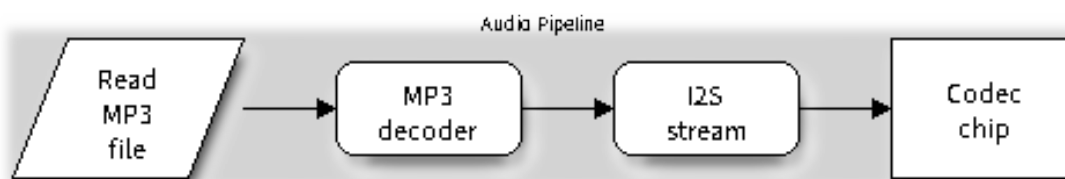


图 2: Sample Organization of Elements in Audio Pipeline

## 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 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 available 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

- `components/audio_pipeline/include/audio_element.h`

#### Functions

`audio_element_handle_t audio_element_init (audio_element_cfg_t *config)`

Initialize audio element with config.

参数 **config** –The configuration

返回

- `audio_element_handle_t` handle object
- `NULL`

`esp_err_t audio_element_deinit (audio_element_handle_t el)`

Destroy audio element handle object, stop, clear, delete all.

参数 **el** –[in] The audio element handle

## 返回

- ESP\_OK
- ESP\_FAIL

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.

## 参数

- **el** –[in] The audio element handle
- **data** –The data pointer

## 返回

- ESP\_OK
- ESP\_FAIL

void \***audio\_element\_getdata** (*audio\_element\_handle\_t* el)

Get context data from element handle object.

参数 **el** –[in] The audio element handle

返回 data pointer

esp\_err\_t **audio\_element\_set\_tag** (*audio\_element\_handle\_t* el, const char \*tag)

Set element tag name, or clear if tag = NULL.

## 参数

- **el** –[in] The audio element handle
- **tag** –[in] The tag name pointer

## 返回

- ESP\_OK
- ESP\_FAIL

char \***audio\_element\_get\_tag** (*audio\_element\_handle\_t* el)

Get element tag name.

参数 **el** –[in] The audio element handle

返回 Element tag name pointer

esp\_err\_t **audio\_element\_setinfo** (*audio\_element\_handle\_t* el, *audio\_element\_info\_t* \*info)

Set audio element information.

## 参数

- **el** –[in] The audio element handle
- **info** –The information pointer

## 返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_element_getinfo (audio_element_handle_t el, audio_element_info_t *info)`

Get audio element information.

**参数**

- **el** –[in] The audio element handle
- **info** –The information pointer

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_element_set_uri (audio_element_handle_t el, const char *uri)`

Set audio element URI.

**参数**

- **el** –[in] The audio element handle
- **uri** –[in] The uri pointer

**返回**

- ESP\_OK
- ESP\_FAIL

`char *audio_element_get_uri (audio_element_handle_t el)`

Get audio element URI.

**参数** **el** –[in] The audio element handle

**返回** URI pointer

`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.

**参数** **el** –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`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.

**参数** **el** –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_element_terminate_with_ticks (audio_element_handle_t el, TickType_t ticks_to_wait)`

Terminate Audio Element with specific ticks for timeout. 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.

**参数**

- **e1** –[in] The audio element handle
- **ticks\_to\_wait** –[in] The maximum amount of time to blocking

返回

- ESP\_OK
- ESP\_FAIL

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.

参数 **e1** –[in] The audio element handle

返回

- ESP\_OK
- ESP\_FAIL

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.

参数 **e1** –[in] The audio element handle

返回

- ESP\_OK, Success
- ESP\_FAIL, The state is not `AEL_STATE_RUNNING`
- ESP\_ERR\_TIMEOUT, Timeout

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.

参数

- **e1** –[in] The audio element handle
- **ticks\_to\_wait** –[in] The maximum amount of time to wait for stop

返回

- ESP\_OK, Success
- ESP\_FAIL, The state is not `AEL_STATE_RUNNING`
- ESP\_ERR\_TIMEOUT, Timeout

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.

参数 **e1** –[in] The audio element handle

返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **el** *–[in]* The audio element handle
- **wait\_for\_rb\_threshold** *–[in]* The wait for rb threshold (0 .. 1)
- **timeout** *–[in]* The timeout

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **el** *–*The audio element handle
- **listener** *–*The event will be listen to

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **el** *–*The audio element handle
- **cb\_func** *–*The callback function
- **ctx** *–*Caller context

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **el** *–[in]* The audio element handle
- **listener** *–*The listener

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_input\_ringbuf** (*audio\_element\_handle\_t* el, *ringbuf\_handle\_t* rb)

Set Element input ringbuffer.

参数

- **el** –[in] The audio element handle
- **rb** –[in] The ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

*ringbuf\_handle\_t* **audio\_element\_get\_input\_ringbuf** (*audio\_element\_handle\_t* el)

Get Element input ringbuffer.

参数 **el** –[in] The audio element handle

返回 *ringbuf\_handle\_t*

esp\_err\_t **audio\_element\_set\_output\_ringbuf** (*audio\_element\_handle\_t* el, *ringbuf\_handle\_t* rb)

Set Element output ringbuffer.

参数

- **el** –[in] The audio element handle
- **rb** –[in] The ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

*ringbuf\_handle\_t* **audio\_element\_get\_output\_ringbuf** (*audio\_element\_handle\_t* el)

Get Element output ringbuffer.

参数 **el** –[in] The audio element handle

返回 *ringbuf\_handle\_t*

*audio\_element\_state\_t* **audio\_element\_get\_state** (*audio\_element\_handle\_t* el)

Get current Element state.

参数 **el** –[in] The audio element handle

返回 *audio\_element\_state\_t*

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.

参数 **el** –[in] The audio element handle

返回

- ESP\_OK
- ESP\_FAIL

`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.

**参数** `el` –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`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 size of 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

**参数**

- `el` –[in] The audio element handle
- `size_expect` –[in] The size expect
- `timeout` –[in] The timeout

**返回**

- ESP\_OK
- ESP\_FAIL

`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.

**参数**

- `el` –[in] The audio element handle
- `status` –[in] The status

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_element_report_info (audio_element_handle_t el)`

Element will sendout event (information) to event by this function.

**参数** `el` –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_element_report_codec_fmt (audio_element_handle_t el)`

Element will sendout event (codec format) to event by this function.

**参数** `el` –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL



esp\_err\_t **audio\_element\_report\_pos** (*audio\_element\_handle\_t* el)

Element will sendout event with a duplicate information by this function.

**参数** **el** –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_NO\_MEM

esp\_err\_t **audio\_element\_set\_input\_timeout** (*audio\_element\_handle\_t* el, TickType\_t timeout)

Set input read timeout (default is portMAX\_DELAY).

**参数**

- **el** –[in] The audio element handle
- **timeout** –[in] The timeout

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_output\_timeout** (*audio\_element\_handle\_t* el, TickType\_t timeout)

Set output read timeout (default is portMAX\_DELAY).

**参数**

- **el** –[in] The audio element handle
- **timeout** –[in] The timeout

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_reset\_input\_ringbuf** (*audio\_element\_handle\_t* el)

Reset inputbuffer.

**参数** **el** –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_finish\_state** (*audio\_element\_handle\_t* el)

Set element finish state.

**参数** **el** –[in] The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`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.

**参数**

- **el** **–[in]** The audio element handle
- **cmd** **–[in]** Specific command from `audio_element_msg_cmd_t`

**返回**

- `ESP_OK`
- `ESP_FAIL`
- `ESP_ERR_INVALID_ARG` Element handle is null

`esp_err_t audio_element_reset_output_ringbuf(audio_element_handle_t el)`

Reset outputbuffer.

**参数** **el** **–[in]** The audio element handle

**返回**

- `ESP_OK`
- `ESP_FAIL`

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

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

**参数**

- **el** **–[in]** The audio element handle
- **buffer** **–**The buffer pointer
- **wanted\_size** **–[in]** The wanted size

**返回**

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

`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.

**参数**

- **el** **–[in]** The audio element handle
- **buffer** **–**The buffer pointer
- **write\_size** **–[in]** The write size

**返回**

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

`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.

#### 参数

- **el** **–[in]** The audio element handle
- **fn** **–[in]** 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** **–[in]** An optional context which will be passed to callback function on every invocation

#### 返回

- ESP\_OK
- ESP\_FAIL

`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.

#### 参数

- **el** **–[in]** The audio element
- **fn** **–[in]** 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** **–[in]** An optional context which will be passed to callback function on every invocation

#### 返回

- ESP\_OK
- ESP\_FAIL

`stream_func audio_element_get_write_cb(audio_element_handle_t el)`

Get callback write function that register to the element.

**参数** **el** **–[in]** The audio element

#### 返回

- Callback write function pointer
- NULL Failed

`stream_func audio_element_get_read_cb(audio_element_handle_t el)`

Get callback read function that register to the element.

**参数** **el** **–[in]** The audio element

#### 返回

- Callback read function pointer
- NULL Failed

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.

参数 **e1** –[in] The audio element handle

返回 QueueHandle\_t

esp\_err\_t **audio\_element\_set\_ringbuf\_done** (*audio\_element\_handle\_t* el)

Set inputbuffer and outputbuffer have finished.

参数 **e1** –[in] The audio element handle

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_reset\_state** (*audio\_element\_handle\_t* el)

Enforce ‘AEL\_STATE\_INIT’ state.

参数 **e1** –[in] The audio element handle

返回

- ESP\_OK
- ESP\_FAIL

int **audio\_element\_get\_output\_ringbuf\_size** (*audio\_element\_handle\_t* el)

Get Element output ringbuffer size.

参数 **e1** –[in] The audio element handle

返回

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

esp\_err\_t **audio\_element\_set\_output\_ringbuf\_size** (*audio\_element\_handle\_t* el, int rb\_size)

Set Element output ringbuffer size.

参数

- **e1** –[in] The audio element handle
- **rb\_size** –[in] Size of the ringbuffer

返回

- ESP\_OK
- ESP\_FAIL

int **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.

参数

- **e1** –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

返回

- `ESP_ERR_INVALID_SIZE`
- Others are same as the `rb_read`

int **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.

参数

- **el** –[in] The audio element handle
- **buffer** –The buffer pointer
- **wanted\_size** –[in] The wanted size
- **ticks\_to\_wait** –Timeout of ringbuffer

返回

- The return value is same as the `rb_write`

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.

参数

- **el** –[in] The audio element handle
- **rb** –[in] The ringbuffer handle
- **index** –[in] Index of multi ringbuffer, starts from 0, should be less than `NUMBER_OF_MULTI_RINGBUF`

返回

- `ESP_OK`
- `ESP_FAIL`

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.

参数

- **el** –[in] The audio element handle
- **rb** –[in] The ringbuffer handle
- **index** –[in] Index of multi ringbuffer, starts from 0, should be less than `NUMBER_OF_MULTI_RINGBUF`

返回

- `ESP_OK`
- `ESP_ERR_INVALID_ARG`

*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.

**参数**

- **el** **–[in]** The audio element handle
- **index** **–[in]** Index of multi ringbuffer, starts from 0, should be less than `NUMBER_OF_MULTI_RINGBUF`

**返回**

- NULL Error
- Others `ringbuf_handle_t`

*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.

**参数**

- **el** **–[in]** The audio element handle
- **index** **–[in]** Index of multi ringbuffer, starts from 0, should be less than `NUMBER_OF_MULTI_RINGBUF`

**返回**

- NULL Error
- Others `ringbuf_handle_t`

`esp_err_t` **audio\_element\_process\_init** (*audio\_element\_handle\_t* el)

Provides a way to call element' s open

**参数** **el** **–[in]** The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **audio\_element\_process\_deinit** (*audio\_element\_handle\_t* el)

Provides a way to call element' s close

**参数** **el** **–[in]** The audio element handle

**返回**

- ESP\_OK
- ESP\_FAIL

`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

**参数**

- **el** **–[in]** The audio element handle
- **in\_data** **–[in]** A pointer to in data
- **in\_size** **–[in]** The size of the in\_data
- **out\_data** **–[out]** A pointer to the out data

- **out\_size** –[out] The size of the out\_data

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_NOT\_SUPPORTED

bool **audio\_element\_is\_stopping** (*audio\_element\_handle\_t* el)

Get Element stopping flag.

参数 **el** –[in] The audio element handle

返回 element' s stopping flag

esp\_err\_t **audio\_element\_update\_byte\_pos** (*audio\_element\_handle\_t* el, int pos)

Update the byte position of element information.

参数

- **el** –[in] The audio element handle
- **pos** –[in] The byte\_pos accumulated by this value

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_byte\_pos** (*audio\_element\_handle\_t* el, int pos)

Set the byte position of element information.

参数

- **el** –[in] The audio element handle
- **pos** –[in] This value is assigned to byte\_pos

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_update\_total\_bytes** (*audio\_element\_handle\_t* el, int total\_bytes)

Update the total bytes of element information.

参数

- **el** –[in] The audio element handle
- **total\_bytes** –[in] The total\_bytes accumulated by this value

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_total\_bytes** (*audio\_element\_handle\_t* el, int total\_bytes)

Set the total bytes of element information.

参数

- **el** –[in] The audio element handle

- **total\_bytes** **–[in]** This value is assigned to total\_bytes

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_bps** (*audio\_element\_handle\_t* el, int bit\_rate)

Set the bps of element information.

参数

- **e1** **–[in]** The audio element handle
- **bit\_rate** **–[in]** This value is assigned to bps

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_codec\_fmt** (*audio\_element\_handle\_t* el, int format)

Set the codec format of element information.

参数

- **e1** **–[in]** The audio element handle
- **format** **–[in]** This value is assigned to codec\_fmt

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_music\_info** (*audio\_element\_handle\_t* el, int sample\_rates, int channels, int bits)

Set the sample\_rate, channels, bits of element information.

参数

- **e1** **–[in]** The audio element handle
- **sample\_rates** **–[in]** Sample\_rates of music information
- **channels** **–[in]** Channels of music information
- **bits** **–[in]** Bits of music information

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_duration** (*audio\_element\_handle\_t* el, int duration)

Set the duration of element information.

参数

- **e1** **–[in]** The audio element handle
- **duration** **–[in]** This value is assigned to duration

返回



- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_reserve\_user0** (*audio\_element\_handle\_t* el, int user\_data0)

Set the user\_data\_0 of element information.

#### 参数

- **el** **–[in]** The audio element handle
- **user\_data0** **–[in]** This value is assigned to user\_data\_0

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_reserve\_user1** (*audio\_element\_handle\_t* el, int user\_data1)

Set the user\_data\_1 of element information.

#### 参数

- **el** **–[in]** The audio element handle
- **user\_data1** **–[in]** This value is assigned to user\_data\_1

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_reserve\_user2** (*audio\_element\_handle\_t* el, int user\_data2)

Set the user\_data\_2 of element information.

#### 参数

- **el** **–[in]** The audio element handle
- **user\_data2** **–[in]** This value is assigned to user\_data\_2

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_reserve\_user3** (*audio\_element\_handle\_t* el, int user\_data3)

Set the user\_data\_3 of element information.

#### 参数

- **el** **–[in]** The audio element handle
- **user\_data3** **–[in]** This value is assigned to user\_data\_3

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_element\_set\_reserve\_user4** (*audio\_element\_handle\_t* el, int user\_data4)

Set the user\_data\_4 of element information.

#### 参数

- **e1** –[in] The audio element handle
- **user\_data4** –[in] This value is assigned to user\_data\_4

返回

- ESP\_OK
- ESP\_FAIL

## 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)

**esp\_codec\_type\_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

**el\_io\_func open**

Open callback function

**ctrl\_func seek**

Seek callback function

**process\_func process**

Process callback function

**el\_io\_func close**

Close callback function

**el\_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

bool **stack\_in\_ext**

Try to allocate stack in external memory

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 (*el_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 int (*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:*

```
enumerator AEL_IO_OK
```

```
enumerator AEL_IO_FAIL
```

```
enumerator AEL_IO_DONE
```

```
enumerator AEL_IO_ABORT
```

```
enumerator AEL_IO_TIMEOUT
```

```
enumerator AEL_PROCESS_FAIL
```

```
enum audio_element_state_t
```

Audio element state.

*Values:*

```
enumerator AEL_STATE_NONE
```

enumerator **AEL\_STATE\_INIT**

enumerator **AEL\_STATE\_INITIALIZING**

enumerator **AEL\_STATE\_RUNNING**

enumerator **AEL\_STATE\_PAUSED**

enumerator **AEL\_STATE\_STOPPED**

enumerator **AEL\_STATE\_FINISHED**

enumerator **AEL\_STATE\_ERROR**

enum **audio\_element\_msg\_cmd\_t**

Audio element action command, process on dispatcher

*Values:*

enumerator **AEL\_MSG\_CMD\_NONE**

enumerator **AEL\_MSG\_CMD\_FINISH**

enumerator **AEL\_MSG\_CMD\_STOP**

enumerator **AEL\_MSG\_CMD\_PAUSE**

enumerator **AEL\_MSG\_CMD\_RESUME**

enumerator **AEL\_MSG\_CMD\_DESTROY**

enumerator **AEL\_MSG\_CMD\_REPORT\_STATUS**

enumerator **AEL\_MSG\_CMD\_REPORT\_MUSIC\_INFO**

enumerator **AEL\_MSG\_CMD\_REPORT\_CODEC\_FMT**

enumerator **AEL\_MSG\_CMD\_REPORT\_POSITION**

enum **audio\_element\_status\_t**

Audio element status report

*Values:*

enumerator **AEL\_STATUS\_NONE**

enumerator **AEL\_STATUS\_ERROR\_OPEN**

enumerator **AEL\_STATUS\_ERROR\_INPUT**

enumerator **AEL\_STATUS\_ERROR\_PROCESS**

enumerator **AEL\_STATUS\_ERROR\_OUTPUT**

enumerator **AEL\_STATUS\_ERROR\_CLOSE**

enumerator **AEL\_STATUS\_ERROR\_TIMEOUT**

enumerator **AEL\_STATUS\_ERROR\_UNKNOWN**

enumerator **AEL\_STATUS\_INPUT\_DONE**

enumerator **AEL\_STATUS\_INPUT\_BUFFERING**

enumerator **AEL\_STATUS\_OUTPUT\_DONE**

enumerator **AEL\_STATUS\_OUTPUT\_BUFFERING**

enumerator **AEL\_STATUS\_STATE\_RUNNING**

enumerator **AEL\_STATUS\_STATE\_PAUSED**

enumerator **AEL\_STATUS\_STATE\_STOPPED**

enumerator **AEL\_STATUS\_STATE\_FINISHED**

enumerator **AEL\_STATUS\_MOUNTED**

enumerator **AEL\_STATUS\_UNMOUNTED**

## 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.

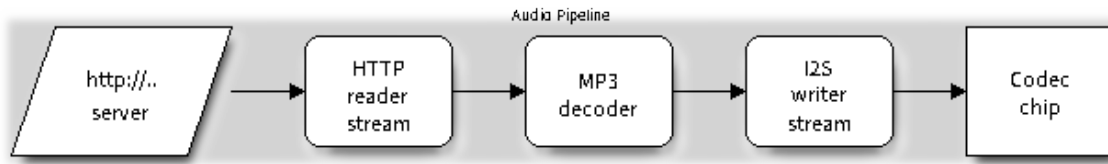


图 3: Sample Organization of Elements in Audio Pipeline

## API Reference

### Header File

- `components/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.

**参数 config** –The configuration - `audio_pipeline_cfg_t`

**返回**

- `audio_pipeline_handle_t` on success
- NULL when any errors

`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.

**参数 pipeline** –[in] The Audio Pipeline Handle

**返回** ESP\_OK

`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`



---

**备注:** 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.

---

### 参数

- **pipeline** *–[in]* The Audio Pipeline Handle
- **el** *–[in]* The Audio Element Handle
- **name** *–[in]* The name identifier of the audio\_element in this audio\_pipeline

### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

### 参数

- **pipeline** *–[in]* The Audio Pipeline Handle
- **el** *–[in]* The Audio Element Handle

### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

**参数 pipeline** *–[in]* The Audio Pipeline Handle

### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

**参数 pipeline** *–[in]* The Audio Pipeline Handle

### 返回

- ESP\_OK on success

- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_terminate\_with\_ticks** (*audio\_pipeline\_handle\_t* pipeline, TickType\_t ticks\_to\_wait)

Stop Audio Pipeline with specific ticks for timeout.

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

#### 参数

- **pipeline** `–[in]` The Audio Pipeline Handle
- **ticks\_to\_wait** `–[in]` The maximum amount of time to block wait for element destroy

#### 返回

- ESP\_OK
- ESP\_FAIL

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`.

参数 **pipeline** `–[in]` The Audio Pipeline Handle

#### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

参数 **pipeline** `–[in]` The Audio Pipeline Handle

#### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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`.

参数 **pipeline** `–[in]` The Audio Pipeline Handle

#### 返回

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

**参数 pipeline** –[in] The Audio Pipeline Handle

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_wait\_for\_stop\_with\_ticks** (*audio\_pipeline\_handle\_t* pipeline, TickType\_t ticks\_to\_wait)

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 `ticks_to_wait` until all the Elements in the pipeline actually stop.

**参数**

- **pipeline** –[in] The Audio Pipeline Handle
- **ticks\_to\_wait** –[in] The maximum amount of time to block wait for stop

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

**参数**

- **pipeline** –[in] The Audio Pipeline Handle
- **link\_tag** –Array of element name was registered by `audio_pipeline_register`
- **link\_num** –[in] Total number of elements of the `link_tag` array

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_unlink** (*audio\_pipeline\_handle\_t* pipeline)

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

**参数 pipeline** –[in] The Audio Pipeline Handle

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

*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.

参数

- **pipeline** –[in] The Audio Pipeline Handle
- **tag** –[in] A char pointer

返回

- NULL when any errors
- Others on success

*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.

参数

- **pipeline** –[in] The Audio Pipeline Handle
- **start\_el** –[in] Specific beginning element
- **tag** –[in] A char pointer

返回

- NULL when any errors
- Others on success

esp\_err\_t **audio\_pipeline\_remove\_listener** (*audio\_pipeline\_handle\_t* pipeline)

Remove event listener from this audio\_pipeline.

参数 **pipeline** –[in] The Audio Pipeline Handle

返回

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_set\_listener** (*audio\_pipeline\_handle\_t* pipeline, *audio\_event\_iface\_handle\_t* evt)

Set event listener for this audio\_pipeline, any event from this pipeline can be listen to by evt

参数

- **pipeline** –[in] The Audio Pipeline Handle
- **evt** –[in] The Event Handle

返回

- ESP\_OK on success
- ESP\_FAIL when any errors

*audio\_event\_iface\_handle\_t* **audio\_pipeline\_get\_event\_iface** (*audio\_pipeline\_handle\_t* pipeline)

Get the event iface using by this pipeline.

参数 **pipeline** –[in] The pipeline

返回 The Event Handle

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.

#### 参数

- **pipeline** *–[in]* The audio pipeline handle
- **first** *–[in]* Previous element is first input element, need to set true
- **prev** *–[in]* Previous element
- **conect\_rb** *–[in]* Connect ring buffer
- **next** *–[in]* Next element

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **pipeline** *–[in]* The audio pipeline handle
- **element\_1** *–[in]* The element to add to the audio\_pipeline.
- ... *–[in]* Additional elements to add to the audio\_pipeline.

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **pipeline** *–[in]* The audio pipeline handle
- **element\_1** *–[in]* The element to add to the audio\_pipeline.
- ... *–[in]* Additional elements to add to the audio\_pipeline.

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **pipeline** *–[in]* The audio pipeline handle

- **element\_1** *–[in]* The element to add to the audio\_pipeline.
- ... *–[in]* Additional elements to add to the audio\_pipeline.

返回

- ESP\_OK
- ESP\_FAIL

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.

参数

- **pipeline** *–[in]* The audio pipeline handle
- **element\_1** *–[in]* The element event to subscribe to the audio\_pipeline.
- ... *–[in]* Additional elements event to subscribe to the audio\_pipeline.

返回

- ESP\_OK
- ESP\_FAIL

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.

参数

- **pipeline** *–[in]* The audio pipeline handle
- **dest\_el** *–[in]* Destination element
- **status** *–[in]* The new status

返回

- ESP\_OK All linked elements state are same.
- ESP\_FAIL All linked elements state are not same.

esp\_err\_t **audio\_pipeline\_reset\_items\_state** (*audio\_pipeline\_handle\_t* pipeline)

Reset pipeline element items state to AEL\_STATUS\_NONE

参数 **pipeline** *–[in]* The Audio Pipeline Handle

返回

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_reset\_ringbuffer** (*audio\_pipeline\_handle\_t* pipeline)

Reset pipeline element ringbuffer.

参数 **pipeline** *–[in]* The Audio Pipeline Handle

返回

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_reset\_elements** (*audio\_pipeline\_handle\_t* pipeline)

Reset Pipeline linked elements state.

**参数** **pipeline** –[in] The Audio Pipeline Handle

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **audio\_pipeline\_reset\_kept\_state** (*audio\_pipeline\_handle\_t* pipeline, *audio\_element\_handle\_t* el)

Reset the specific element kept state.

**参数**

- **pipeline** –[in] The Audio Pipeline Handle
- **el** –[in] The Audio element Handle

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

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.

---

**备注:** There is no element reserved when kept\_ctx\_el is NULL. This function will unsubscribe all element's events.

---

**参数**

- **pipeline** –[in] The audio pipeline handle
- **kept\_ctx\_el** –[in] Destination keep elements

**返回**

- ESP\_OK All linked elements state are same.
- ESP\_ERR\_INVALID\_ARG Invalid parameters.

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'.

---

**备注:** If the ringbuffer is not enough to connect the new pipeline will create new ringbuffer.

---

**参数**

- **pipeline** –[in] The Audio Pipeline Handle
- **link\_tag** –Array of elements name that was registered by audio\_pipeline\_register

- **link\_num** –[in] Total number of elements of the `link_tag` array

#### 返回

- ESP\_OK All linked elements state are same.
- ESP\_FAIL Error.
- ESP\_ERR\_INVALID\_ARG Invalid parameters.

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`.

---

**备注:** If the ringbuffer is not enough to connect the new pipeline will create new ringbuffer.

---

#### 参数

- **pipeline** –[in] The Audio Pipeline Handle
- **element\_1** –[in] The element to add to the `audio_pipeline`.
- ... –[in] Additional elements to add to the `audio_pipeline`.

#### 返回

- ESP\_OK All linked elements state are same.
- ESP\_FAIL Error.
- ESP\_ERR\_INVALID\_ARG Invalid parameters.

esp\_err\_t **audio\_pipeline\_change\_state** (*audio\_pipeline\_handle\_t* pipeline, *audio\_element\_state\_t* new\_state)

Set the pipeline state.

#### 参数

- **pipeline** –[in] The Audio Pipeline Handle
- **new\_state** –[in] The new state will be set

#### 返回

- ESP\_OK All linked elements state are same.
- ESP\_FAIL Error.

## 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\\_control](#).

## API Reference

### Header File

- [components/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.

**参数 config** –The configurations

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_event_iface_destroy(audio_event_iface_handle_t evt)`

Cleanup event, it doesn't free evt pointer.

参数 **evt** –The event

返回

- ESP\_OK
- ESP\_FAIL

`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`

参数

- **listener** –The event can listen another event
- **evt** –The event to be added to

返回

- ESP\_OK
- ESP\_FAIL

`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.

参数

- **listener** –The event listener
- **evt** –The event to be removed from

返回

- ESP\_OK
- ESP\_FAIL

`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.

参数

- **evt** –The event
- **wait\_time** –[in] The wait time

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t audio_event_iface_waiting_cmd_msg(audio_event_iface_handle_t evt)`

Waiting internal queue message.

参数 **evt** –The event

返回

- ESP\_OK

- ESP\_FAIL

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.

#### 参数

- **evt** –The event
- **msg** –The message

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **evt** –[in] The event
- **msg** –The message

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **evt** –The event
- **msg** –The message

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **audio\_event\_iface\_discard** (*audio\_event\_iface\_handle\_t* evt)

Discard all ongoing event message.

参数 **evt** –The event

#### 返回

- ESP\_OK
- ESP\_FAIL

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.

#### 参数

- **evt** –The event
- **msg** –The message

- **wait\_time** –The wait time

返回

- ESP\_OK
- ESP\_FAIL

QueueHandle\_t **audio\_event\_iface\_get\_queue\_handle** (*audio\_event\_iface\_handle\_t* evt)

Get External queue handle of Emmitter.

参数 **evt** –[in] The external queue

返回 External QueueHandle\_t

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.

参数

- **evt** –[in] The event interface
- **msg** –[out] The pointer to structure in which event is to be received
- **wait\_time** –[in] Timeout for receiving event

返回

- ESP\_OK On successful receiving of event
- ESP\_FAIL In case of a timeout or invalid parameter passed

QueueHandle\_t **audio\_event\_iface\_get\_msg\_queue\_handle** (*audio\_event\_iface\_handle\_t* evt)

Get Internal queue handle of Emmitter.

参数 **evt** –[in] The Internal queue

返回 Internal QueueHandle\_t

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*

参数

- **listener** –The event can listen another event
- **evt** –The event to be added to

返回

- ESP\_OK
- ESP\_FAIL

## 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

- components/audio\_pipeline/include/audio\_common.h

## Macros

**ELEMENT\_SUB\_TYPE\_OFFSET**

**mem\_assert**(x)

## Enumerations

enum **audio\_element\_type\_t**

*Values:*

enumerator **AUDIO\_ELEMENT\_TYPE\_UNKNOWN**

enumerator **AUDIO\_ELEMENT\_TYPE\_ELEMENT**

enumerator **AUDIO\_ELEMENT\_TYPE\_PLAYER**

enumerator **AUDIO\_ELEMENT\_TYPE\_SERVICE**

enumerator **AUDIO\_ELEMENT\_TYPE\_PERIPH**

enum **audio\_stream\_type\_t**

*Values:*

enumerator **AUDIO\_STREAM\_NONE**

enumerator **AUDIO\_STREAM\_READER**

enumerator **AUDIO\_STREAM\_WRITER**

enum **audio\_codec\_type\_t**

*Values:*

enumerator **AUDIO\_CODEC\_TYPE\_NONE**

enumerator **AUDIO\_CODEC\_TYPE\_DECODER**

enumerator **AUDIO\_CODEC\_TYPE\_ENCODER**

## 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

- `components/esp-adf-lib/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:*

enumerator **ESP\_ERR\_AUDIO\_NO\_ERROR**

enumerator **ESP\_ERR\_AUDIO\_FAIL**

enumerator **ESP\_ERR\_AUDIO\_NO\_INPUT\_STREAM**



enumerator **ESP\_ERR\_AUDIO\_NO\_OUTPUT\_STREAM**

enumerator **ESP\_ERR\_AUDIO\_NO\_CODEC**

enumerator **ESP\_ERR\_AUDIO\_HAL\_FAIL**

enumerator **ESP\_ERR\_AUDIO\_MEMORY\_LACK**

enumerator **ESP\_ERR\_AUDIO\_INVALID\_URI**

enumerator **ESP\_ERR\_AUDIO\_INVALID\_PATH**

enumerator **ESP\_ERR\_AUDIO\_INVALID\_PARAMETER**

enumerator **ESP\_ERR\_AUDIO\_NOT\_READY**

enumerator **ESP\_ERR\_AUDIO\_NOT\_SUPPORT**

enumerator **ESP\_ERR\_AUDIO\_TIMEOUT**

enumerator **ESP\_ERR\_AUDIO\_ALREADY\_EXISTS**

enumerator **ESP\_ERR\_AUDIO\_LINK\_FAIL**

enumerator **ESP\_ERR\_AUDIO\_UNKNOWN**

enumerator **ESP\_ERR\_AUDIO\_OUT\_OF\_RANGE**

enumerator **ESP\_ERR\_AUDIO\_STOP\_BY\_USER**

enumerator **ESP\_ERR\_AUDIO\_OPEN**

enumerator **ESP\_ERR\_AUDIO\_INPUT**

enumerator **ESP\_ERR\_AUDIO\_PROCESS**

enumerator **ESP\_ERR\_AUDIO\_OUTPUT**

enumerator **ESP\_ERR\_AUDIO\_CLOSE**

enum **esp\_audio\_status\_t**

*Values:*

enumerator **AUDIO\_STATUS\_UNKNOWN**

enumerator **AUDIO\_STATUS\_RUNNING**

enumerator **AUDIO\_STATUS\_PAUSED**

enumerator **AUDIO\_STATUS\_STOPPED**

enumerator **AUDIO\_STATUS\_FINISHED**

enumerator **AUDIO\_STATUS\_ERROR**

enum **audio\_termination\_type\_t**

*Values:*

enumerator **TERMINATION\_TYPE\_NOW**

Audio operation will be terminated immediately

enumerator **TERMINATION\_TYPE\_DONE**

Audio operation will be stopped when finished

enumerator **TERMINATION\_TYPE\_MAX**

enum **esp\_audio\_prefer\_t**

*Values:*

enumerator **ESP\_AUDIO\_PREFER\_MEM**

enumerator **ESP\_AUDIO\_PREFER\_SPEED**

enum **media\_source\_type\_t**

*Values:*

enumerator **MEDIA\_SRC\_TYPE\_NULL**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_BASE**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_SD**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_HTTP**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_FLASH**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_A2DP**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_DLNA**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_RAW**

enumerator **MEDIA\_SRC\_TYPE\_MUSIC\_MAX**

enumerator **MEDIA\_SRC\_TYPE\_TONE\_BASE**

enumerator **MEDIA\_SRC\_TYPE\_TONE\_SD**

enumerator **MEDIA\_SRC\_TYPE\_TONE\_HTTP**

enumerator **MEDIA\_SRC\_TYPE\_TONE\_FLASH**

enumerator **MEDIA\_SRC\_TYPE\_TONE\_MAX**

enumerator **MEDIA\_SRC\_TYPE\_RESERVE\_BASE**

enumerator **MEDIA\_SRC\_TYPE\_RESERVE\_MAX**

## Header File

- components/esp-adf-lib/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.

**参数** **cfg** –[in] Provide esp\_audio initialization configuration

**返回**

- NULL: Error
- Others: esp\_audio instance fully certifying

*audio\_err\_t* **esp\_audio\_destroy** (*esp\_audio\_handle\_t* handle)

Specific esp\_audio instance will be destroyed.

**参数** **handle** –[in] The esp\_audio instance

**返回**

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success

- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: no instance to free, call esp\_audio\_init first

*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.

#### 参数

- **handle** *–[in]* The esp\_audio instance
- **in\_stream** *–[in]* Audio stream instance

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments
- ESP\_ERR\_AUDIO\_MEMORY\_LACK: allocate memory fail

*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.

#### 参数

- **handle** *–[in]* The esp\_audio instance
- **out\_stream** *–[in]* The audio stream element instance

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments
- ESP\_ERR\_AUDIO\_MEMORY\_LACK: allocate memory fail

*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.

#### 参数

- **handle** *–[in]* The esp\_audio instance
- **type** *–[in]* The audio codec type(encoder or decoder)
- **lib** *–[in]* To provide audio stream element

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments
- ESP\_ERR\_AUDIO\_MEMORY\_LACK: allocate memory fail

*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.

---

**备注:** This function just query the codec which has already add by esp\_audio\_codec\_lib\_add. The max length of extension is 6.

---

### 参数

- **handle** *–[in]* The esp\_audio instance
- **type** *–[in]* The CODEC\_ENCODER or CODEC\_DECODER
- **extension** *–[in]* Such as “mp3” , “wav” , “aac”

### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: supported
- ESP\_ERR\_AUDIO\_NOT\_SUPPORT: not support
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*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”
- ” hfp://8000:1@bt/hfp/stream.pcm”

### 备注:

- 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.

### 参数

- **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

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- 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
- ESP\_ERR\_AUDIO\_STOP\_BY\_USER: Exit without play due to esp\_audio\_stop has been called.

*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 occurred.

---

#### 备注:

- All features are same with esp\_audio\_play
  - Synchronous interface
  - Support decoder mode only
  - No any events post during playing
- 

#### 参数

- **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

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- 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

*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.

---

**备注:** 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.

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

**参数**

- **handle** *–[in]* The esp\_audio instance
- **type** *–[in]* Stop immediately or done

**返回**

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

*audio\_err\_t* **esp\_audio\_pause** (*esp\_audio\_handle\_t* handle)

Pause the esp\_audio.

**备注:** 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.

- a. The Paused music must be stopped by `esp_audio_stop` before new playing, otherwise got block on new play.

**参数** **handle** *–[in]* The esp\_audio instance

**返回**

- `ESP_ERR_AUDIO_NO_ERROR`: on success
- `ESP_ERR_AUDIO_INVALID_PARAMETER`: invalid arguments
- `ESP_ERR_AUDIO_NOT_READY`: the status is not running
- `ESP_ERR_AUDIO_TIMEOUT`: timeout the pause activity.

*audio\_err\_t* **esp\_audio\_resume** (*esp\_audio\_handle\_t* handle)

Resume the music paused.

**备注:** 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.

**参数** **handle** *–[in]* The esp\_audio instance

**返回**

- `ESP_ERR_AUDIO_NO_ERROR`: on success
- `ESP_ERR_AUDIO_INVALID_PARAMETER`: invalid arguments
- `ESP_ERR_AUDIO_TIMEOUT`: timeout the resume activity.

*audio\_err\_t* **esp\_audio\_eq\_gain\_set** (*esp\_audio\_handle\_t* handle, int band\_index, int nch, int eq\_gain)

Set the audio gain to be processed by the equalizer.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **band\_index** *-[in]* The position of center frequencies of equalizer. The range of eq band index is [0 - 9].
- **nch** *-[in]* The number of channel. As for mono, the nch can only set to 1. As for dual, the nch can set to 1 and 2.
- **eq\_gain** *-[in]* The value of audio gain which in band\_index.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_eq\_gain\_get** (*esp\_audio\_handle\_t* handle, int band\_index, int nch, int \*eq\_gain)

Get the audio gain to be processed by the equalizer.

#### 参数

- **handle** *-[in]* Audio element handle
- **band\_index** *-[in]* The position of center frequencies of equalizer. The range of eq band index is [0 - 9].
- **nch** *-[in]* The number of channel. As for mono, the nch can only set to 1. As for dual, the nch can set to 1 and 2.
- **eq\_gain** *-[out]* The pointer of the gain processed by equalizer

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_speed\_get** (*esp\_audio\_handle\_t* handle, *esp\_audio\_play\_speed\_t* \*speed\_index)

Getting esp\_audio play speed index, index value is from “esp\_audio\_speed\_t” enum.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **speed\_index** *-[out]* Current audio play speed index.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_speed\_set** (*esp\_audio\_handle\_t* handle, *esp\_audio\_play\_speed\_t* speed\_index)

Use speed\_index which is from “esp\_audio\_speed\_t” enum to set esp\_audio play speed.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **speed\_index** *-[in]* Value from “esp\_audio\_speed\_t” enum.

#### 返回



- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_speed\_idx\_to\_float** (*esp\_audio\_handle\_t* handle, *esp\_audio\_play\_speed\_t* speed\_index, float \*speed)

Use speed\_index which is from “esp\_audio\_speed\_t” enum to get esp\_audio play speed which is float type.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **speed\_index** *-[in]* Current audio play speed index.
- **speed** *-[out]* Current audio play speed.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_vol\_set** (*esp\_audio\_handle\_t* handle, int vol)

Setting esp\_audio volume.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **vol** *-[in]* Specific volume will be set. 0-100 is legal. 0 will be mute.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_CTRL\_HAL\_FAIL: error with hardware.
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_vol\_get** (*esp\_audio\_handle\_t* handle, int \*vol)

Get esp\_audio volume.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **vol** *-[out]* A pointer to int that indicates esp\_audio volume.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_CTRL\_HAL\_FAIL: error with hardware.
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*audio\_err\_t* **esp\_audio\_state\_get** (*esp\_audio\_handle\_t* handle, *esp\_audio\_state\_t* \*state)

Get esp\_audio status.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **state** *-[out]* A pointer to *esp\_audio\_state\_t* that indicates esp\_audio status.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success

- **ESP\_ERR\_AUDIO\_INVALID\_PARAMETER**: no esp\_audio instance or esp\_audio does not playing

*audio\_err\_t* **esp\_audio\_pos\_get** (*esp\_audio\_handle\_t* handle, int \*pos)

Get the position in bytes of currently played music.

---

**备注:** This function works only with decoding music.

---

#### 参数

- **handle** **–[in]** The esp\_audio instance
- **pos** **–[out]** A pointer to int that indicates esp\_audio decoding position.

#### 返回

- **ESP\_ERR\_AUDIO\_NO\_ERROR**: on success
- **ESP\_ERR\_AUDIO\_INVALID\_PARAMETER**: no esp\_audio instance
- **ESP\_ERR\_AUDIO\_NOT\_READY**: no codec element

*audio\_err\_t* **esp\_audio\_time\_get** (*esp\_audio\_handle\_t* handle, int \*time)

Get the position in microseconds of currently played music.

---

**备注:** This function works only with decoding music.

---

#### 参数

- **handle** **–[in]** The esp\_audio instance
- **time** **–[out]** A pointer to int that indicates esp\_audio decoding position.

#### 返回

- **ESP\_ERR\_AUDIO\_NO\_ERROR**: on success
- **ESP\_ERR\_AUDIO\_INVALID\_PARAMETER**: no esp\_audio instance
- **ESP\_ERR\_AUDIO\_NOT\_READY**: no out stream

*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.

---

**备注:** 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.

---

#### 参数

- **handle** **–[in]** The esp\_audio instance
- **sets** **–[in]** A pointer to *esp\_audio\_setup\_t*.

#### 返回

- **ESP\_ERR\_AUDIO\_NO\_ERROR**: on success
- **ESP\_ERR\_AUDIO\_INVALID\_PARAMETER**: no esp\_audio instance

- ESP\_ERR\_AUDIO\_MEMORY\_LACK: allocate memory fail

*audio\_err\_t* **esp\_audio\_media\_type\_set** (*esp\_audio\_handle\_t* handle, *media\_source\_type\_t* type)

*audio\_err\_t* **esp\_audio\_music\_info\_get** (*esp\_audio\_handle\_t* handle, *esp\_audio\_music\_info\_t* \*info)

*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.

---

**备注:** This function works only with decoding music.

---

#### 参数

- **handle** **–[in]** The esp\_audio instance
- **seek\_time\_sec** **–[out]** A pointer to int that indicates esp\_audio decoding position.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- 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

*audio\_err\_t* **esp\_audio\_duration\_get** (*esp\_audio\_handle\_t* handle, int \*duration)

Get the duration in microseconds of playing music.

---

**备注:** This function works only with decoding music.

---

#### 参数

- **handle** **–[in]** The esp\_audio instance
- **duration** **–[out]** A pointer to int that indicates decoding total time.

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: no esp\_audio instance
- ESP\_ERR\_AUDIO\_NOT\_READY: no codec element or no in element

*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.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **time\_ms** *-[in]* The maximum amount of time

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: invalid arguments

*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

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **type** *-[out]* A pointer to esp\_audio\_prefer\_t

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: no esp\_audio instance

*audio\_err\_t* **esp\_audio\_event\_que\_set** (*esp\_audio\_handle\_t* handle, QueueHandle\_t que)

Set event queue to notify the esp\_audio status.

#### 参数

- **handle** *-[in]* The esp\_audio instance
- **que** *-[out]* A pointer to QueueHandle\_t

#### 返回

- ESP\_ERR\_AUDIO\_NO\_ERROR: on success
- ESP\_ERR\_AUDIO\_INVALID\_PARAMETER: no esp\_audio instance

## 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 resample; others: 44.1K, 48K, 32K, 16K, 8K has supported It should be make sure same with I2S stream `sample_rate`

int **component\_select**

The select of audio forge component. eg. To choose equalizer and ALC together, please enter `ESP_AUDIO_COMPONENT_SELECT_ALC | ESP_AUDIO_COMPONENT_SELECT_EQUALIZER`.

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

int **resample\_ch**

The dest channel of resample

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

float **audio\_speed**

Play speed of audio

int64\_t **in\_stream\_total\_size**

Total size of in stream

struct **esp\_audio\_music\_info\_t**

The music 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

esp\_codec\_type\_t **codec\_fmt**

Music format

## Macros

**ESP\_AUDIO\_COMPONENT\_SELECT\_DEFAULT**

Default selected

**ESP\_AUDIO\_COMPONENT\_SELECT\_ALC**

ALC selected

**ESP\_AUDIO\_COMPONENT\_SELECT\_EQUALIZER**

Equalizer selected

**DEFAULT\_ESP\_AUDIO\_CONFIG()**

## Type Definitions

typedef void \***esp\_audio\_handle\_t**

## Enumerations

enum **esp\_audio\_play\_speed\_t**

esp\_audio play speed

*Values:*

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_UNKNOW**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_0\_50**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_0\_75**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_1\_00**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_1\_25**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_1\_50**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_1\_75**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_2\_00**

enumerator **ESP\_AUDIO\_PLAY\_SPEED\_MAX**

## 2.2 音频流

音频流指的是负责获取和处理音频数据并将处理后的音频发送出去的音频元素。

以下为支持的音频流：



- 算法流
- *FatFs* 流
- *HTTP* 流
- *I2S* 流
- *PWM* 流
- 原始流
- *SPIFFS* 流
- *TCP* 客户端流
- 提示音流
- 嵌入 *Flash* 流
- 语音合成流

每个流 (stream) 有一个结构体作为输入参数进行初始化, 其返回的 `audio_element_handle_t` 句柄用来调用 `audio_element.h` 中的函数。大多数流具有 `AUDIO_STREAM_READER` (读) 和 `AUDIO_STREAM_WRITER` (写) 两种类型。例如, 可使用 `i2s_stream_init()` 和 `i2s_stream_cfg_t` 来设置 *I2S* 流的类型。

有关 API 的详细信息, 请参阅下文。

### 2.2.1 算法流

算法流 (algorithm stream) 集成声学回声消除 (AEC)、自动增益控制 (AGC)、噪声抑制 (NS) 等前端算法, 用于处理收取的音频, 常用于 VoIP、语音识别、关键词唤醒等需要预处理的场景。算法流调用 `esp-sr`, 故占用较大内存, 且只支持 `AUDIO_STREAM_READER` 类型。

#### 应用示例

- `advanced_examples/algorithm/main/algorithm_examples.c`
- `protocols/voip/main/voip_app.c`

#### Header File

- `components/audio_stream/include/algorithm_stream.h`

#### Functions

`audio_element_handle_t algo_stream_init (algorithm_stream_cfg_t *config)`

Initialize algorithm stream.

参数 **config** –The algorithm Stream configuration

返回 The audio element handle

*audio\_element\_err\_t* **algo\_stream\_set\_delay** (*audio\_element\_handle\_t* el, *ringbuf\_handle\_t* ringbuf, int delay\_ms)

Set playback signal or recording signal delay when use type2.

---

**备注:** The AEC internal buffering mechanism requires that the recording signal is delayed by around 0 - 10 ms compared to the corresponding reference (playback) signal.

---

#### 参数

- **el** –Handle of element
- **ringbuf** –Handle of ringbuf
- **delay\_ms** –The delay between playback and recording in ms This delay\_ms can be debugged by yourself, you can set the configuration debug\_input to true, then get the original input data (left channel is the signal captured from the microphone, right channel is the signal played to the speaker), and check the delay with an audio analysis tool.

#### 返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

*esp\_err\_t* **algorithm\_mono\_fix** (*uint8\_t* \*sbuff, *uint32\_t* len)

Fix I2S mono noise issue.

---

**备注:** This API only for ESP32 with I2S 16bits

---

#### 参数

- **sbuff** –I2S data buffer
- **len** –I2S data len

返回 ESP\_OK

## Structures

struct **algorithm\_stream\_cfg\_t**

Algorithm stream configurations.

## Public Members

*algorithm\_stream\_input\_type\_t* **input\_type**

Input type of stream , when enabled the ALGORITHM\_STREAM\_INPUT\_TYPE2, the input\_format must be MR

int **task\_stack**

Task stack size

int **task\_prio**

Task peroid

int **task\_core**

The core that task to be created

int **out\_rb\_size**

Size of output ringbuffer

bool **stack\_in\_ext**

Try to allocate stack in external memory

int **rec\_linear\_factor**

The linear amplication factor of record signal

int **ref\_linear\_factor**

The linear amplication factor of reference signal

bool **debug\_input**

debug algorithm input data

int8\_t **algo\_mask**

Choose algorithm to use

int **sample\_rate**

The sampling rate of the input PCM (in Hz)

char **\*partition\_label**

Partition label which stored the model data

const char **\*input\_format**

The arrangement order of input data

afe\_type\_t **afe\_type**

AFE type

`afe_mode_t mode`  
AFE mode

`afe_agc_mode_t agc_mode`  
AGC mode

`int agc_compression_gain_db`  
AGC compression gain(dB)

`int agc_target_level_dbfs`  
AGC target level(dBFS)

`bool enable_se`  
Speech Enhancement, microphone array processing enable

`int multi_in_rb_num`  
The number of input ringbuffer

## Macros

`ALGORITHM_STREAM_PINNED_TO_CORE`

`ALGORITHM_STREAM_TASK_PERIOD`

`ALGORITHM_STREAM_RINGBUFFER_SIZE`

`ALGORITHM_STREAM_TASK_STACK_SIZE`

`ALGORITHM_STREAM_DEFAULT_SAMPLE_RATE_HZ`

`ALGORITHM_STREAM_DEFAULT_SAMPLE_BIT`

`ALGORITHM_STREAM_DEFAULT_MIC_CHANNELS`

`ALGORITHM_STREAM_DEFAULT_AGC_GAIN_DB`

`ALGORITHM_STREAM_DEFAULT_MASK`

`ALGORITHM_STREAM_CFG_DEFAULT()`

`ALGORITHM_STREAM_CFG_SR_DUAL_MIC()`

## Enumerations

enum **algorithm\_stream\_input\_type\_t**

Two types of algorithm stream input method.

*Values:*

enumerator **ALGORITHM\_STREAM\_INPUT\_TYPE1**

Type 1 is default used by mini-board, the reference signal and the recording signal are respectively read in from the left channel and the right channel of the same I2S

enumerator **ALGORITHM\_STREAM\_INPUT\_TYPE2**

As the simple diagram above shows, when type2 is choosen, the recording signal and reference signal should be input by users.

enum **algorithm\_stream\_mask\_t**

Choose the algorithm to be used.

*Values:*

enumerator **ALGORITHM\_STREAM\_USE\_AEC**

Use AEC

enumerator **ALGORITHM\_STREAM\_USE\_AGC**

Use AGC

enumerator **ALGORITHM\_STREAM\_USE\_NS**

Use NS

enumerator **ALGORITHM\_STREAM\_USE\_VAD**

Use VAD

### 2.2.2 FatFs 流

FatFs 流从 FatFs 文件系统中读取和写入数据, 具有读和写两种类型, 类型由 `audio_stream_type_t` 定义。

#### 应用示例

- 读类型示例: `player/pipeline_play_sdcard_music`
- 写类型示例: `recorder/pipeline_recording_to_sdcard`

## Header File

- components/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.

参数 **config** –The configuration

返回 The Audio Element handle

## 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)

bool **ext\_stack**

Allocate stack on extern ram

bool **write\_header**

Choose to write amrnb/amrwb header in fatfs whether or not (true or false, true means choose to write amrnb header)

## 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()**

## 2.2.3 HTTP 流

HTTP 流通过 `esp_http_client()` 获取和发送数据, 具有读和写两种类型, 类型由 `audio_stream_type_t` 定义。AUDIO\_STREAM\_READER 支持 HTTP、HTTPS 和 HTTP 流直播流协议 (HTTP Live Stream) 等协议, 使用前需要连接网络。

### 应用示例

- 读类型示例
  - `player/pipeline_living_stream`
  - `player/pipeline_http_mp3`
- 写类型示例
  - `recorder/pipeline_raw_http`

### Header File

- `components/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.

**参数 config** –The configuration

**返回** The Audio Element handle

`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

**参数** `el` –The http\_stream element handle

**返回**

- ESP\_OK on success
- ESP\_FAIL on errors

`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.

**参数** `el` –The http\_stream element handle

**返回**

- ESP\_OK on success
- ESP\_ERR\_NOT\_SUPPORTED if playlist is finished

`esp_err_t http_stream_get_url_index (audio_element_handle_t el, int *url_idx)`

Get url index in current playlist.

**参数**

- `el` –The http\_stream element handle
- `url_idx` –Url index in playlist

**返回**

- ESP\_OK on success
- ESP\_ERR\_NOT\_SUPPORTED if playlist not existed

`esp_err_t http_stream_set_server_cert (audio_element_handle_t el, const char *cert)`

Set SSL server certification.

**备注:** EM format as string, if the client requires to verify server

**参数**

- `el` –The http\_stream element handle
- `cert` –server certification



返回

- ESP\_OK on success

## 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)

bool **stack\_in\_ext**

Try to allocate stack in external memory

*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

const char **\*cert\_pem**

SSL server certification, PEM format as string, if the client requires to verify server

esp\_err\_t (**\*crt\_bundle\_attach**)(void \*conf)

Function pointer to esp\_crt\_bundle\_attach. Enables the use of certification bundle for server verification, must be enabled in menuconfig

int **request\_size**

Request data size each time from http\_client Defaults use DEFAULT\_ELEMENT\_BUFFER\_LENGTH if set to 0 Need care this setting if audio frame size is small and want low latency playback

int **request\_range\_size**

Range size setting for header Range: bytes=start-end Request full range of resource if set to 0 Range size bigger than request size is recommended

const char **\*user\_agent**

The User Agent string to send with HTTP requests

int **url\_index**

The url index to be played in playlist

## 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:*

enumerator **HTTP\_STREAM\_PRE\_REQUEST**

The event handler will be called before HTTP Client making the connection to the server

enumerator **HTTP\_STREAM\_ON\_REQUEST**

The event handler will be called when HTTP Client is requesting data, If the function return the value (-1: ESP\_FAIL), HTTP Client will be stopped. If the function return the value > 0, HTTP Stream will ignore the post\_field. If the function return the value = 0, HTTP Stream continue send data from post\_field (if any)

enumerator **HTTP\_STREAM\_ON\_RESPONSE**

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

enumerator **HTTP\_STREAM\_POST\_REQUEST**

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

enumerator **HTTP\_STREAM\_FINISH\_REQUEST**

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

enumerator **HTTP\_STREAM\_RESOLVE\_ALL\_TRACKS**

enumerator `HTTP_STREAM_FINISH_TRACK`

enumerator `HTTP_STREAM_FINISH_PLAYLIST`

## 2.2.4 I2S 流

I2S 流通过芯片的 I2S、PDM、ADC、DAC 接口接收和发送音频数据，其中 ADC、DAC 功能需要芯片定义 `SOC_I2S_SUPPORTS_ADC_DAC`。I2S 流还集成自动电平控制 (ALC) 来调节音量，多通道输出和扩展发送音频数据位宽，相关控制位定义在 `i2s_stream_cfg_t` 中。

### 应用示例

- 读类型示例: `recorder/pipeline_wav_amr_sdcard`
- 写类型示例: `get-started/play_mp3_control`

### Header File

- `components/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`.

---

**备注:** 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.

---

**参数** `config` –The configuration

**返回** The Audio Element handle

`esp_err_t i2s_stream_set_channel_type (i2s_stream_cfg_t *config, i2s_channel_type_t type)`

Set I2S stream channel format type.

---

**备注:** : This function only updates `i2s_stream_cfg_t`, so it needs to be called before `i2s_stream_init`.

---

**参数**

- `config` –[in] The I2S stream configuration
- `type` –[in] I2S channel format type

**返回**

- `ESP_OK`

- ESP\_ERR\_INVALID\_ARG

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

#### 参数

- **i2s\_stream** **–[in]** The i2s element handle
- **rate** **–[in]** Clock rate (in Hz)
- **bits** **–[in]** Audio bit width (8, 16, 24, 32)
- **ch** **–[in]** Number of Audio channels (1: Mono, 2: Stereo). But when set to tdm mode, ch is slot mask.(ex: I2S\_TDM\_SLOT0 | I2S\_TDM\_SLOT1 | I2S\_TDM\_SLOT2 | I2S\_TDM\_SLOT3)

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **i2s\_alc\_volume\_set** (*audio\_element\_handle\_t* i2s\_stream, int volume)

Set the volume of input audio stream with ALC. Positive value indicates an increase in volume, negative value indicates a decrease in volume, 0 indicates the volume level remains unchanged.

#### 参数

- **i2s\_stream** **–[in]** The i2s element handle
- **volume** **–[in]** The gain of input audio stream:  
– Supported range [-64, 63], unit: dB

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **i2s\_alc\_volume\_get** (*audio\_element\_handle\_t* i2s\_stream, int \*volume)

Get volume of stream.

#### 参数

- **i2s\_stream** **–[in]** The i2s element handle
- **volume** **–[in]** The volume of stream

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **i2s\_stream\_sync\_delay** (*audio\_element\_handle\_t* i2s\_stream, int delay\_ms)

Set sync delay of stream.

#### 参数

- **i2s\_stream** **–[in]** The i2s element handle
- **delay\_ms** **–[in]** The delay of stream

#### 返回

- ESP\_OK

- ESP\_FAIL

## 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\_comm\_mode\_t **transmit\_mode**

I2S transmit mode

i2s\_chan\_config\_t **chan\_cfg**

I2S controller channel configuration

i2s\_std\_config\_t **std\_cfg**

I2S standard mode major configuration that including clock/slot/gpio configuration

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)

bool **stack\_in\_ext**

Try to allocate stack in external memory

int **multi\_out\_num**

The number of multiple output

bool **uninstall\_drv**

whether uninstall the i2s driver when stream destroyed

bool **need\_expand**

whether to expand i2s data

i2s\_data\_bit\_width\_t **expand\_src\_bits**

The source bits per sample when data expand

int **buffer\_len**

Buffer length use for an Element. Note: when ‘bits\_per\_sample’ is 24 bit, the buffer length must be a multiple of 3. The recommended value is 3600

## 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\_CFG\_DEFAULT\_WITH\_PARAM** (port, rate, bits, stream\_type)

**I2S\_STD\_PHILIPS\_SLOT\_DEFAULT\_ADF\_CONFIG** (bits\_per\_sample, mono\_or\_stereo)

**I2S\_STREAM\_CFG\_DEFAULT\_WITH\_TYPE\_AND\_CH** (port, rate, bits, stream\_type, channel)

## Enumerations

enum **i2s\_channel\_type\_t**

*Values:*

enumerator **I2S\_CHANNEL\_TYPE\_RIGHT\_LEFT**

Separated left and right channel

enumerator **I2S\_CHANNEL\_TYPE\_ALL\_RIGHT**

Load right channel data in both two channels

enumerator **I2S\_CHANNEL\_TYPE\_ALL\_LEFT**

Load left channel data in both two channels

enumerator **I2S\_CHANNEL\_TYPE\_ONLY\_RIGHT**

Only load data in right channel (mono mode)

enumerator **I2S\_CHANNEL\_TYPE\_ONLY\_LEFT**

Only load data in left channel (mono mode)

## 2.2.5 PWM 流

一些成本敏感的场景中, 音频信号不用 DAC 进行转换, 而是使用 PWM 对信号进行调制并经过滤波电路实现。PWM 流实现了音频数据用芯片的 PWM 进行调制并发送的功能, 只有 `AUDIO_STREAM_WRITER` 类型。注意, PWM 的数模转换信噪较低。

### 应用示例

- 写类型示例: `player/pipeline_play_mp3_with_dac_or_pwm`

### Header File

- `components/audio_stream/include/pwm_stream.h`

### Functions

*audio\_element\_handle\_t* **pwm\_stream\_init** (*pwm\_stream\_cfg\_t* \*config)

Initialize PWM stream Only support `AUDIO_STREAM_READER` type.

**参数 config** –The PWM Stream configuration

**返回** The audio element handle

*esp\_err\_t* **pwm\_stream\_set\_clk** (*audio\_element\_handle\_t* pwm\_stream, int rate, int bits, int ch)

Setup clock for PWM Stream, this function is only used with handle created by `pwm_stream_init`

**参数**

- **pwm\_stream** –[in] The pwm element handle
- **rate** –[in] Clock rate (in Hz)
- **bits** –[in] Audio bit width (16, 32)
- **ch** –[in] Number of Audio channels (1: Mono, 2: Stereo)

**返回**

- `ESP_OK`
- `ESP_FAIL`



## Structures

struct **audio\_pwm\_config\_t**

PWM audio configurations.

### Public Members

timer\_group\_t **tg\_num**

timer group number (0 - 1)

timer\_idx\_t **timer\_num**

timer number (0 - 1)

int **gpio\_num\_left**

the LEDC output gpio\_num, Left channel

int **gpio\_num\_right**

the LEDC output gpio\_num, Right channel

ledc\_channel\_t **ledc\_channel\_left**

LEDC channel (0 - 7), Corresponding to left channel

ledc\_channel\_t **ledc\_channel\_right**

LEDC channel (0 - 7), Corresponding to right channel

ledc\_timer\_t **ledc\_timer\_sel**

Select the timer source of channel (0 - 3)

ledc\_timer\_bit\_t **duty\_resolution**

ledc pwm bits

uint32\_t **data\_len**

ringbuffer size

struct **pwm\_stream\_cfg\_t**

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

## Public Members

*audio\_stream\_type\_t* **type**

Type of stream

*audio\_pwm\_config\_t* **pwm\_config**

driver configurations

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 **buffer\_len**

pwm\_stream buffer length

bool **ext\_stack**

Allocate stack on extern ram

## Macros

**PWM\_STREAM\_GPIO\_NUM\_LEFT**

**PWM\_STREAM\_GPIO\_NUM\_RIGHT**

**PWM\_STREAM\_TASK\_STACK**

**PWM\_STREAM\_BUF\_SIZE**

**PWM\_STREAM\_TASK\_PRIO**

**PWM\_STREAM\_TASK\_CORE**

**PWM\_STREAM\_RINGBUFFER\_SIZE**

**PWM\_CONFIG\_RINGBUFFER\_SIZE**

**PWM\_STREAM\_CFG\_DEFAULT** ( )

## 2.2.6 原始流

原始流 (raw stream) 用于获取连接的前级元素输出数据, 或者为后级连接的元素填充数据, 本身不建立线程。AUDIO\_STREAM\_READER 的应用方式为 [i2s] -> [filter] -> [raw] 或 [i2s] -> [codec-amr] -> [raw], AUDIO\_STREAM\_WRITER 的应用方式为 [raw]->[codec-mp3]->[i2s]。

### 应用示例

- 读类型示例: [protocols/voip](#)
- 写类型示例: [advanced\\_examples/downmix\\_pipeline](#)

### Header File

- [components/audio\\_stream/include/raw\\_stream.h](#)

### Functions

*audio\_element\_handle\_t* **raw\_stream\_init** (*raw\_stream\_cfg\_t* \*cfg)

Initialize RAW stream.

**参数** **cfg** –The RAW Stream configuration

**返回** The audio element handle

int **raw\_stream\_read** (*audio\_element\_handle\_t* pipeline, char \*buffer, int buf\_size)

Read data from Stream.

**参数**

- **pipeline** –The audio pipeline handle
- **buffer** –The buffer
- **buf\_size** –Maximum number of bytes to be read.

**返回** Number of bytes actually read.

int **raw\_stream\_write** (*audio\_element\_handle\_t* pipeline, char \*buffer, int buf\_size)

Write data to Stream.

**参数**

- **pipeline** –The audio pipeline handle
- **buffer** –The buffer
- **buf\_size** –Number of bytes to write

**返回** Number of bytes written

## 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** ( )

## 2.2.7 SPIFFS 流

SPIFFS 流从 SPIFFS 读取和写入音频数据。

### 应用示例

- `player/pipeline_spiffs_mp3`

### Header File

- `components/audio_stream/include/spiffs_stream.h`

## Functions

*audio\_element\_handle\_t* **spiiffs\_stream\_init** (*spiiffs\_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.

参数 **config** –The configuration

返回 The Audio Element handle

## Structures

struct **spiiffs\_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)

bool **write\_header**

Choose to write amrnb/armwb header in spiiffs whether or not (true or false, true means choose to write amrnb header)

## 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()`

## 2.2.8 TCP 客户端流

TCP 客户端流 (TCP client stream) 通过 TCP 读取和写入服务器数据。

### 应用示例

- `get-started/pipeline_tcp_client`

### Header File

- `components/audio_stream/include/tcp_client_stream.h`

### Functions

*audio\_element\_handle\_t* **tcp\_stream\_init** (*tcp\_stream\_cfg\_t* \*config)

Initialize a TCP stream to/from an audio element This function creates a TCP stream to/from an audio element depending on the stream type configuration (e.g., `AUDIO_STREAM_READER` or `AUDIO_STREAM_WRITER`). The handle of the audio element is the returned.

**参数 config** –The configuration

**返回** The audio element handle

### Structures

struct **tcp\_stream\_event\_msg**

TCP Stream message configuration.

## Public Members

void \***source**

Element handle

void \***data**

Data of input/output

int **data\_len**

Data length of input/output

esp\_transport\_handle\_t **sock\_fd**

handle of socket

struct **tcp\_stream\_cfg\_t**

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

## Public Members

*audio\_stream\_type\_t* **type**

Type of stream

int **timeout\_ms**

time timeout for read/write

int **port**

TCP port>

char \***host**

TCP host>

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)

bool **ext\_stack**

Allocate stack on extern ram

*tcp\_stream\_event\_handle\_cb* **event\_handler**

TCP stream event callback

void \***event\_ctx**  
User context

## Macros

**TCP\_STREAM\_DEFAULT\_PORT**  
TCP stream parameters.

**TCP\_STREAM\_TASK\_STACK**

**TCP\_STREAM\_BUF\_SIZE**

**TCP\_STREAM\_TASK\_PRIO**

**TCP\_STREAM\_TASK\_CORE**

**TCP\_SERVER\_DEFAULT\_RESPONSE\_LENGTH**

**TCP\_STREAM\_CFG\_DEFAULT** ()

## Type Definitions

typedef struct *tcp\_stream\_event\_msg* **tcp\_stream\_event\_msg\_t**  
TCP Stream message configuration.

typedef esp\_err\_t (\***tcp\_stream\_event\_handle\_cb**)(*tcp\_stream\_event\_msg\_t* \*msg, *tcp\_stream\_status\_t* state,  
void \*event\_ctx)

## Enumerations

enum **tcp\_stream\_status\_t**

*Values:*

enumerator **TCP\_STREAM\_STATE\_NONE**

enumerator **TCP\_STREAM\_STATE\_CONNECTED**



## 2.2.9 提示音流

提示音流 (tone stream) 读取 `tools/audio_tone/mk_audio_tone.py` 生成的数据, 只支持 `AUDIO_STREAM_READER` 类型。

### 应用示例

- `player/pipeline_flash_tone`

### Header File

- `components/audio_stream/include/tone_stream.h`

### Functions

*audio\_element\_handle\_t* **tone\_stream\_init** (*tone\_stream\_cfg\_t* \*config)

Create an Audio Element handle to stream data from flash to another Element, only support `AUDIO_STREAM_READER` type.

**参数 config** –The configuration

**返回** The Audio Element handle

### Structures

struct **tone\_stream\_cfg\_t**

TONE 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)

const char \***label**

Label of tone stored in flash. The default value is `flash_tone`

bool **extern\_stack**

Task stack allocate on the extern ram

bool **use\_delegate**

Read tone partition with `esp_delegate`. If task stack is on extern ram, this MUST be TRUE

## Macros

**TONE\_STREAM\_BUF\_SIZE**

**TONE\_STREAM\_TASK\_STACK**

**TONE\_STREAM\_TASK\_CORE**

**TONE\_STREAM\_TASK\_PRIO**

**TONE\_STREAM\_RINGBUFFER\_SIZE**

**TONE\_STREAM\_EXT\_STACK**

**TONE\_STREAM\_USE\_DELEGATE**

**TONE\_STREAM\_CFG\_DEFAULT()**

### 2.2.10 嵌入 Flash 流

嵌入 Flash 流 (flash-embedding stream) 读取 `tools/audio_tone/mk_embed_flash.py` 生成的数据, 只支持 `AUDIO_STREAM_READER` 类型。

#### 应用示例

- `player/pipeline_embed_flash_tone`

## Header File

- components/audio\_stream/include/embed\_flash\_stream.h

## Functions

*audio\_element\_handle\_t* **embed\_flash\_stream\_init** (*embed\_flash\_stream\_cfg\_t* \*config)

Create an Audio Element handle to stream data from flash to another Element, only support AUDIO\_STREAM\_READER type.

**参数 config** –The configuration

**返回** The Audio Element handle

esp\_err\_t **embed\_flash\_stream\_set\_context** (*audio\_element\_handle\_t* embed\_stream, const *embed\_item\_info\_t* \*context, int max\_num)

Set the embed flash context.

This function mainly provides information about embed flash data

### 参数

- **embed\_stream** –[in] The embed flash element handle
- **context** –[in] The embed flash context
- **max\_num** –[in] The number of embed flash context

### 返回

- ESP\_OK
- ESP\_FAIL

## Structures

struct **embed\_flash\_stream\_cfg\_t**

Flash-embedding stream configurations, if any entry is zero then the configuration will be set to default values.

### Public Members

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)

bool **extern\_stack**

At present, task stack can only be placed on SRAM, so it should always be set to `false`

struct **embed\_item\_info**

Embed tone information in flash.

## Public Members

const uint8\_t \***address**

The corresponding address in flash

int **size**

Size of corresponding data

## Macros

**EMBED\_FLASH\_STREAM\_BUF\_SIZE**

**EMBED\_FLASH\_STREAM\_TASK\_STACK**

**EMBED\_FLASH\_STREAM\_TASK\_CORE**

**EMBED\_FLASH\_STREAM\_TASK\_PRIO**

**EMBED\_FLASH\_STREAM\_RINGBUFFER\_SIZE**

**EMBED\_FLASH\_STREAM\_EXT\_STACK**

**EMBED\_FLASH\_STREAM\_CFG\_DEFAULT** ( )

## Type Definitions

typedef struct *embed\_item\_info* **embed\_item\_info\_t**  
Embed tone information in flash.

### 2.2.11 语音合成流

语音合成流 (TTS stream) 获取 *esp-sr* 的 *esp\_tts\_voice* 数据, 只支持 *AUDIO\_STREAM\_READER* 类型。

#### 应用示例

- 读类型示例: *player/pipeline\_tts\_stream*

#### Header File

- *components/audio\_stream/include/tts\_stream.h*

#### Functions

*audio\_element\_handle\_t* **tts\_stream\_init** (*tts\_stream\_cfg\_t* \*config)

Create a handle to an Audio Element to stream data from TTS to another Element, the stream type only support *AUDIO\_STREAM\_READER* for now.

参数 **config** –The configuration

返回 The Audio Element handle

esp\_err\_t **tts\_stream\_set\_strings** (*audio\_element\_handle\_t* el, const char \*strings)

Set tts stream strings.

参数

- **el** –[in] The audio element handle
- **strings** –[in] The string pointer

返回

- *ESP\_OK*
- *ESP\_FAIL*

esp\_err\_t **tts\_stream\_set\_speed** (*audio\_element\_handle\_t* el, *tts\_voice\_speed\_t* speed)

Setting tts stream voice speed.

参数

- **el** –[in] The *esp\_audio* instance
- **speed** –[in] Speed will be set. 0-5 is legal. 0 is the slowest speed.

返回

- *ESP\_OK*
- *ESP\_FAIL*

esp\_err\_t **tts\_stream\_get\_speed**(*audio\_element\_handle\_t* el, *tts\_voice\_speed\_t* \*speed)

Get tts stream voice speed.

#### 参数

- **el** **–[in]** The esp\_audio instance
- **speed** **–[in]** Return tts stream Speed will be [0,5]

#### 返回

- ESP\_OK
- ESP\_FAIL

## Structures

struct **tts\_stream\_cfg\_t**

TTS 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)

bool **ext\_stack**

Allocate stack on extern ram

## Macros

**TTS\_STREAM\_BUF\_SIZE**

**TTS\_STREAM\_TASK\_STACK**

**TTS\_STREAM\_TASK\_CORE**

**TTS\_STREAM\_TASK\_PRIO**

**TTS\_STREAM\_RINGBUFFER\_SIZE**

**TTS\_STREAM\_CFG\_DEFAULT()**

## Enumerations

enum **tts\_voice\_speed\_t**

*Values:*

enumerator **TTS\_VOICE\_SPEED\_0**

enumerator **TTS\_VOICE\_SPEED\_1**

enumerator **TTS\_VOICE\_SPEED\_2**

enumerator **TTS\_VOICE\_SPEED\_3**

enumerator **TTS\_VOICE\_SPEED\_4**

enumerator **TTS\_VOICE\_SPEED\_5**

enumerator **TTS\_VOICE\_SPEED\_MAX**

## 2.3 播放列表

播放列表是可以按顺序或按指定顺序播放的音频文件列表。

`playlist/include/sdcard_scan.h` 中的 `sdcard_scan()` 函数可扫描 microSD 卡中的音频文件，并且生成播放列表。支持指定文件深度扫描和过滤文件类型，播放列表实例可以存放于多种存储介质，以下为支持的存储介质：

- 存储至 *microSD* 卡
- 存储至 *DRAM*

- 存储至 *flash* 的 *NVS* 分区
- 存储至 *flash* 的 *DATA\_UNDEFINED* 分区

扫描音频文件后, 可使用 `playlist_operator_handle_t` 句柄调用对应的函数来实现创建、保存、打印播放列表以及获取音频序号对应的路径等功能。目前, 本文中提到的大多数存储介质支持上述功能。

有关 API 的详细信息, 请参阅下文。

### 2.3.1 扫描 microSD 卡

`sdcard_scan()` 函数可扫描指定路径下的音频文件并生成播放列表, 支持指定文件深度扫描和过滤文件类型。然后, 可利用回调函数将播放列表保存到指定的存储介质。

#### 应用示例

- `player/pipeline_sdcard_mp3_control`
- `cli`

#### Header File

- `components/playlist/include/sdcard_scan.h`

#### Functions

`esp_err_t sdcard_scan(sdcard_scan_cb_t cb, const char *path, int depth, const char *file_extension[], int filter_num, void *user_data)`

Scan files in SD card and use callback function to save files that meet filtering conditions.

---

**备注:** example `sdcard_scan(callback, "/sdcard", 5, const char *[] { "mp3", "aac" }, 2, user_data);` Scan 5 levels folder in sdcard and save mp3 files and aac files.

---

#### 参数

- **cb** –The callback function
- **path** –The path to be scanned
- **depth** –The depth of file scanning // .e.g. if you only want to save files in “/test”, depth = 0. // if you want to save files in “/test/scan\_test/”, depth = 1
- **file\_extension** –File extension of files that are supposed to be saved // .e.g. const char \*[] { “mp3”, “aac” }
- **filter\_num** –Number of filters
- **user\_data** –The data to be used by callback function

#### 返回

- `ESP_OK` success
- `ESP_FAIL` failed



## Type Definitions

```
typedef void (*sdcard_scan_cb_t)(void *user_data, char *url)
```

## 2.3.2 存储播放列表

### 存储至 microSD 卡

播放列表可存储至 microSD 卡中，并通过 `playlist_operator_handle_t` 句柄调用相应函数来实现保存、显示播放列表等功能。

### 应用示例

- `player/pipeline_sdcard_mp3_control`
- `cli`

### Header File

- `components/playlist/include/sdcard_list.h`

## Functions

```
esp_err_t sdcard_list_create (playlist_operator_handle_t *handle)
```

Create a playlist in sdcard by list id.

**参数 handle** –[out] The playlist handle from application layer

**返回**

- ESP\_OK success
- ESP\_FAIL failed

```
esp_err_t sdcard_list_show (playlist_operator_handle_t handle)
```

Show all the URLs in sdcard playlist.

**参数 handle** –Playlist handle

**返回**

- ESP\_OK success
- ESP\_FAIL failed

```
esp_err_t sdcard_list_next (playlist_operator_handle_t handle, int step, char **url_buff)
```

The following URLs in sdcard playlist.

**参数**

- **handle** –Playlist handle
- **step** –The offset of URL from current URL
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **sdcard\_list\_prev** (*playlist\_operator\_handle\_t* handle, int step, char \*\*url\_buff)

The previous URLs in sdcard playlist.

#### 参数

- **handle** –Playlist handle
- **step** –The offset of URL from current URL
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

bool **sdcard\_list\_exist** (*playlist\_operator\_handle\_t* handle, const char \*url)

Judge whether the url exists in sdcard playlist.

#### 参数

- **handle** –Playlist handle
- **url** –The url to be checked

#### 返回

- true existence
- false Non-existent

esp\_err\_t **sdcard\_list\_reset** (*playlist\_operator\_handle\_t* handle)

Reset sdcard playlist.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **sdcard\_list\_current** (*playlist\_operator\_handle\_t* handle, char \*\*url\_buff)

Get current URL in sdcard playlist.

#### 参数

- **handle** –Playlist handle
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **sdcard\_list\_choose** (*playlist\_operator\_handle\_t* handle, int url\_id, char \*\*url\_buff)

Choose a url by url id.

#### 参数

- **handle** –Playlist handle
- **url\_id** –The id of url in sdcard list
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

int **sdcard\_list\_get\_url\_num** (*playlist\_operator\_handle\_t* handle)

Get URLs number in sdcard playlist.

参数 **handle** –Playlist handle

返回

- URLs number in sdcard playlist
- ESP\_FAIL Fail to get number of urls

int **sdcard\_list\_get\_url\_id** (*playlist\_operator\_handle\_t* handle)

Get current url id in the sdcard playlist.

参数 **handle** –Playlist handle

返回

- Current url id in partition playlist
- ESP\_FAIL Fail to get url id

esp\_err\_t **sdcard\_list\_destroy** (*playlist\_operator\_handle\_t* handle)

Destroy sdcard playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **sdcard\_list\_save** (*playlist\_operator\_handle\_t* handle, const char \*url)

Save URL to sdcard playlist.

参数

- **handle** –Playlist handle
- **url** –URL to be saved

返回

- ESP\_OK success
- ESP\_FAIL failed

## 存储至 DRAM

播放列表可存储至 DRAM 中, 并通过 `playlist_operator_handle_t` 句柄调用相应函数来实现保存、显示播放列表等功能。

### Header File

- `components/playlist/include/dram_list.h`

### Functions

`esp_err_t dram_list_create (playlist_operator_handle_t *handle)`

Create a playlist in dram.

**参数** `handle` –[out] The playlist handle from application layer

**返回**

- `ESP_OK` success
- `ESP_FAIL` failed

`esp_err_t dram_list_save (playlist_operator_handle_t handle, const char *url)`

Save URL to dram playlist.

**参数**

- `handle` –Playlist handle
- `url` –URL to be saved

**返回**

- `ESP_OK` success
- `ESP_FAIL` failed

`esp_err_t dram_list_next (playlist_operator_handle_t handle, int step, char **url_buff)`

The following URLs in dram playlist.

**参数**

- `handle` –Playlist handle
- `step` –The offset of URL from current URL
- `url_buff` –[out] A second rank pointer to get a address of URL

**返回**

- `ESP_OK` success
- `ESP_FAIL` failed

`esp_err_t dram_list_prev (playlist_operator_handle_t handle, int step, char **url_buff)`

The previous URLs in dram playlist.

**参数**

- `handle` –Playlist handle
- `step` –The offset of URL from current URL

- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

bool **dram\_list\_exist** (*playlist\_operator\_handle\_t* handle, const char \*url)

Judge whether the url exists in dram playlist.

参数

- **handle** –Playlist handle
- **url** –The url to be checked

返回

- true existence
- false Non-existent

esp\_err\_t **dram\_list\_reset** (*playlist\_operator\_handle\_t* handle)

Reset dram playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **dram\_list\_current** (*playlist\_operator\_handle\_t* handle, char \*\*url\_buff)

The current URL in current playlist.

参数

- **handle** –Playlist handle
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **dram\_list\_choose** (*playlist\_operator\_handle\_t* handle, int url\_id, char \*\*url\_buff)

Choose a url by url id.

参数

- **handle** –Playlist handle
- **url\_id** –The id of url in dram list
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

int **dram\_list\_get\_url\_num** (*playlist\_operator\_handle\_t* handle)

Get URLs number in the dram playlist.

参数 **handle** –Playlist handle

返回

- URLs number in dram playlist
- ESP\_FAIL Fail to get number of urls

int **dram\_list\_get\_url\_id** (*playlist\_operator\_handle\_t* handle)

Get current url id in the dram playlist.

参数 **handle** –Playlist handle

返回

- Current url id in dram playlist
- ESP\_FAIL Fail to get url id

esp\_err\_t **dram\_list\_show** (*playlist\_operator\_handle\_t* handle)

Show all the URLs in the dram playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **dram\_list\_remove\_by\_url** (*playlist\_operator\_handle\_t* handle, const char \*url)

Remove corresponding url in dram list.

参数

- **handle** –Playlist handle
- **url** –The url to be removed

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **dram\_list\_remove\_by\_url\_id** (*playlist\_operator\_handle\_t* handle, uint16\_t url\_id)

Remove url by id.

参数

- **handle** –Playlist handle
- **url\_id** –The url id to be removed

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **dram\_list\_destroy** (*playlist\_operator\_handle\_t* handle)

Destroy the dram playlist.

参数 **handle** –Playlist handle

### 返回

- ESP\_OK success
- ESP\_FAIL failed

## 存储至 flash 的 NVS 分区

播放列表可存储至 flash 的 NVS 分区中, 并通过 `playlist_operator_handle_t` 句柄调用相应函数来实现保存、显示播放列表等功能。

### Header File

- `components/playlist/include/flash_list.h`

### Functions

`esp_err_t flash_list_create(playlist_operator_handle_t *handle)`

Create a playlist in nvs flash.

参数 **handle** –[out] Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

`esp_err_t flash_list_save(playlist_operator_handle_t handle, const char *url)`

Save URL to nvs flash list.

#### 参数

- **handle** –Playlist handle
- **url** –URL to be saved

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

`esp_err_t flash_list_show(playlist_operator_handle_t handle)`

Show all the URLs in nvs flash list.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

`esp_err_t flash_list_next(playlist_operator_handle_t handle, int step, char **url_buff)`

The following URLs in nvs flash playlist.

#### 参数

- **handle** –Playlist handle
- **step** –The offset of URL from current URL

- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **flash\_list\_prev** (*playlist\_operator\_handle\_t* handle, int step, char \*\*url\_buff)

The previous URLs in nvs flash playlist.

参数

- **handle** –Playlist handle
- **step** –The offset of URL from current URL
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **flash\_list\_current** (*playlist\_operator\_handle\_t* handle, char \*\*url\_buff)

The current URL in nvs flash playlist.

参数

- **handle** –Playlist handle
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

bool **flash\_list\_exist** (*playlist\_operator\_handle\_t* handle, const char \*url)

Judge whether the url exists in flash playlist.

参数

- **handle** –Playlist handle
- **url** –The url to be checked

返回

- true existence
- false Non-existent

esp\_err\_t **flash\_list\_reset** (*playlist\_operator\_handle\_t* handle)

Reset flash playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed



esp\_err\_t **flash\_list\_choose** (*playlist\_operator\_handle\_t* handle, int url\_id, char \*\*url\_buff)

Choose a url by url id.

#### 参数

- **handle** –Playlist handle
- **url\_id** –The id of url in flash list
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

int **flash\_list\_get\_url\_num** (*playlist\_operator\_handle\_t* handle)

Get URLs number in the flash playlist.

参数 **handle** –Playlist handle

#### 返回

- URLs number in flash playlist
- ESP\_FAIL Fail to get number of urls

int **flash\_list\_get\_url\_id** (*playlist\_operator\_handle\_t* handle)

Get current url id in the flash playlist.

参数 **handle** –Playlist handle

#### 返回

- Current url id in flash playlist
- ESP\_FAIL Fail to get url id

esp\_err\_t **flash\_list\_destroy** (*playlist\_operator\_handle\_t* handle)

Destroy the nvs flash playlist.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

## 存储至 flash 的 DATA\_UNDEFINED 分区

播放列表可存储至 flash 的 DATA\_UNDEFINED 分区中（详情请参考 [分区表](#)），并通过 playlist\_operator\_handle\_t 句柄调用相应函数来实现保存、显示播放列表等功能。需要先将子类型为 0x06 和 0x07 的 2 个分区添加到 flash 的分区表中。

## Header File

- components/playlist/include/partition\_list.h

## Functions

esp\_err\_t **partition\_list\_create** (*playlist\_operator\_handle\_t* \*handle)

Create a playlist in flash partition by list id.

---

**备注:** Please add 2 partitions to partition table whose subtype are 0x06 and 0x07 first

---

**参数** **handle** –[out] The playlist handle from application layer

**返回**

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_save** (*playlist\_operator\_handle\_t* handle, const char \*url)

Save URL to partition playlist.

**参数**

- **handle** –Playlist handle
- **url** –URL to be saved

**返回**

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_next** (*playlist\_operator\_handle\_t* handle, int step, char \*\*url\_buff)

The following URLs in partition playlist.

**参数**

- **handle** –Playlist handle
- **step** –The offset of URL from current URL
- **url\_buff** –[out] A second rank pointer to get a address of URL

**返回**

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_prev** (*playlist\_operator\_handle\_t* handle, int step, char \*\*url\_buff)

The previous URLs in partition playlist.

**参数**

- **handle** –Playlist handle
- **step** –The offset of URL from current URL
- **url\_buff** –[out] A second rank pointer to get a address of URL

**返回**

- ESP\_OK success
- ESP\_FAIL failed

bool **partition\_list\_exist** (*playlist\_operator\_handle\_t* handle, const char \*url)

Judge whether the url exists in partition playlist.

**参数**

- **handle** –Playlist handle
- **url** –The url to be checked

**返回**

- true existence
- false Non-existent

esp\_err\_t **partition\_list\_reset** (*playlist\_operator\_handle\_t* handle)

Reset partition playlist.

**参数 handle** –Playlist handle

**返回**

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_current** (*playlist\_operator\_handle\_t* handle, char \*\*url\_buff)

Get current URL in the partition playlist.

**参数**

- **handle** –Playlist handle
- **url\_buff** –[out] A second rank pointer to get a address of URL

**返回**

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_choose** (*playlist\_operator\_handle\_t* handle, int url\_id, char \*\*url\_buff)

Choose a url by url id.

**参数**

- **handle** –Playlist handle
- **url\_id** –The id of url in partition list
- **url\_buff** –[out] A second rank pointer to get a address of URL

**返回**

- ESP\_OK success
- ESP\_FAIL failed

int **partition\_list\_get\_url\_num** (*playlist\_operator\_handle\_t* handle)

Get URLs number in the partition playlist.

**参数 handle** –Playlist handle

返回

- URLs number in partition playlist
- ESP\_FAIL Fail to get number of urls

int **partition\_list\_get\_url\_id** (*playlist\_operator\_handle\_t* handle)

Get cureernt url id in the partition playlist.

参数 **handle** –Playlist handle

返回

- Current url id in partition playlist
- ESP\_FAIL Fail to get url id

esp\_err\_t **partition\_list\_show** (*playlist\_operator\_handle\_t* handle)

Show all the URLs in the partition playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **partition\_list\_destroy** (*playlist\_operator\_handle\_t* handle)

Destroy the partition playlist.

参数 **handle** –Playlist handle

返回

- ESP\_OK success
- ESP\_FAIL failed

### 2.3.3 播放列表管理器

播放列表管理器用于管理上述播放列表, 可将多个播放列表实例添加到 `playlist_handle_t` 句柄。

#### Header File

- `components/playlist/include/playlist.h`

#### Functions

*playlist\_handle\_t* **playlist\_create** (void)

Create a playlist manager handle.

返回

- playlist handle success
- NULL failed

esp\_err\_t **playlist\_add**(*playlist\_handle\_t* handle, *playlist\_operator\_handle\_t* list\_handle, uint8\_t list\_id)

Create a playlist manager and add playlist handle to it.

---

**备注:** The partition playlist can only be added once, or it will be overwritten by the newest partiiton playlist

---



---

**备注:** Different lists must use different IDs, because even if they are in different handles, list\_id is the only indicator that distinguishes them.

---

#### 参数

- **handle** –Playlist manager handle
- **list\_handle** –The playlist handle to be added
- **list\_id** –The playlist id to be registered

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_checkout\_by\_id**(*playlist\_handle\_t* handle, uint8\_t id)

Playlist checkout by list id.

#### 参数

- **handle** –Playlist handle
- **id** –Specified list id

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

int **playlist\_get\_list\_num**(*playlist\_handle\_t* handle)

Get number of playlists in the handle.

**参数** **handle** –Playlist handle

#### 返回

- success Number of playlists in handle
- failed -1

*playlist\_type\_t* **playlist\_get\_current\_list\_type**(*playlist\_handle\_t* handle)

Get current playlist type.

**参数** **handle** –Playlist handle

#### 返回

- success Type of current playlist
- failed -1

int **playlist\_get\_current\_list\_id** (*playlist\_handle\_t* handle)

Get current playlist id.

参数 **handle** –Playlist handle

返回

- success Current playlist id
- failed -1

esp\_err\_t **playlist\_get\_current\_list\_url** (*playlist\_handle\_t* handle, char \*\*url\_buff)

Get current URL in current playlist.

参数

- **handle** –Playlist handle
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

int **playlist\_get\_current\_list\_url\_num** (*playlist\_handle\_t* handle)

Get number of URLs in current playlist.

参数 **handle** –Playlist handle

返回 Number of URLS in current playsit

int **playlist\_get\_current\_list\_url\_id** (*playlist\_handle\_t* handle)

Get current url id in current playlist.

参数 **handle** –Playlist handle

返回 Current url' s id in current playsit

esp\_err\_t **playlist\_save** (*playlist\_handle\_t* handle, const char \*url)

Save a URL to the current playlist.

参数

- **handle** –Playlist handle
- **url** –The URL to be saved ot sdcard

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_next** (*playlist\_handle\_t* handle, int step, char \*\*url\_buff)

Next URI in current playlist.

参数

- **handle** –Playlist handle
- **step** –Next steps from current position
- **url\_buff** –[out] A second rank pointer to get a address of URL

返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_prev** (*playlist\_handle\_t* handle, int step, char \*\*url\_buff)

Previous URL in current playlist.

#### 参数

- **handle** –Playlist handle
- **step** –Previous steps from current position
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_choose** (*playlist\_handle\_t* handle, int url\_id, char \*\*url\_buff)

Choose a url by url id.

#### 参数

- **handle** –Playlist handle
- **url\_id** –The id of url in current list
- **url\_buff** –[out] A second rank pointer to get a address of URL

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_show** (*playlist\_handle\_t* handle)

Show URLs in current playlist.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_reset** (*playlist\_handle\_t* handle)

Reset current playlist.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_remove\_by\_url** (*playlist\_handle\_t* handle, const char \*url)

Remove corresponding url.

#### 参数

- **handle** –Playlist handle
- **url** –The url to be removed

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

esp\_err\_t **playlist\_remove\_by\_url\_id** (*playlist\_handle\_t* handle, uint16\_t url\_id)

Remove url by url id.

#### 参数

- **handle** –Playlist handle
- **url\_id** –The id of url to be removed

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

bool **playlist\_exist** (*playlist\_handle\_t* handle, const char \*url)

Judge whether the url exists in current playlist.

#### 参数

- **handle** –Playlist handle
- **url** –The url to be checked

#### 返回

- true existence
- false Non-existent

esp\_err\_t **playlist\_destroy** (*playlist\_handle\_t* handle)

Destroy all playlists in the handle.

参数 **handle** –Playlist handle

#### 返回

- ESP\_OK success
- ESP\_FAIL failed

## Structures

struct **playlist\_operation\_t**

All types of Playlists' operation.



## Public Members

`esp_err_t (*show)(void *playlist)`

Show all the URLs in playlist

`esp_err_t (*save)(void *playlist, const char *url)`

Save URLs to playlist

`esp_err_t (*next)(void *playlist, int step, char **url_buff)`

Get next URL in playlist

`esp_err_t (*prev)(void *playlist, int step, char **url_buff)`

Get previous URL in playlist

`esp_err_t (*reset)(void *playlist)`

Reset the playlist

`esp_err_t (*choose)(void *playlist, int url_id, char **url_buff)`

Get url by url id

`esp_err_t (*current)(void *playlist, char **url_buff)`

Get current URL in playlist

`esp_err_t (*destroy)(void *playlist)`

Destroy playlist

`bool (*exist)(void *playlist, const char *url)`

Judge whether the url exists

`int (*get_url_num)(void *playlist)`

Get number of URLs in current playlist

`int (*get_url_id)(void *playlist)`

Get current url id in playlist

*playlist\_type\_t* **type**

Type of playlist

`esp_err_t (*remove_by_url)(void *playlist, const char *url)`

Remove the corresponding url

`esp_err_t (*remove_by_id)(void *playlist, uint16_t url_id)`

Remove url by id

struct **playlist\_operator\_t**

Information of playlist manager node.

## Public Members

void **\*playlist**

Specific playlist's pointer

esp\_err\_t (**\*get\_operation**)(*playlist\_operation\_t* \*operation)

Function pointer to get playlists' handle

## Type Definitions

typedef *playlist\_operator\_t* **\*playlist\_operator\_handle\_t**

typedef struct playlist\_handle **\*playlist\_handle\_t**

## Enumerations

enum **playlist\_type\_t**

Type of playlist.

*Values:*

enumerator **PLAYLIST\_UNKNOWN**

Unknown type

enumerator **PLAYLIST\_SDCARD**

Playlist in sdcard

enumerator **PLAYLIST\_FLASH**

Playlist in nvs

enumerator **PLAYLIST\_DRAM**

Playlist in ram

enumerator **PLAYLIST\_PARTITION**

Playlist in partition

## 2.4 Codecs

### 2.4.1 AAC Decoder

Decode an audio data stream provided in AAC format.

## API Reference

### Header File

- components/esp-adf-lib/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.

参数 **config** –The configuration

返回 The audio element handle

### 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)

bool **stack\_in\_ext**

Try to allocate stack in external memory

bool **plus\_enable**

Dynamically enable HE-AAC (v1 v2) decoding

## Macros

`AAC_DECODER_TASK_STACK_SIZE`

`AAC_DECODER_TASK_CORE`

`AAC_DECODER_TASK_PRIO`

`AAC_DECODER_RINGBUFFER_SIZE`

`DEFAULT_AAC_DECODER_CONFIG()`

## 2.4.2 AMR Decoder and Encoder

Decode and encode an audio data stream from / to AMR format. Encoders cover both AMR-NB and AMR-WB formats.

### Application Examples

Implementation of this API is demonstrated in the following examples:

- `player/pipeline_play_sdcard_music`
- `recorder/pipeline_wav_amr_sdcard`

### API Reference - Decoder

#### Header File

- `components/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.

**参数 config** –The configuration

**返回** The audio element handle

#### 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)

bool **stack\_in\_ext**  
Try to allocate stack in external memory

## Macros

**AMR\_DECODER\_TASK\_STACK\_SIZE**

**AMR\_DECODER\_TASK\_CORE**

**AMR\_DECODER\_TASK\_PRIO**

**AMR\_DECODER\_RINGBUFFER\_SIZE**

**DEFAULT\_AMR\_DECODER\_CONFIG()**

## API Reference - AMR-NB Encoder

### Header File

- components/esp-adf-lib/esp\_codec/include/codecs/amrnb\_encoder.h

### Functions

esp\_err\_t **amrnb\_encoder\_set\_bitrate** (*audio\_element\_handle\_t* self, *amrnb\_encoder\_bitrate\_t* bitrate\_mode)

Set AMRNB encoder bitrate.

#### 参数

- **self** –Audio element handle
- **bitrate\_mode** –Bitrate choose, value from *amrnb\_encoder\_bitrate\_t*

返回

ESP\_OK ESP\_FAIL

*audio\_element\_handle\_t* **amrnb\_encoder\_init** (*amrnb\_encoder\_cfg\_t* \*config)

Create an Audio Element handle to encode incoming AMRNB data.

参数 **config** –The configuration

返回 The audio element handle

## 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)

*amrnb\_encoder\_bitrate\_t* **bitrate\_mode**

AMRNB Encoder bitrate choose

bool **contain\_amrnb\_header**

Choose to contain amrnb header in amrnb encoder whether or not (true or false, true means choose to contain amrnb header)

bool **stack\_in\_ext**

Try to allocate stack in external memory

## Macros

**AMRNB\_ENCODER\_TASK\_STACK**

**AMRNB\_ENCODER\_TASK\_CORE**

**AMRNB\_ENCODER\_TASK\_PRIO**

**AMRNB\_ENCODER\_RINGBUFFER\_SIZE**

**DEFAULT\_AMRNB\_ENCODER\_CONFIG()**

## Enumerations

enum **amrnb\_encoder\_bitrate\_t**

Enum of AMRNB Encoder bitrate choose.

*Values:*

enumerator **AMRNB\_ENC\_BITRATE\_UNKNOW**

Invalid mode

enumerator **AMRNB\_ENC\_BITRATE\_MR475**

enumerator **AMRNB\_ENC\_BITRATE\_MR515**

enumerator **AMRNB\_ENC\_BITRATE\_MR59**

enumerator **AMRNB\_ENC\_BITRATE\_MR67**

enumerator **AMRNB\_ENC\_BITRATE\_MR74**

enumerator **AMRNB\_ENC\_BITRATE\_MR795**

enumerator **AMRNB\_ENC\_BITRATE\_MR102**

enumerator **AMRNB\_ENC\_BITRATE\_MR122**

enumerator **AMRNB\_ENC\_BITRATE\_MRDTX**

enumerator **AMRNB\_ENC\_BITRATE\_N\_MODES**

## API Reference - AMR-WB Encoder

### Header File

- components/esp-adf-libs/esp\_codec/include/codec/amrwb\_encoder.h

### Functions

esp\_err\_t **amrwb\_encoder\_set\_bitrate** (*audio\_element\_handle\_t* self, *amrwb\_encoder\_bitrate\_t* bitrate\_mode)

Set AMRWB encoder bitrate.

#### 参数

- **self** –Audio element handle
- **bitrate\_mode** –Bitrate choose, value from amrwb\_encoder\_bitrate\_t

#### 返回

ESP\_OK ESP\_FAIL

*audio\_element\_handle\_t* **amrwb\_encoder\_init** (*amrwb\_encoder\_cfg\_t* \*config)

Create an Audio Element handle to encode incoming amrwb data.

参数 **config** –The configuration

返回 The audio element handle

### 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)

*amrwb\_encoder\_bitrate\_t* **bitrate\_mode**

AMRWB Encoder bitrate choose



bool **contain\_amrwb\_header**

Choose to contain amrwb header in amrwb encoder whether or not (true or false, true means choose to contain amrwb header)

bool **stack\_in\_ext**

Try to allocate stack in external memory

## Macros

**AMRWB\_ENCODER\_TASK\_STACK**

**AMRWB\_ENCODER\_TASK\_CORE**

**AMRWB\_ENCODER\_TASK\_PRIO**

**AMRWB\_ENCODER\_RINGBUFFER\_SIZE**

**DEFAULT\_AMRWB\_ENCODER\_CONFIG()**

## Enumerations

enum **amrwb\_encoder\_bitrate\_t**

Enum of AMRWB Encoder bitrate choose.

*Values:*

enumerator **AMRWB\_ENC\_BITRATE\_MDNONE**

Invalid mode

enumerator **AMRWB\_ENC\_BITRATE\_MD66**

6.60kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD885**

8.85kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD1265**

12.65kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD1425**

14.25kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD1585**

15.85bps

enumerator **AMRWB\_ENC\_BITRATE\_MD1825**  
18.25bps

enumerator **AMRWB\_ENC\_BITRATE\_MD1985**  
19.85kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD2305**  
23.05kbps

enumerator **AMRWB\_ENC\_BITRATE\_MD2385**  
23.85kbps>

enumerator **AMRWB\_ENC\_BITRATE\_N\_MODES**  
Invalid mode

### 2.4.3 FLAC Decoder

Decode an audio data stream provided in FLAC format.

#### API Reference

##### Header File

- components/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.

**参数 config** –The configuration

**返回** The audio element handle

##### 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 is running

int **task\_prio**  
Task priority (based on freeRTOS priority)

bool **stack\_in\_ext**  
Try to allocate stack in external memory

## Macros

**FLAC\_DECODER\_TASK\_STACK\_SIZE**

**FLAC\_DECODER\_TASK\_CORE**

**FLAC\_DECODER\_TASK\_PRIO**

**FLAC\_DECODER\_RINGBUFFER\_SIZE**

**DEFAULT\_FLAC\_DECODER\_CONFIG()**

## 2.4.4 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\\_control](#)
- [player/pipeline\\_play\\_sdcard\\_music](#)
- [player/pipeline\\_play\\_mp3\\_with\\_dac\\_or\\_pwm](#)

## API Reference

### Header File

- components/esp-adf-lib/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.

参数 **config** –The configuration

返回 The audio element handle

const esp\_id3\_info\_t \***mp3\_decoder\_get\_id3\_info** (*audio\_element\_handle\_t* self)

Get ID3 information.

参数 **self** –The audio element handle

返回 esp\_id3\_info\_t: success NULL: ID3 is not exist or memory allocation failed.

### 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)

bool **stack\_in\_ext**

Try to allocate stack in external memory

bool **id3\_parse\_enable**

True: parse ID3. False: Don't parse ID3

## Macros

`MP3_DECODER_TASK_STACK_SIZE`

`MP3_DECODER_TASK_CORE`

`MP3_DECODER_TASK_PRIO`

`MP3_DECODER_RINGBUFFER_SIZE`

`DEFAULT_MP3_DECODER_CONFIG()`

## 2.4.5 OGG Decoder

Decode an audio data stream provided in OGG format.

### API Reference

#### Header File

- `components/esp-adf-lib/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.

**参数 config** –The configuration

**返回** The audio element handle

#### 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)

**bool stack\_in\_ext**  
Try to allocate stack in external memory

## Macros

**OGG\_DECODER\_TASK\_STACK\_SIZE**

**OGG\_DECODER\_TASK\_CORE**

**OGG\_DECODER\_TASK\_PRIO**

**OGG\_DECODER\_RINGBUFFER\_SIZE**

**DEFAULT\_OGG\_DECODER\_CONFIG()**

## 2.4.6 OPUS Decoder

Decode an audio data stream provided in OPUS format.

## API Reference

### Header File

- components/esp-adf-lib/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.

**参数 config** –The configuration

**返回** The audio element handle

## 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)

bool **stack\_in\_ext**  
Try to allocate stack in external memory

## Macros

**OPUS\_DECODER\_TASK\_STACK\_SIZE**

**OPUS\_DECODER\_TASK\_CORE**

**OPUS\_DECODER\_TASK\_PRIO**

**OPUS\_DECODER\_RINGBUFFER\_SIZE**

**DEFAULT\_OPUS\_DECODER\_CONFIG()**

## 2.4.7 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_play_sdcard_music`
- `recorder/pipeline_wav_amr_sdcard`

## API Reference - Decoder

### Header File

- `components/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.

**参数 config** –The configuration

**返回** The audio element handle

### 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)

bool **stack\_in\_ext**

Try to allocate stack in external memory



## 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

- `components/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.

**参数 config** –The configuration

**返回** The audio element handle

### 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)

bool **stack\_in\_ext**  
Try to allocate stack in external memory

## Macros

**WAV\_ENCODER\_TASK\_STACK**

**WAV\_ENCODER\_TASK\_CORE**

**WAV\_ENCODER\_TASK\_PRIO**

**WAV\_ENCODER\_RINGBUFFER\_SIZE**

**DEFAULT\_WAV\_ENCODER\_CONFIG()**

## 2.5 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.

### 2.5.1 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.

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;

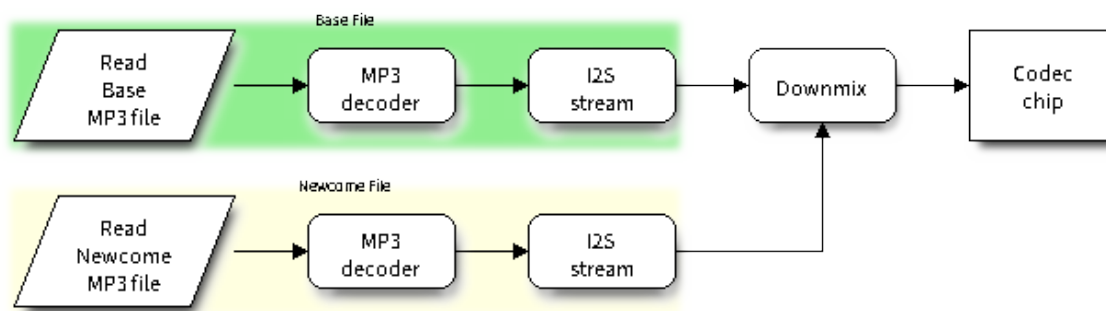


图 4: Illustration of Downmixing Process

- **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

- [components/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, int index)

Sets the downmix timeout.

#### 参数

- **self** –Audio element handle
- **ticks\_to\_wait** –Input ringbuffer timeout
- **index** –The index of multi input ringbuffer

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](#)

#### 参数

- **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)

Set channel mode of output data. Only supported mono and dual.

**参数**

- **self** –Audio element handle
- **output\_type** –Down-mixer output type.

**返回**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

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.

**参数**

- **self** –Audio element handle
- **mode** –Down-mixer work mode.

**返回**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

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.

**参数**

- **self** –Audio element handle
- **out\_ctx** –Content of output stream.

**返回**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

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.

**参数**

- **self** –Audio element handle
- **rate** –Sample rate of the input stream
- **ch** –Channel number of the input stream. Only supported mono and dual.
- **index** –The index of input stream. The index must be in [0, SOURCE\_NUM\_MAX - 1] range.

**返回**

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

`esp_err_t downmix_set_gain_info (audio_element_handle_t self, float *gain, int index)`

Sets the audio gain to be processed.

#### 参数

- **self** –Audio element handle
- **gain** –The gain array of downmix which the array size is 2 and the gain data range is [-100, 100], unit: dB.
- **index** –The index of input stream. The index must be in [0, SOURCE\_NUM\_MAX - 1] range.

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

`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.

#### 参数

- **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

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

`esp_err_t source_info_init (audio_element_handle_t self, esp_downmix_input_info_t *source_info)`

Initializes information of the source streams for downmixing.

#### 参数

- **self** –Audio element handle
- **source\_info** –The information array of source streams

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

`audio_element_handle_t downmix_init (downmix_cfg_t *config)`

Initializes the Audio Element handle for downmixing.

参数 **config** –the configuration

返回 The audio element handler

## 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)

bool **stack\_in\_ext**

Try to allocate stack in external memory

## Macros

**DOWNMIX\_TASK\_STACK**

**DOWNMIX\_TASK\_CORE**

**DOWNMIX\_TASK\_PRIO**

**DOWNMIX\_RINGBUFFER\_SIZE**

**DM\_BUF\_SIZE**

**DEFAULT\_DOWNMIX\_CONFIG()**

## 2.5.2 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.

- Equalizer frequency bands at 11025 Hz sample rate

| 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 | 3 kHz | 4 kHz | 5.5 kHz |

- Equalizer frequency bands at 22050 Hz sample rate

| 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 | 11 kHz |

- Equalizer frequency bands at 44100 and 48000 Hz sample rate

| 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/pipeline_equalizer` example.

### API Reference

#### Header File

- `components/esp-adf-lib/esp_codec/include/codecs/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.

##### 参数

- **self** –Audio element handle
- **rate** –Audio sample rate
- **ch** –Audio channel

##### 返回

- `ESP_OK` on success
- `ESP_ERR_INVALID_ARG` invalid arguments

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.

#### 参数

- **self** –Audio element handle
- **index** –The position of center frequencies of equalizer. If channel is mono, the index range is [0, 9]; If channel is stereo and is\_channels\_gain\_equal is true, the index range is [0, 9]; If channel is stereo and is\_channels\_gain\_equal is false, the index range is [0, 19];
- **value\_gain** –The value of audio gain which in index
- **is\_channels\_gain\_equal** –If audio channel is stereo, the audio gain values of two channels are equal when is\_channels\_gain\_equal is true, otherwise it means unequal.

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

*audio\_element\_handle\_t* **equalizer\_init** (*equalizer\_cfg\_t* \*config)

Create an Audio Element handle that equalizes incoming data.

参数 **config** –The configuration

返回 The audio element handler

## Structures

struct **equalizer\_cfg**

Equalizer Configuration.

### Public Members

int **samplerate**

Audio sample rate. Supported samplerate: 11025, 22050, 44100, 48000, unit: Hz

int **channel**

Number of audio channels. Supported channel: mono, stereo

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
```

```
bool stack_in_ext
    Try to allocate stack in external memory
```

## 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.
```

### 2.5.3 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_control`

## API Reference

### Header File

- components/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. If need change bits or not ensure source data infomation, please use `rsp_filter_change_src_info` to instead this function.

#### 参数

- **self** –Audio element handle
- **src\_rate** –The sample rate of stream data
- **src\_ch** –The number channels of stream data

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

esp\_err\_t **rsp\_filter\_change\_src\_info** (*audio\_element\_handle\_t* self, int src\_rate, int src\_ch, int src\_bit)

Set the source audio sample rate, the number of channels and bits per sample to be processed by the resample.

#### 参数

- **self** –Audio element handle
- **src\_rate** –The sample rate of stream data
- **src\_ch** –The number channels of stream data
- **src\_bit** –The bit per sample of stream data

#### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

*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.

参数 **config** –The configuration

返回 The audio element handler

## 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\_bits**

The bit for sample of the destination PCM data. Currently, supported bit width :16 bits.

int **dest\_ch**

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

int **src\_bits**

The bit for sample of the source PCM data. Currently, supported bit width :8bits 16 bits 24bits 32bits.

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:[1, 5]; 1 indicates the lowest complexity, which means the accuracy is the lowest and the speed is the fastest; Meanwhile, 5 indicates the highest complexity, which means the accuracy is the highest and the speed is the slowest.If user set complexity less than 1, complexity can be set 1. 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.

esp\_rsp\_prefer\_type\_t **prefer\_flag**

The select flag about lesser CPU usage or lower INRAM usage, refer to esp\_resample.h

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

bool **stack\_in\_ext**

Try to allocate stack in external memory

## 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()**

## 2.5.4 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

- `components/esp-adf-lib/esp_codec/include/codecs/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.

##### 参数

- **self** –Audio element handle
- **rate** –The sample rate of stream data
- **ch** –The channel numbers of stream data

##### 返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

`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.

##### 参数

- **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].

返回

- ESP\_OK on success
- ESP\_ERR\_INVALID\_ARG invalid arguments

*audio\_element\_handle\_t* **sonic\_init** (*sonic\_cfg\_t* \*config)

Creates an Audio Element handle for sonic.

**参数 config** –The sonic configuration

**返回** The audio element handler

## 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 is lower 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

bool **stack\_in\_ext**

Try to allocate stack in external memory

## Macros

**SONIC\_SET\_VALUE\_FOR\_INITIALIZATION**

**SONIC\_TASK\_STACK**

**SONIC\_TASK\_CORE**

**SONIC\_TASK\_PRIO**

**SONIC\_RINGBUFFER\_SIZE**

**DEFAULT\_SONIC\_CONFIG()**

## 2.6 服务

服务 (service) 框架是具体产品功能在软件层面上的实现，如输入按键、网络配置管理、电池检测等功能。每个服务也是对硬件的抽象，如输入按键服务支持 ADC 类型和 GPIO 类型的的按键。服务可以复用在不同产品上，高级 API 和事件可以让用户简单便捷的开发产品。

更多信息请参考以下文档。

## 2.6.1 蓝牙服务

蓝牙服务 (Bluetooth service) 专门用于与蓝牙设备进行交互, 支持以下协议:

- 免提规范 (Hands-Free Profile, HFP): 通过免提设备远程控制手机以及二者间的语音连接。
- 高级音频分发框架 (Advanced Audio Distribution Profile, A2DP): 通过蓝牙连接播放多媒体音频。
- 音视频远程控制规范 (Audio Video Remote Control Profile, AVRCP): 与 A2DP 同时使用, 用于远程控制耳机、汽车音响系统或扬声器等设备。

### 应用示例

以下示例展示了该 API 的实现方式。

- `player/pipeline_bt_sink`

### Header File

- `components/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.

**参数 config** –The configuration

**返回**

- `ESP_OK`
- `ESP_FAIL`

`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.

**返回** 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.

**返回** The Peripheral handle

`esp_err_t periph_bluetooth_play (esp_periph_handle_t periph)`

Send the AVRCP passthrough command (PLAY) to the Bluetooth device.

**参数 periph** –[in] The periph

**返回**

- `ESP_OK`
- `ESP_FAIL`



`esp_err_t` **periph\_bluetooth\_pause** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (PAUSE) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_stop** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (STOP) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_next** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (NEXT) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_prev** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (PREV) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_rewind** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (REWIND) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_fast\_forward** (*esp\_periph\_handle\_t* periph)

Send the AVRC passthrough command (FAST FORWARD) to the Bluetooth device.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t` **periph\_bluetooth\_discover** (*esp\_periph\_handle\_t* periph)

Start device discovery.

**参数** **periph** –[in] The periph

**返回**

- 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

`esp_err_t` **periph\_bluetooth\_cancel\_discover** (*esp\_periph\_handle\_t* periph)

Cancel device discovery.

**参数** **periph** –[in] The periph

**返回**

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

`esp_err_t` **periph\_bluetooth\_connect** (*esp\_periph\_handle\_t* periph, *bluetooth\_addr\_t* remote\_bda)

Connect remote Device.

**参数**

- **periph** –[in] The periph
- **remote\_bda** –[in] remote Bluetooth device address

**返回**

- ESP\_OK : Succeed
- ESP\_ERR\_INVALID\_STATE: if bluetooth stack is not yet enabled
- ESP\_FAIL: others

`esp_err_t` **bluetooth\_service\_destroy** ()

Destroy and cleanup bluetooth service, this function must be called after destroying the Bluetooth Stream and Bluetooth Peripheral created by `bluetooth_service_create_stream` and `bluetooth_service_create_periph`

**返回**

- ESP\_OK
- ESP\_FAIL

`int` **periph\_bluetooth\_get\_a2dp\_sample\_rate** ()

Get a2dp sample rate.

**返回**

- sample rate

## Structures

struct **bluetooth\_service\_user\_cb\_t**

brief Bluetooth service user callback

### Public Members

esp\_a2d\_cb\_t **user\_a2d\_cb**

callback for a2dp

esp\_a2d\_sink\_data\_cb\_t **user\_a2d\_sink\_data\_cb**

callback for a2dp sink data

esp\_a2d\_source\_data\_cb\_t **user\_a2d\_source\_data\_cb**

callback for a2dp source data

esp\_avrc\_ct\_cb\_t **user\_avrc\_ct\_cb**

callback for avrc ct

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

*bluetooth\_service\_user\_cb\_t* **user\_callback**

Bluetooth user callback

## Macros

**ESP\_A2DP\_SAMPLE\_RATE**

**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:*

enumerator **BLUETOOTH\_A2DP\_SINK**

A2DP Bluetooth sink audio, ESP32 will receive audio data from other bluetooth devices

enumerator **BLUETOOTH\_A2DP\_SOURCE**

A2DP Bluetooth source audio, ESP32 can send audio data to other bluetooth devices

## Header File

- components/bluetooth\_service/include/bt\_keycontrol.h

## Header File

- components/bluetooth\_service/include/hfp\_stream.h

## Header File

- components/bluetooth\_service/include/a2dp\_stream.h

## 2.6.2 输入按键服务

输入按键服务 (input key service) 将 GPIO 输入中断和 ADC 按键功能以事件的形式提供给用户。事件定义的音频产品常用按键功能参见 *input\_key\_user\_id\_t*。

### 应用示例

以下示例展示了该 API 的实现方式。

- checks/check\_board\_buttons
- player/pipeline\_sdcard\_mp3\_control
- protocols/voip

### Header File

- components/input\_key\_service/include/input\_key\_service.h

### Functions

*periph\_service\_handle\_t* **input\_key\_service\_create** (*input\_key\_service\_cfg\_t* \*input\_key\_config)

Initialize and start the input key service.

参数 **input\_key\_config** –Configuration of input key service

返回 NULL failed others input key service handle

*periph\_service\_state\_t* **get\_input\_key\_service\_state** (*periph\_service\_handle\_t* input\_handle)

Get the state of input key service.

参数 **input\_handle** –The handle of input key service

返回 state of input key service

esp\_err\_t **input\_key\_service\_add\_key** (*periph\_service\_handle\_t* input\_key\_handle, *input\_key\_service\_info\_t* \*input\_key\_info, int add\_key\_num)

Add input key' s information to service list.

参数

- **input\_key\_handle** –handle of service
- **input\_key\_info** –input key' s information
- **add\_key\_num** –number of keys

返回 ESP\_OK success ESP\_FAIL failed

## Structures

struct **input\_key\_service\_info\_t**  
input key' s infomation

### Public Members

*esp\_periph\_id\_t* **type**  
ID of peripherals

int **user\_id**  
The key' s user id

int **act\_id**  
The key' s action id

struct **input\_key\_service\_cfg\_t**  
input key' s configuration

### Public Members

*periph\_service\_config\_t* **based\_cfg**  
Peripheral service configuration

*esp\_periph\_set\_handle\_t* **handle**  
Peripheral set handle

## Macros

**INPUT\_KEY\_SERVICE\_TASK\_STACK\_SIZE**

**INPUT\_KEY\_SERVICE\_TASK\_PRIORITY**

**INPUT\_KEY\_SERVICE\_TASK\_ON\_CORE**

**INPUT\_KEY\_SERVICE\_DEFAULT\_CONFIG()**

## Enumerations

enum **input\_key\_service\_action\_id\_t**

input key action id

*Values:*

enumerator **INPUT\_KEY\_SERVICE\_ACTION\_UNKNOWN**

unknown action id

enumerator **INPUT\_KEY\_SERVICE\_ACTION\_CLICK**

click action id

enumerator **INPUT\_KEY\_SERVICE\_ACTION\_CLICK\_RELEASE**

click release action id

enumerator **INPUT\_KEY\_SERVICE\_ACTION\_PRESS**

long press action id

enumerator **INPUT\_KEY\_SERVICE\_ACTION\_PRESS\_RELEASE**

long press release id

## Header File

- components/input\_key\_service/include/input\_key\_com\_user\_id.h

## Enumerations

enum **input\_key\_user\_id\_t**

input key user user-defined id

*Values:*

enumerator **INPUT\_KEY\_USER\_ID\_UNKNOWN**

unknown user id

enumerator **INPUT\_KEY\_USER\_ID\_REC**

user id for recording

enumerator **INPUT\_KEY\_USER\_ID\_SET**

user id for settings

enumerator **INPUT\_KEY\_USER\_ID\_PLAY**

user id for playing

enumerator **INPUT\_KEY\_USER\_ID\_MODE**

user id for mode

enumerator **INPUT\_KEY\_USER\_ID\_VOLDOWN**

user id for volume down

enumerator **INPUT\_KEY\_USER\_ID\_VOLUP**

user id for volume up

enumerator **INPUT\_KEY\_USER\_ID\_MUTE**

user id for mute

enumerator **INPUT\_KEY\_USER\_ID\_CAPTURE**

user id for capture photo

enumerator **INPUT\_KEY\_USER\_ID\_MSG**

user id for message

enumerator **INPUT\_KEY\_USER\_ID\_BATTERY\_CHARGING**

user id for battery charging

enumerator **INPUT\_KEY\_USER\_ID\_WAKEUP**

user id for GPIO wakeup

enumerator **INPUT\_KEY\_USER\_ID\_COLOR**

user id for color

enumerator **INPUT\_KEY\_USER\_ID\_MAX**

## 2.6.3 Wi-Fi Service

Wi-Fi 服务 (Wi-Fi service) 提供了网络配置和网络管理的功能。配置网络支持 SmartConfig、BluFi 和 AirKiss。

### 应用示例

以下示例展示了该 API 的实现方式。

- [dueros](#)



## Header File

- components/wifi\_service/include/wifi\_service.h

## Functions

```

periph_service_handle_t wifi_service_create (wifi_service_config_t *config)

esp_err_t wifi_service_destroy (periph_service_handle_t handle)

esp_err_t wifi_service_register_setting_handle (periph_service_handle_t handle,
                                                esp_wifi_setting_handle_t setting, int *out_index)

esp_err_t wifi_service_setting_start (periph_service_handle_t handle, int index)

esp_err_t wifi_service_update_sta_info (periph_service_handle_t handle, wifi_config_t *wifi_conf)

esp_err_t wifi_service_setting_stop (periph_service_handle_t handle, int index)

esp_err_t wifi_service_connect (periph_service_handle_t handle)

esp_err_t wifi_service_disconnect (periph_service_handle_t handle)

esp_err_t wifi_service_set_sta_info (periph_service_handle_t handle, wifi_config_t *info)

periph_service_state_t wifi_service_state_get (periph_service_handle_t handle)

wifi_service_disconnect_reason_t wifi_service_disconnect_reason_get (periph_service_handle_t
                                                                    handle)

esp_err_t wifi_service_erase_ssid_manager_info (periph_service_handle_t handle)

esp_err_t wifi_service_get_last_ssid_cfg (periph_service_handle_t handle, wifi_config_t *wifi_cfg)

```

## Structures

```
struct wifi_service_config_t
```

WiFi service configurations.

### Public Members

```
int task_stack
```

>0 Service task stack; =0 with out task created

```
int task_prio
```

Service task priority (based on freeRTOS priority)

```
int task_core
```

Service task running in core (0 or 1)

bool **extern\_stack**  
Task stack allocate on the extern ram

*periph\_service\_cb* **evt\_cb**  
Service callback function

void \***cb\_ctx**  
Callback context

char \***user\_data**  
User data

int **setting\_timeout\_s**  
Timeout of setting WiFi

int **max\_retry\_time**  
Maximum times of reconnection

int **max\_prov\_retry\_time**  
Maximum times of reconnection after wifi provision

uint8\_t **max\_ssid\_num**  
Maximum ssid that can be stored

## Macros

**WIFI\_SERVICE\_DEFAULT\_CONFIG()**

## Enumerations

enum **wifi\_service\_event\_t**  
WiFi STA service status.  
*Values:*

enumerator **WIFI\_SERV\_EVENT\_UNKNOWN**

enumerator **WIFI\_SERV\_EVENT\_CONNECTING**

enumerator **WIFI\_SERV\_EVENT\_CONNECTED**

enumerator **WIFI\_SERV\_EVENT\_DISCONNECTED**

enumerator **WIFI\_SERV\_EVENT\_SETTING\_TIMEOUT**

enumerator **WIFI\_SERV\_EVENT\_SETTING\_FAILED**

enumerator **WIFI\_SERV\_EVENT\_SETTING\_FINISHED**

enum **wifi\_service\_disconnect\_reason\_t**

WiFi STA disconnection reasons.

*Values:*

enumerator **WIFI\_SERV\_STA\_UNKNOWN**

enumerator **WIFI\_SERV\_STA\_COM\_ERROR**

enumerator **WIFI\_SERV\_STA\_AUTH\_ERROR**

enumerator **WIFI\_SERV\_STA\_AP\_NOT\_FOUND**

enumerator **WIFI\_SERV\_STA\_BY\_USER**

enumerator **WIFI\_SERV\_STA\_SET\_INFO**

## Header File

- components/wifi\_service/include/esp\_wifi\_setting.h

## Functions

*esp\_wifi\_setting\_handle\_t* **esp\_wifi\_setting\_create** (const char \*tag)

brief Create wifi setting handle instance

**参数 tag** –Tag of the wifi setting handle

**返回**

- NULL, Fail
- Others, Success

**esp\_err\_t esp\_wifi\_setting\_destroy** (*esp\_wifi\_setting\_handle\_t* handle)

brief Destroy wifi setting handle instance

**参数 handle** –The wifi setting handle instance

**返回**

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_wifi_setting_register_function` (*esp\_wifi\_setting\_handle\_t* handle, *wifi\_setting\_func* start, *wifi\_setting\_func* stop, *wifi\_setting\_tearardown\_func* teardown)

Register the wifi setting execute functions.

参数

- **handle** –The wifi setting handle instance
- **start** –The start wifi setting
- **stop** –The stop
- **teardown** –The destroy

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_wifi_setting_register_notify_handle` (*esp\_wifi\_setting\_handle\_t* handle, void \*on\_handle)

Register the notify execute handle.

参数

- **handle** –The peripheral handle
- **on\_handle** –The notify execute handle

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_wifi_setting_info_notify` (*esp\_wifi\_setting\_handle\_t* handle, *wifi\_config\_t* \*info)

Call this to notify the *wifi\_config\_t* to on\_handle

参数

- **handle** –The wifi setting handle instance
- **info** –The *wifi\_config\_t*

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_wifi_setting_set_data` (*esp\_wifi\_setting\_handle\_t* handle, void \*data)

Set the user data.

---

**备注:** Make sure the `data` lifetime is sufficient, this function does not copy all data, it only stores the data pointer

---

参数

- **handle** –[in] The wifi setting handle instance
- **data** –The user data

返回

- ESP\_OK
- ESP\_FAIL

void **\*esp\_wifi\_setting\_get\_data** (*esp\_wifi\_setting\_handle\_t* handle)

Get the user data stored on handle

**参数** **handle** –[in] The wifi setting handle instance

**返回** user data pointer

esp\_err\_t **esp\_wifi\_setting\_start** (*esp\_wifi\_setting\_handle\_t* handle)

Call this to execute `start` function of wifi setting instance.

**参数** **handle** –The wifi setting handle instance

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_wifi\_setting\_stop** (*esp\_wifi\_setting\_handle\_t* handle)

Call this to execute `stop` function of wifi setting instance.

**参数** **handle** –The wifi setting handle instance

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_wifi\_setting\_teardown** (*esp\_wifi\_setting\_handle\_t* handle, wifi\_config\_t \*info)

Call this to execute `teardown` function of wifi setting instance.

**参数**

- **handle** –The wifi setting handle instance
- **info** –The `wifi_config_t`

**返回**

- ESP\_OK
- ESP\_FAIL

## Type Definitions

```
typedef struct esp_wifi_setting *esp_wifi_setting_handle_t
```

```
typedef esp_err_t (*wifi_setting_func)(esp_wifi_setting_handle_t handle)
```

```
typedef esp_err_t (*wifi_setting_teardown_func)(esp_wifi_setting_handle_t handle, wifi_config_t *info)
```

## Header File

- components/wifi\_service/include/smart\_config.h

## Functions

*esp\_wifi\_setting\_handle\_t* **smart\_config\_create** (*smart\_config\_info\_t* \*info)

brief Create smartconfig setting handle instance

参数 **info** –Configuration of the smartconfig

返回

- NULL, Fail
- Others, Success

## Structures

struct **smart\_config\_info\_t**

esp smartconfig configuration

### Public Members

smartconfig\_type\_t **type**

Type of smartconfig

## Macros

**SMART\_CONFIG\_INFO\_DEFAULT** ( )

## Header File

- components/wifi\_service/include/blufi\_config.h

## Functions

*esp\_wifi\_setting\_handle\_t* **blufi\_config\_create** (void \*info)

Create blufi setting handle instance.

参数 **info** –[in] A pointer to void

返回

- NULL, Fail
- Others, Success

`esp_err_t blufi_set_sta_connected_flag` (*esp\_wifi\_setting\_handle\_t* handle, bool flag)

Set flag to judge whether the station has connected to the AP.

#### 参数

- **handle** –[in] Wifi setting handle
- **flag** –[in] bool type of station connection state

#### 返回

- NULL, Fail
- Others, Success

`esp_err_t blufi_set_customized_data` (*esp\_wifi\_setting\_handle\_t* handle, char \*data, int data\_len)

Set customized data to be sent after configurate wifi successfully.

#### 参数

- **handle** –[in] Wifi setting handle
- **data** –[in] Customized data
- **data\_len** –[in] Customized data length

#### 返回

- ESP\_FAIL, Fail
- ESP\_OK, Success

`esp_err_t blufi_send_customized_data` (*esp\_wifi\_setting\_handle\_t* handle)

Send customized data that be set before.

参数 **handle** –[in] Wifi setting handle

#### 返回

- ESP\_FAIL, Fail
- ESP\_OK, Success

## Header File

- components/wifi\_service/include/airkiss\_config.h

## Functions

*esp\_wifi\_setting\_handle\_t* **airkiss\_config\_create** (*airkiss\_config\_info\_t* \*info)

brief Create airkiss setting handle instance

参数 **info** –Configuration of the airkiss

#### 返回

- NULL, Fail
- Others, Success

## Structures

struct **airkiss\_lan\_pack\_param\_t**  
airkiss lan data pack

### Public Members

void \***appid**  
APP identifier data

void \***deviceid**  
Device identifier data

struct **airkiss\_config\_info\_t**  
airkiss configurations

### Public Members

*airkiss\_lan\_pack\_param\_t* **lan\_pack**  
User lan pack parameter

bool **ssdp\_notify\_enable**  
Notify enable flag

char \***aes\_key**  
Airkiss aes key data

## Macros

**AIRKISS\_CONFIG\_INFO\_DEFAULT** ()

## Header File

- `components/wifi_service/include/wifi_ssid_manager.h`



## Functions

```

wifi_ssid_manager_handle_t wifi_ssid_manager_create (uint8_t max_ssid_num)

esp_err_t wifi_ssid_manager_get_latest_config (wifi_ssid_manager_handle_t handle, wifi_config_t
                                              *config)

esp_err_t wifi_ssid_manager_save (wifi_ssid_manager_handle_t handle, const char *ssid, const char *pwd)

esp_err_t wifi_ssid_manager_get_best_config (wifi_ssid_manager_handle_t handle, wifi_config_t
                                              *config)

int wifi_ssid_manager_get_ssid_num (wifi_ssid_manager_handle_t handle)

esp_err_t wifi_ssid_manager_list_show (wifi_ssid_manager_handle_t handle)

esp_err_t wifi_ssid_manager_erase_all (wifi_ssid_manager_handle_t handle)

esp_err_t wifi_ssid_manager_destroy (wifi_ssid_manager_handle_t handle)

```

## Type Definitions

```
typedef struct wifi_ssid_manager *wifi_ssid_manager_handle_t
```

## 2.6.4 OTA 服务

OTA 服务 (OTA service) 提供对固件进行 OTA 的功能, 支持从本地文件、网络获取固件进行升级。

### 应用示例

以下示例展示了该 API 的实现方式。

- ota

### Header File

- components/ota\_service/include/ota\_service.h

## Functions

```
periph_service_handle_t ota_service_create (ota_service_config_t *config)
```

Create the OTA service instance.

**参数 config** –configuration of the OTA service

**返回**

- NULL: Failed
- Others: Success

esp\_err\_t **ota\_service\_set\_upgrade\_param** (*periph\_service\_handle\_t* handle, *ota\_upgrade\_ops\_t* \*list, int list\_len)

Configure the upgrade parameter This function is not thread safe.

This function will set the parameter table to ota service, and the ota service will upgrade the partitions defined in the table one by one,

#### 参数

- **handle** –[in] pointer to ‘periph\_service\_handle\_t’ structure
- **list** –[in] pointer to ‘ota\_upgrade\_ops\_t’ structure
- **list\_len** –[in] length of the ‘list’

#### 返回

- ESP\_OK: Success
- Others: Failed

## Structures

struct **ota\_service\_config\_t**

The OTA service configuration.

### Public Members

int **task\_stack**

>0 Service task stack; =0 with out task created

int **task\_prio**

Service task priority (based on freeRTOS priority)

int **task\_core**

Service task running in core (0 or 1)

*periph\_service\_cb* **evt\_cb**

Service callback function

void \***cb\_ctx**

Callback context

struct **ota\_node\_attr\_t**

The OTA node attributions.

## Public Members

esp\_partition\_type\_t **type**

Partition type

char \***label**

Partition label

char \***uri**

The upgrade URL

char \***cert\_pem**

SSL server certification, PEM format as string, if the client requires to verify server

struct **ota\_upgrade\_ops\_t**

The upgrade operation.

## Public Members

*ota\_node\_attr\_t* **node**

The OTA node

*ota\_service\_err\_reason\_t* (\***prepare**)(void \*\*handle, *ota\_node\_attr\_t* \*node)

Functions ready for upgrade

*ota\_service\_err\_reason\_t* (\***need\_upgrade**)(void \*handle, *ota\_node\_attr\_t* \*node)

Detect whether an upgrade is required

*ota\_service\_err\_reason\_t* (\***execute\_upgrade**)(void \*handle, *ota\_node\_attr\_t* \*node)

For execute upgrade

*ota\_service\_err\_reason\_t* (\***finished\_check**)(void \*handle, *ota\_node\_attr\_t* \*node,

*ota\_service\_err\_reason\_t* result)

Check result of upgrade

bool **reboot\_flag**

Reboot or not after upgrade

bool **break\_after\_fail**

Abort upgrade when got failed

struct **ota\_result\_t**

The result of the OTA upgrade.

## Public Members

`uint8_t id`

The result ID

`ota_service_err_reason_t result`

The error reason

## Macros

`OTA_SERVICE_ERR_REASON_BASE`

`OTA_SERVICE_DEFAULT_CONFIG()`

## Enumerations

enum `ota_service_event_type_t`

The OTA service event type.

*Values:*

enumerator `OTA_SERV_EVENT_TYPE_RESULT`

enumerator `OTA_SERV_EVENT_TYPE_FINISH`

enum `ota_service_err_reason_t`

The OTA service error reasons.

*Values:*

enumerator `OTA_SERV_ERR_REASON_UNKNOWN`

enumerator `OTA_SERV_ERR_REASON_SUCCESS`

enumerator `OTA_SERV_ERR_REASON_NULL_POINTER`

enumerator `OTA_SERV_ERR_REASON_URL_PARSE_FAIL`

enumerator `OTA_SERV_ERR_REASON_ERROR_VERSION`

enumerator `OTA_SERV_ERR_REASON_NO_HIGHER_VERSION`

enumerator `OTA_SERV_ERR_REASON_ERROR_MAGIC_WORD`

enumerator `OTA_SERV_ERR_REASON_ERROR_PROJECT_NAME`

enumerator `OTA_SERV_ERR_REASON_FILE_NOT_FOUND`

enumerator `OTA_SERV_ERR_REASON_PARTITION_NOT_FOUND`

enumerator `OTA_SERV_ERR_REASON_PARTITION_WT_FAIL`

enumerator `OTA_SERV_ERR_REASON_PARTITION_RD_FAIL`

enumerator `OTA_SERV_ERR_REASON_STREAM_INIT_FAIL`

enumerator `OTA_SERV_ERR_REASON_STREAM_RD_FAIL`

enumerator `OTA_SERV_ERR_REASON_GET_NEW_APP_DESC_FAIL`

## Header File

- `components/ota_service/include/ota_proc_default.h`

## Functions

void `ota_app_get_default_proc` (*ota\_upgrade\_ops\_t* \*ops)

get the default process of app partition upgrade

参数 **ops** –[in] pointer to *ota\_upgrade\_ops\_t* structure

void `ota_data_get_default_proc` (*ota\_upgrade\_ops\_t* \*ops)

get the default process of data partition upgrade

参数 **ops** –[in] pointer to *ota\_upgrade\_ops\_t* structure

*ota\_service\_err\_reason\_t* `ota_data_image_stream_read` (void \*handle, char \*buf, int wanted\_size)

read from the stream of upgrading

参数

- **handle** –[in] pointer to upgrade handle
- **buf** –[in] pointer to receive buffer
- **wanted\_size** –[in] bytes to read

返回

- `OTA_SERV_ERR_REASON_SUCCESS`: Success
- Others: Failed

*ota\_service\_err\_reason\_t* **ota\_data\_partition\_write** (void \*handle, char \*buf, int size)

write to the data partition under upgrading

**参数**

- **handle** **–[in]** pointer to upgrade handle
- **buf** **–[in]** pointer to data buffer
- **size** **–[in]** bytes to write

**返回**

- OTA\_SERV\_ERR\_REASON\_SUCCESS: Success
- Others: Failed

void **ota\_data\_partition\_erase\_mark** (void \*handle)

Indicates that the ota partition has been erased By default, this part of flash will be erased during ota. If the behavior of erasing is called in aplition, this API needs to be called.

**参数 handle** **–[in]** pointer to upgrade handle

int **ota\_get\_version\_number** (char \*version)

Convert string of version to integer The version should be (V0.0.0 - V255.255.255)

**参数 version** **–[in]** pointer to the string of version

**返回**

- -1: Failed
- Others: version number

## Header File

- components/ota\_service/include/esp\_fs\_ota.h

## Functions

esp\_err\_t **esp\_fs\_ota** (*esp\_fs\_ota\_config\_t* \*ota\_config)

Upgrade the firmware from filesystem.

---

**备注:** This API handles the entire OTA operation, so if this API is being used then no other APIs from *esp\_fs\_ota* component should be called. If more information and control is needed during the FS OTA process, then one can use *esp\_fs\_ota\_begin* and subsequent APIs. If this API returns successfully, *esp\_restart()* must be called to boot from the new firmware image.

---

**参数 ota\_config** **–[in]** pointer to *esp\_fs\_ota\_config\_t* structure.

**返回**

- ESP\_OK: OTA data updated, next reboot will use specified partition.
- ESP\_FAIL: For generic failure.
- ESP\_ERR\_INVALID\_ARG: Invalid argument
- ESP\_ERR\_OTA\_VALIDATE\_FAILED: Invalid app image

- ESP\_ERR\_NO\_MEM: Cannot allocate memory for OTA operation.
- ESP\_ERR\_FLASH\_OP\_TIMEOUT or ESP\_ERR\_FLASH\_OP\_FAIL: Flash write failed.
- For other return codes, refer OTA documentation in esp-idf's app\_update component.

esp\_err\_t **esp\_fs\_ota\_begin** (*esp\_fs\_ota\_config\_t* \*ota\_config, *esp\_fs\_ota\_handle\_t* \*handle)

Start FS OTA Firmware upgrade.

This function initializes ESP FS OTA context and open the firmware file. This function must be invoked first. If this function returns successfully, then `esp_fs_ota_perform` should be called to continue with the OTA process and there should be a call to `esp_fs_ota_finish` on completion of OTA operation or on failure in subsequent operations.

#### 参数

- **ota\_config** –[in] pointer to *esp\_fs\_ota\_config\_t* structure
- **handle** –[out] pointer to an allocated data of type *esp\_fs\_ota\_handle\_t* which will be initialised in this function

#### 返回

- ESP\_OK: FS OTA Firmware upgrade context initialised and file opened successful
- ESP\_FAIL: For generic failure.
- ESP\_ERR\_INVALID\_ARG: Invalid argument (missing/incorrect config, etc.)
- For other return codes, refer documentation in app\_update component and esp\_http\_client component in esp-idf.

esp\_err\_t **esp\_fs\_ota\_perform** (*esp\_fs\_ota\_handle\_t* fs\_ota\_handle)

Read image data from file stream and write it to OTA partition.

This function reads image data from file stream and writes it to OTA partition. This function must be called only if `esp_fs_ota_begin()` returns successfully. This function must be called in a loop since it returns after every file read operation thus giving you the flexibility to stop OTA operation midway.

参数 **fs\_ota\_handle** –[in] pointer to *esp\_fs\_ota\_handle\_t* structure

#### 返回

- ESP\_ERR\_FS\_OTA\_IN\_PROGRESS: OTA update is in progress, call this API again to continue.
- ESP\_OK: OTA update was successful
- ESP\_FAIL: OTA update failed
- ESP\_ERR\_INVALID\_ARG: Invalid argument
- ESP\_ERR\_OTA\_VALIDATE\_FAILED: Invalid app image
- ESP\_ERR\_NO\_MEM: Cannot allocate memory for OTA operation.
- ESP\_ERR\_FLASH\_OP\_TIMEOUT or ESP\_ERR\_FLASH\_OP\_FAIL: Flash write failed.
- For other return codes, refer OTA documentation in esp-idf's app\_update component.

esp\_err\_t **esp\_fs\_ota\_finish** (*esp\_fs\_ota\_handle\_t* fs\_ota\_handle)

Clean-up FS OTA Firmware upgrade and close the file stream.

This function closes the file stream and frees the ESP FS OTA context. This function switches the boot partition to the OTA partition containing the new firmware image.

---

**备注:** If this API returns successfully, `esp_restart()` must be called to boot from the new firmware image

---

**参数** `fs_ota_handle` –[in] pointer to `esp_fs_ota_handle_t` structure

**返回**

- `ESP_OK`: Clean-up successful
- `ESP_ERR_INVALID_STATE`
- `ESP_ERR_INVALID_ARG`: Invalid argument
- `ESP_ERR_OTA_VALIDATE_FAILED`: Invalid app image

`esp_err_t esp_fs_ota_get_img_desc` (*`esp_fs_ota_handle_t`* `fs_ota_handle`, `esp_app_desc_t` \*`new_app_info`)

Reads app description from image header. The app description provides information like the “Firmware version” of the image.

---

**备注:** This API can be called only after `esp_fs_ota_begin()` and before `esp_fs_ota_perform()`. Calling this API is not mandatory.

---

**参数**

- `fs_ota_handle` –[in] pointer to `esp_fs_ota_handle_t` structure
- `new_app_info` –[out] pointer to an allocated `esp_app_desc_t` structure

**返回**

- `ESP_ERR_INVALID_ARG`: Invalid arguments
- `ESP_FAIL`: Failed to read image descriptor
- `ESP_OK`: Successfully read image descriptor

`int esp_fs_ota_get_image_len_read` (*`esp_fs_ota_handle_t`* `fs_ota_handle`)

## Structures

struct `esp_fs_ota_config_t`

ESP FS OTA configuration.

### Public Members

const char \*`path`

file path

const int `buffer_size`

Size of buffer



## Macros

**ESP\_ERR\_FS\_OTA\_BASE**

**ESP\_ERR\_FS\_OTA\_IN\_PROGRESS**

## Type Definitions

`typedef void *esp_fs_ota_handle_t`

## 2.6.5 DuerOS 服务

DuerOS 服务 (DuerOS service) 实现了 DuerOS 的语音交互。

### 应用示例

以下示例展示了该 API 的实现方式。

- dueros

### Header File

- components/dueros\_service/include/dueros\_service.h

### Functions

*audio\_service\_handle\_t* **dueros\_service\_create()**

Create the dueros service.

返回

- NULL, Fail
- Others, Success

*service\_state\_t* **dueros\_service\_state\_get()**

Get dueros service state.

返回 The state of service

*esp\_err\_t* **dueros\_voice\_upload**(*audio\_service\_handle\_t* handle, void \*buf, int len)

Upload voice to backend server.

参数

- **handle** –dueros service handle
- **buf** –Data buffer
- **len** –Size of buffer

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **dueros\_voice\_cancel** (*audio\_service\_handle\_t* handle)

Cancel the current session.

参数 **handle** –dueros service handle

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **dueros\_start\_wifi\_cfg** (*audio\_service\_handle\_t* handle, duer\_wifi\_cfg\_t \*cfg)

Start the wifi configure process.

参数

- **handle** –Dueros service handle
- **cfg** –Configuration

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **dueros\_stop\_wifi\_cfg** (*audio\_service\_handle\_t* handle)

Stop the wifi configure process.

参数 **handle** –Dueros service handle

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **dueros\_wifi\_status\_report** (*audio\_service\_handle\_t* handle, *dueros\_wifi\_st\_t* \*st)

Report the wifi status to dipb.

参数

- **handle** –Dueros service handle
- **st** –WiFi status and error code

返回 ESP\_OK ESP\_FAIL

## Structures

struct **dueros\_wifi\_st\_t**

Status of WiFi connection.

## Public Members

int **status**

Please refer to: enum *duer\_dipb\_client\_status\_e*

int **err**

Please refer to: enum *duer\_wifi\_connect\_error\_code\_e*

## 2.6.6 显示服务

显示服务 (display service) 在 *display\_pattern\_t* 中定义了一些常用的显示样式枚举值, 帮助用户设置 LED 或者 LED 灯条的对应样式。

已经支持的 LED 驱动芯片有 AW2013、WS2812、IS31x。

### 应用示例

以下示例展示了该 API 的实现方式。

- `checks/check_display_led`

### Header File

- `components/display_service/include/display_service.h`

### Functions

*display\_service\_handle\_t* **display\_service\_create** (*display\_service\_config\_t* \*cfg)

esp\_err\_t **display\_service\_set\_pattern** (void \*handle, int disp\_pattern, int value)

esp\_err\_t **display\_destroy** (*display\_service\_handle\_t* handle)

### Structures

struct **display\_service\_config\_t**

Display service configurations.

#### Public Members

*periph\_service\_config\_t* **based\_cfg**

Peripheral service configuration

void \***instance**

Sub-instance

## Type Definitions

typedef struct display\_service\_impl \***display\_service\_handle\_t**

## Enumerations

enum **display\_pattern\_t**

*Values:*

enumerator **DISPLAY\_PATTERN\_UNKNOWN**

enumerator **DISPLAY\_PATTERN\_WIFI\_SETTING**

enumerator **DISPLAY\_PATTERN\_WIFI\_CONNECTTING**

enumerator **DISPLAY\_PATTERN\_WIFI\_CONNECTED**

enumerator **DISPLAY\_PATTERN\_WIFI\_DISCONNECTED**

enumerator **DISPLAY\_PATTERN\_WIFI\_SETTING\_FINISHED**

enumerator **DISPLAY\_PATTERN\_BT\_CONNECTTING**

enumerator **DISPLAY\_PATTERN\_BT\_CONNECTED**

enumerator **DISPLAY\_PATTERN\_BT\_DISCONNECTED**

enumerator **DISPLAY\_PATTERN\_RECORDING\_START**

enumerator **DISPLAY\_PATTERN\_RECORDING\_STOP**

enumerator **DISPLAY\_PATTERN\_RECOGNITION\_START**

enumerator **DISPLAY\_PATTERN\_RECOGNITION\_STOP**

enumerator **DISPLAY\_PATTERN\_WAKEUP\_ON**

enumerator **DISPLAY\_PATTERN\_WAKEUP\_FINISHED**

enumerator **DISPLAY\_PATTERN\_MUSIC\_ON**

enumerator **DISPLAY\_PATTERN\_MUSIC\_FINISHED**

enumerator **DISPLAY\_PATTERN\_VOLUME**

enumerator **DISPLAY\_PATTERN\_MUTE\_ON**

enumerator **DISPLAY\_PATTERN\_MUTE\_OFF**

enumerator **DISPLAY\_PATTERN\_TURN\_ON**

enumerator **DISPLAY\_PATTERN\_TURN\_OFF**

enumerator **DISPLAY\_PATTERN\_BATTERY\_LOW**

enumerator **DISPLAY\_PATTERN\_BATTERY\_CHARGING**

enumerator **DISPLAY\_PATTERN\_BATTERY\_FULL**

enumerator **DISPLAY\_PATTERN\_POWERON\_INIT**

enumerator **DISPLAY\_PATTERN\_WIFI\_NO\_CFG**

enumerator **DISPLAY\_PATTERN\_SPEECH\_BEGIN**

enumerator **DISPLAY\_PATTERN\_SPEECH\_OVER**

enumerator **DISPLAY\_PATTERN\_MAX**

## Header File

- `components/display_service/led_bar/include/led_bar_aw2013.h`

## Functions

void **aw2013\_led\_bar\_task** (void \*parameters)

*esp\_periph\_handle\_t* **led\_bar\_aw2013\_init** (void)

Initialize led bar instance.

返回

- NULL Error
- others Success

esp\_err\_t **led\_bar\_aw2013\_pattern** (void \*handle, int pat, int value)

Set led bar display pattern.

**参数**

- **handle** –led bar instance
- **pat** –display pattern
- **value** –value of pattern

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **led\_bar\_aw2013\_set\_blink\_time** (void \*handle, uint8\_t time, int period)

Set blinking period and times.

**参数**

- **handle** –led bar instance
- **time** –times of blink
- **period** –period of blink

**返回**

- ESP\_OK
- ESP\_FAIL

void **led\_bar\_aw2013\_deinit** (*esp\_periph\_handle\_t* handle)

Destroy esp\_periph\_handle\_t instance.

**参数** **handle** –led bar instance

## Header File

- components/display\_service/led\_bar/include/led\_bar\_is31x.h

## Functions

*esp\_periph\_handle\_t* **led\_bar\_is31x\_init** ()

Initialize esp\_periph\_handle\_t instance.

**返回**

- NULL, Fail
- Others, Success

esp\_err\_t **led\_bar\_is31x\_pattern** (void \*handle, int pat, int value)

Set led bar display pattern.

**参数**

- **handle** –led bar instance
- **pat** –display pattern

- **value** –value of pattern

返回

- ESP\_OK
- ESP\_FAIL

void **led\_bar\_is31x\_deinit** (*esp\_periph\_handle\_t* handle)

Destroy esp\_periph\_handle\_t instance.

参数 **handle** –led bar instance

## Header File

- components/display\_service/led\_bar/include/led\_bar\_ws2812.h

## Functions

*led\_bar\_ws2812\_handle\_t* **led\_bar\_ws2812\_init** (gpio\_num\_t gpio\_num, int led\_num)

Initialize led\_bar\_ws2812\_handle\_t instance.

参数

- **gpio\_num** –The GPIO number of ws2812
- **led\_num** –The number of all ws2812

返回

- led\_bar\_ws2812\_handle\_t

esp\_err\_t **led\_bar\_ws2812\_pattern** (void \*handle, int pat, int value)

Set ws2812 pattern.

参数

- **handle** –ws2812 indicator instance
- **pat** –display pattern
- **value** –value of pattern

返回

- ESP\_OK, success
- Others, fail

esp\_err\_t **led\_bar\_ws2812\_deinit** (*led\_bar\_ws2812\_handle\_t* handle)

Destroy led\_bar\_ws2812\_handle\_t instance.

参数 **handle** –ws2812 indicator instance

返回

返回

- ESP\_OK, success
- Others, fail

## Type Definitions

```
typedef struct led_bar_ws2812_impl *led_bar_ws2812_handle_t
```

## Header File

- components/display\_service/led\_indicator/include/led\_indicator.h

## Functions

*led\_indicator\_handle\_t* **led\_indicator\_init** (gpio\_num\_t num)

Initialize led\_indicator\_handle\_t instance.

参数 **num** –led gpio number

返回

- NULL, Fail
- Others, Success

esp\_err\_t **led\_indicator\_pattern** (void \*handle, int pat, int value)

Set led indicator display pattern.

参数

- **handle** –led indicator instance
- **pat** –display pattern
- **value** –value of pattern

返回

- ESP\_OK
- ESP\_FAIL

void **led\_indicator\_deinit** (*led\_indicator\_handle\_t* handle)

Destroy led\_indicator\_handle\_t instance.

参数 **handle** –led indicator instance

## Type Definitions

```
typedef struct led_indicator_impl *led_indicator_handle_t
```



## 2.6.7 电池服务

电池服务 (battery service) 提供了监测和管理电池电压的功能。电池电压和 `battery_service_event_t` 定义的事件可以通过回调函数与用户进行交互。

### 应用示例

以下示例展示了该 API 的实现方式。

- `system/battery`

### Header File

- `components/battery_service/include/battery_service.h`

### Functions

`periph_service_handle_t battery_service_create (battery_service_config_t *config)`

Create the battery service instance.

**参数** `config` –configuration of the battery service

**返回**

- `NULL`: Failed
- Others: Success

`esp_err_t battery_service_vol_report_switch (periph_service_handle_t handle, bool on_off)`

Start or stop the battery voltage report.

**参数**

- **handle** –[in] pointer to ‘`periph_service_handle_t`’ structure
- **on\_off** –[in] ‘`true`’ to start, ‘`false`’ to stop

**返回**

- `ESP_OK`: Success
- `ESP_ERR_INVALID_ARG`: handle is `NULL`

`esp_err_t battery_service_set_vol_report_freq (periph_service_handle_t handle, int freq)`

Set voltage report frequency.

**参数**

- **handle** –[in] pointer to ‘`periph_service_handle_t`’ structure
- **freq** –[in] voltage report frequency

**返回**

- `ESP_OK`: Success
- `ESP_ERR_INVALID_ARG`: handle is `NULL`

## Structures

struct **battery\_service\_config\_t**

Battery service configure.

### Public Members

int **task\_stack**

>0 Service task stack; =0 with out task created

int **task\_prio**

Service task priority (based on freeRTOS priority)

int **task\_core**

Service task running in core (0 or 1)

bool **extern\_stack**

Task stack allocate on the extern ram

*periph\_service\_cb* **evt\_cb**

Service callback function

void \***cb\_ctx**

Callback context

*vol\_monitor\_handle\_t* **vol\_monitor**

Battery monitor

void \***charger\_monitor**

Charger monitor. Not supported yet

## Macros

**BATTERY\_SERVICE\_DEFAULT\_CONFIG** ( )

## Enumerations

enum **battery\_service\_event\_t**

Battery service event.

*Values:*

enumerator **BAT\_SERV\_EVENT\_UNKNOWN**

enumerator **BAT\_SERV\_EVENT\_VOL\_REPORT**

enumerator **BAT\_SERV\_EVENT\_BAT\_FULL**

enumerator **BAT\_SERV\_EVENT\_BAT\_LOW**

enumerator **BAT\_SERV\_EVENT\_CHARGING\_BEGIN**

enumerator **BAT\_SERV\_EVENT\_CHARGING\_STOP**

## Header File

- components/battery\_service/monitors/include/voltage\_monitor.h

## Functions

*vol\_monitor\_handle\_t* **vol\_monitor\_create** (*vol\_monitor\_param\_t* \*config)

Create the voltage monitor instance.

参数 **config** –[in] pointer to ‘*vol\_monitor\_param\_t*’ structure

返回

- NULL: Failed
- Others: Success

esp\_err\_t **vol\_monitor\_destroy** (*vol\_monitor\_handle\_t* handle)

Destroy the voltage monitor.

参数 **handle** –[in] pointer to ‘*vol\_monitor\_handle\_t*’ structure

返回

- ESP\_OK: Success
- Others: Failed

esp\_err\_t **vol\_monitor\_set\_event\_cb** (*vol\_monitor\_handle\_t* handle, *vol\_monitor\_event\_cb* event\_cb, void \*user\_ctx)

Set the event callback.

参数

- **handle** –[in] pointer to ‘*vol\_monitor\_handle\_t*’ structure
- **event\_cb** –[in] callback used to handle the events of voltage monitor
- **user\_ctx** –[in] user’s data

返回

- ESP\_OK: Success
- Others: Failed

esp\_err\_t **vol\_monitor\_start\_freq\_report** (*vol\_monitor\_handle\_t* handle)

Start the voltage report with the configured frequency.

参数 **handle** –[in] pointer to ‘vol\_monitor\_handle\_t’ structure

返回

- ESP\_OK: Success
- Others: Failed

esp\_err\_t **vol\_monitor\_stop\_freq\_report** (*vol\_monitor\_handle\_t* handle)

Stop the voltage frequency report.

参数 **handle** –[in] pointer to ‘vol\_monitor\_handle\_t’ structure

返回

- ESP\_OK: Success
- Others: Failed

esp\_err\_t **vol\_monitor\_set\_report\_freq** (*vol\_monitor\_handle\_t* handle, int freq)

Set the voltage report frequency.

参数

- **handle** –[in] pointer to ‘vol\_monitor\_handle\_t’ structure
- **freq** –[in] voltage report frequency

返回

- ESP\_OK: Success
- Others: Failed

## Structures

struct **vol\_monitor\_param\_t**

Battery adc configure.

### Public Members

bool (\***init**)(void\*)

Voltage read init

bool (\***deinit**)(void\*)

Voltage read deinit

int (\***vol\_get**)(void\*)

Voltage read interface

void \***user\_data**

Parameters for callbacks

int **read\_freq**

Voltage read frequency, unit: s

int **report\_freq**

Voltage report frequency, voltage will be report with a interval calculate by  $(read\_freq * report\_freq)$

int **vol\_full\_threshold**

Voltage threshold to report, unit: mV

int **vol\_low\_threshold**

Voltage threshold to report, unit: mV

## Type Definitions

typedef void \***vol\_monitor\_handle\_t**

voltage monitor handle

typedef void (\***vol\_monitor\_event\_cb**)(int msg\_id, void \*data, void \*user\_ctx)

callback define

## Enumerations

enum **vol\_monitor\_event\_t**

Battery adc configure.

*Values:*

enumerator **VOL\_MONITOR\_EVENT\_FREQ\_REPORT**

enumerator **VOL\_MONITOR\_EVENT\_BAT\_FULL**

enumerator **VOL\_MONITOR\_EVENT\_BAT\_LOW**

### 2.6.8 核心转储上传服务

如需调查已售设备中的 crash 事件, 则需要回收回溯信息进行分析。核心转储上传服务 (core dump upload service) 支持通过 HTTP 将存储在设备分区中的回溯信息传输回来。选择 `ESP_COREDUMP_ENABLE_TO_FLASH`, 即可启用此功能。

## 应用示例

以下示例展示了该 API 的实现方式。

- `system/coredump`

## Header File

- `components/coredump_upload_service/include/coredump_upload_service.h`

## Functions

bool **coredump\_need\_upload** ()

This function will check the reset code and determine whether to upload the coredump.

返回

- true: last reboot is a abnormal reset.
- false

esp\_err\_t **coredump\_upload** (*periph\_service\_handle\_t* handle, char \*url)

Upload the core dump image to the url. This function will block the current task until the upload process finished.

参数

- **handle** –[in] the ‘periph\_service\_handle\_t’
- **url** –[in] server addr

返回

- ESP\_OK
- ESP\_FAIL

*periph\_service\_handle\_t* **coredump\_upload\_service\_create** (*coredump\_upload\_service\_config\_t* \*config)

Create the core dump upload service instance.

参数 **config** –configuration of the OTA service

返回

- NULL: Failed
- Others: Success

## Structures

struct **coredump\_upload\_service\_config\_t**

coredump service configuration parameters

## Public Members

int **task\_stack**

>0 Service task stack; =0 with out task created

int **task\_prio**

Service task priority (based on freeRTOS priority)

int **task\_core**

Service task running in core (0 or 1)

*periph\_service\_cb* **evt\_cb**

Service callback function

void \***cb\_ctx**

Callback context

bool (\***do\_post**)(char \*url, uint8\_t \*data, size\_t len)

POST interface, users can override this to customize the http client. if left NULL, the service will use the default one

## Macros

**COREDUMP\_UPLOAD\_SERVICE\_DEFAULT\_CONFIG()**

## 2.6.9 Header File

- components/esp\_dispatcher/include/periph\_service.h

## 2.6.10 Functions

*periph\_service\_handle\_t* **periph\_service\_create** (*periph\_service\_config\_t* \*config)

brief Create peripheral service instance

**参数 config** –[in] Configuration of the peripheral service instance

**返回**

- NULL, Fail
- Others, Success

esp\_err\_t **periph\_service\_destroy** (*periph\_service\_handle\_t* handle)

brief Destroy peripheral service instance

**参数 handle** –[in] The peripheral service instance

**返回**

- ESP\_OK

- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **periph\_service\_start** (*periph\_service\_handle\_t* handle)

brief Start the specific peripheral service

参数 **handle** –[in] The peripheral service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **periph\_service\_stop** (*periph\_service\_handle\_t* handle)

brief Stop the specific peripheral service

参数 **handle** –[in] The peripheral service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **periph\_service\_set\_callback** (*periph\_service\_handle\_t* handle, *periph\_service\_cb* cb, void \*ctx)

brief Set the specific peripheral service callback function

参数

- **handle** –[in] The peripheral service instance
- **cb** –[in] A pointer to service\_callback
- **ctx** –[in] A pointer to user context

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **periph\_service\_callback** (*periph\_service\_handle\_t* handle, *periph\_service\_event\_t* \*evt)

brief Called peripheral service by configurations

参数

- **handle** –[in] The peripheral service instance
- **evt** –[in] A pointer to *periph\_service\_event\_t*

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG



esp\_err\_t **periph\_service\_set\_data** (*periph\_service\_handle\_t* handle, void \*data)

brief Set user data to specific peripheral service instance

#### 参数

- **handle** *–[in]* The peripheral service instance
- **data** *–[in]* A pointer to user data

#### 返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

void \***periph\_service\_get\_data** (*periph\_service\_handle\_t* handle)

brief Get user data by specific peripheral service instance

**参数** **handle** *–[in]* The peripheral service instance

**返回** A pointer to user data

esp\_err\_t **periph\_service\_ioctl** (*periph\_service\_handle\_t* handle, void \*ioctl\_handle, int cmd, int value)

brief In/out control by peripheral service instance

#### 参数

- **handle** *–[in]* The peripheral service instance
- **ioctl\_handle** *–[in]* Sub-instance handle
- **cmd** *–[in]* Command of value
- **value** *–[in]* Data of the command

#### 返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

## 2.6.11 Structures

struct **periph\_service\_event\_t**

Peripheral service event informations.

### Public Members

int **type**

Type of event

void \***source**

Event source

void **\*data**  
Event data

int **len**  
Length of data

struct **periph\_service\_config\_t**  
Peripheral service configurations.

## Public Members

int **task\_stack**  
>0 Service task stack; =0 with out task created

int **task\_prio**  
Service task priority (based on freeRTOS priority)

int **task\_core**  
Service task running in core (0 or 1)

TaskFunction\_t **task\_func**  
Service task function

bool **extern\_stack**  
Task stack allocate on the extern ram

*periph\_service\_ctrl* **service\_start**  
Start function

*periph\_service\_ctrl* **service\_stop**  
Stop function

*periph\_service\_ctrl* **service\_destroy**  
Destroy function

*periph\_service\_io* **service\_ioctl**  
In out control function

const char **\*service\_name**  
Name of peripheral service

void **\*user\_data**  
User data

## 2.6.12 Type Definitions

```
typedef struct periph_service_impl *periph_service_handle_t
```

```
typedef esp_err_t (*periph_service_ctrl)(periph_service_handle_t handle)
```

```
typedef esp_err_t (*periph_service_io)(void *ioctl_handle, int cmd, int value)
```

```
typedef esp_err_t (*periph_service_cb)(periph_service_handle_t handle, periph_service_event_t *evt, void *ctx)
```

## 2.6.13 Enumerations

```
enum periph_service_state_t
```

Peripheral service state.

*Values:*

```
enumerator PERIPH_SERVICE_STATE_UNKNOWN
```

```
enumerator PERIPH_SERVICE_STATE_IDLE
```

```
enumerator PERIPH_SERVICE_STATE_RUNNING
```

```
enumerator PERIPH_SERVICE_STATE_STOPPED
```

## 2.6.14 Header File

- components/esp\_dispatcher/include/audio\_service.h

## 2.6.15 Functions

```
audio_service_handle_t audio_service_create(audio_service_config_t *config)
```

brief Create audio service instance

**参数** **config** –[in] Configuration of the audio service instance

**返回**

- NULL, Fail
- Others, Success

```
esp_err_t audio_service_destroy(audio_service_handle_t handle)
```

brief Destroy audio service instance

**参数** **handle** –[in] The audio service instance

**返回**

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_start** (*audio\_service\_handle\_t* handle)

brief Start the specific audio service

参数 **handle** –[in] The audio service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_stop** (*audio\_service\_handle\_t* handle)

brief Stop the specific audio service

参数 **handle** –[in] The audio service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_set\_callback** (*audio\_service\_handle\_t* handle, *service\_callback* cb, void \*ctx)

brief Set the specific audio service callback function.

参数

- **handle** –[in] The audio service instance
- **cb** –[in] A pointer to service\_callback
- **ctx** –[in] A pointer to user context

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_callback** (*audio\_service\_handle\_t* handle, *service\_event\_t* \*evt)

brief Called audio service by configurations

参数

- **handle** –[in] The audio service instance
- **evt** –[in] A pointer to *service\_event\_t*

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_connect** (*audio\_service\_handle\_t* handle)

brief Connect the specific audio service

参数 **handle** –[in] The audio service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_disconnect** (*audio\_service\_handle\_t* handle)

brief Disconnect the specific audio service

参数 **handle** –[in] The audio service instance

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_service\_set\_data** (*audio\_service\_handle\_t* handle, void \*data)

brief Set user data to specific audio service instance

参数

- **handle** –[in] The audio service instance
- **data** –[in] A pointer to user data

返回

- ESP\_OK
- ESP\_FAIL
- ESP\_ERR\_INVALID\_ARG

void \***audio\_service\_get\_data** (*audio\_service\_handle\_t* handle)

brief Get user data by specific audio service instance

参数 **handle** –[in] The audio service instance

返回 A pointer to user data

## 2.6.16 Structures

struct **service\_event\_t**

Audio service event informations.

## Public Members

int **type**

Type of event

void \***source**

Event source

void \***data**

Event data

int **len**

Length of data

struct **audio\_service\_config\_t**

Audio service configurations.

## Public Members

int **task\_stack**

>0 Service task stack; =0 with out task created

int **task\_prio**

Service task priority (based on freeRTOS priority)

int **task\_core**

Service task running in core (0 or 1)

TaskFunction\_t **task\_func**

A pointer to TaskFunction\_t for service task function

*service\_ctrl* **service\_start**

Start function

*service\_ctrl* **service\_stop**

Stop function

*service\_ctrl* **service\_connect**

Connect function

*service\_ctrl* **service\_disconnect**

Disconnect function

*service\_ctrl* **service\_destroy**

Destroy function

```
const char *service_name
```

Name of audio service

```
void *user_data
```

User context

## 2.6.17 Type Definitions

```
typedef struct audio_service_impl *audio_service_handle_t
```

```
typedef esp_err_t (*service_ctrl)(audio_service_handle_t handle)
```

```
typedef esp_err_t (*service_callback)(audio_service_handle_t handle, service_event_t *evt, void *ctx)
```

## 2.6.18 Enumerations

```
enum service_state_t
```

Audio service state.

*Values:*

```
enumerator SERVICE_STATE_UNKNOWN
```

```
enumerator SERVICE_STATE_IDLE
```

```
enumerator SERVICE_STATE_CONNECTING
```

```
enumerator SERVICE_STATE_CONNECTED
```

```
enumerator SERVICE_STATE_RUNNING
```

```
enumerator SERVICE_STATE_STOPPED
```

## 2.7 Speech Recognition

ESP-ADF offers a comprehensive range of speech recognition processing functions, such as front-end speech processing, TTS, voice wake-up, and command word recognition. ESP-ADF's Element-based *audio recorder* integrates speech recognition and audio signal processing into an event-driven High-level API. This approach enables users to maintain flexibility in their configurations while making it easier to use.

## 2.7.1 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](#).

## 2.7.2 WakeNet 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.

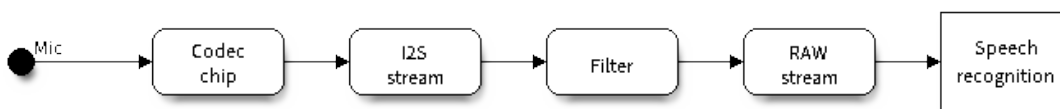


图 5: Sample Speech Recognition Pipeline

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.

The above introduction is the primary guidance. ESP-ADF offers users a more flexible and convenient module, namely the [audio recorder](#), which is strongly recommended for use.

### API Reference

For the latest speech recognition API reference, please refer to [ESP-SR Speech Recognition Framework](#).



### 2.7.3 Audio Recorder

The Audio Recorder API is a set of functions to facilitate voice recording. It combines two important functions, namely Audio Front End (AFE) and audio encoding. This allows users to customize AFE's Voice Activity Detection (VAD), Automatic Gain Control (AGC), and Acoustic Echo Cancellation (AEC) settings. The encoding function is used by users to establish the encoding audio element, which supports various formats such as AAC, AMR-NB, AMR-WB, ADPCM, WAV, OPUS, and G711. The `audio_rec_evt_t` event makes it easy for users to interact with the Audio Recorder software.

The data path of the Audio recorder is presented in the diagram below.

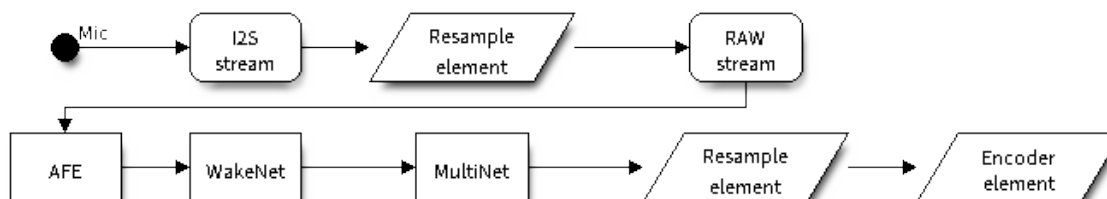


图 6: Audio recorder data path

The area represented by the parallelogram is configurable by the user according to their needs, such as sampling frequency, whether to encode, and encoding format.

### Application Example

The [speech\\_recognition/wwv/](#) example demonstrates how to initialize the speech recognition model, determine the number of samples and the sample rate of voice data to feed to the model, detect the wake-up word and command words, and encode voice to specific audio format.

### API Reference

#### Header File

- `components/audio_recorder/include/audio_recorder.h`

#### Functions

`audio_rec_handle_t` **audio\_recorder\_create** (`audio_rec_cfg_t` \*cfg)

Initialize and start up audio recorder.

参数 **cfg** –Configuration of audio recorder

返回 NULL failed Others audio recorder handle

`esp_err_t` **audio\_recorder\_trigger\_start** (`audio_rec_handle_t` handle)

Start recording by force.

---

**备注:** If there need to read from recorder without wake word detected or read from recorder while the wake word detection is disabled, this interface can be use to force start the recorder process.

---

参数 **handle** –Audio recorder handle

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **audio\_recorder\_trigger\_stop** (*audio\_rec\_handle\_t* handle)

Stop recording by force.

---

**备注:** No matter the recorder process is triggered by wake word detected or triggered by `audio_recorder_trigger_start`, this function can be used to force stop the recorder. And if the VAD detection is disabled, this must be invoked to stop recording after `audio_recorder_trigger_start`.

---

参数 **handle** –Audio recorder handle

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **audio\_recorder\_wakenet\_enable** (*audio\_rec\_handle\_t* handle, bool enable)

Enable or suspend wake word detection.

参数

- **handle** –Audio recorder handle
- **enable** –true: enable wake word detection false: disable wake word detection

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **audio\_recorder\_multinet\_enable** (*audio\_rec\_handle\_t* handle, bool enable)

Enable or suspend speech command recognition.

参数

- **handle** –Audio recorder handle
- **enable** –true: enable speech command recognition false: disable speech command recognition

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **audio\_recorder\_vad\_check\_enable** (*audio\_rec\_handle\_t* handle, bool enable)

Enable or suspend voice duration check.

参数

- **handle** –Audio recorder handle
- **enable** –true: enable voice duration check false: disable voice duration check

返回 ESP\_OK ESP\_FAIL

int **audio\_recorder\_data\_read** (*audio\_rec\_handle\_t* handle, void \*buffer, int length, TickType\_t ticks)

Read data from audio recorder.

参数

- **handle** –Audio recorder handle
- **buffer** –Buffer to save data
- **length** –Size of buffer
- **ticks** –Timeout for reading

返回 Length of data actually read ESP\_ERR\_INVALID\_ARG

esp\_err\_t **audio\_recorder\_destroy** (*audio\_rec\_handle\_t* handle)

Destroy audio recorder and recycle all resource.

参数 **handle** –Audio recorder handle

返回 ESP\_OK ESP\_FAIL

bool **audio\_recorder\_get\_wakeup\_state** (*audio\_rec\_handle\_t* handle)

Get the wake up state of audio recorder.

参数 **handle** –Audio recorder handle

返回 true false

## Structures

struct **audio\_rec\_evt\_t**

Recorder event.

## Public Types

enum **audio\_recorder\_event\_type\_t**

Audio recorder event type.

*Values:*

enumerator **AUDIO\_REC\_WAKEUP\_START**

Wakeup start

enumerator **AUDIO\_REC\_WAKEUP\_END**

Wakeup stop

enumerator **AUDIO\_REC\_VAD\_START**

Vad start

enumerator **AUDIO\_REC\_VAD\_END**

Vad stop

enumerator **AUDIO\_REC\_COMMAND\_DECT**

Form 0 is the id of the voice commands detected by Multinet

## Public Members

enum *audio\_rec\_evt\_t::audio\_recorder\_event\_type\_t* **type**

Event type

void **\*event\_data**

Event data: For AUDIO\_REC\_WAKEUP\_START, event data is recorder\_sr\_wakeup\_result\_t  
For AUDIO\_REC\_COMMAND\_DECT or higher, event data is recorder\_sr\_mn\_result\_t For other events, event data is NULL

size\_t **data\_len**

Length of event data

struct **audio\_rec\_cfg\_t**

Audio recorder configuration.

## Public Members

int **pinned\_core**

Audio recorder task pinned to core

int **task\_prio**

Audio recorder task priority

int **task\_size**

Audio recorder task stack size

*rec\_event\_cb\_t* **event\_cb**

Event callback function, event type as *audio\_rec\_evt\_t* shown above

void **\*user\_data**

Pointer to user data (optional)

recorder\_data\_read\_t **read**

Data callback function used feed data to audio recorder

void **\*sr\_handle**

SR handle

recorder\_sr\_iface\_t **\*sr\_iface**

SR interface

int **wakeup\_time**

Unit:ms. The duration that the wakeup state remains when VAD is not triggered

int **vad\_start**

Unit:ms. Consecutive speech frame will be judged to vad start

int **vad\_off**

Unit:ms. When the silence time exceeds this value, it is determined as AUDIO\_REC\_VAD\_END state

int **wakeup\_end**

Unit:ms. When the silence time after AUDIO\_REC\_VAD\_END state exceeds this value, it is determined as AUDIO\_REC\_WAKEUP\_END

void \***encoder\_handle**

Encoder handle

recorder\_encoder\_iface\_t \***encoder\_iface**

Encoder interface

## Macros

**AUDIO\_REC\_DEF\_TASK\_SZ**

Stack size of recorder task

**AUDIO\_REC\_DEF\_TASK\_PRIO**

Priority of recoder task

**AUDIO\_REC\_DEF\_TASK\_CORE**

Pinned to core

**AUDIO\_REC\_DEF\_WAKEUP\_TM**

Default wake up time (ms)

**AUDIO\_REC\_DEF\_WAKEEND\_TM**

Duration after vad off (ms)

**AUDIO\_REC\_VAD\_START\_SPEECH\_MS**

Consecutive speech frame will be judged to vad start (ms)

**AUDIO\_REC\_DEF\_VAD\_OFF\_TM**

Default vad off time (ms)

**AUDIO\_RECORDER\_DEFAULT\_CFG()**

## Type Definitions

typedef esp\_err\_t (\***rec\_event\_cb\_t**)(*audio\_rec\_evt\_t* \*event, void \*user\_data)

Event Notification.

typedef struct \_\_audio\_recorder \***audio\_rec\_handle\_t**

Audio recorder handle.

## Header File

- components/audio\_recorder/include/recorder\_sr.h

## Functions

*recorder\_sr\_handle\_t* **recorder\_sr\_create** (*recorder\_sr\_cfg\_t* \*cfg, recorder\_sr\_iface\_t \*\*iface)

Initialize sr processor, and the sr is disabled as default.

参数

- **cfg** –Configuration of sr
- **iface** –User interface provide by recorder sr

返回 NULL failed Others SR handle

esp\_err\_t **recorder\_sr\_destroy** (*recorder\_sr\_handle\_t* handle)

Destroy SR processor and recycle all resource.

参数 **handle** –SR processor handle

返回 ESP\_OK ESP\_FAIL

esp\_err\_t **recorder\_sr\_reset\_speech\_cmd** (*recorder\_sr\_handle\_t* handle, char \*command\_str, char \*err\_phrase\_id)

Reset the speech commands.

参数

- **handle** –SR processor handle
- **command\_str** –String of the commands. more details on #2reset-api-on-the-fly
- **err\_phrase\_id** –error string output

返回 ESP\_OK ESP\_FAIL

## Structures

struct **recorder\_sr\_cfg\_t**

SR processor configuration.

---

**备注:** Since the detection of command words requires a clear starting point, the moment the wake word is detected is taken as the default start of detection. Therefore, if the wake word detection is disabled, the detection will use the `vad_state` detected by `esp-sr` as the start of detection. However, due to the fluctuation of this `vad_state`, the effectiveness of command word detection will be limited.

---

## Public Members

`afe_config_t` \***afe\_cfg**

Configuration of AFE

bool **multinet\_init**

Enable of speech command recognition

int **feed\_task\_core**

Core id of feed task

int **feed\_task\_prio**

Priority of feed task

int **feed\_task\_stack**

Stack size of feed task

int **fetch\_task\_core**

Core id of fetch task

int **fetch\_task\_prio**

Priority of fetch task

int **fetch\_task\_stack**

Stack size of fetch task

int **rb\_size**

Ringbuffer size of recorder sr

char \***partition\_label**

Partition label which stored the model data

char \***mn\_language**

Command language for multinet to load

char \***wn\_wakeword**

Wake Word for WakeNet to load. This is useful when multiple Wake Words are selected in sdkconfig. Setting this to NULL will use the first found model.

## Macros

**FEED\_TASK\_STACK\_SZ**

**FETCH\_TASK\_STACK\_SZ**

**FEED\_TASK\_PRIO**

**FETCH\_TASK\_PRIO**

**FEED\_TASK\_PINNED\_CORE**

**FETCH\_TASK\_PINNED\_CORE**

**SR\_OUTPUT\_RB\_SIZE**

**DEFAULT\_RECORDER\_SR\_CFG** (fmt, partition, sr\_type, afe\_mode)

## Type Definitions

typedef void \***recorder\_sr\_handle\_t**

SR processor handle.

## Header File

- components/audio\_recorder/include/recorder\_encoder.h

## Functions

*recorder\_encoder\_handle\_t* **recorder\_encoder\_create** (*recorder\_encoder\_cfg\_t* \*cfg,  
recorder\_encoder\_iface\_t \*\*iface)

Initialize encoder processor, and the encoder is disabled as default.

### 参数

- **cfg** –Configuration of encoder
- **iface** –User interface provide by recorder encoder

**返回** NULL failed Others encoder handle



esp\_err\_t **recorder\_encoder\_destroy** (*recorder\_encoder\_handle\_t* handle)

Destroy encoder processor and recycle all resource.

参数 **handle** –Encoder processor handle

返回 ESP\_OK ESP\_FAIL

## Structures

struct **recorder\_encoder\_cfg\_t**

recorder encoder configuration parameters

## Public Members

*audio\_element\_handle\_t* **resample**

Handle of resample

*audio\_element\_handle\_t* **encoder**

Handle of encoder

## Type Definitions

typedef void \***recorder\_encoder\_handle\_t**

encoder handle

## 2.8 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.

### 2.8.1 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.

---

**备注:** 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

Please refer to `player/pipeline_http_mp3/main/play_http_mp3_example.c`.

## API Reference

### Header File

- `components/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.

参数 **config** –[in] The configurations

返回 The peripheral sets instance

`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.

参数 **periph\_set\_handle** –The `esp_periph_set_handle_t` instance

返回

- `ESP_OK`
- `ESP_FAIL`

`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 function only temporary disables the peripheral.

参数 **periph\_set\_handle** –The `esp_periph_set_handle_t` instance

返回

- `ESP_OK`
- `ESP_FAIL`

*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.

参数

- **periph\_set\_handle** –The `esp_periph_set_handle_t` instance
- **periph\_id** –[in] as `esp_periph_id_t`, or any ID you use when calling `esp_periph_create`

返回 The esp\_periph\_handle\_t

*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.

参数 **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance

返回 The audio event iface handle

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.

参数

- **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance
- **cb** –The event handle callback function
- **user\_context** –The user context pointer

返回

- ESP\_OK
- ESP\_FAIL

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.

参数 **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance

返回 The queue handle

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.

---

备注: Work with no task peripheral set only

---

参数 **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance

返回

- ESP\_OK
- ESP\_FAIL

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.

---

备注: Work with no task peripheral set only

---

参数

- **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance

- **msg** –The *audio\_event\_iface\_msg\_t* handle message

返回

- ESP\_OK
- ESP\_FAIL

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.

---

**备注:** Work with no task peripheral set only

---

**参数** **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_periph\_remove\_from\_set** (*esp\_periph\_set\_handle\_t* periph\_set\_handle, *esp\_periph\_handle\_t* periph)

Call this function to remove periph from periph\_set.

**参数**

- **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance
- **periph** –The esp\_periph\_handle\_t instance

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_periph\_alloc\_periph\_id** (*esp\_periph\_set\_handle\_t* periph\_set\_handle, int \*periph\_id)

Allocated a peripheral ID from the periph\_set.

---

**备注:** This function can apply for a peripheral ID to realize a customized peripheral module. The requested peripheral ID will not be included in esp\_periph\_id\_t

---

**参数**

- **periph\_set\_handle** –[in] The esp\_periph\_set\_handle\_t instance
- **periph\_id** –[out] The peripheral identifier

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_periph\_set\_change\_waiting\_time** (*esp\_periph\_set\_handle\_t* periph\_set\_handle, int time\_ms)

Call this function to change periph\_set waiting time.

**参数**

- **periph\_set\_handle** –The esp\_periph\_set\_handle\_t instance
- **time\_ms** –The waiting time

**返回**

- ESP\_OK
- ESP\_FAIL

*esp\_periph\_handle\_t* **esp\_periph\_create** (int periph\_id, const char \*tag)

Call this function to initialize a new peripheral.

**参数**

- **periph\_id** –[in] The periph identifier
- **tag** –[in] The tag name, we named it easy to get in debug logs

**返回** The peripheral handle

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.

**参数**

- **periph** –[in] The periph
- **init** –[in] The initialize
- **run** –[in] The run
- **destroy** –[in] The destroy

**返回**

- ESP\_OK
- ESP\_FAIL

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)

---

**备注:** This peripheral must be first created by calling esp\_periph\_create

---

**参数**

- **periph\_set\_handle** –[in] The esp\_periph\_set\_handle\_t instance
- **periph** –[in] The peripheral instance

**返回**

- ESP\_OK on success
- ESP\_FAIL when any errors

esp\_err\_t **esp\_periph\_stop** (*esp\_periph\_handle\_t* periph)

Stop monitoring the peripheral, the peripheral state is still kept. This function only temporarily disables the peripheral.

参数 **periph** –[in] The periph

返回

- ESP\_OK
- ESP\_FAIL

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.

参数

- **periph** –[in] The periph
- **cmd** –[in] The command
- **data** –The data
- **data\_len** –[in] The data length

返回

- ESP\_OK
- ESP\_FAIL

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.

参数

- **periph** –[in] The periph
- **cmd** –[in] The command
- **data** –The data
- **data\_len** –[in] The data length

返回

- ESP\_OK
- ESP\_FAIL

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`

参数

- **periph** –[in] The peripheral
- **event\_id** –[in] The event identifier
- **data** –The data
- **data\_len** –[in] The data length

返回

- ESP\_OK
- ESP\_FAIL

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.

---

#### 备注:

- 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
- 

#### 参数

- **periph** –[in] The peripheral
- **interval\_tick** –[in] The interval tick
- **callback** –[in] The callback

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_periph\_stop\_timer** (*esp\_periph\_handle\_t* periph)

Stop peripheral timer.

参数 **periph** –[in] The peripheral

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **esp\_periph\_set\_data** (*esp\_periph\_handle\_t* periph, void \*data)

Set the user data.

---

**备注:** Make sure the `data` lifetime is sufficient, this function does not copy all data, it only stores the data pointer

---

#### 参数

- **periph** –[in] The peripheral
- **data** –The data

#### 返回

- ESP\_OK
- ESP\_FAIL

`void *esp_periph_get_data (esp_periph_handle_t periph)`

Get the user data stored in the peripheral.

参数 **periph** –[in] The peripheral

返回 Peripheral data pointer

`esp_periph_state_t esp_periph_get_state (esp_periph_handle_t periph)`

Get the current state of peripheral.

参数 **periph** –[in] The handle of peripheral

返回 The peripheral working state

`esp_periph_id_t esp_periph_get_id (esp_periph_handle_t periph)`

Get Peripheral identifier.

参数 **periph** –[in] The peripheral

返回 The peripheral identifier

`esp_err_t esp_periph_set_id (esp_periph_handle_t periph, esp_periph_id_t periph_id)`

Set Peripheral identifier.

参数

- **periph** –[in] The peripheral
- **periph\_id** –[in] The peripheral identifier

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_periph_init (esp_periph_handle_t periph)`

Call this to execute `init` function of peripheral instance.

参数 **periph** –The peripheral handle

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_periph_run (esp_periph_handle_t periph)`

Call this to execute `run` function of peripheral instance.

参数 **periph** –The peripheral handle

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t esp_periph_destroy (esp_periph_handle_t periph)`

Call this to execute `destroy` function of peripheral instance.

参数 **periph** –The peripheral handle

返回

- ESP\_OK



- ESP\_FAIL

esp\_err\_t **esp\_periph\_register\_on\_events** (*esp\_periph\_handle\_t* periph, *esp\_periph\_event\_t* \*evts)

Register peripheral on event handle.

#### 参数

- **periph** –The peripheral handle
- **evts** –The esp\_periph\_event\_t handle

#### 返回

- ESP\_OK
- ESP\_FAIL

## 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)

bool **extern\_stack**

Service task stack allocate on extern ram

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:*

enumerator `PERIPH_ID_BUTTON`

enumerator `PERIPH_ID_TOUCH`

enumerator `PERIPH_ID_SDCARD`

enumerator **PERIPH\_ID\_WIFI**

enumerator **PERIPH\_ID\_FLASH**

enumerator **PERIPH\_ID\_AUXIN**

enumerator **PERIPH\_ID\_ADC**

enumerator **PERIPH\_ID\_CONSOLE**

enumerator **PERIPH\_ID\_BLUETOOTH**

enumerator **PERIPH\_ID\_LED**

enumerator **PERIPH\_ID\_SPIFFS**

enumerator **PERIPH\_ID\_ADC\_BTN**

enumerator **PERIPH\_ID\_IS31FL3216**

enumerator **PERIPH\_ID\_GPIO\_ISR**

enumerator **PERIPH\_ID\_WS2812**

enumerator **PERIPH\_ID\_AW2013**

enumerator **PERIPH\_ID\_LCD**

enumerator **PERIPH\_ID\_CUSTOM\_BASE**

enum **esp\_periph\_state\_t**

Peripheral working state.

*Values:*

enumerator **PERIPH\_STATE\_NULL**

enumerator **PERIPH\_STATE\_INIT**

enumerator **PERIPH\_STATE\_RUNNING**

enumerator **PERIPH\_STATE\_PAUSE**

enumerator **PERIPH\_STATE\_STOPPING**

enumerator **PERIPH\_STATE\_ERROR**

enumerator **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.

## 2.8.2 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

- `components/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.

---

**备注:** The handle was created by this function automatically destroy when `esp_periph_destroy` is called

---

**参数 config** –The configuration

**返回** The esp peripheral handle

*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.

**参数**

- **periph** –[in] The periph
- **tick\_to\_wait** –[in] The tick to wait

**返回**

- **ESP\_OK**

- ESP\_FAIL

*periph\_wifi\_state\_t* **periph\_wifi\_is\_connected** (*esp\_periph\_handle\_t* periph)

Check the Wi-Fi connection status.

**参数** **periph** –[in] The periph

**返回** Wi-Fi network status

esp\_err\_t **esp\_wifi\_set\_listen\_interval** (*esp\_periph\_handle\_t* periph, int interval)

Set Wi-Fi listen interval for ESP32 station to receive beacon.

**参数**

- **periph** –[in] The wifi periph
- **interval** –[in] listen interval. units: AP beacon intervals(see BcnInt, default: 100ms)

**返回**

- ESP\_OK
- ESP\_FAIL

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

**参数**

- **periph** –[in] The periph
- **mode** –[in] The mode

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **periph\_wifi\_config\_wait\_done** (*esp\_periph\_handle\_t* periph, TickType\_t tick\_to\_wait)

Wait for Wi-Fi setup done.

**参数**

- **periph** –[in] The periph
- **tick\_to\_wait** –[in] The tick to wait

**返回**

- ESP\_OK
- ESP\_FAIL

## Structures

struct **periph\_wpa2\_enterprise\_cfg\_t**

The WPA2 enterprise peripheral configuration.

## Public Members

bool **disable\_wpa2\_e**  
Disable wpa2 enterprise

int **eap\_method**  
TLS: 0, PEAP: 1, TTLS: 2

char \***ca\_pem\_start**  
binary wpa2 ca pem start

char \***ca\_pem\_end**  
binary wpa2 ca pem end

char \***wpa2\_e\_cert\_start**  
binary wpa2 cert start

char \***wpa2\_e\_cert\_end**  
binary wpa2 cert end

char \***wpa2\_e\_key\_start**  
binary wpa2 key start

char \***wpa2\_e\_key\_end**  
binary wpa2 key end

const char \***eap\_id**  
Identity in phase 1 of EAP procedure

const char \***eap\_username**  
Username for EAP method (PEAP and TTLS)

const char \***eap\_password**  
Password for EAP method (PEAP and TTLS)

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

wifi\_config\_t **wifi\_config**

Wifi configure

*periph\_wpa2\_enterprise\_cfg\_t* **wpa2\_e\_cfg**

wpa2 enterprise config

## Enumerations

enum **periph\_wifi\_state\_t**

Peripheral Wi-Fi event id.

*Values:*

enumerator **PERIPH\_WIFI\_UNCHANGE**

enumerator **PERIPH\_WIFI\_CONNECTING**

enumerator **PERIPH\_WIFI\_CONNECTED**

enumerator **PERIPH\_WIFI\_DISCONNECTED**

enumerator **PERIPH\_WIFI\_SETTING**

enumerator **PERIPH\_WIFI\_CONFIG\_DONE**

enumerator **PERIPH\_WIFI\_CONFIG\_ERROR**

enumerator **PERIPH\_WIFI\_ERROR**

enum **periph\_wifi\_config\_mode\_t**

Wi-Fi setup mode type.

*Values:*

enumerator **WIFI\_CONFIG\_ESPTOUCH**

Using smartconfig with ESPTOUCH protocol

enumerator **WIFI\_CONFIG\_AIRKISS**

Using smartconfig with AIRKISS protocol

enumerator **WIFI\_CONFIG\_ESPTOUCH\_AIRKISS**

Using smartconfig with ESPTOUCH\_AIRKISS protocol

enumerator **WIFI\_CONFIG\_WPS**

Using WPS (not support)

enumerator **WIFI\_CONFIG\_BLUEFI**

Using BLUEFI

enumerator **WIFI\_CONFIG\_WEB**

Using HTTP Server (not support)

### 2.8.3 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 流](#).

#### Application Examples

Implementation of this API is demonstrated in couple of examples:

- `player/pipeline_play_sdcard_music`
- `player/pipeline_sdcard_mp3_control`
- `recorder/pipeline_recording_to_sdcard`
- `recorder/pipeline_wav_amr_sdcard`

#### API Reference

##### Header File

- `components/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.

---

**备注:** The handle was created by this function automatically destroy when `esp_periph_destroy` is called

---

**参数** `sdcard_config` –The sdcard configuration



返回 The esp peripheral handle

bool **periph\_sdcard\_is\_mounted** (*esp\_periph\_handle\_t* periph)

Check the sdcard is mounted or not.

参数 **periph** –[in] The periph

返回 SDCARD mounted state

## 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

*periph\_sdcard\_mode\_t* **mode**

card mode

## Enumerations

enum **periph\_sdcard\_event\_id\_t**

Peripheral sdcard event id.

*Values:*

enumerator **SDCARD\_STATUS\_UNKNOWN**

No event

enumerator **SDCARD\_STATUS\_CARD\_DETECT\_CHANGE**

Detect changes in the card\_detect pin

enumerator **SDCARD\_STATUS\_MOUNTED**

SDCARD mounted successfully

enumerator **SDCARD\_STATUS\_UNMOUNTED**

SDCARD unmounted successfully

enumerator **SDCARD\_STATUS\_MOUNT\_ERROR**

SDCARD mount error

enumerator **SDCARD\_STATUS\_UNMOUNT\_ERROR**  
SDCARD unmount error

enum **periph\_sdcard\_mode\_t**  
SD card mode, SPI, 1-line SD mode, 4-line SD mode.  
*Values:*

enumerator **SD\_MODE\_SPI**  
sd\_card SPI

enumerator **SD\_MODE\_1\_LINE**  
sd\_card 1-line SD mode

enumerator **SD\_MODE\_4\_LINE**  
sd\_card 4-line SD mode

enumerator **SD\_MODE\_8\_LINE**  
sd\_card 8-line SD mode

enumerator **SD\_MODE\_MAX**

## 2.8.4 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 流](#).

### Application Example

Implementation of this API is demonstrated in [audio\\_processing/pipeline\\_spiffs\\_amr\\_resample](#) example.

### API Reference

#### Header File

- [components/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.

---

**备注:** The handle created by this function will be automatically destroyed when `esp_periph_destroy` is called

---

**参数** `spiffs_config` –The spiffs configuration

**返回** The esp peripheral handle

bool **periph\_spiffs\_is\_mounted** (*esp\_periph\_handle\_t* periph)

Check if the SPIFFS is mounted or not.

**参数** `periph` –[in] The periph

**返回** SPIFFS mounted state

## 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:*

enumerator **SPIFFS\_STATUS\_UNKNOWN**

No event

enumerator **SPIFFS\_STATUS\_MOUNTED**

SPIFFS mounted successfully

enumerator **SPIFFS\_STATUS\_UNMOUNTED**

SPIFFS unmounted successfully

enumerator **SPIFFS\_STATUS\_MOUNT\_ERROR**

SPIFFS mount error

enumerator **SPIFFS\_STATUS\_UNMOUNT\_ERROR**

SPIFFS unmount error

### 2.8.5 Console Peripheral

Console Peripheral is used to control the Audio application from the terminal screen. It provides 2 ways to 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

Please refer to `cli/main/console_example.c`.

#### API Reference

##### Header File

- `components/esp_peripherals/include/periph_console.h`

## Functions

*esp\_periph\_handle\_t* **periph\_console\_init** (*periph\_console\_cfg\_t* \*config)

Initialize Console Peripheral.

参数 **config** –The configuration

返回 The esp peripheral handle

## 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[])

## 2.8.6 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

- `components/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.

---

**备注:** The handle was created by this function automatically destroy when `esp_periph_destroy` is called

---

**参数** **config** –The configuration

**返回** The esp peripheral handle

## 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:*

enumerator **TOUCH\_PAD\_SEL0**

enumerator **TOUCH\_PAD\_SEL1**

enumerator **TOUCH\_PAD\_SEL2**

enumerator **TOUCH\_PAD\_SEL3**

enumerator **TOUCH\_PAD\_SEL4**

enumerator **TOUCH\_PAD\_SEL5**

enumerator **TOUCH\_PAD\_SEL6**

enumerator **TOUCH\_PAD\_SEL7**

enumerator **TOUCH\_PAD\_SEL8**

enumerator **TOUCH\_PAD\_SEL9**

enum **periph\_touch\_event\_id\_t**

Peripheral touch event id.

*Values:*

enumerator **PERIPH\_TOUCH\_UNCHANGE**

No event

enumerator **PERIPH\_TOUCH\_TAP**

When touch pad is tapped

enumerator **PERIPH\_TOUCH\_RELEASE**

When touch pad is released after tap

enumerator **PERIPH\_TOUCH\_LONG\_TAP**

When touch pad is tapped and held after `long_tap_time_ms` time

enumerator **PERIPH\_TOUCH\_LONG\_RELEASE**

When touch pad is released after long tap

## 2.8.7 Button Peripheral

To control application flow you may use buttons connected and read through the ESP32 GPIOs. This API provides functions to initialize specific 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 a 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 `cloud_services/google_translate_device` example.

## API Reference

### Header File

- `components/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.

---

**备注:** The handle was created by this function automatically destroy when `esp_periph_destroy` is called

---

**参数** `but_cfg` –The but configuration

**返回** The esp peripheral handle

### 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:*

enumerator **PERIPH\_BUTTON\_UNCHANGE**

No event

enumerator **PERIPH\_BUTTON\_PRESSED**

When button is pressed

enumerator **PERIPH\_BUTTON\_RELEASE**

When button is released

enumerator **PERIPH\_BUTTON\_LONG\_PRESSED**

When button is pressed and kept for more than `long_press_time_ms`

enumerator **PERIPH\_BUTTON\_LONG\_RELEASE**

When button is released and event **PERIPH\_BUTTON\_LONG\_PRESSED** happened

## 2.8.8 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

- `components/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.

---

**备注:** The handle was created by this function automatically destroy when `esp_periph_destroy` is called

---

**参数 config** –The configuration

**返回** The esp peripheral handle

`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, `periph_led_idle_level_t` level)

Blink 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.

#### 参数

- **periph** –[in] The LED periph
- **gpio\_num** –[in] The gpio number
- **time\_on\_ms** –[in] The time on milliseconds
- **time\_off\_ms** –[in] The time off milliseconds
- **fade** –[in] Fading enabled
- **loop** –[in] Loop
- **level** –[in] idle level

#### 返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **periph\_led\_stop** (*esp\_periph\_handle\_t* periph, int gpio\_num)

Stop Blink the LED.

#### 参数

- **periph** –[in] The periph
- **gpio\_num** –[in] The gpio number

#### 返回

- ESP\_OK
- ESP\_FAIL

## 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:*

enumerator **PERIPH\_LED\_UNCHANGE**

No event

enumerator **PERIPH\_LED\_BLINK\_FINISH**

When LED blink is finished

enum **periph\_led\_idle\_level\_t**

Peripheral LED idle output level.

*Values:*

enumerator **PERIPH\_LED\_IDLE\_LEVEL\_LOW**

Low level output

enumerator **PERIPH\_LED\_IDLE\_LEVEL\_HIGH**

High level output

## 2.8.9 ADC Button Peripheral

Read status of buttons connected to an ADC input using a resistor ladder. Configuration provides for more than a single 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\\_board\\_buttons](#)

## API Reference

### Header File

- components/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.

---

**备注:** The handle created by this function is automatically destroyed when esp\_periph\_destroy is called.

---

**参数 btn\_cfg** –The button configuration.

**返回** The esp peripheral handle.

### 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

adc\_btn\_task\_cfg\_t **task\_cfg**

Adc button task configuration

### Macros

**ADC\_BUTTON\_STACK\_SIZE**

**ADC\_BUTTON\_TASK\_PRIORITY**

**ADC\_BUTTON\_TASK\_CORE\_ID**

**PERIPH\_ADC\_BUTTON\_DEFAULT\_CONFIG()**

**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:*

enumerator **PERIPH\_ADC\_BUTTON\_IDLE**

enumerator **PERIPH\_ADC\_BUTTON\_PRESSED**

enumerator **PERIPH\_ADC\_BUTTON\_RELEASE**

enumerator **PERIPH\_ADC\_BUTTON\_LONG\_PRESSED**

enumerator **PERIPH\_ADC\_BUTTON\_LONG\_RELEASE**

**2.8.10 LED Controller Peripheral**

This peripheral is applicable to IS31FI3216 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 IS31FI3216, 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_display_led` example.

**API Reference****Header File**

- `components/esp_peripherals/include/periph_is31fl3216.h`

## Functions

*esp\_periph\_handle\_t* **periph\_is31fl3216\_init** (*periph\_is31fl3216\_cfg\_t* \*is31fl3216\_config)

Initialize the is31fl3216.

参数 **is31fl3216\_config** –

返回

- ESP\_OK Success
- ESP\_FAIL Fail

*esp\_err\_t* **periph\_is31fl3216\_set\_state** (*esp\_periph\_handle\_t* periph, *periph\_is31fl3216\_state\_t* state)

Set the state of all the channels.

参数

- **periph** –The is31fl3216 handle
- **state** –The state of all channels

返回

- ESP\_OK Success
- ESP\_FAIL Fail

*esp\_err\_t* **periph\_is31fl3216\_set\_blink\_pattern** (*esp\_periph\_handle\_t* periph, *uint16\_t* blink\_pattern)

Set the current enable channels.

参数

- **periph** –The is31fl3216 handle
- **blink\_pattern** –The bit pattern of enabled channels

返回

- ESP\_OK Success
- ESP\_FAIL Fail

*esp\_err\_t* **periph\_is31fl3216\_set\_duty** (*esp\_periph\_handle\_t* periph, *uint8\_t* index, *uint8\_t* value)

Set the duty of the channel.

参数

- **periph** –The is31fl3216 handle
- **index** –The channel number
- **value** –The value of the channel's duty to be set

返回

- ESP\_OK Success
- ESP\_FAIL Fail

*esp\_err\_t* **periph\_is31fl3216\_set\_duty\_step** (*esp\_periph\_handle\_t* periph, *uint8\_t* step)

Set the duty step of flash.

参数

- **periph** –The is31fl3216 handle

- **step** –The step of flash

返回

- ESP\_OK Success
- ESP\_FAIL Fail

esp\_err\_t **periph\_is31fl3216\_set\_interval** (*esp\_periph\_handle\_t* periph, uint16\_t interval\_ms)

Set the interval time.

参数

- **periph** –The is31fl3216 handle
- **interval\_ms** –Time of interval

返回

- ESP\_OK Success
- ESP\_FAIL Fail

esp\_err\_t **periph\_is31fl3216\_set\_shift\_mode** (*esp\_periph\_handle\_t* periph, *periph\_is31\_shift\_mode\_t* mode)

Set the shift mode.

参数

- **periph** –The is31fl3216 handle
- **mode** –Mode of periph\_is31\_shift\_mode\_t

返回

- ESP\_OK Success
- ESP\_FAIL Fail

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.

参数

- **periph** –The is31fl3216 handle
- **light\_on\_num** –Enabled led number
- **max\_light\_num** –Maximum led number

返回

- ESP\_OK Success
- ESP\_FAIL Fail

esp\_err\_t **periph\_is31fl3216\_set\_act\_time** (*esp\_periph\_handle\_t* periph, uint16\_t act\_ms)

Set the action time.

参数

- **periph** –The is31fl3216 handle
- **act\_ms** –Action time, unit is millisecond, 0 is infinite

返回



- ESP\_OK Success
- ESP\_FAIL Fail

## 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:*

enumerator **IS31FL3216\_STATE\_UNKNOWN**

enumerator **IS31FL3216\_STATE\_OFF**

enumerator **IS31FL3216\_STATE\_ON**

enumerator **IS31FL3216\_STATE\_FLASH**

enumerator **IS31FL3216\_STATE\_BY\_AUDIO**

```
enumerator IS31FL3216_STATE_SHIFT

enum periph_is31_shift_mode_t
    Values:

enumerator PERIPH_IS31_SHIFT_MODE_UNKNOWN

enumerator PERIPH_IS31_SHIFT_MODE_ACC
    accumulation mode

enumerator 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     |             | ✓                |

2.9 Abstraction Layer

2.9.1 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.



图 7: 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/pipeline\\_sdcard\\_mp3\\_control](#) example.

## API Reference

### Header File

- `components/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.

参数

- **block\_size** –[in] Size of each block
- **n\_blocks** –[in] Number of blocks

返回 `ringbuf_handle_t`

`esp_err_t rb_destroy` (`ringbuf_handle_t` rb)

Cleanup and free all memory created by `ringbuf_handle_t`.

参数 **rb** –[in] The Ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t rb_abort` (`ringbuf_handle_t` rb)

Abort waiting until there is space for reading or writing of the ringbuffer.

参数 **rb** –[in] The Ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

`esp_err_t rb_reset` (`ringbuf_handle_t` rb)

Reset ringbuffer, clear all values as initial state.

参数 **rb** –[in] The Ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_reset\_is\_done\_write** (*ringbuf\_handle\_t* rb)

Reset is\_done\_write flag.

参数 **rb** –[in] The Ringbuffer handle

返回

- ESP\_OK
- ESP\_FAIL

int **rb\_bytes\_available** (*ringbuf\_handle\_t* rb)

Get total bytes available of Ringbuffer.

参数 **rb** –[in] The Ringbuffer handle

返回 total bytes available

int **rb\_bytes\_filled** (*ringbuf\_handle\_t* rb)

Get the number of bytes that have filled the ringbuffer.

参数 **rb** –[in] The Ringbuffer handle

返回 The number of bytes that have filled the ringbuffer

int **rb\_get\_size** (*ringbuf\_handle\_t* rb)

Get total size of Ringbuffer (in bytes)

参数 **rb** –[in] The Ringbuffer handle

返回 total size of Ringbuffer

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.

参数

- **rb** –[in] The Ringbuffer handle
- **buf** –The buffer pointer to read out data
- **len** –[in] The length request
- **ticks\_to\_wait** –[in] The ticks to wait

返回 Number of bytes read

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

参数

- **rb** –[in] The Ringbuffer handle
- **buf** –The buffer
- **len** –[in] The length
- **ticks\_to\_wait** –[in] The ticks to wait

返回 Number of bytes written

esp\_err\_t **rb\_done\_write**(*ringbuf\_handle\_t* rb)

Set status of writing to ringbuffer is done.

**参数** **rb** –[in] The Ringbuffer handle

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_unblock\_reader**(*ringbuf\_handle\_t* rb)

Unblock from rb\_read.

**参数** **rb** –[in] The Ringbuffer handle

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_set\_reader\_holder**(*ringbuf\_handle\_t* rb, void \*holder)

Set the owner of the ‘rb\_read’ .

**参数**

- **rb** –[in] The Ringbuffer handle
- **holder** –[in] The owner of the ‘rb\_read’

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_get\_reader\_holder**(*ringbuf\_handle\_t* rb, void \*\*holder)

Get the owner of the ‘rb\_read’ .

**参数**

- **rb** –[in] The Ringbuffer handle
- **holder** –[out] The owner of the ‘rb\_read’

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_set\_writer\_holder**(*ringbuf\_handle\_t* rb, void \*holder)

Set the owner of the ‘rb\_write’ .

**参数**

- **rb** –[in] The Ringbuffer handle
- **holder** –[in] The owner of the ‘rb\_write’

**返回**

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **rb\_get\_writer\_holder**(*ringbuf\_handle\_t* rb, void \*\*holder)

Get the owner of the 'rb\_write' .

#### 参数

- **rb** –[in] The Ringbuffer handle
- **holder** –[out] The owner of the 'rb\_write' .

#### 返回

- ESP\_OK
- ESP\_FAIL

## Macros

**RB\_OK**

**RB\_FAIL**

**RB\_DONE**

**RB\_ABORT**

**RB\_TIMEOUT**

## Type Definitions

typedef struct ringbuf \***ringbuf\_handle\_t**

## 2.9.2 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

- components/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.

---

**备注:** If selected codec has already been installed, it'll return the *audio\_hal* handle.

---

#### 参数

- **audio\_hal\_conf** –Configure structure *audio\_hal\_config\_t*
- **audio\_hal\_func** –Structure containing functions used to operate audio the codec chip

**返回** int, 0&#8212;success, others&#8212;fail

esp\_err\_t **audio\_hal\_deinit** (*audio\_hal\_handle\_t* audio\_hal)

Uninitialize media codec driver.

**参数** **audio\_hal** –reference function pointer for selected audio codec

**返回** int, 0&#8212;success, others&#8212;fail

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.

#### 参数

- **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

**返回** int, 0&#8212;success, others&#8212;fail

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.

#### 参数

- **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).

#### 返回

- 0 Success
- -1 Error

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.

---

**备注:** `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.

---

#### 参数

- **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.

返回 int, 0&#8212;success, others&#8212;fail

esp\_err\_t **audio\_hal\_set\_volume** (*audio\_hal\_handle\_t* audio\_hal, int volume)

Set voice volume.

---

**备注:** if volume is 0, mute is enabled,range is 0-100.

---

#### 参数

- **audio\_hal** –reference function pointer for selected audio codec
- **volume** –value of volume in percent(%)

返回 int, 0&#8212;success, others&#8212;fail

esp\_err\_t **audio\_hal\_get\_volume** (*audio\_hal\_handle\_t* audio\_hal, int \*volume)

get voice volume.

---

**备注:** if volume is 0, mute is enabled, range is 0-100.

---

#### 参数

- **audio\_hal** –reference function pointer for selected audio codec
- **volume** –value of volume in percent returned(%)

返回 int, 0&#8212;success, others&#8212;fail

esp\_err\_t **audio\_hal\_enable\_pa** (*audio\_hal\_handle\_t* audio\_hal, bool enable)

Enables or disables PA.

#### 参数

- **audio\_hal** –reference function pointer for selected audio codec
- **enable** –true/false.

返回 int, 0&#8212;success, others&#8212;fail



## 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

`esp_err_t (*audio_codec_enable_pa)(bool enable)`  
enable pa

`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:*

enumerator **AUDIO\_HAL\_CODEC\_MODE\_ENCODE**

select adc

enumerator **AUDIO\_HAL\_CODEC\_MODE\_DECODE**

select dac

enumerator **AUDIO\_HAL\_CODEC\_MODE\_BOTH**

select both adc and dac

enumerator **AUDIO\_HAL\_CODEC\_MODE\_LINE\_IN**

set adc channel

enum **audio\_hal\_adc\_input\_t**

Select adc channel for input mic signal.

*Values:*

enumerator **AUDIO\_HAL\_ADC\_INPUT\_LINE1**

mic input to adc channel 1

enumerator **AUDIO\_HAL\_ADC\_INPUT\_LINE2**

mic input to adc channel 2

enumerator **AUDIO\_HAL\_ADC\_INPUT\_ALL**

mic input to both channels of adc

enumerator **AUDIO\_HAL\_ADC\_INPUT\_DIFFERENCE**

mic input to adc difference channel

enum **audio\_hal\_dac\_output\_t**

Select channel for dac output.

*Values:*

enumerator **AUDIO\_HAL\_DAC\_OUTPUT\_LINE1**

dac output signal to channel 1

enumerator **AUDIO\_HAL\_DAC\_OUTPUT\_LINE2**

dac output signal to channel 2

enumerator **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:*

enumerator **AUDIO\_HAL\_CTRL\_STOP**

set stop mode

enumerator **AUDIO\_HAL\_CTRL\_START**

set start mode

enum **audio\_hal\_iface\_mode\_t**

Select I2S interface operating mode i.e. master or slave for audio codec chip.

*Values:*

enumerator **AUDIO\_HAL\_MODE\_SLAVE**

set slave mode

enumerator **AUDIO\_HAL\_MODE\_MASTER**

set master mode

enum **audio\_hal\_iface\_samples\_t**

Select I2S interface samples per second.

*Values:*

enumerator **AUDIO\_HAL\_08K\_SAMPLES**

set to 8k samples per second

enumerator **AUDIO\_HAL\_11K\_SAMPLES**

set to 11.025k samples per second

enumerator **AUDIO\_HAL\_16K\_SAMPLES**

set to 16k samples in per second

enumerator **AUDIO\_HAL\_22K\_SAMPLES**

set to 22.050k samples per second

enumerator **AUDIO\_HAL\_24K\_SAMPLES**

set to 24k samples in per second

enumerator **AUDIO\_HAL\_32K\_SAMPLES**

set to 32k samples in per second

enumerator **AUDIO\_HAL\_44K\_SAMPLES**

set to 44.1k samples per second

enumerator **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:*

enumerator **AUDIO\_HAL\_BIT\_LENGTH\_16BITS**

set 16 bits per sample

enumerator **AUDIO\_HAL\_BIT\_LENGTH\_24BITS**

set 24 bits per sample

enumerator **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:*

enumerator **AUDIO\_HAL\_I2S\_NORMAL**

set normal I2S format

enumerator **AUDIO\_HAL\_I2S\_LEFT**

set all left format

enumerator **AUDIO\_HAL\_I2S\_RIGHT**

set all right format

enumerator **AUDIO\_HAL\_I2S\_DSP**

set dsp/pcm format

## 2.9.3 ES8388 Driver

Driver for ES8388 codec chip used in *ESP32 LyraT* audio board.

### API Reference

#### Header File

- components/audio\_hal/driver/es8388/es8388.h

#### Functions

esp\_err\_t **es8388\_init** (*audio\_hal\_codec\_config\_t* \*cfg)

Initialize ES8388 codec chip.

参数 **cfg** –configuration of ES8388

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_deinit** (void)

Deinitialize ES8388 codec chip.

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_config\_fmt** (es\_module\_t mod, es\_i2s\_fmt\_t cfg)

Configure ES8388 I2S format.

参数

- **mod** –set ADC or DAC or both
- **cfg** –ES8388 I2S format

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_i2s\_config\_clock** (es\_i2s\_clock\_t cfg)

Configure I2s clock in MSATER mode.

参数 **cfg** –set bits clock and WS clock

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_set\_bits\_per\_sample** (es\_module\_t mode, es\_bits\_length\_t bit\_per\_sample)

Configure ES8388 data sample bits.

参数

- **mode** –set ADC or DAC or both
- **bit\_per\_sample** –bit number of per sample

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_start** (es\_module\_t mode)

Start ES8388 codec chip.

参数 **mode** –set ADC or DAC or both

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_stop** (es\_module\_t mode)

Stop ES8388 codec chip.

参数 **mode** –set ADC or DAC or both

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_set\_voice\_volume** (int volume)

Set voice volume.

参数 **volume** –voice volume (0~100)

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8388\_get\_voice\_volume** (int \*volume)

Get voice volume.

参数 **\*volume** –[out] voice volume (0~100)

返回

- ESP\_OK
- ESP\_FAIL

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.

参数 **enable** –enable(1) or disable(0)

返回

- ESP\_FAIL Parameter error

- ESP\_OK Success

esp\_err\_t **es8388\_get\_voice\_mute** (void)

Get ES8388 DAC mute status.

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_set\_mic\_gain** (es\_mic\_gain\_t gain)

Set ES8388 mic gain.

参数 **gain** –db of mic gain

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_config\_adc\_input** (es\_adc\_input\_t input)

Set ES8388 adc input mode.

参数 **input** –adc input mode

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_config\_dac\_output** (es\_dac\_output\_t output)

Set ES8388 dac output mode.

参数 **output** –dac output mode

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_write\_reg** (uint8\_t reg\_add, uint8\_t data)

Write ES8388 register.

参数

- **reg\_add** –address of register
- **data** –data of register

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

void **es8388\_read\_all** (void)

Print all ES8388 registers.

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.

参数



- **mode** –codec mode
- **iface** –I2S config

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_ctrl\_state** (*audio\_hal\_codec\_mode\_t* mode, *audio\_hal\_ctrl\_t* ctrl\_state)

Control ES8388 codec chip.

参数

- **mode** –codec mode
- **ctrl\_state** –start or stop decode or encode progress

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8388\_pa\_power** (bool enable)

Set ES8388 PA power.

参数 **enable** –true for enable PA power, false for disable PA power

返回

- ESP\_ERR\_INVALID\_ARG
- ESP\_OK

## 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

## 2.9.4 ES8374 Driver

Driver for ES8374 codec chip.

### API Reference

#### Header File

- components/audio\_hal/driver/es8374/es8374.h

#### Functions

esp\_err\_t **es8374\_codec\_init** (*audio\_hal\_codec\_config\_t* \*cfg)

Initialize ES8374 codec chip.

参数 **cfg** –configuration of ES8374

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_codec\_deinit** (void)

Deinitialize ES8374 codec chip.

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_config\_fmt** (es\_module\_t mode, es\_i2s\_fmt\_t fmt)

Configure ES8374 I2S format.

参数

- **mode** –Set ADC or DAC or both
- **fmt** –ES8374 I2S format

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_i2s\_config\_clock** (es\_i2s\_clock\_t cfg)

Configure I2S clock in MSATER mode.

参数 **cfg** –Set bits clock and WS clock

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_set\_bits\_per\_sample** (es\_module\_t mode, es\_bits\_length\_t bit\_per\_sample)

Configure ES8374 data sample bits.

参数

- **mode** –Set ADC or DAC or both
- **bit\_per\_sample** –Bit number of per sample

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_start** (es\_module\_t mode)

Start ES8374 codec chip.

参数 **mode** –Set ADC or DAC or both

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_stop** (es\_module\_t mode)

Stop ES8374 codec chip.

参数 **mode** –Set ADC or DAC or both

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_codec\_set\_voice\_volume** (int volume)

Set voice volume.

参数 **volume** –Voice volume (0~100)

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **es8374\_codec\_get\_voice\_volume** (int \*volume)

Get voice volume.

参数 **\*volume** –[out] Voice volume (0~100)

返回

- ESP\_OK

- ESP\_FAIL

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.

参数 **enable** –[inout] Enable Mute(1) or Unmute(0)

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_get\_voice\_mute** (void)

Get ES8374 DAC mute status.

返回

- ESP\_FAIL
- ESP\_OK

esp\_err\_t **es8374\_set\_mic\_gain** (es\_mic\_gain\_t gain)

Set ES8374 mic gain.

参数 **gain** –[inout] gain db of mic gain

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_config\_adc\_input** (es\_adc\_input\_t input)

Set ES8374 ADC input mode.

参数 **input** –[in] ADC input mode

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_config\_dac\_output** (es\_dac\_output\_t output)

Set ES8374 DAC output mode.

参数 **output** –[in] DAC output mode

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_write\_reg** (uint8\_t reg\_add, uint8\_t data)

Write ES8374 register.

参数

- **reg\_add** –Address of register
- **data** –Data of register

返回

- ESP\_FAIL Parameter error

- ESP\_OK Success

void **es8374\_read\_all** (void)

Print all ES8374 registers.

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.

#### 参数

- **mode** –Codec mode
- **iface** –I2S config

#### 返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_codec\_ctrl\_state** (*audio\_hal\_codec\_mode\_t* mode, *audio\_hal\_ctrl\_t* ctrl\_state)

Control ES8374 codec chip.

#### 参数

- **mode** –Codec mode
- **ctrl\_state** –Start or stop decode or encode progress

#### 返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

esp\_err\_t **es8374\_pa\_power** (bool enable)

Set ES8374 PA power.

参数 **enable** –True for enable PA power, false for disable PA power

#### 返回

- ESP\_ERR\_INVALID\_ARG
- ESP\_OK

## Macros

**ES8374\_ADDR**

## 2.9.5 ZL38063 Driver

Driver for [ZL38063](#) codec chip used in *ESP32-LyraTD-MSC* audio board.

## API Reference

### Header File

- components/audio\_hal/driver/zl38063/zl38063.h

### Functions

esp\_err\_t **zl38063\_codec\_init** (*audio\_hal\_codec\_config\_t* \*cfg)

Initialize ZL38063 chip.

参数 **cfg** –configuration of ZL38063

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **zl38063\_codec\_deinit** (void)

Deinitialize ZL38063 chip.

返回

- 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.

参数

- **mode** –codec mode
- **ctrl\_state** –start or stop decode or encode progress

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success

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.

参数

- **mode** –codec mode
- **iface** –I2S config

返回

- ESP\_FAIL Parameter error
- ESP\_OK Success



esp\_err\_t **z138063\_codec\_set\_voice\_mute** (bool mute)

Mute or unmute the codec

参数 **mute** –true, false

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **z138063\_codec\_set\_voice\_volume** (int volume)

Set voice volume.

参数 **volume** –voice volume (0~100)

返回

- ESP\_OK
- ESP\_FAIL

esp\_err\_t **z138063\_codec\_get\_voice\_volume** (int \*volume)

Get voice volume.

参数 **\*volume** –[out] voice volume (0~100)

返回

- ESP\_OK
- ESP\_FAIL

## 2.10 Configuration Options

Compile-time configuration options specific to ESP-ADF.

### 2.10.1 ESP Speech Recognition

#### MODEL\_DATA\_PATH

model data path

*Found in: ESP Speech Recognition*

**Available options:**

- MODEL\_IN\_FLASH
- MODEL\_IN\_SD\_CARD

## AFE\_INTERFACE\_SEL

Afe interface

*Found in: ESP Speech Recognition*

Select the afe interface to be used.

**Available options:**

- AFE\_INTERFACE\_V1

## SR\_NSN\_MODEL\_LOAD

Select noise suppression model

*Found in: ESP Speech Recognition*

Select the noise suppression model to be loaded.

**Available options:**

- SR\_NSN\_WEBRTC
- SR\_NSN\_NSNET2

## SR\_VADN\_MODEL\_LOAD

Select voice activity detection

*Found in: ESP Speech Recognition*

Select the vad model to be loaded.

**Available options:**

- SR\_VADN\_WEBRTC
- SR\_VADN\_VADNET1\_MEDIUM

## Load Multiple Wake Words (WakeNet9s)

### SR\_WN\_WN9S\_HILEXIN

Hi, 乐鑫 (wn9s\_hilexin)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9s)*

### SR\_WN\_WN9S\_HIESP

Hi,ESP (wn9s\_hiesp)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9s)*

**SR\_WN\_WN9S\_NIHAOXIAOZHI**

你好小智 (wn9s\_nihaoxiaozhi)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9s)*

**SR\_WN\_WN9S\_HIJASON**

Hi,Jason (wn9s\_hijason)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9s)*

**Load Multiple Wake Words (WakeNet9)****SR\_WN\_WN9\_HILEXIN**

Hi, 乐鑫 (wn9\_hilexin)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_NIHAOMIAOBAN\_TTS2**

你好喵伴 (wn9\_nihaomiaoban\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_XIAOAITONGXUE**

小爱同学 (wn9\_xiaoitongxue)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_NIHAOXIAOZHI\_TTS**

你好小智 (wn9\_nihaoxiaozhi\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_ALEXA**

Alexa (wn9\_alexa)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HIESP

Hi,ESP (wn9\_hiesp)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_JARVIS\_TTS

Jarvis (wn9\_jarvis\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_COMPUTER\_TTS

computer (wn9\_computer\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HEYWILLOW\_TTS

Hey,Willow (wn9\_heywillow\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HIMFIVE

Hi,M Five (wn9\_himfive)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_SOPHIA\_TTS

Sophia (wn9\_sophia\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HEYWANDA\_TTS

Hey,Wanda (wn9\_heywanda\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HIJOLLY\_TTS2

Hi,Jolly (wn9\_hijolly\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_HIFAIRY\_TTS2**

Hi,Fairy (wn9\_hifairy\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_HEYPRINTER\_TTS**

Hey,Printer (wn9\_heyprinter\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_MYCROFT\_TTS**

Mycroft (wn9\_mycroft\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_HIJOY\_TTS**

Hi,Joy (wn9\_hijoy\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_HIJASON\_TTS2**

Hi,Jason (wn9\_hijason\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_ASTROLABE\_TTS**

Astrolabe (wn9\_astrolabe\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_HEYILY\_TTS2**

Hey,Ily (wn9\_heyily\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

**SR\_WN\_WN9\_BLUECHIP\_TTS2**

Blue Chip (wn9\_bluechip\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOLONGXIAOLONG\_TTS

小龙小龙 (wn9\_xiaolongxiaolong\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HIMIAOMIAO\_TTS

Hi, 喵喵 (wn9\_himiaomiao\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_MIAOMIAOTONGXUE\_TTS

喵喵同学 (wn9\_miaomiaotongxue\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_NIHAOXIAOXIN\_TTS

你好小鑫 (wn9\_nihaoxiaoxin\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOMEITONGXUE\_TTS

小美同学 (wn9\_xiaomeitongxue\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HILILI\_TTS

Hi,Lily/Hi, 莉莉 (wn9\_hilili\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HITELLY\_TTS

Hi,Telly/Hi, 泰力 (wn9\_hitelly\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOBINXIAOBIN\_TTS

小滨小滨/小冰小冰 (wn9\_xiaobinxiaobin\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HAIXIAOWU\_TTS

Hi, 小巫 (wn9\_haixiaowu\_tts)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOYAXIAOYA\_TTS2

小鸭小鸭 (wn9\_xiaoyaxiaoya\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_LINAIBAN\_TTS2

璃奈板 (wn9\_linaiban\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOSUROU\_TTS2

小酥肉 (wn9\_xiaosurou\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOYUTONGXUE\_TTS2

小宇同学 (wn9\_xiaoyutongxue\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOMINGTONGXUE\_TTS2

小明同学 (wn9\_xiaomingtongxue\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOKANGTONGXUE\_TTS2

小康同学 (wn9\_xiaokangtongxue\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOJIANXIAOJIAN\_TTS2

小箭小箭 (wn9\_xiaojianxiaojian\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOTEXIAOTE\_TTS2

小特小特 (wn9\_xiaotexiaote\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_NIHAOXIAOYI\_TTS2

你好小益 (wn9\_nihaoxiaoyi\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_NIHAOBAIYING\_TTS2

你好百应 (wn9\_nihaobaiying\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_NIHAODONGDONG\_TTS2

你好东东 (wn9\_nihaodongdong\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_HIWALLE\_TTS2

Hi Wall E or Hi 瓦力 (wn9\_hiwalle\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_XIAOLUXIAOLU\_TTS2

小鹿小鹿 (wn9\_xiaoluxiaolu\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## SR\_WN\_WN9\_NIHAOXIAOAN\_TTS2

你好小安 (wn9\_nihaoxiaoan\_tts2)

*Found in: ESP Speech Recognition > Load Multiple Wake Words (WakeNet9)*

## CHINESE\_SR\_MN\_MODEL\_SEL

Chinese Speech Commands Model

*Found in: ESP Speech Recognition*

Select the Chinese Speech Commands Model.

**Available options:**

- SR\_MN\_CN\_NONE



- SR\_MN\_CN\_MULTINET2\_SINGLE\_RECOGNITION
- SR\_MN\_CN\_MULTINET5\_RECOGNITION\_QUANT8
- SR\_MN\_CN\_MULTINET6\_QUANT
- SR\_MN\_CN\_MULTINET6\_AC\_QUANT
- SR\_MN\_CN\_MULTINET7\_QUANT
- SR\_MN\_CN\_MULTINET7\_AC\_QUANT

## ENGLISH\_SR\_MN\_MODEL\_SEL

English Speech Commands Model

*Found in: ESP Speech Recognition*

Select the English Speech Commands Model.

**Available options:**

- SR\_MN\_EN\_NONE
- SR\_MN\_EN\_MULTINET5\_SINGLE\_RECOGNITION\_QUANT8
- SR\_MN\_EN\_MULTINET6\_QUANT
- SR\_MN\_EN\_MULTINET7\_QUANT

## Add Chinese speech commands

### CN\_SPEECH\_COMMAND\_ID0

ID0

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### CN\_SPEECH\_COMMAND\_ID1

ID1

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### CN\_SPEECH\_COMMAND\_ID2

ID2

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID3**

ID3

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID4**

ID4

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID5**

ID5

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID6**

ID6

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID7**

ID7

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID8**

ID8

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID9**

ID9

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID10**

ID10

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID11**

ID11

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID12**

ID12

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID13**

ID13

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID14**

ID14

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID15**

ID15

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID16**

ID16

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID17**

ID17

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID18**

ID18

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID19**

ID19

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID20**

ID20

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID21**

ID21

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID22**

ID22

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID23**

ID23

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID24**

ID24

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID25**

ID25

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID26**

ID26

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID27**

ID27

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID28**

ID28

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID29**

ID29

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID30**

ID30

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID31**

ID31

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID32**

ID32

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID33**

ID33

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID34**

ID34

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID35**

ID35

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID36**

ID36

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID37**

ID37

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID38**

ID38

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID39**

ID39

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID40**

ID40

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID41**

ID41

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID42**

ID42

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID43**

ID43

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID44**

ID44

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID45**

ID45

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID46**

ID46

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID47**

ID47

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID48**

ID48

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID49**

ID49

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID50**

ID50

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID51**

ID51

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID52**

ID52

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID53**

ID53

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID54**

ID54

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID55**

ID55

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID56**

ID56

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID57**

ID57

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID58**

ID58

*Found in: ESP Speech Recognition > Add Chinese speech commands*



**CN\_SPEECH\_COMMAND\_ID59**

ID59

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID60**

ID60

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID61**

ID61

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID62**

ID62

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID63**

ID63

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID64**

ID64

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID65**

ID65

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID66**

ID66

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID67**

ID67

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID68**

ID68

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID69**

ID69

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID70**

ID70

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID71**

ID71

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID72**

ID72

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID73**

ID73

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID74**

ID74

*Found in: ESP Speech Recognition > Add Chinese speech commands*

**CN\_SPEECH\_COMMAND\_ID75**

ID75

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID76**

ID76

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID77**

ID77

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID78**

ID78

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID79**

ID79

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID80**

ID80

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID81**

ID81

*Found in: ESP Speech Recognition > Add Chinese speech commands***CN\_SPEECH\_COMMAND\_ID82**

ID82

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID83**

ID83

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID84**

ID84

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID85**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID86**

ID86

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID87**

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### **CN\_SPEECH\_COMMAND\_ID88**

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### **CN\_SPEECH\_COMMAND\_ID89**

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### **CN\_SPEECH\_COMMAND\_ID90**

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## **CN\_SPEECH\_COMMAND\_ID93**

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## **CN\_SPEECH\_COMMAND\_ID94**

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## **CN\_SPEECH\_COMMAND\_ID95**

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## **CN\_SPEECH\_COMMAND\_ID96**

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## **CN\_SPEECH\_COMMAND\_ID97**

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## **CN\_SPEECH\_COMMAND\_ID98**

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## **CN\_SPEECH\_COMMAND\_ID99**

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## **CN\_SPEECH\_COMMAND\_ID100**

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## **CN\_SPEECH\_COMMAND\_ID101**

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## **CN\_SPEECH\_COMMAND\_ID102**

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## **CN\_SPEECH\_COMMAND\_ID103**

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## **CN\_SPEECH\_COMMAND\_ID104**

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## **CN\_SPEECH\_COMMAND\_ID105**

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## **CN\_SPEECH\_COMMAND\_ID106**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID107**

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## **CN\_SPEECH\_COMMAND\_ID108**

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## **CN\_SPEECH\_COMMAND\_ID109**

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## **CN\_SPEECH\_COMMAND\_ID110**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID111**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID112**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID113**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID114**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID115**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID116**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID117**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID118**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID119**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID120**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID121**

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## **CN\_SPEECH\_COMMAND\_ID122**

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### **CN\_SPEECH\_COMMAND\_ID123**

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### **CN\_SPEECH\_COMMAND\_ID124**

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### **CN\_SPEECH\_COMMAND\_ID125**

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### **CN\_SPEECH\_COMMAND\_ID126**

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### **CN\_SPEECH\_COMMAND\_ID127**

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### **CN\_SPEECH\_COMMAND\_ID128**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID129**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID130**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID131**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID132**

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### **CN\_SPEECH\_COMMAND\_ID133**

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### **CN\_SPEECH\_COMMAND\_ID134**

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### **CN\_SPEECH\_COMMAND\_ID135**

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### **CN\_SPEECH\_COMMAND\_ID136**

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### **CN\_SPEECH\_COMMAND\_ID137**

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### **CN\_SPEECH\_COMMAND\_ID138**

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### **CN\_SPEECH\_COMMAND\_ID139**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID140**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID141**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID142**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID143**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID144**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID145**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID146**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID147**

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## **CN\_SPEECH\_COMMAND\_ID148**

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## **CN\_SPEECH\_COMMAND\_ID149**

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## **CN\_SPEECH\_COMMAND\_ID150**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID151**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID152**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID153**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID154**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID155**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID156**

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### **CN\_SPEECH\_COMMAND\_ID157**

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### **CN\_SPEECH\_COMMAND\_ID158**

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### **CN\_SPEECH\_COMMAND\_ID159**

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### **CN\_SPEECH\_COMMAND\_ID160**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID161**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID162**

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### **CN\_SPEECH\_COMMAND\_ID163**

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### **CN\_SPEECH\_COMMAND\_ID164**

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### **CN\_SPEECH\_COMMAND\_ID165**

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### **CN\_SPEECH\_COMMAND\_ID166**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID167**

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### **CN\_SPEECH\_COMMAND\_ID168**

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### **CN\_SPEECH\_COMMAND\_ID169**

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### **CN\_SPEECH\_COMMAND\_ID170**

ID170

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID171**

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## **CN\_SPEECH\_COMMAND\_ID172**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID173**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID174**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID175**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID176**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID177**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID178**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID179**

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## **CN\_SPEECH\_COMMAND\_ID180**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID181**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID182**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID183**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID184**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID185**

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## **CN\_SPEECH\_COMMAND\_ID186**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*



### **CN\_SPEECH\_COMMAND\_ID187**

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*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID188**

ID188

*Found in: ESP Speech Recognition > Add Chinese speech commands*

### **CN\_SPEECH\_COMMAND\_ID189**

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### **CN\_SPEECH\_COMMAND\_ID190**

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### **CN\_SPEECH\_COMMAND\_ID191**

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### **CN\_SPEECH\_COMMAND\_ID192**

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### **CN\_SPEECH\_COMMAND\_ID193**

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### **CN\_SPEECH\_COMMAND\_ID194**

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## **CN\_SPEECH\_COMMAND\_ID195**

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## **CN\_SPEECH\_COMMAND\_ID196**

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## **CN\_SPEECH\_COMMAND\_ID197**

ID197

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID198**

ID198

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **CN\_SPEECH\_COMMAND\_ID199**

ID199

*Found in: ESP Speech Recognition > Add Chinese speech commands*

## **Add English speech commands**

### **EN\_SPEECH\_COMMAND\_ID0**

ID0

*Found in: ESP Speech Recognition > Add English speech commands*

### **EN\_SPEECH\_COMMAND\_ID1**

ID1

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID2**

ID2

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID3**

ID3

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID4**

ID4

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID5**

ID5

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID6**

ID6

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID7**

ID7

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID8**

ID8

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID9**

ID9

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID10

ID10

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID11

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*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID12

ID12

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID13

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*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID14

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## EN\_SPEECH\_COMMAND\_ID15

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## EN\_SPEECH\_COMMAND\_ID16

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## EN\_SPEECH\_COMMAND\_ID17

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## **EN\_SPEECH\_COMMAND\_ID18**

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*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID19**

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## **EN\_SPEECH\_COMMAND\_ID20**

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## **EN\_SPEECH\_COMMAND\_ID21**

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## **EN\_SPEECH\_COMMAND\_ID22**

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## **EN\_SPEECH\_COMMAND\_ID23**

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## **EN\_SPEECH\_COMMAND\_ID24**

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## **EN\_SPEECH\_COMMAND\_ID25**

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## EN\_SPEECH\_COMMAND\_ID26

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## EN\_SPEECH\_COMMAND\_ID27

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## EN\_SPEECH\_COMMAND\_ID28

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## EN\_SPEECH\_COMMAND\_ID29

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## EN\_SPEECH\_COMMAND\_ID30

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## EN\_SPEECH\_COMMAND\_ID32

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## EN\_SPEECH\_COMMAND\_ID33

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## EN\_SPEECH\_COMMAND\_ID34

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## EN\_SPEECH\_COMMAND\_ID35

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## EN\_SPEECH\_COMMAND\_ID37

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## EN\_SPEECH\_COMMAND\_ID38

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## EN\_SPEECH\_COMMAND\_ID39

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## EN\_SPEECH\_COMMAND\_ID40

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## EN\_SPEECH\_COMMAND\_ID41

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## EN\_SPEECH\_COMMAND\_ID42

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## EN\_SPEECH\_COMMAND\_ID43

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## EN\_SPEECH\_COMMAND\_ID44

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## EN\_SPEECH\_COMMAND\_ID45

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## EN\_SPEECH\_COMMAND\_ID46

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## EN\_SPEECH\_COMMAND\_ID47

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## EN\_SPEECH\_COMMAND\_ID48

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## EN\_SPEECH\_COMMAND\_ID49

ID49

*Found in: ESP Speech Recognition > Add English speech commands*



## **EN\_SPEECH\_COMMAND\_ID50**

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*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID51**

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## **EN\_SPEECH\_COMMAND\_ID52**

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## **EN\_SPEECH\_COMMAND\_ID53**

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## **EN\_SPEECH\_COMMAND\_ID54**

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## **EN\_SPEECH\_COMMAND\_ID55**

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## **EN\_SPEECH\_COMMAND\_ID56**

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## **EN\_SPEECH\_COMMAND\_ID57**

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## EN\_SPEECH\_COMMAND\_ID58

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## EN\_SPEECH\_COMMAND\_ID59

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## EN\_SPEECH\_COMMAND\_ID61

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## EN\_SPEECH\_COMMAND\_ID62

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## EN\_SPEECH\_COMMAND\_ID63

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## EN\_SPEECH\_COMMAND\_ID67

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## EN\_SPEECH\_COMMAND\_ID68

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## EN\_SPEECH\_COMMAND\_ID69

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## EN\_SPEECH\_COMMAND\_ID70

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## EN\_SPEECH\_COMMAND\_ID71

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## EN\_SPEECH\_COMMAND\_ID72

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## EN\_SPEECH\_COMMAND\_ID73

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## EN\_SPEECH\_COMMAND\_ID74

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## EN\_SPEECH\_COMMAND\_ID75

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## EN\_SPEECH\_COMMAND\_ID76

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## EN\_SPEECH\_COMMAND\_ID79

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## EN\_SPEECH\_COMMAND\_ID80

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## EN\_SPEECH\_COMMAND\_ID81

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## EN\_SPEECH\_COMMAND\_ID82

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## EN\_SPEECH\_COMMAND\_ID84

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## EN\_SPEECH\_COMMAND\_ID85

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## EN\_SPEECH\_COMMAND\_ID86

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## EN\_SPEECH\_COMMAND\_ID87

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## EN\_SPEECH\_COMMAND\_ID88

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## EN\_SPEECH\_COMMAND\_ID90

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## EN\_SPEECH\_COMMAND\_ID92

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## EN\_SPEECH\_COMMAND\_ID93

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## EN\_SPEECH\_COMMAND\_ID94

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## **EN\_SPEECH\_COMMAND\_ID98**

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## **EN\_SPEECH\_COMMAND\_ID99**

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*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID100**

ID100

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID101**

ID101

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID102**

ID102

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID103**

ID103

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID104**

ID104

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID105**

ID105

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID106

ID106

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID107

ID107

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID108

ID108

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID109

ID109

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID110

ID110

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID111

ID111

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID112

ID112

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID113

ID113

*Found in: ESP Speech Recognition > Add English speech commands*



## **EN\_SPEECH\_COMMAND\_ID114**

ID114

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID115**

ID115

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID116**

ID116

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID117**

ID117

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID118**

ID118

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID119**

ID119

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID120**

ID120

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID121**

ID121

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID122

ID122

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID123

ID123

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID124

ID124

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID125

ID125

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID126

ID126

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID127

ID127

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID128

ID128

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID129

ID129

*Found in: ESP Speech Recognition > Add English speech commands*

**EN\_SPEECH\_COMMAND\_ID130**

ID130

*Found in: ESP Speech Recognition > Add English speech commands***EN\_SPEECH\_COMMAND\_ID131**

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ID137

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID138

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*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID139

ID139

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID140

ID140

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID141

ID141

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID142

ID142

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID143

ID143

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID144

ID144

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID145

ID145

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID146**

ID146

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID147**

ID147

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID148**

ID148

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID149**

ID149

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID150**

ID150

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID151**

ID151

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID152**

ID152

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID153**

ID153

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID154

ID154

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID155

ID155

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID156

ID156

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID157

ID157

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID158

ID158

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID159

ID159

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID160

ID160

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID161

ID161

*Found in: ESP Speech Recognition > Add English speech commands*

**EN\_SPEECH\_COMMAND\_ID162**

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ID169

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID170

ID170

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID171

ID171

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID172

ID172

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID173

ID173

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID174

ID174

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID175

ID175

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID176

ID176

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID177

ID177

*Found in: ESP Speech Recognition > Add English speech commands*



## **EN\_SPEECH\_COMMAND\_ID178**

ID178

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID179**

ID179

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID180**

ID180

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID181**

ID181

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID182**

ID182

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID183**

ID183

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID184**

ID184

*Found in: ESP Speech Recognition > Add English speech commands*

## **EN\_SPEECH\_COMMAND\_ID185**

ID185

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID186

ID186

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID187

ID187

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID188

ID188

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID189

ID189

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID190

ID190

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID191

ID191

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID192

ID192

*Found in: ESP Speech Recognition > Add English speech commands*

## EN\_SPEECH\_COMMAND\_ID193

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*Found in: ESP Speech Recognition > Add English speech commands*

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ID199

*Found in: ESP Speech Recognition > Add English speech commands***2.10.2 ADF Features****ESP\_DISPATCHER\_DELEGATE\_TASK\_CORE**

Delegation task core

*Found in: ADF Features*

Pinned delegate task to core 0 or core 1.

## ESP\_DISPATCHER\_DELEGATE\_TASK\_PRIO

Delegate task's prio

*Found in: ADF Features*

The delegate task's prio.

## ESP\_DISPATCHER\_DELEGATE\_STACK\_SIZE

Delegate task's stack size

*Found in: ADF Features*

The delegate task's stack is located in DRAM, modify this size to make sure all the needed operation can be run success in the it.

## 2.10.3 ADF Library Configuration

### MEDIA\_PROTOCOL\_LIB\_ENABLE

Enable Media Protocol Library

*Found in: ADF Library Configuration*

### MEDIA\_LIB\_CRYPT\_ENABLE

Enable media lib sal crypt library

*Found in: ADF Library Configuration*

### MEDIA\_LIB\_SOCKET\_ENABLE

Enable media lib sal socket library

*Found in: ADF Library Configuration*

### MEDIA\_LIB\_TLS\_ENABLE

Enable media lib sal tls library

*Found in: ADF Library Configuration*

### MEDIA\_LIB\_NETIF\_ENABLE

Enable media lib sal netif library

*Found in: ADF Library Configuration*

## MEDIA\_LIB\_MEM\_AUTO\_TRACE

Support trace memory automatically after media\_lib\_sal init

*Found in: ADF Library Configuration*

## MEDIA\_LIB\_MEM\_TRACE\_DEPTH

Memory trace stack depth

*Found in: ADF Library Configuration*

Set memory trace depth

## MEDIA\_LIB\_MEM\_TRACE\_NUM

Memory trace number

*Found in: ADF Library Configuration*

Set memory trace number

## MEDIA\_LIB\_MEM\_TRACE\_MODULE

Trace for module memory usage

*Found in: ADF Library Configuration*

## MEDIA\_LIB\_MEM\_TRACE\_LEAKAGE

Trace for memory leakage

*Found in: ADF Library Configuration*

## MEDIA\_LIB\_MEM\_TRACE\_SAVE\_HISTORY

Trace to save memory history

*Found in: ADF Library Configuration*

## MEDIA\_LIB\_MEM\_SAVE\_CACHE\_SIZE

Cache buffer size to store save history

*Found in: ADF Library Configuration*

Set cache size for memory history

## MEDIA\_LIB\_MEM\_TRACE\_SAVE\_PATH

Memory trace save path

*Found in: ADF Library Configuration*

Set memory trace save path

## 2.10.4 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\_S2\_KALUGA\_1\_V1\_2\_BOARD
- ESP32\_S3\_KORVO2\_V3\_BOARD
- ESP32\_S3\_KORVO2L\_V1\_BOARD
- ESP32\_S3\_BOX\_LITE\_BOARD
- ESP32\_S3\_BOX\_BOARD
- ESP32\_S3\_BOX\_3\_BOARD
- M5STACK\_ATOMS3R\_BOARD
- ESP32\_C3\_LYRA\_V2\_BOARD
- ESP32\_C6\_DEVKIT\_BOARD
- ESP32\_P4\_FUNCTION\_EV\_BOARD
- ESP32\_P4\_FUNCTION\_EV\_SUB\_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

## 2.10.5 Audio Codec Device Configuration

### CODEC\_I2C\_BACKWARD\_COMPATIBLE

Enable backward compatibility for the I2C driver (force use of the old i2c\_driver above v5.3)

*Found in: Component config > Audio Codec Device Configuration*

Enable this option for backward compatibility with the old I2C driver

### CODEC\_ES8311\_SUPPORT

Support ES8311 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES8311.

### CODEC\_ES7210\_SUPPORT

Support ES7210 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES7210.

## **CODEC\_ES7243\_SUPPORT**

Support ES7243 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES7243.

## **CODEC\_ES7243E\_SUPPORT**

Support ES7243E Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES7243E.

## **CODEC\_ES8156\_SUPPORT**

Support ES8156 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES8156.

## **CODEC\_AW88298\_SUPPORT**

Support AW88298 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec AW88298.

## **CODEC\_ES8389\_SUPPORT**

Support ES8389 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES8389.

## **CODEC\_ES8374\_SUPPORT**

Support ES8374 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES8374.



## CODEC\_ES8388\_SUPPORT

Support ES8388 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ES8388.

## CODEC\_TAS5805M\_SUPPORT

Support TAS5805M Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec TAS5805M.

## CODEC\_ZL38063\_SUPPORT

Support ZL38063 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec ZL38063. ZL38063 firmware only support xtensa, don't enable for RISC-V IC.

## CODEC\_CJC8910\_SUPPORT

Support CJC8910 Codec Chip

*Found in: Component config > Audio Codec Device Configuration*

Enable this option to support codec CJC8910.

## 2.10.6 DuerOS Service

### DUEROS\_GEN\_PROFILE

Generate the nvs partition which include the profile of dueros

*Found in: Component config > DuerOS Service*

### DUEROS\_FLASH\_PROFILE

Flash the generated nvs partition

*Found in: Component config > DuerOS Service*

## DUEROS\_DEVICE\_NAME

Duer device name

*Found in: Component config > DuerOS Service*

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 项目设计

在设计能够处理音频信号或音频数据的项目时，我们通常会考虑使用以下组件：

**输入：**

- **模拟信号输入：** 连接麦克风等设备
- **存储媒体：** 如 microSD 卡，可读取其中的音频文件
- **Wi-Fi 接口：** 从互联网获取音频数据流
- **蓝牙接口：** 从蓝牙耳机等设备获取音频数据流
- **I2S 接口：** 从编解码芯片获取音频数据流
- **以太网接口：** 从互联网获取音频数据流
- **芯片内部 flash：** 播放音频样本
- **用户交互：** 按钮或其他提供用户输入的方式

**输出：**

- **模拟信号输出：** 连接耳机、放大器或扬声器
- **存储媒体：** 如 microSD 卡，可通过录音写入音频文件
- **Wi-Fi 接口：** 将音频数据流发送到互联网
- **蓝牙接口：** 将音频数据流传输到蓝牙耳机等设备
- **I2S 接口：** 将数据流传输到编解码器芯片

- 以太网接口：将音频数据流传输到互联网
- 芯片内部 flash：存储录音
- 用户交互：如显示器、LED 或 振动反馈

主处理器：

微控制器或计算机，可从输入读取数据、处理数据（例如编码/编码）、输出数据。

### 3.1.1 选择项目类型

ESP 系列芯片（包括 ESP32、ESP32-S2、ESP32-S3 等）具有上述所有功能，或者说能够支持这些功能（如驱动以太网 PHY）。鉴于 ESP 芯片的成本较低，以及可免费使用的 ESP-ADF 软件开发平台，我们能够以极低的价格开发具有最少附加组件的音频项目。

基于应用程序、所需的功能和性能，我们可以考虑以下两种项目类型。

- **基础项目**：具有最少的附加组件，前提是使用板载的 I2S、PDM 接口或 DAC，且不需要输出特别高质量的音频。
- **典型项目**：带有外部编解码器芯片和功率放大器，可输出高质量音频，提供多个输入/输出选项。

通过添加或删除上述项目的功能/组件，可以开发出其他不同的项目，示例请见下文。

### 3.1.2 基础项目

ESP 芯片拥有多个外设，可借助 I2S、PDM 或 DAC 接口可开发出一个基础项目。我们可以通过数字麦克风输入语音信号，构建一个可以与云服务通信的语音命令控制的基础项目。

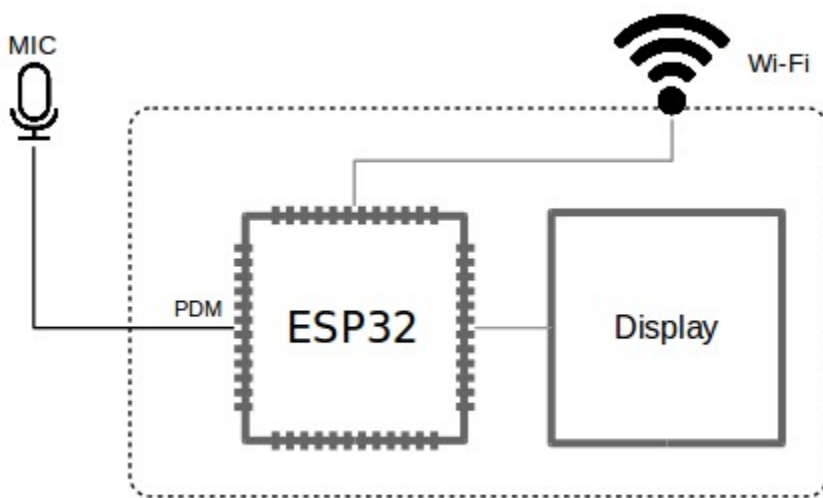


图 1: 音频项目示例 - 向云服务发送语音命令

如果可接受 8 位的数据输出，我们可使用两个板载 DAC 实现另一个基础项目，播放联网广播节目。

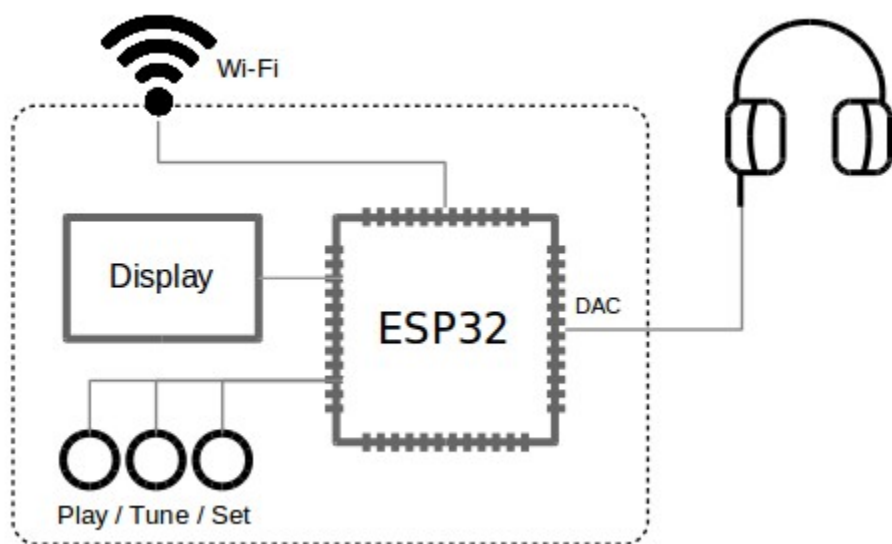


图 2: 音频项目示例 - 联网广播播放器

### 3.1.3 典型项目

如果需要更好的音频质量和更多的接口选项, 可使用外部 I2S 编解码器来完成所有模拟输入和输出信号的处理。不同类型的编解码器芯片可提供不同的额外功能, 如音频输入信号前置放大器、耳机输出放大器、多个模拟输入和输出、音效处理等。I2S 是音频编解码器芯片接口的行业标准, 通常用于高速、连续传输音频数据。为了优化音频数据处理的性能, 可能需要额外的内存。对于这种情况, 请考虑使用集成 8 MB PSRAM 和 ESP32 芯片的 [ESP32-WROVER-E](#) 模组。

ESP-ADF 主要支持使用编解码器芯片的项目, 如 [ESP32 LyraT](#) 开发板与软件之间的交互由音频 HAL 和驱动程序完成, 开发板使用的编解码芯片是 [ES8388](#)。可以通过提供不同的驱动程序来支持具有不同编解码器芯片的开发板。

## 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 [项目设计](#).

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.

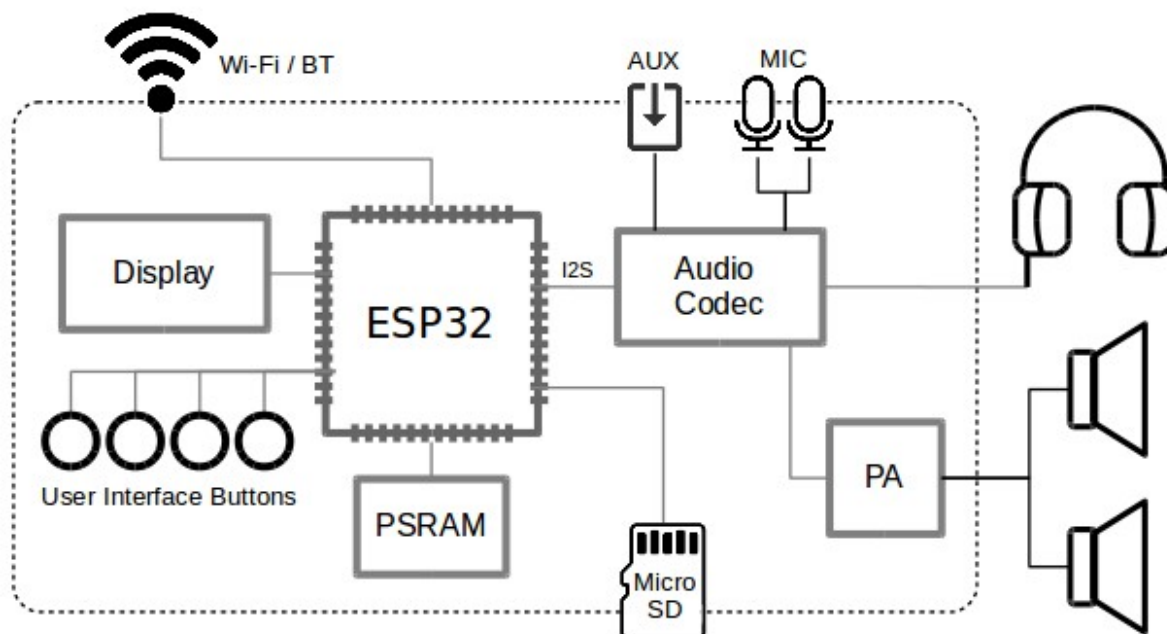


图 3: 典型音频项目示例

### 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 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 documentation 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 menuconfig 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.

---

**备注:** 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* > *Bluetooth 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*

**备注:** 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.

**重要:** 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 <sup>1</sup>      | 50kB+                            | 50kB+                           |
| Bluetooth               | 140kB (50kB if only BLE needed)  | 95kB (50kB if only BLE needed)  |
| Flash Card <sup>2</sup> | 12kB+                            | 12kB+                           |
| I2S <sup>3</sup>        | Configurable, 8kB for reference  | Configurable, 8kB for reference |
| RingBuffer <sup>4</sup> | 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. Taking ESP32-LyraT V4.3 as an example, depending on value of *SDCARD\_OPEN\_FILE\_NUM\_MAX* in `audio_board/lyrat_v4_3/board_def.h`, that is then used in `sdcard_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.

---

**备注:** 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.

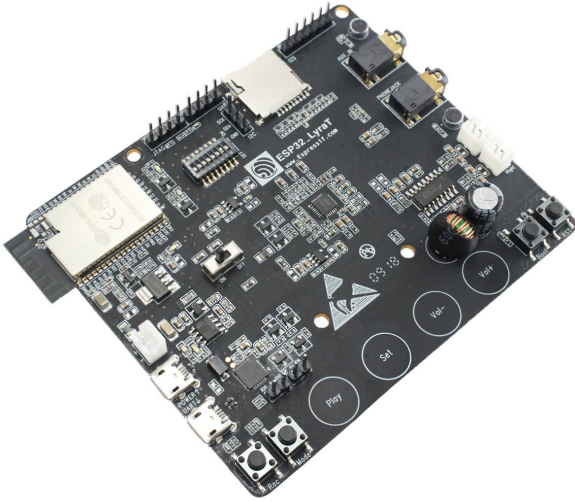
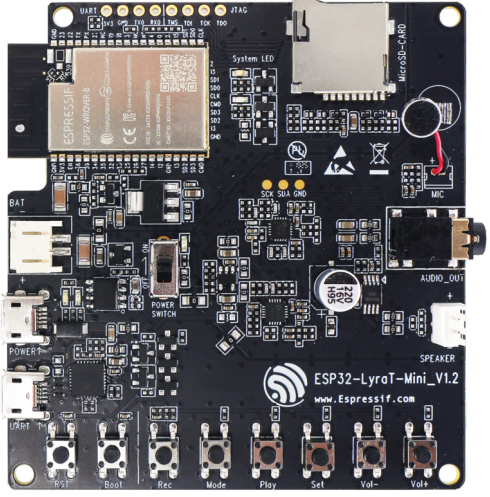
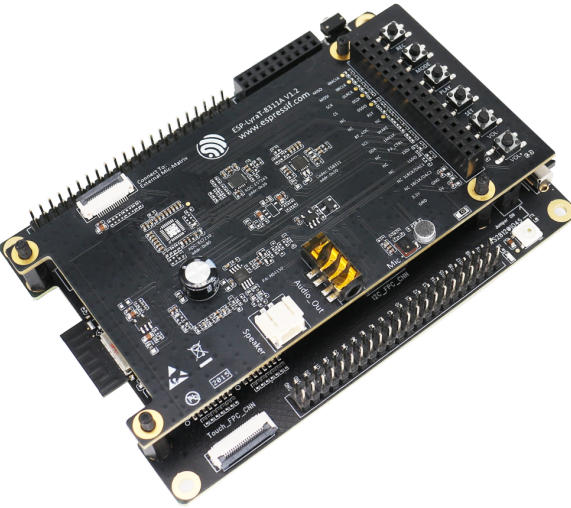
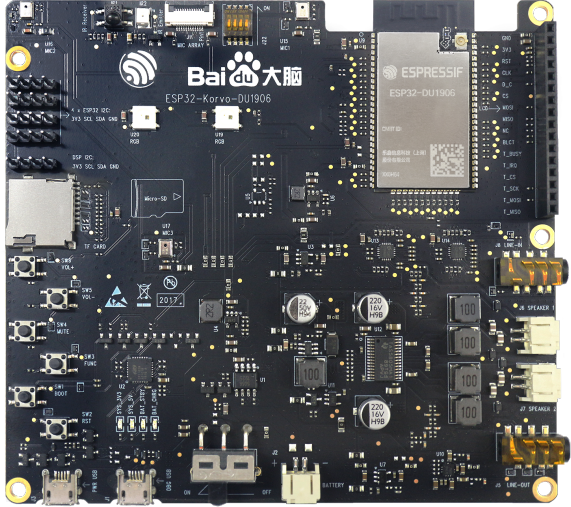
---

- 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 开发板

以下是乐鑫设计的音频开发板的入门指南和硬件参考。



|                                                                                     |                                                                                      |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|    |    |
| <p>ESP32-LyraT 入门指南<br/>ESP32-LyraT 硬件参考</p>                                        | <p>ESP32-LyraT-Mini 入门指南<br/>ESP32-LyraT-Mini 硬件参考</p>                               |
|   |   |
| <p>ESP32-LyraTD-MS-C 入门指南</p>                                                       | <p>ESP32-S2-Kaluga-1-Kit 入门指南</p>                                                    |
|  |  |
| <p>ESP32-Korvo-DU1906 入门指南</p>                                                      | <p>ESP32-S3-Korvo-2 入门指南</p>                                                         |

### 3.3. 开发板



### 3.3.1 ESP32-LyraT-Mini V1.2 入门指南

本文档为用户提供 ESP32-LyraT-Mini v1.2 音频开发板的功能描述、配置选项以及如何快速入门使用 ESP32-LyraT 开发板。

ESP32-LyraT 是一个基于双核 ESP32 用于开发音频应用程序的硬件平台，例如 Wi-Fi 音箱、蓝牙音箱、语音遥控器以及有一个或多个音频功能的智能家居应用等。

ESP32-LyraT-Mini 是单声道音频开发板，如需立体声音频开发板，请前往[ESP32-LyraT V4.3 入门指南](#)。

#### 准备工作

- [ESP32-LyraT-Mini V1.2 开发板](#)
- 扬声器或 3.5 mm 的耳机（若使用扬声器，建议功率不超过 3 瓦特，另外需要接口为 JST PH 2.0 毫米 2 针的插头，若没有此插头，开发过程中可替换为杜邦母跳线）
- 两个 Micro-USB 2.0 数据线（Type A 到 Micro B）
- PC（Windows、Linux 或 Mac OS）

#### 可选组件

- Micro SD 卡
- 锂电池

如需立即使用此开发板，请直接前往[应用程序开发](#)。

#### 概述

ESP32-LyraT-Mini 1.2 是基于 乐鑫 ESP32 专为音频应用市场打造的音频开发板。其主要包括了音频编解码芯片，外置扩展 RAM 和双核 ESP32 芯片。硬件具体包括：

- **ESP32-WROVER-E 模组**
- 音频编解码芯片
- ADC 芯片
- 麦克风
- 音频输出
- 1 x 3 瓦特扬声器输出
- MicroSD 卡槽（一线模式）
- 八个键
- 两个系统指示灯
- JTAG 和 UART 测试点
- 集成 USB-UART 桥接芯片
- 锂电池充电管理

下图所示的是 ESP32-LyraT-Mini 的主要组件以及组件之间的连接方式。

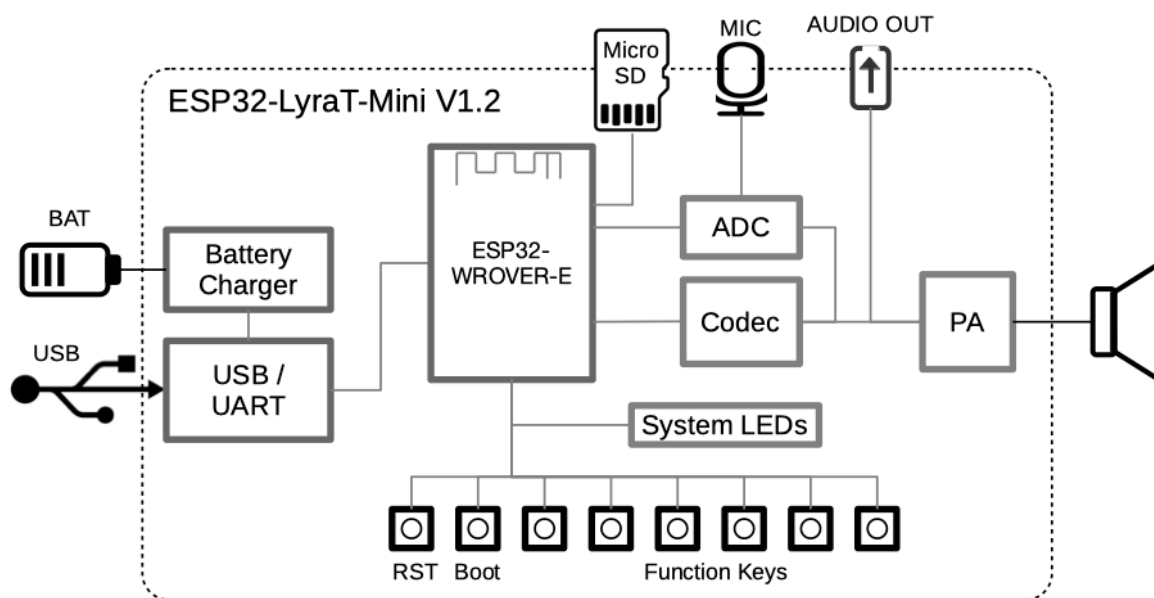


图 4: ESP32-LyraT-Mini 框图

## 组件

本指南涉及到的 ESP32-LyraT-Mini 开发板的主要组件、接口及控制方式见下。详细技术文档请参阅[ESP32-LyraT-Mini V1.2 Hardware Reference](#) 和 [ESP32-LyraT-Mini V1.2 原理图 \(PDF\)](#)。ESP32-LyraT-Mini 开发板各组件的详细描述见下表（从右上角起顺时针顺序）。

**音频编解码芯片** 音频编解码芯片 **ES8311** 是一款低功耗单声道音频编解码器。它由单通道 ADC、单通道 DAC、低噪声前置放大器、耳机驱动程序、数字音效处理器、模拟混音器和增益函数组成。该芯片通过 I2S 和 I2C 总线与 **ESP32-WROVER-E 模组** 连接提供硬件音频处理功能。

**音频输出** 音频输出插槽，可连接 3.5 mm 立体声耳机。（请注意，此开发板输出单声道信号）

**扬声器输出** 音频输出插槽，采用 2.00 mm / 0.08" 排针间距，建议连接 4 欧姆 3 瓦特扬声器。

**USB-UART 接口** 作为 PC 与 ESP32 之间的通信接口。

**USB 充电端口** 可用作开发板的供电电源。

**待机/充电指示灯** 绿色 **待机** 指示灯亮起表示电源已接入 **USB 充电端口**。红色 **充电** 指示灯亮起表示 **电池座** 上的电池正在充电。

**电源开关** 电源开/关按钮：向上拨动按钮则开发板电源开启；向下拨动则电源关闭。

**电源指示灯** 红色指示灯亮起表示 **电源开关** 已开启。

**ESP32-WROVER-E 模组** ESP32-WROVER-E 模组采用 ESP32 芯片，可实现 Wi-Fi/蓝牙连接和数据处理，同时集成 4 MB 外部 SPI flash 和 8 MB SPI PSRAM，可实现灵活的数据存储。



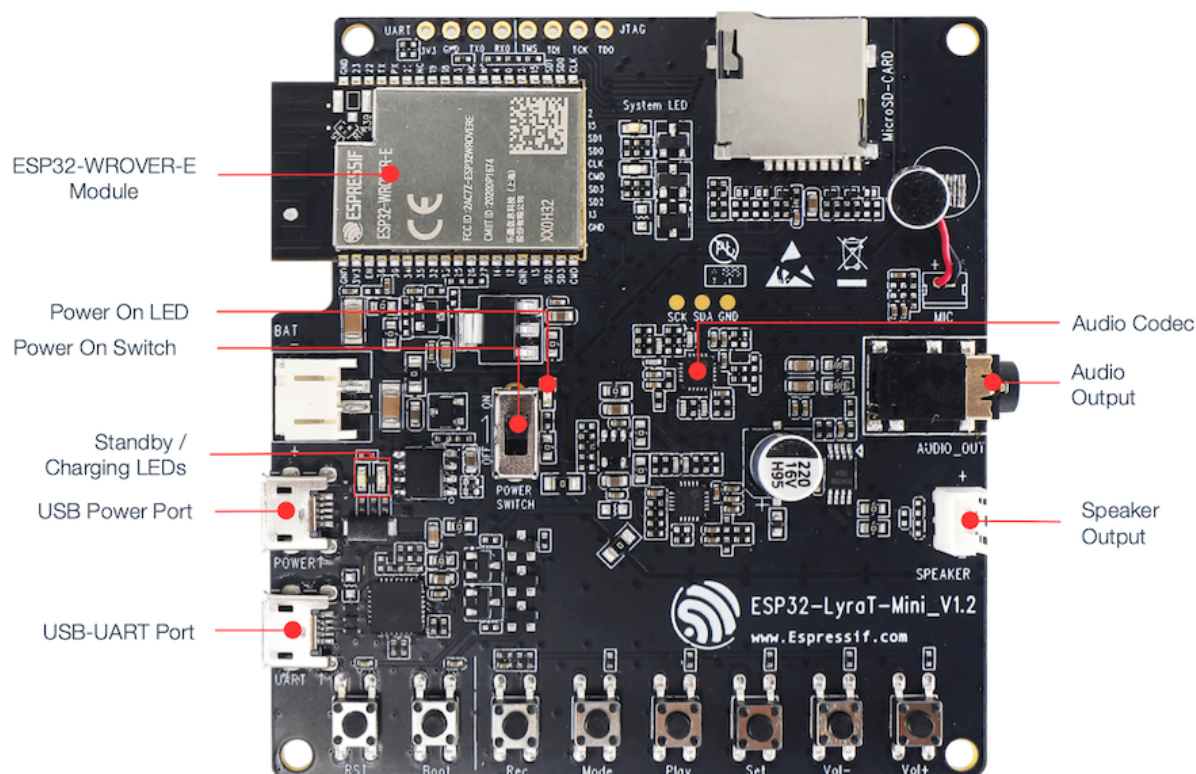


图 5: ESP32 LyraT-Mini V1.2 开发板布局概览

## 应用程序开发

ESP32-LyraT-Mini 上电之前, 请首先确认开发板完好无损。

### 初始设置

设置开发板, 运行首个示例应用程序:

1. 连接扬声器到 **扬声器输出**。也可选择连接耳机到 **音频输出**。
2. 使用 Micro-USB 数据线将 ESP32-LyraT-Mini 开发板的 **两个 USB 端口** 均与 PC 相连。
3. 此时, 绿色 **待机指示灯** 应亮起。假设电池未连接, 那么红色 **充电指示灯** 将每隔几秒闪烁一次。
4. 向上拨动 **电源开关**。
5. 此时, 红色 **电源指示灯** 应亮起。

如果指示灯如上述显示, 则此开发板基本完好, 可用于下载应用程序。现在, 请按下文介绍运行并配置 PC 上的开发工具。

### 正式开始开发

如果 ESP32 LyraT 的初始设置已检查完成, 请准备开发工具。前往[开发板](#) 查看以下步骤:

- *Step 1. Set up ESP-IDF* 提供了一套 ESP32 的 C 语言 PC 开发编译环境;
- *Step 2. Get ESP-ADF* 获取开发音频应用程序的 API;
- *Step 3. Set up the environment* 使编译器找到音频应用 API;
- *Step 4. Start a Project* 提供 ESP32-LyraT-Mini 开发板的音频应用程序示例;
- *Step 5. Connect Your Device* 准备加载应用程序;
- *Step 7. Build the Project* 最后运行应用程序并播放音乐。

### 修订历史

- 板上模组从 ESP32-WROVER-B 更新为 ESP32-WROVER-E。

### 其他 LyraT 系列开发板

- *ESP32-LyraT V4.3* 入门指南
- *ESP32-LyraTD-MSC V2.2* 入门指南

## 相关文档

- [ESP32-LyraT-Mini V1.2 原理图 \(PDF\)](#)
- [ESP32-LyraT-Mini V1.2 尺寸图 \(PDF\)](#)
- [ESP32-LyraT-Mini V1.2 Hardware Reference](#)
- [ESP32 技术规格书 \(PDF\)](#)
- [ESP32-WROVER-E 技术规格书 \(PDF\)](#)

## 免责声明和版权公告

请参阅免责声明和版权公告。

### 3.3.2 ESP32-LyraT-Mini V1.2 Hardware Reference

This guide provides functional descriptions and 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 入门指南](#).

#### In this Section

- [Overview](#)
- [Functional Description](#)
- [Allocation of ESP32 Pins to Test Points](#)
  - [JTAG Test Point](#)
  - [UART Test Point](#)
- [MicroSD Card](#)
- [GPIO Allocation Summary](#)
- [Notes on Power Distribution](#)
  - [Power Supply over USB and from Battery](#)
  - [Independent Audio and Digital Power Supply](#)
- [Selecting of the Audio Output](#)
- [Related Documents](#)
- [Disclaimer and Copyright Notice](#)

## Overview

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 ESP32-LyraT-Mini.

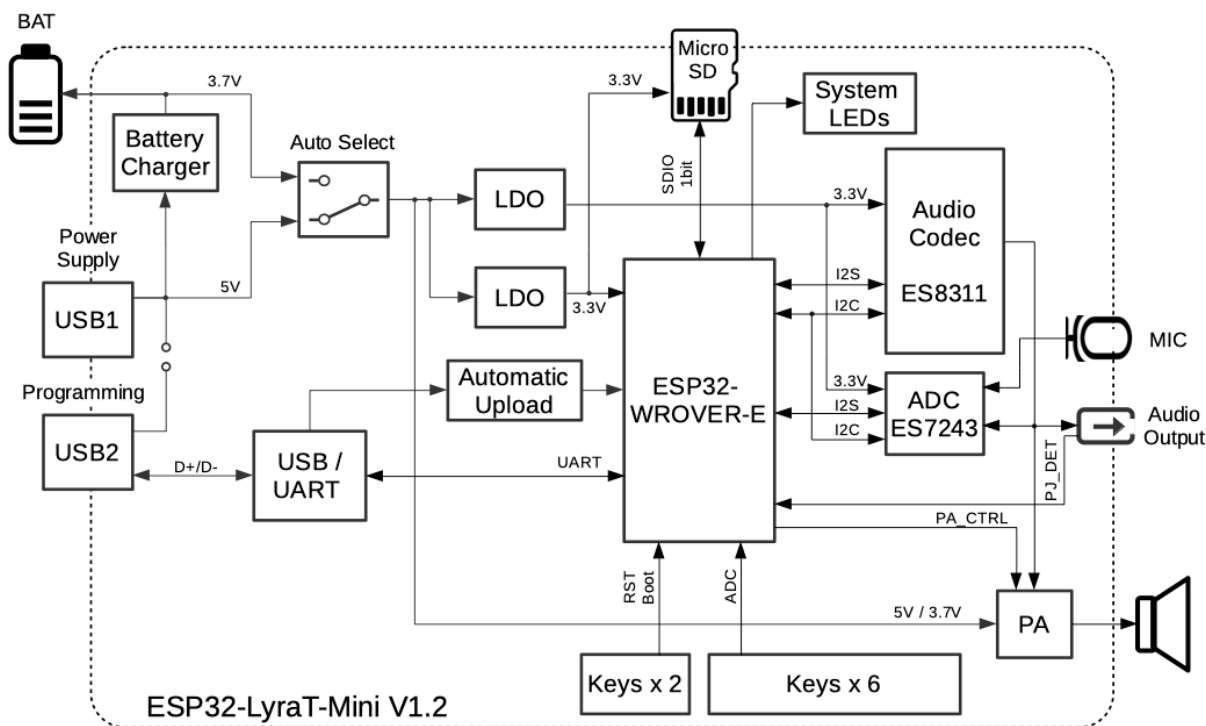


图 6: ESP32-LyraT-Mini V1.2 Electrical Block Diagram

## 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 Slot** 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-E Module** to indicate certain operation states of the audio application using dedicated API.

**Audio Codec** 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-E 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.

**ADC** 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** A power amplifier used to amplify the audio signal from the **Audio Codec Chip** for driving the speaker.

**Speaker Output** Output socket to connect a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

**Function Press Keys** Six press keys labeled **Rec**, **Mode**, **Play**, **Set**, **Vol-**, and **Vol+**. They are routed to **ESP32-WROVER-E Module** and intended for development and testing of a UI for audio applications using dedicated API.

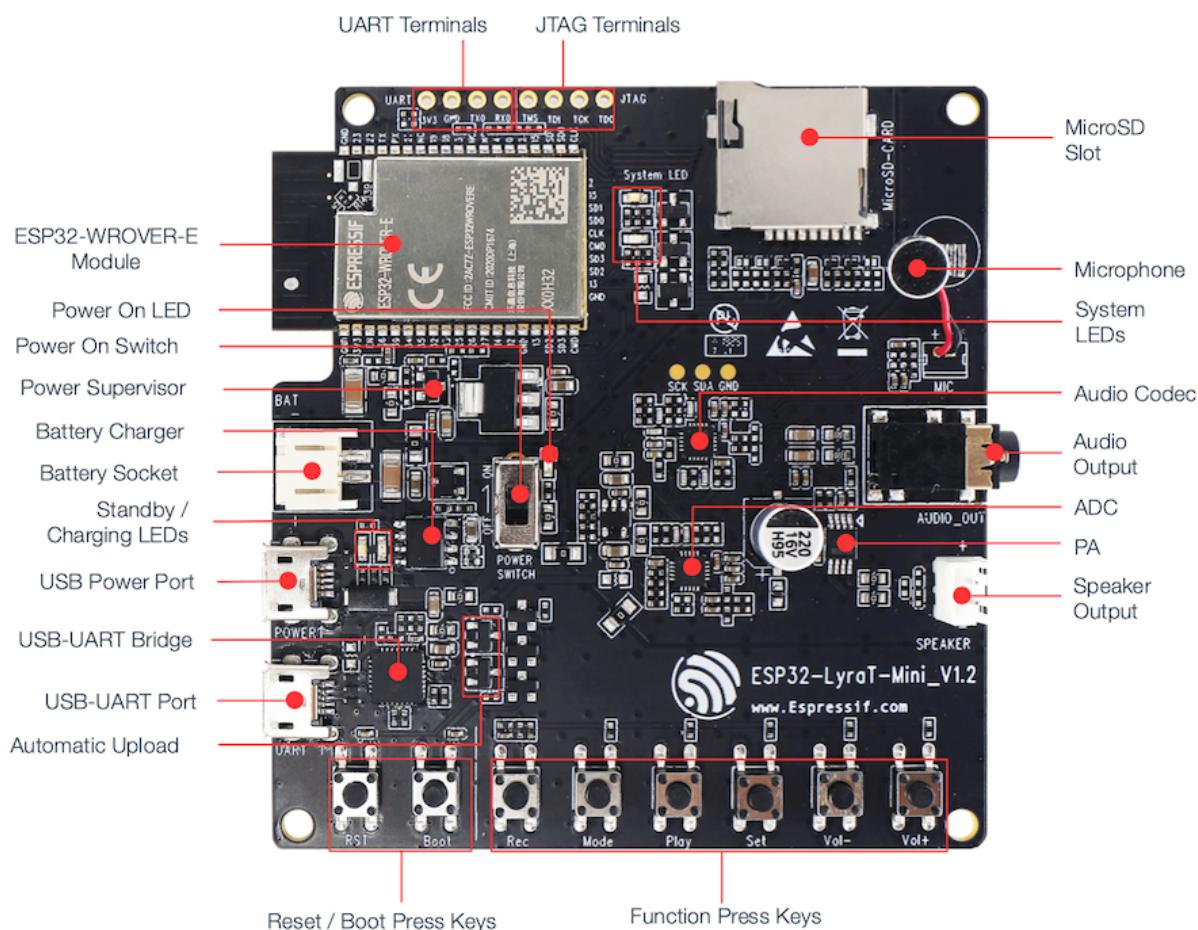


图 7: ESP32 LyraT-Mini V1.2 Board Layout

**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.

**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** A single chip USB-UART bridge CP2102N provides up to 3 Mbps transfers rates.



**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.

**Battery Socket** Two-pin socket to connect a single cell Li-ion battery. The pins have a 2.00 mm / 0.08" pitch. The battery serves as an alternative power supply to the **USB Power Port** for charging the board. Make sure to use a Li-ion battery that has protection circuit and fuse. The recommended specifications of the battery: capacity > 1000 mAh, output voltage 3.7 V, input voltage 4.2 V – 5 V. 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** 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 Supervisor** Provides EN signal to enable ESP32 once power supply voltage stabilizes.

**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.

---

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

**ESP32-WROVER-E Module** The ESP32-WROVER-E module contains ESP32 chip to provide Wi-Fi / Bluetooth connectivity and data processing power as well as integrates 4 MB external SPI flash and an additional 8 MB PSRAM for flexible data storage.

**UART Termininals** Serial port: provides access to the serial TX/RX signals between **ESP32-WROVER-E Module** and **USB-UART Bridge Chip**. See [UART Test Point](#) for pinout details.

**JTAG Termininals** Provides access to the **JTAG** interface of **ESP32-WROVER-E 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 / GPIO13 | TCK         |
| 3 | MTDI / GPIO12 | TDI         |
| 4 | MTMS / GPIO14 | 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-b it 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-E Module** to control specific components or functions of the board.

| Pin <sup>1</sup> | 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      |             |           |                                  |            |          |

下页继续

表 1 - 续上页

| Pin <sup>1</sup> | Pin Name  | ES8311    | ES7243    | Keys    | MicroSD    | Other                |
|------------------|-----------|-----------|-----------|---------|------------|----------------------|
| 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 <sup>2</sup>  |
| 33               | IO21      |           |           |         |            | PA_CTRL <sup>3</sup> |
| 34               | RXD0      |           |           |         |            | RXD0 <sup>4</sup>    |
| 35               | TXD0      |           |           |         |            | TXD0 <sup>4</sup>    |
| 36               | IO22      |           |           |         |            | Green_LED            |
| 37               | IO23      | I2C_SCK   | I2C_SCL   |         |            |                      |

1. **Pin** - ESP32-WROVER-E 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

There are two ways to power the development board: 5 V USB Power Port or 3.7 V optional battery. The optional battery is preferable for applications where a cleaner power supply is required.

## Independent Audio and Digital Power Supply

The board features independent power supplies to the audio components and the 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.

## Power System:

USB<->UART:

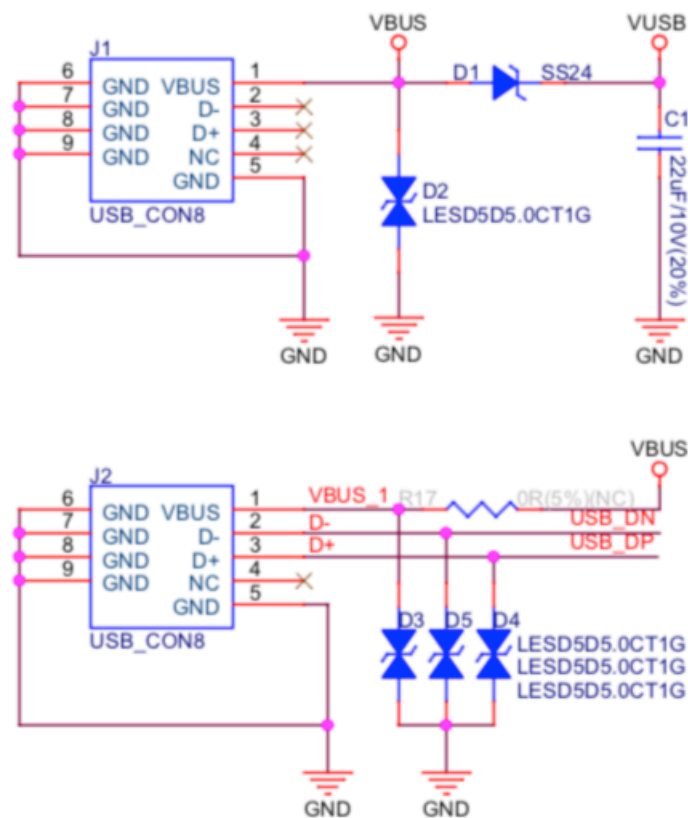


图 8: ESP32-LyraT-Mini V1.2 - Dedicated USB Power Supply Socket

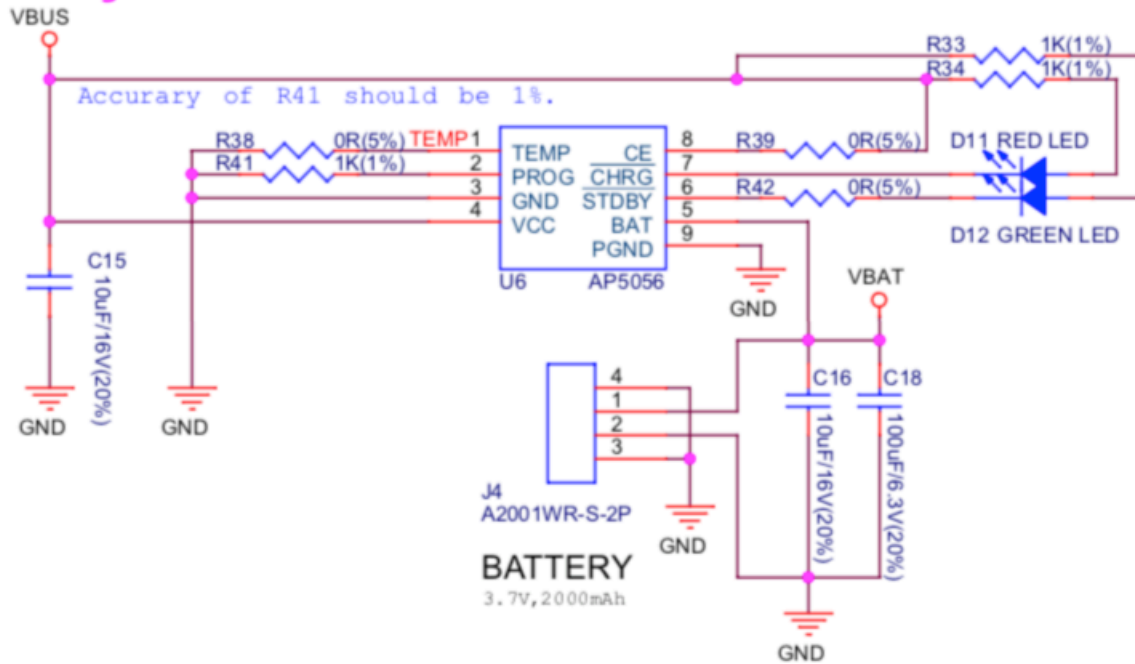
**Charge Circuit:**

图 9: ESP32-LyraT-Mini V1.2 - Power Supply from a Battery

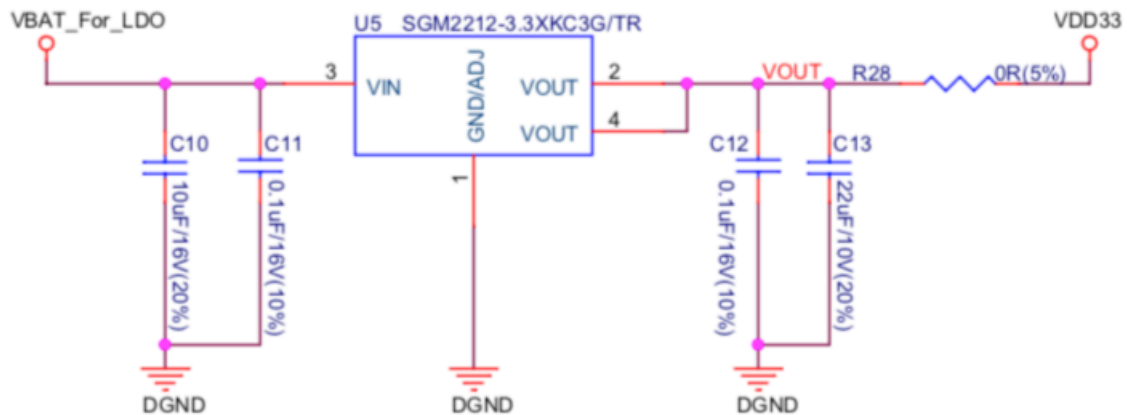
**Module Power Supply:**

图 10: ESP32-LyraT-Mini V1.2 - Digital Power Supply

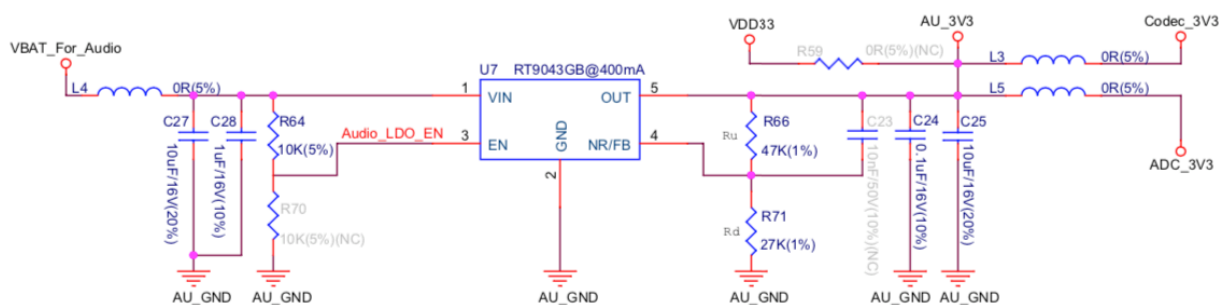
**Audio Power Supply:**

图 11: ESP32-LyraT-Mini V1.2 - Audio Power Supply

Two digital IO signals are provided to implement selection between the speaker and the headphones:

- **PJ\_DET** - digital input signal to 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 or 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.

**Related Documents**

- ESP32-LyraT-Mini V1.2 Schematic (PDF)
- ESP32-LyraT-Mini V1.2 Board Dimensions (PDF)
- *ESP32-LyraT-Mini V1.2* 入门指南
- ESP32 Datasheet (PDF)
- ESP32-WROVER-E Datasheet (PDF)

**Disclaimer and Copyright Notice**

See *Disclaimer and Copyright Notice*.

**3.3.3 ESP32-LyraT V4.3 入门指南**

本指南旨在向用户介绍 ESP32-LyraT V4.3 音频开发版的功能、配置选项以及如何快速入门。如果您的开发板不是 4.3 版本, 请前往其他 *LyraT* 开发板版本。

ESP32-LyraT 开发板面向搭载 ESP32 双核芯片的音频应用领域, 如 Wi-Fi 音箱、蓝牙音箱、语音遥控器以及所有需要音频功能的智能家居应用。

ESP32-LyraT 是一款立体声音频开发板, 如需单声道音频开发板, 请前往 *ESP32-LyraT-Mini V1.2* 入门指南。

## 准备工作

- 1 × *ESP32 LyraT V4.3* 开发板
- 2 × 扬声器或 3.5 mm 的耳机（若使用扬声器，建议功率不超过 3 瓦特，另外需要接口为 JST PH 2.0 毫米 2 针的插头，若没有此插头，开发过程中可替换为杜邦母跳线）
- 2 × Micro-USB 2.0 数据线（Type A 转 Micro B）
- 1 × PC（Windows、Linux 或 Mac OS）

如需立即使用此开发板，请直接前往[正式开始开发](#)。

## 概述

ESP32-LyraT V4.3 是一款基于 乐鑫 ESP32 的开发板，专为音频应用市场打造，除 ESP32 芯片原有的硬件外，还提供了可用于音频处理硬件和扩展 RAM。具体包括以下硬件：

- ESP32-WROVER-E 模组
- 音频编解码芯片
- 板载双麦克风
- 耳机输出
- 2 个 3-watt 扬声器输出
- 双辅助输入
- MicroSD 卡槽（一线模式或四线模式）
- 6 个按键（2 个物理按键和 4 个触摸按键）
- JTAG 排针
- 集成 USB-UART 桥接芯片
- 锂电池充电管理

下图展示的是 ESP32-LyraT 的主要组件以及组件之间的连接方式。

## 组件

以下列表和图片仅涉及 ESP32-LyraT 的主要组件、接口和控制方式，仅展示目前所需的信息。

---

**备注：** 欲访问详细的技术文档，请前往[ESP32-LyraT V4.3 Hardware Reference](#) 和 [ESP32 LyraT V4.3 schematic \(PDF\)](#)。

---

**ESP32-WROVER-E 模组** ESP32-WROVER-E 模组采用 ESP32 芯片，可实现 Wi-Fi/蓝牙连接和数据处理，同时集成 4 MB 外部 SPI flash 和 8 MB SPI PSRAM，可实现灵活的数据存储。

**耳机输出** 输出插槽可连接 3.5 mm 立体声耳机。

---

**备注：** 该插槽可接入移动电话耳机，只与 OMPT 标准耳机兼容，与 CTIA 耳机不兼容。更多耳机标准信息请访问维基百科 [Phone connector \(audio\)](#) 词条。

---

**左侧扬声器输出** 音频输出插槽，采用 2.00 mm / 0.08” 排针间距，建议连接 4 欧姆 3 瓦特扬声器。



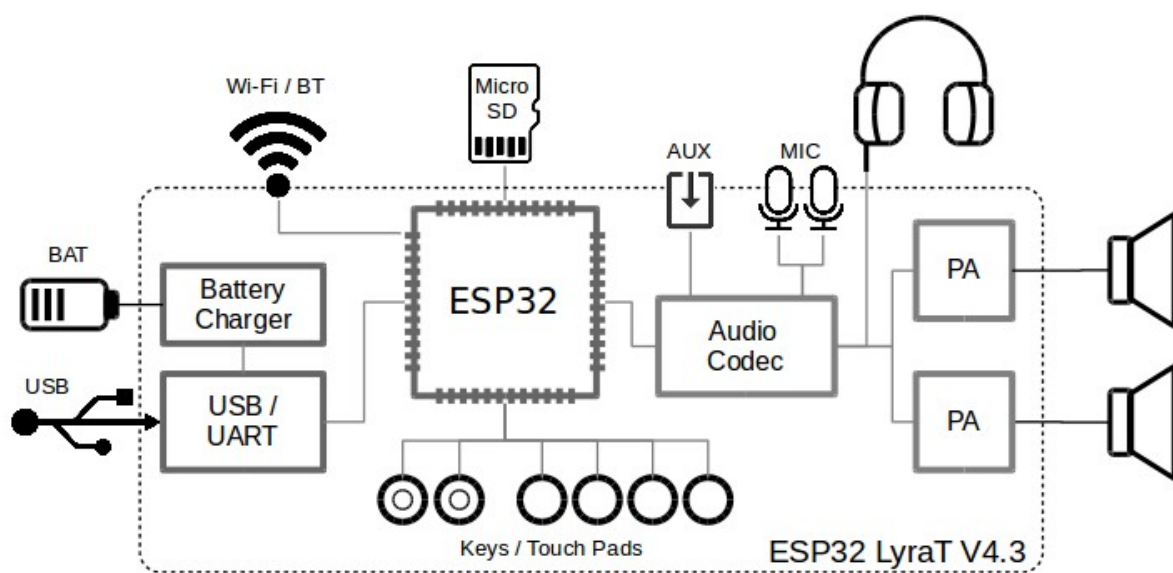


图 12: ESP32-LyraT 开发板框图

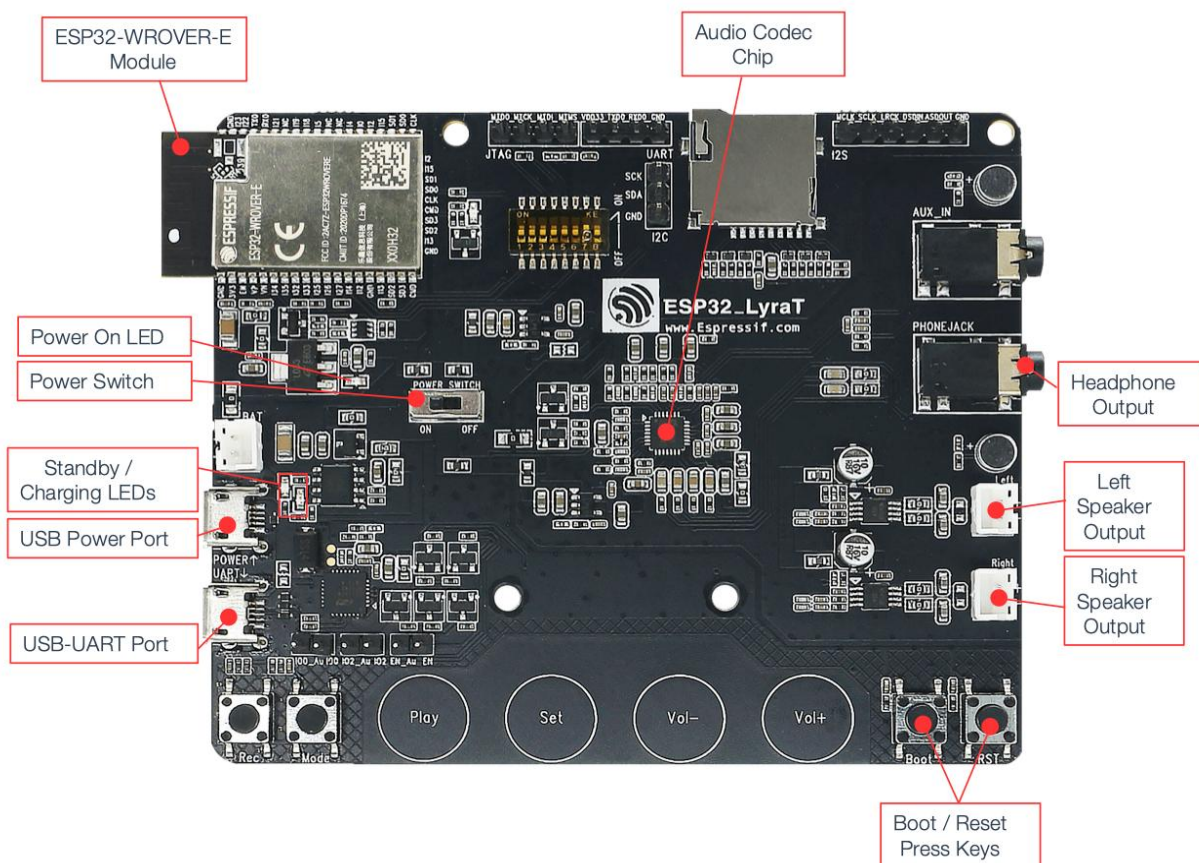


图 13: ESP32-LyraT V4.3 开发板布局示意图



**右侧扬声器输出** 音频输出插槽, 采用 2.00 mm / 0.08" 排针间距, 建议连接 4 欧姆 3 瓦特扬声器。

**启动/复位按键** 启动: 长按 **Boot** 键, 然后按下 **Reset** 键进入烧写模式, 此时可通过串行端口上传固件。复位: 仅按下 **Reset** 键只能重置系统。

**音频编解码芯片 ES8388** 音频编解码芯片是一款低功耗立体声编解码器, 它由双通道 ADC、双通道 DAC、麦克风放大器、耳机放大器、数字音效处理器、模拟混音和增益控制功能组成。该芯片通过 I2S 和 I2C 总线与 **ESP32-WROVER-E 模组** 连接, 可在芯片内独立完成音频处理, 无需依赖音频应用软件。

**USB-UART 接口** 作为 PC 和 **ESP32-WROVER-E 模组** 之间的通信接口。

**USB 供电接口** 为开发板供电。

**待机/充电指示灯** 绿色 **待机** 指示灯亮起时, 表示电源已接入 **Micro USB 接口**; 红色 **充电** 指示灯亮起时, 表示连接至 **电池接口** 上的电池正在充电。

**电源开关** 电源开/关按钮: 向左拨动按钮则开发板电源开启, 向右拨动则电源关闭。

**电源指示灯** 红色指示灯亮起表示 **电源开关** 已开启。

## 应用程序开发

ESP32-LyraT 上电之前, 请首先确认开发板完好无损。

### 初始设置

设置开发板, 运行首个示例应用程序:

1. 连接扬声器至 **两个扬声器输出**, 或将耳机连接至 **耳机输出**。
2. 插入 Micro-USB 数据线, 连接 PC 与 ESP32-LyraT 开发板的 **两个 USB 端口**。
3. 此时, 绿色 **待机指示灯** 应亮起。若电池未连接, 红色 **充电指示灯** 每隔几秒闪烁一次。
4. 向左拨动 **电源开关**。
5. 此时, 红色 **电源指示灯** 应亮起。

如果指示灯如上述显示, 则初始设置已经完成, 开发板可用于下载应用程序。现在, 请按下文介绍运行并配置 PC 上的开发工具。

### 正式开始开发

若已完成初始设置, 请准备开发工具。请前往 [Installation Step by Step](#) 查看以下步骤的:

- **Set up ESP-IDF** 提供一套 ESP32 和 ESP32-S2 芯片的 C 语言 PC 开发编译环境;
- **Get ESP-ADF** 获取开发音频应用程序的 API;
- **Setup Path to ESP-ADF** 使开发框架获取到音频应用 API;
- **Start a Project** 为开发板提供音频应用程序示例;
- **Connect Your Device** 准备加载应用程序;
- **Build the Project** 运行应用程序, 播放音乐。

## 与 LyraT V4.2 相比的主要变化

- 板上模组从 ESP32-WROVER 更新为 ESP32-WROVER-E;
- 移除红色 LED 指示灯;
- 增添耳机插孔插入检测功能;
- 使用两枚独立芯片代替单个功率放大器;
- 更新一些电路的功率管理设计: 电池充电、ESP32、MicroSD、编解码芯片以及功率放大器;
- 更新一些电路的电器实施设计: UART、编解码芯片、左右两侧麦克风、AUX 输入、耳机输出、MicroSD、按键以及自动上传。

## 其他 LyraT 开发板版本

- [ESP32-LyraT V4.2 Getting Started Guide](#)
- [ESP32-LyraT V4 Getting Started Guide](#)

## 其他 LyraT 系列开发板

- [ESP32-LyraT-Mini V1.2 入门指南](#)
- [ESP32-LyraTD-MSC V2.2 入门指南](#)

## 相关文档

- [ESP32-LyraT V4.3 Hardware Reference](#)
- [ESP32 LyraT V4.3 schematic \(PDF\)](#)
- [ESP32-LyraT V4.3 Component Layout \(PDF\)](#)
- [ESP32 技术规格书 \(PDF\)](#)
- [ESP32-WROVER-E 技术规格书 \(PDF\)](#)

## 免责声明和版权公告

请参阅免责声明和版权公告。

## 3.3.4 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 入门指南](#). Check section *Other Versions of LyraT* if you have different version of the board.

### In this Section

- [Overview](#)
- [Functional Description](#)

- *Hardware Setup Options*
  - \* *Enable MicroSD Card in 1-wire Mode*
  - \* *Enable MicroSD Card in 4-wire Mode*
  - \* *Enable JTAG*
  - \* *Using Automatic Upload*
- *Allocation of ESP32 Pins*
- *Pinout of Extension Headers*
  - \* *UART Header / JP2*
  - \* *I2S Header / JP4*
  - \* *I2C Header / JP5*
  - \* *JTAG Header / JP7*
- *Notes of Power Distribution*
  - \* *Power Supply Separation*
  - \* *Three Dedicated LDOs*
  - \* *Separate Power Feed for the PAs*
- *Selecting of the Audio Output*
- *Other Versions of LyraT*
- *Related Documents*
- *Disclaimer and Copyright Notice*

## 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 functionality(ies), etc.

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

## Functional Description

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

**ESP32-WROVER-E Module** The ESP32-WROVER-E module contains ESP32 chip to provide Wi-Fi / Bluetooth connectivity and data processing power as well as integrates 4 MB external SPI flash and an additional 8 MB PSRAM for flexible data storage.

**Green LED** A general purpose LED controlled by the **ESP32-WROVER-E 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.

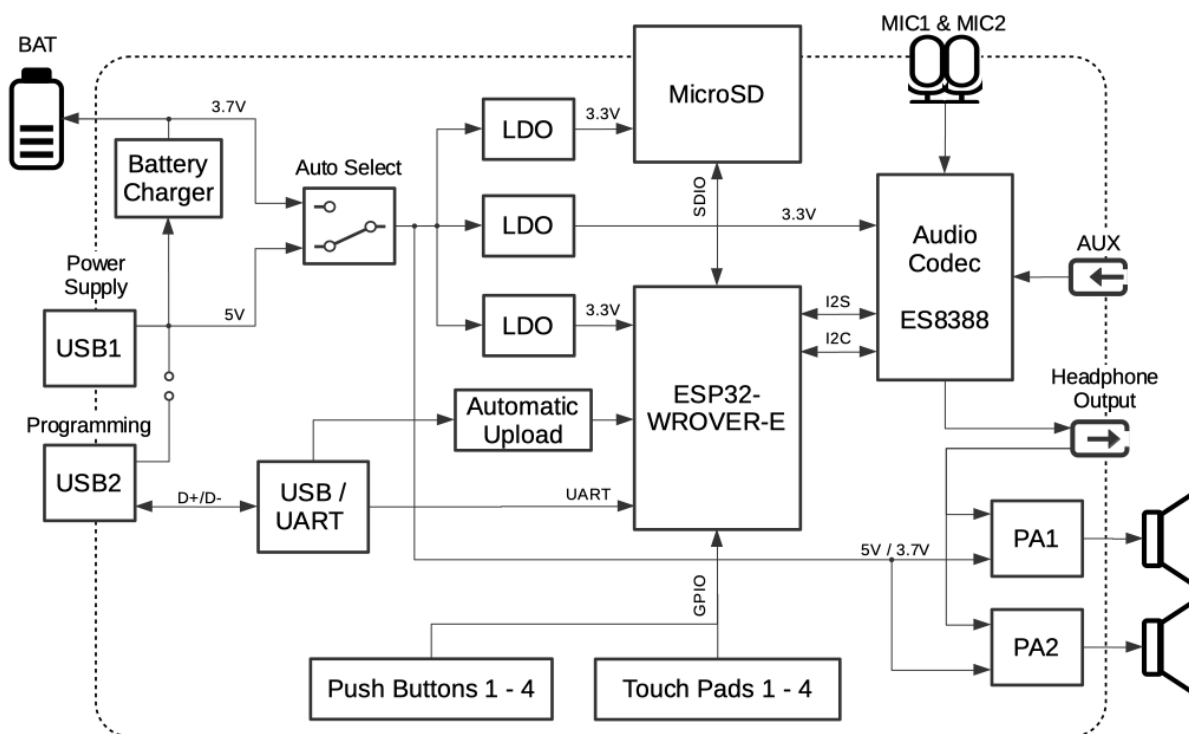


图 14: ESP32-LyraT V4.3 Electrical Block Diagram

**JTAG Header** Provides access to the **JTAG** interface of **ESP32-WROVER-E 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-E Module** and **USB-UART Bridge Chip**.

**I2C Header** Provides access to the I2C interface. Both **ESP32-WROVER-E 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-E 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.

**备注:** 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.

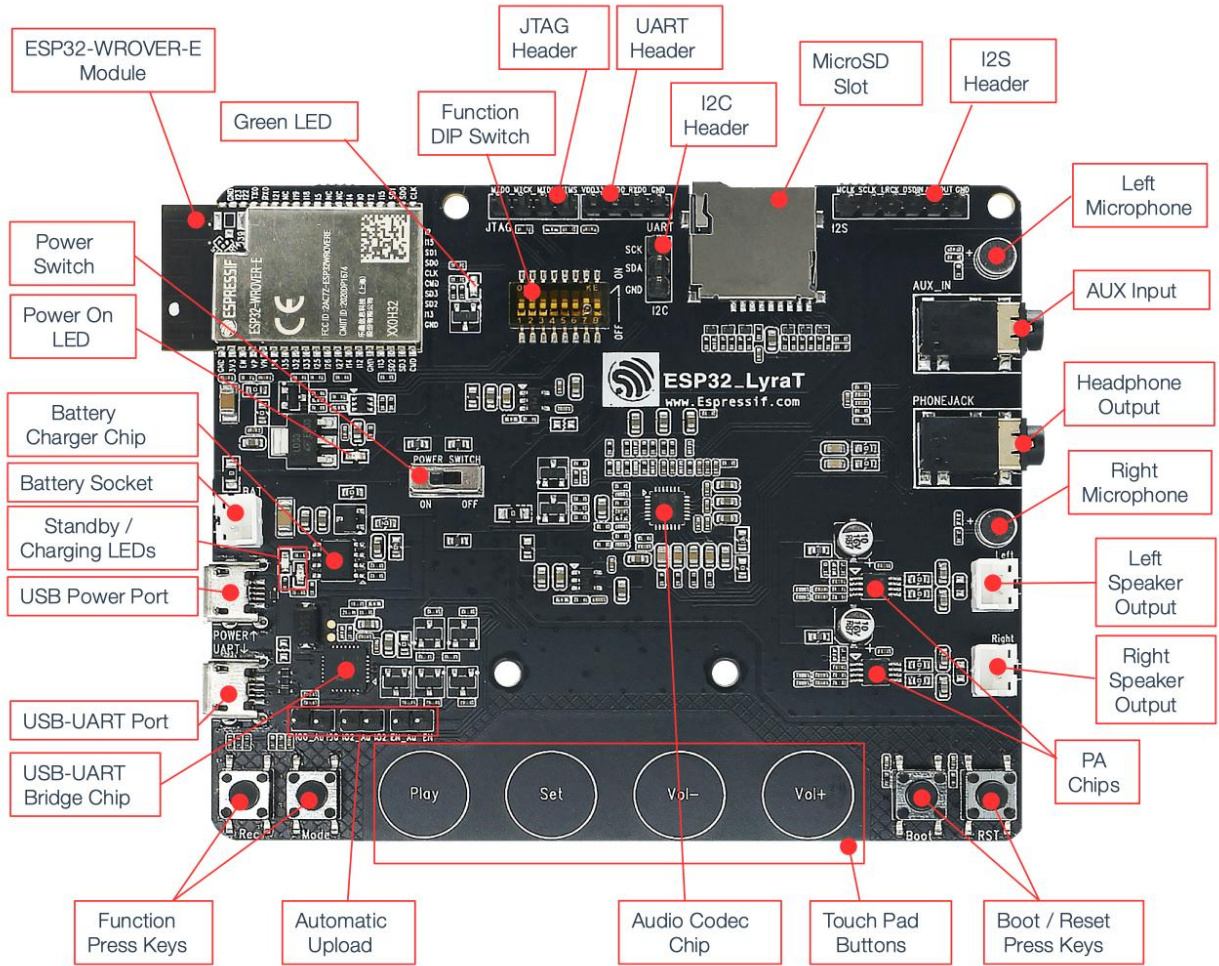


图 15: ESP32-LyraT V4.3 Board Layout

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

**Left Speaker Output** Output socket to connect a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

**Right Speaker Output** Output socket to connect a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

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

---

**备注:** 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.

---

**备注:** 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 <sup>1</sup> |
| 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 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 <b>Rec</b> (PB)                                           |
| SENSOR_VN | I    | Audio <b>Mode</b> (PB)                                          |
| IO32      | I/O  | Audio <b>Set</b> (TP)                                           |
| IO33      | I/O  | Audio <b>Play</b> (TP)                                          |
| IO27      | I/O  | Audio <b>Vol+</b> (TP)                                          |
| IO13      | I/O  | JTAG <b>MTCK</b> , MicroSD <b>D3</b> , Audio <b>Vol-</b> (TP)   |
| IO14      | I/O  | JTAG <b>MTMS</b> , MicroSD <b>CLK</b>                           |
| IO12      | I/O  | JTAG <b>MTDI</b> , MicroSD <b>D2</b> , Aux signal <b>detect</b> |
| IO15      | I/O  | JTAG <b>MTDO</b> , MicroSD <b>CMD</b>                           |
| IO2       | I/O  | Automatic Upload, MicroSD <b>D0</b>                             |
| IO4       | I/O  | MicroSD <b>D1</b>                                               |
| IO34      | I    | MicroSD insert <b>detect</b>                                    |
| IO0       | I/O  | Automatic Upload, I2S <b>MCLK</b>                               |
| IO5       | I/O  | I2S <b>SCLK</b>                                                 |
| IO25      | I/O  | I2S <b>LRCK</b>                                                 |
| IO26      | I/O  | I2S <b>DSDIN</b>                                                |
| IO35      | I    | I2S <b>ASDOUT</b>                                               |
| IO19      | I/O  | Headphone jack insert <b>detect</b>                             |
| IO22      | I/O  | Green LED indicator                                             |
| IO21      | I/O  | PA Enable output                                                |
| IO18      | I/O  | I2C <b>SDA</b>                                                  |
| IO23      | I/O  | I2C <b>SCL</b>                                                  |

- (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           | GPIO      |
| 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

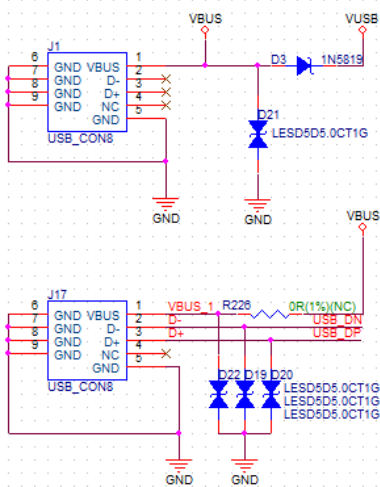
The board features quite extensive power distribution system. It provides independent power supplies to all critical components. This should reduce noise in the audio signal from digital components and improve overall performance of the components.

### Power Supply Separation

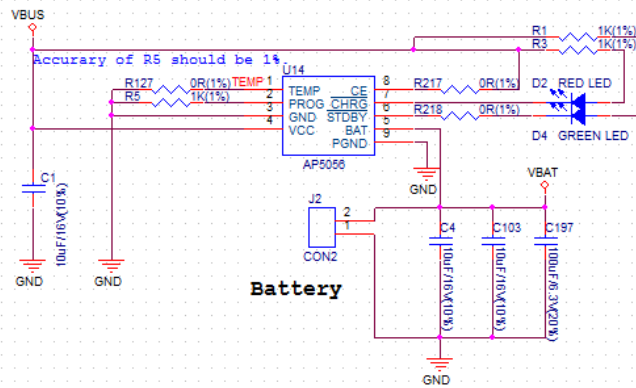
The main power supply is 5V and provided by a USB. The secondary power supply is 3.7V and provided by an optional battery. The USB power itself is fed with a dedicated cable, separate from a USB cable used for an application upload. To further reduce noise from the USB, the battery may be used instead of the USB.

## Power System:

### USB<->UART:



### Charge Circuit:



### Power Switch:

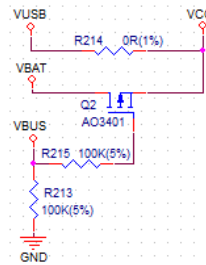


图 16: ESP32 LyraT V4.3 - Power Supply Separation

## 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.

#### Module Power Supply:

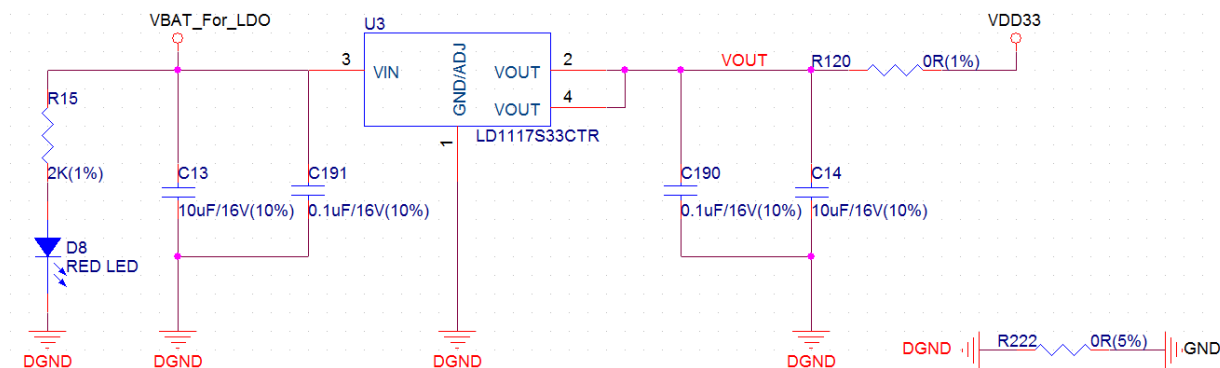


图 17: ESP32 LyraT V4.3 - Dedicated LDO for the ESP32 Module

### MicroSD Card and Audio Codec

Two separate LDOs are provided for the MicroSD 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.

#### SDIO Power Supply:

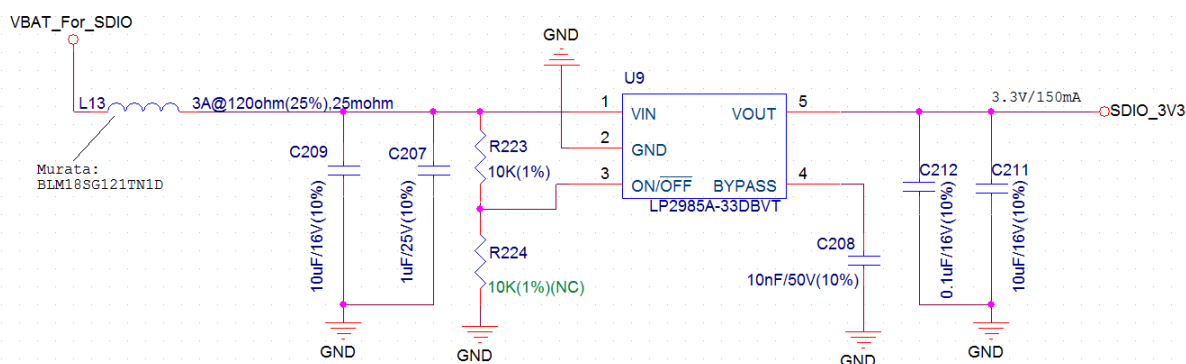


图 18: ESP32 LyraT V4.3 - Dedicated LDO for the MicroSD Card

## 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 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.

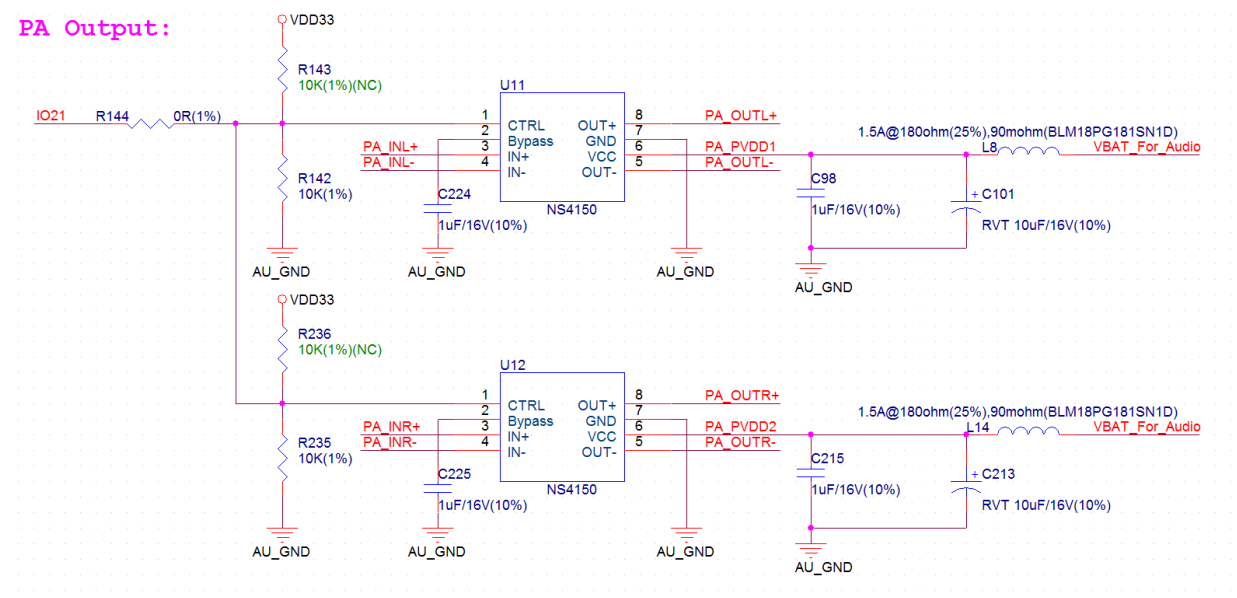


图 19: ESP32 LyraT V4.3 - Power Supply for the PAs

## 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 入门指南](#)
- [ESP32 Datasheet \(PDF\)](#)
- [ESP32-WROVER-E Datasheet \(PDF\)](#)
- [JTAG Debugging](#)

## Disclaimer and Copyright Notice

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## 3.3.5 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 × Speaker or headphones with a 3.5 mm jack. If you use a speaker, it is recommended to choose one no more than 3 watts, and JST PH 2.0 2-Pin plugs are needed. In case you do not have this type of plug it is also fine to use Dupont female jumper wires during development.
- 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 superscript \* indicates that the product is in EOL status. The same applies below.

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

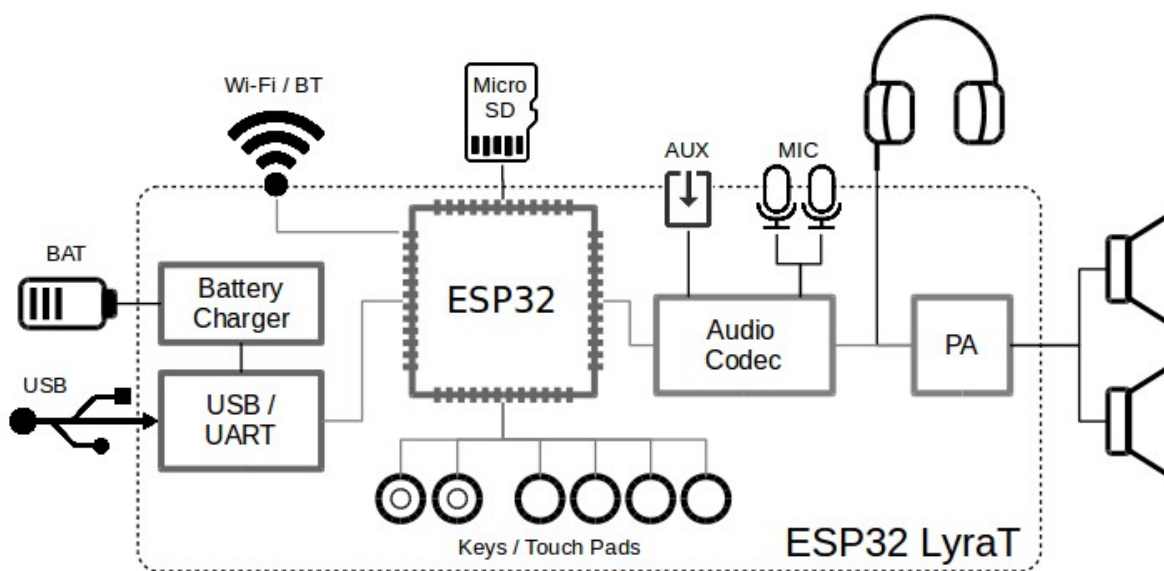


图 20: ESP32-LyraT Block Diagram

## 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 a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

**Right Speaker Output** Output socket to connect a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

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

**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.



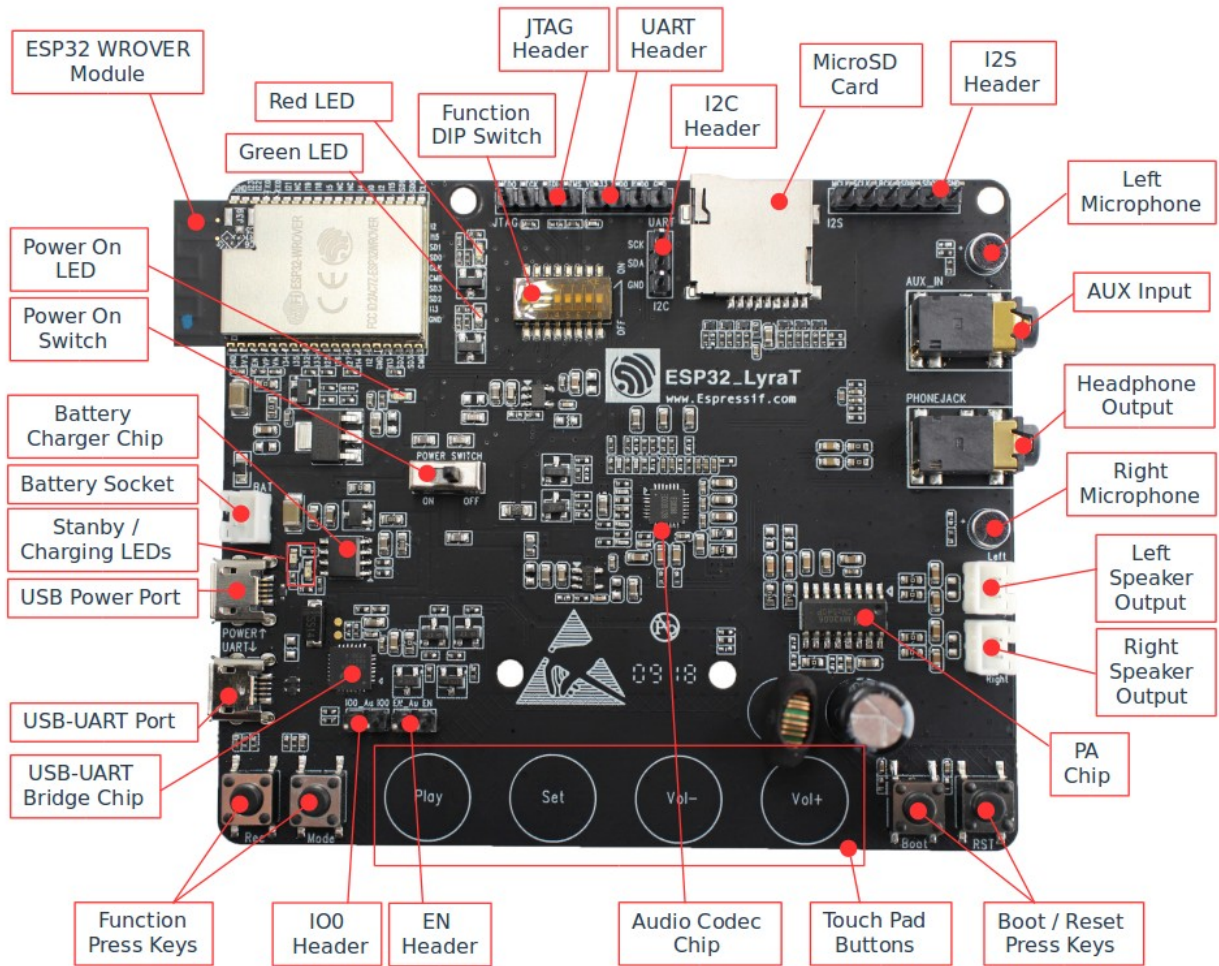


图 21: ESP32-LyraT V4.2 Board Layout

**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.

---

备注: 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 <sup>1</sup> |
| 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- <sup>1</sup>  |
| 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           | GPIO      |
| 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 <i>Vol-</i> 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 <sup>1</sup> |
| 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. 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 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

Once the board is initially set up and checked, you can start preparing the development tools. The Section [Installation Step by Step](#) will walk you through the following steps:

- **Set up ESP-IDF** to get a common development framework for the ESP32 (and ESP32-S2) chips in C language;
- **Get ESP-ADF** to install the API specific to audio applications;
- **Set up env** to make the framework aware of the audio specific API;
- **Start a Project** that will provide a sample audio application for the board;
- **Connect Your Device** to prepare the application for loading;
- **Build the Project** to finally run the application and play some music.

## Related Documents

- [ESP32 LyraT V4.2 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [JTAG Debugging](#)
- [ESP32-LyraT V4 Getting Started Guide](#)

## Disclaimer and Copyright Notice

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### 3.3.6 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 × Speaker or headphones with a 3.5 mm jack. If you use a speaker, it is recommended to choose one no more than 3 watts, and JST PH 2.0 2-Pin plugs are needed. In case you do not have this type of plug it is also fine to use Dupont female jumper wires during development.
- 1 × 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**

The superscript \* indicates that the product is in EOL status. The same applies below.

The 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.

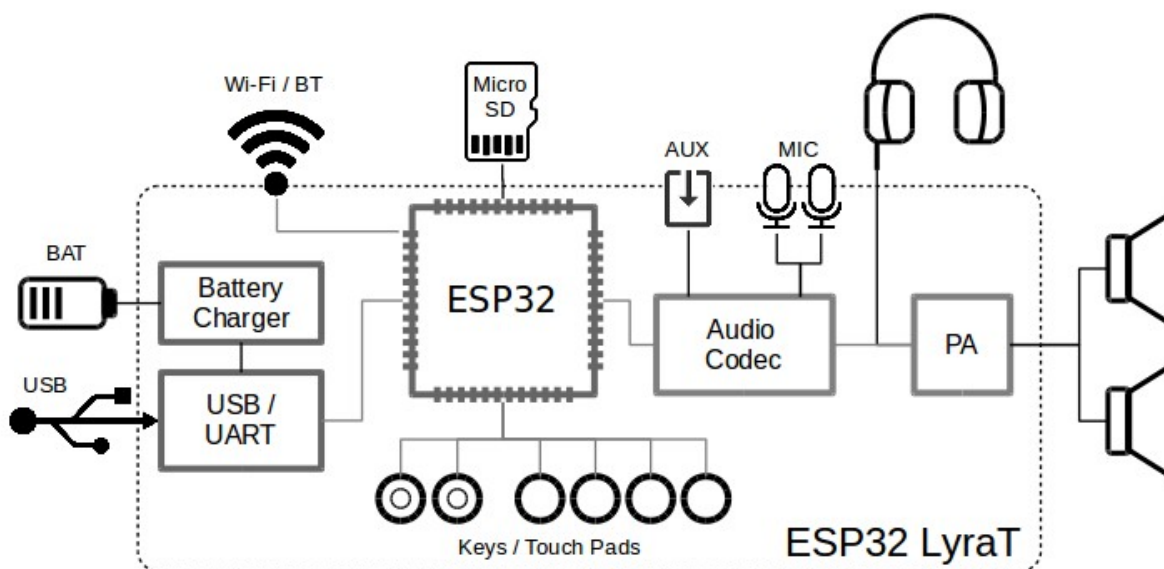


图 22: ESP32-LyraT block diagram

**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 a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

**Right Speaker Output** Output socket to connect a speaker. The 4-ohm and 3-watt speaker is recommended. The pins have a 2.00 mm / 0.08" pitch.

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



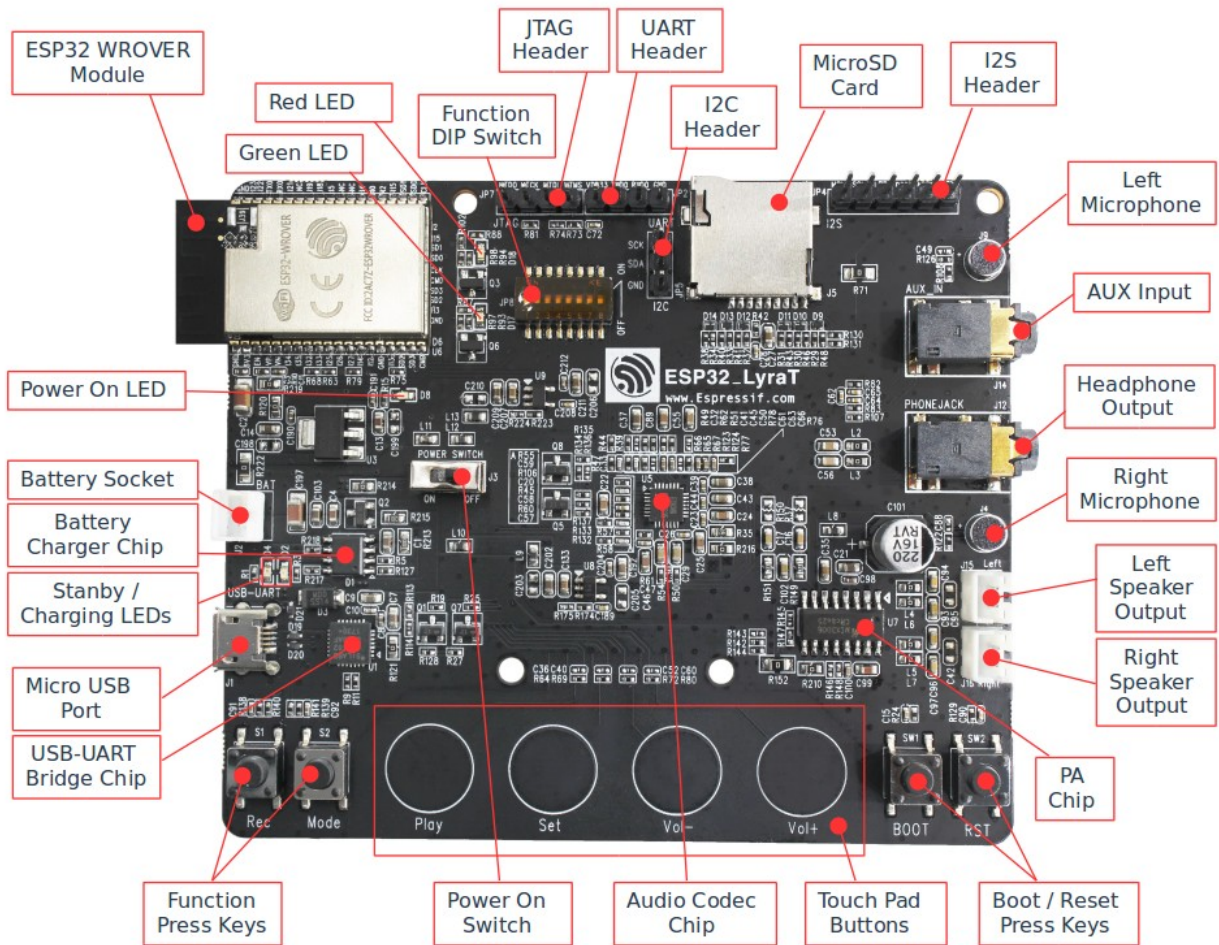


图 23: ESP32 LyraT V4 board layout

**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**<sup>\*</sup> 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**<sup>\*</sup> 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**<sup>\*</sup> 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.

---

备注: 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 <sup>1</sup> |
| 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- <sup>1</sup>  |
| 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           | GPIO      |
| 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 <i>Vol-</i> 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 <sup>1</sup> |
| 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 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

Once the board is initially set up and checked, you can start preparing the development tools. The Section [Installation Step by Step](#) will walk you through the following steps:

- **Set up ESP-IDF** to get a common development framework for the ESP32 (and ESP32-S2) chips in C language;
- **Get ESP-ADF** to install the API specific to audio applications;
- **Set up env** to make the framework aware of the audio specific API;
- **Start a Project** that will provide a sample audio application for the board;
- **Connect Your Device** to prepare the application for loading;
- **Build the Project** to finally run the application and play some music.

### Related Documents

- [ESP32 LyraT V4 schematic \(PDF\)](#)
- [ESP32 Datasheet \(PDF\)](#)
- [JTAG Debugging](#)

## Disclaimer and Copyright Notice

See *Disclaimer and Copyright Notice*.

### 3.3.7 ESP32-LyraTD-MSC V2.2 入门指南

本指南旨在向用户介绍 ESP32-LyraTD-MSC V2.2 音频开发板的功能、配置选项以及如何快速入门。

ESP32-LyraTD-MSC 是一款面向智能音箱和 AI 应用程序的硬件平台，支持声学回声消除 (Acoustic Echo Cancellation, AEC)、自动语音识别 (Automatic Speech Recognition, ASR)、打断唤醒 (Wake-up Interrupt) 以及语音互动 (Voice Interaction) 功能。

#### 准备工作

- 1 × *ESP32-LyraTD-MSC V2.2 board*
- 2 × 扬声器或 3.5 mm 的耳机（若使用扬声器，建议功率不超过 3 瓦特，另外需要接口为 JST PH 2.0 毫米 2 针的插头，若没有此插头，开发过程中可替换为杜邦母跳线）
- 2 × Micro-USB 2.0 数据线（Type A 转 Micro B）
- 1 × PC（Windows、Linux 或 Mac OS）

如需立即使用此开发板，请直接前往[正式开始开发](#)。

#### 概述

ESP32-LyraTD-MSC V2.2 是一款基于 乐鑫 ESP32 芯片的音频开发板，专为智能音箱和 AI 应用程序打造，除 ESP32 芯片原有的硬件外，还增添了数字信号处理、麦克风阵列以及扩展 RAM。

ESP32-LyraTD-MSC V2.2 由上板和下板两部分组成，上板 (B) 集成三麦克风阵列、功能按键和 LED 灯，下板 (A) 集成 ESP32-WROVER-E 模组、MicroSemi Digital Signal Processing (DSP) 芯片以及电源管理模块。

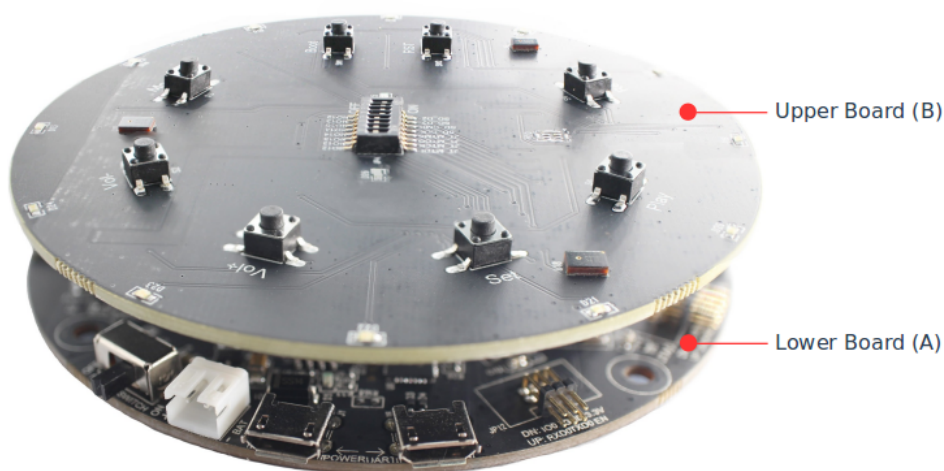


图 24: ESP32-LyraTD-MSC 侧面图



具体包括以下硬件：

- ESP32-WROVER-E 模组
- DSP 芯片
- 3 颗支持远场语音唤醒功能的麦克风
- 2 个 3-watt 扬声器输出
- 耳机输出
- MicroSD 卡槽（一线模式或四线模式）
- 围绕开发板边缘分布的 12 个 LED 灯，可独立控制
- 6 个功能按键，可配置不同功能
- 多个端口：I2S、I2C、SPI、JTAG
- 集成 USB-UART 桥接芯片
- 锂电池充电管理

下图展示的是 ESP32-LyraTD-MSC 的主要组件以及组件之间的连接方式。

## 组件

以下列表和图片仅涉及 ESP32-LyraTD-MSC 的主要组件、接口和控制方式，只展示目前所需的信息，更多细节请参阅[相关文档](#)中的原理图。

**ESP32-WROVER-E 模组** ESP32-WROVER-E 模组采用 ESP32 芯片，可实现 Wi-Fi/蓝牙连接和数据处理，同时集成 4 MB 外部 SPI flash 和 8 MB SPI PSRAM，可实现灵活的数据存储。

**DSP 芯片 ZL38063** DSP 芯片用于自动语音识别应用程序，可从外部麦克风阵列获取音频数据，并通过自身 DAC 端口输出音频信号。

**耳机输出** 输出插槽可连接 3.5 mm 立体声耳机。

**注意：**该插槽可接入移动电话耳机，只与 OMPT 标准耳机兼容，与 CTIA 耳机不兼容。更多耳机标准信息请访问维基百科 [Phone connector \(audio\)](#) 词条。

**左侧扬声器输出** 音频输出插槽，采用 2.00 mm / 0.08” 排针间距，建议连接 4 欧姆 3 瓦特扬声器。

**右侧扬声器输出** 音频输出插槽，采用 2.00 mm / 0.08” 排针间距，建议连接 4 欧姆 3 瓦特扬声器。

**USB-UART 接口** 作为 PC 和 ESP32-WROVER-E 模组之间的通信接口。

**USB 供电接口** 为开发板供电。

**待机/充电指示灯** 绿色 **待机**指示灯亮起时，表示电源已接入 **Micro USB 接口**；红色 **充电**指示灯亮起时，表示连接至 **电池接口**上的电池正在充电。

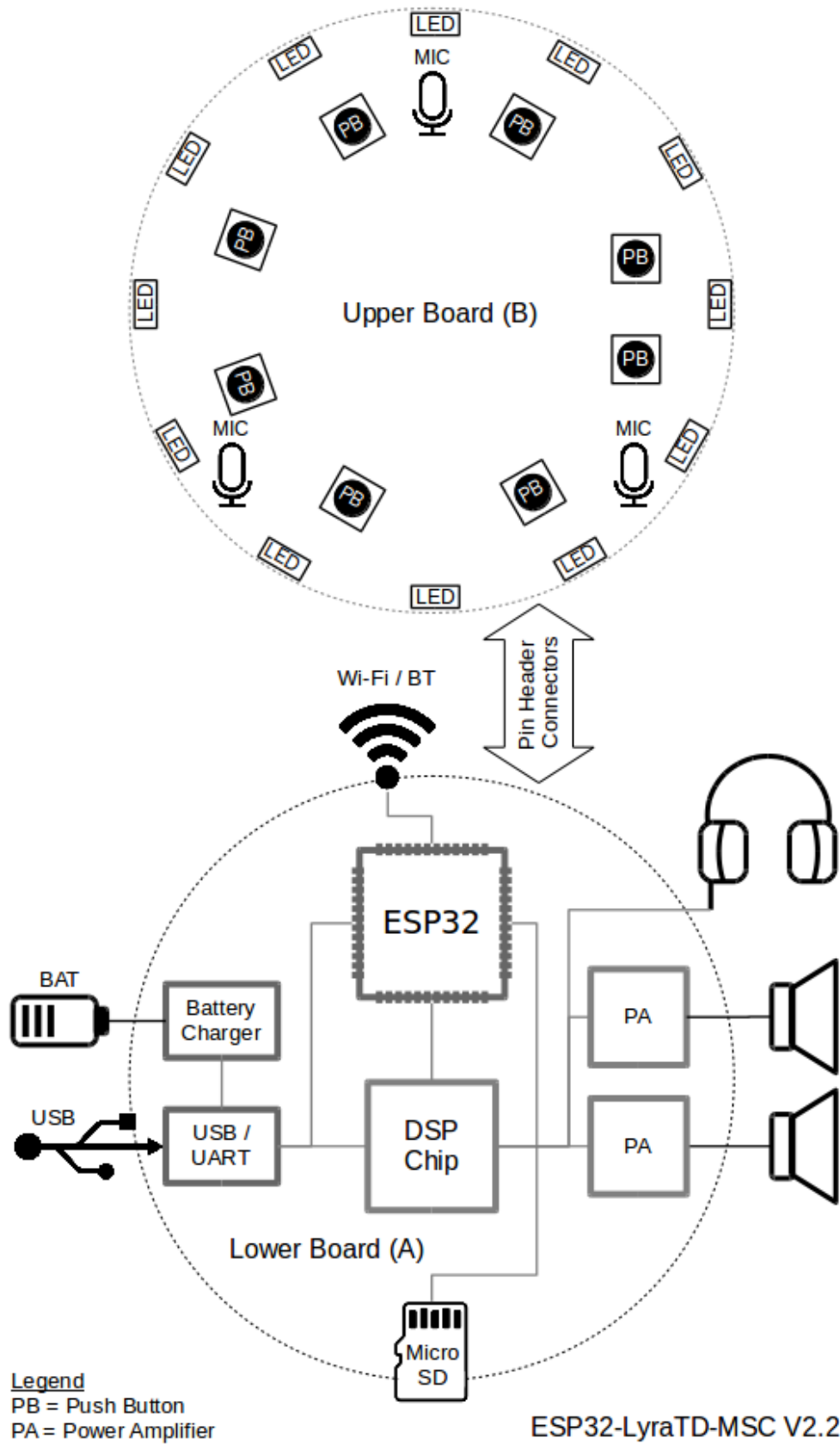
**电源开关** 电源开/关按钮：向右拨动按钮则开发板电源开启，向左拨动则电源关闭。

**电源指示灯** 红色指示灯亮起表示 **电源开关**已开启。

**启动/复位按键** 启动：长按 **Boot** 键，然后点按 **Reset** 键进入烧写模式，此时可通过串行端口上传固件。

复位：仅按下 **Reset** 键只能重置系统。





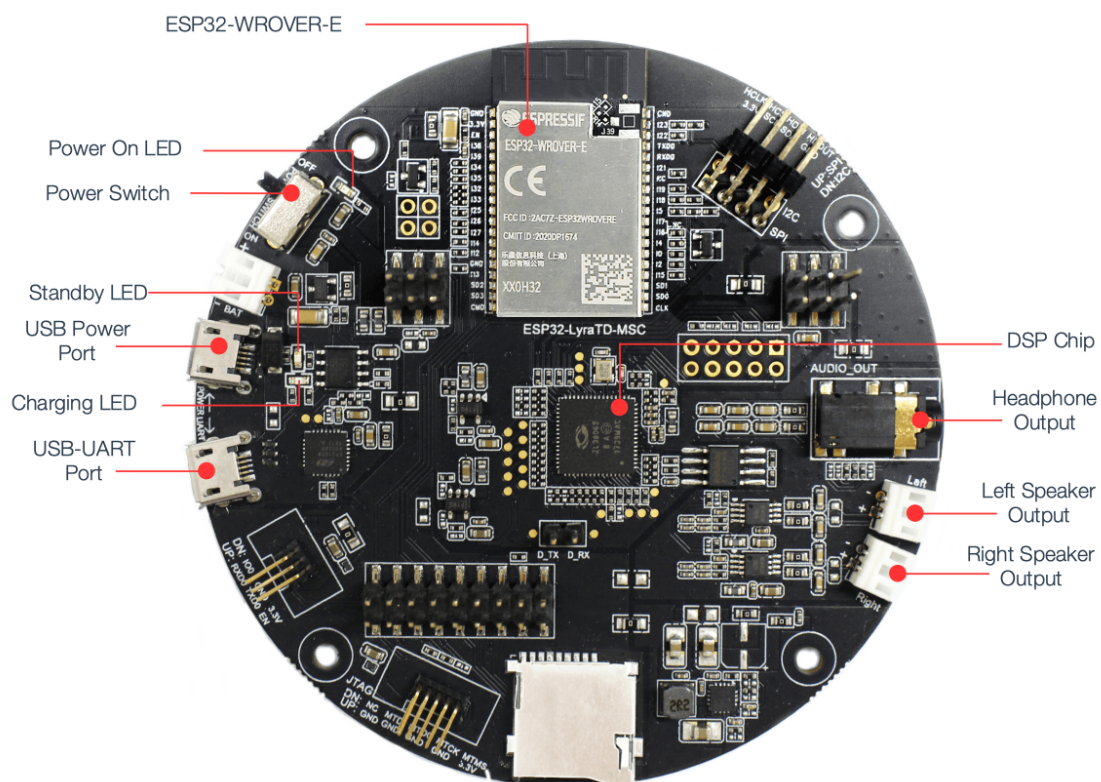


图 26: ESP32-LyraTD-MSC V2.2 下板 (A) 组件图



## 应用程序开发

ESP32-LyraTD-MSC 上电之前, 请首先确认开发板完好无损, 且上板 (B) 和下板 (A) 紧紧固定在一起。

## 初始设置

设置开发板, 以运行首个示例应用程序:

1. 将扬声器连接至 **两个扬声器输出**, 或将耳机连接至 **耳机输出**。
2. 插入 Micro-USB 数据线, 连接 PC 与 ESP32-LyraTD-MSC 开发板的 **两个 USB 端口**。
3. 此时, 绿色 **待机指示灯**应亮起。若电池未连接, 红色 **充电指示灯**每隔几秒闪烁一次。
4. 向右拨动 **电源开关**。
5. 此时, 红色 **电源指示灯**应亮起。

如果指示灯如上述显示, 则初始设置已经完成, 开发板可用于下载应用程序。现在, 请按下文介绍运行并配置 PC 上的开发工具。

## 正式开始开发

若已完成初始设置和检查工作, 请准备开发工具, 请前往[Installation Step by Step](#) 查看以下步骤:

- **Set up ESP-IDF** 提供一套 ESP32 和 ESP32-S2 芯片的 C 语言 PC 开发编译环境;
- **Get ESP-ADF** 获取开发音频应用程序的 API;
- **Setup Path to ESP-ADF** 使开发框架获取到音频应用 API;
- **Start a Project** 为开发板提供音频应用程序示例;
- **Connect Your Device** 准备加载应用程序;
- **Build the Project** 运行应用程序, 播放音乐。

## 修订历史

- 板上模组从 ESP32-WROVER-B 更新为 ESP32-WROVER-E。

## 其他 LyraT 系列开发板

- [ESP32-LyraT V4.3 入门指南](#)
- [ESP32-LyraT-Mini V1.2 入门指南](#)

## 相关文档

- [ESP32-LyraTD-MSC V2.2 Schematic Lower Board \(A\) \(PDF\)](#)
- [ESP32-LyraTD-MSC V2.2 Schematic Upper Board \(B\) \(PDF\)](#)
- [ESP32 技术规格书 \(PDF\)](#)
- [ESP32-WROVER-E 技术规格书 \(PDF\)](#)

## 免责声明和版权公告

请参阅[免责声明和版权公告](#)。

### 3.3.8 ESP32-Korvo-DU1906

本文档介绍了如何使用 ESP32-Korvo-DU1906 开发板。

- [入门指南](#)：简要介绍了 ESP32-Korvo-DU1906 和硬件、软件设置指南。
- [开始开发应用](#)：详细介绍了 ESP32-Korvo-DU1906 的开发过程。
- [相关文档](#)：列出了相关文档的链接。
- [免责声明和版权公告](#)：链接到免责声明和版权公告。

## 入门指南

ESP32-Korvo-DU1906 的核心组件包括一个 ESP32-DU1906 蓝牙/Wi-Fi 音频模组, 可降低噪声、消除回声, 并实现波束形成与检测。ESP32-Korvo-DU1906 集成了电源管理、蓝牙/Wi-Fi 音频模组、编解码器、功率放大器等, 包括以下功能:

- ADC
- 麦克风阵列
- SD 卡
- 功能按键
- 指示灯
- 电池恒流恒压线性电源管理芯片
- USB 转 UART
- LCD 接口



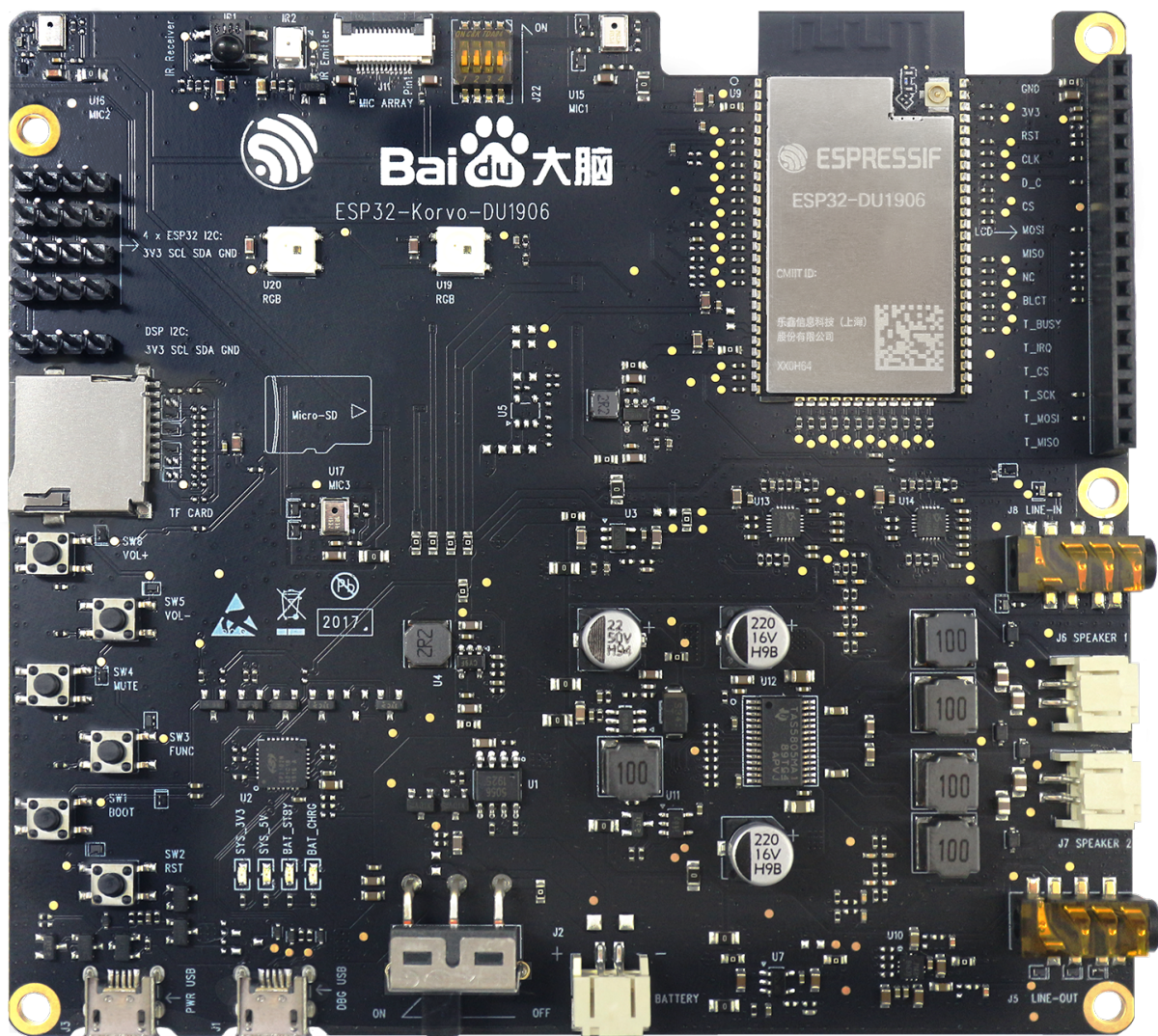


图 28: ESP32-Korvo-DU1906 实物图 (点击图片放大)

## 硬件准备

- 1 x 装有 Windows、Mac OS 或 Linux 系统的 PC（推荐使用 Linux 操作系统）
- 1 x ESP32-Korvo-DU1906
- 2 x Micro USB 数据线
- 2 x 麦克风 (4 Ohm, 2.5 W)

## 概述

该开发板最大的不同在于添加了语音芯片，核心处理模组 ESP32-DU1906 是一款集 Wi-Fi+Bluetooth+Bluetooth Low Energy 以及音频语音处理的 AI 模组，功能强大、用途广泛，提供业内先进的端到端语音解决方案，以及高效率的一体化 AI 服务能力，同时提供端云一体的设备级 AIOT 平台，大大降低物联网 AI 接入门槛。

DU1906 是百度推出的语音处理旗舰芯片，算法集成度高，一颗芯片同时解决了远场阵列信号实时处理和极低误报率的高精度语音唤醒的产业需求。

ESP32-Korvo-DU1906 的主要组件和连接方式如下图所示。

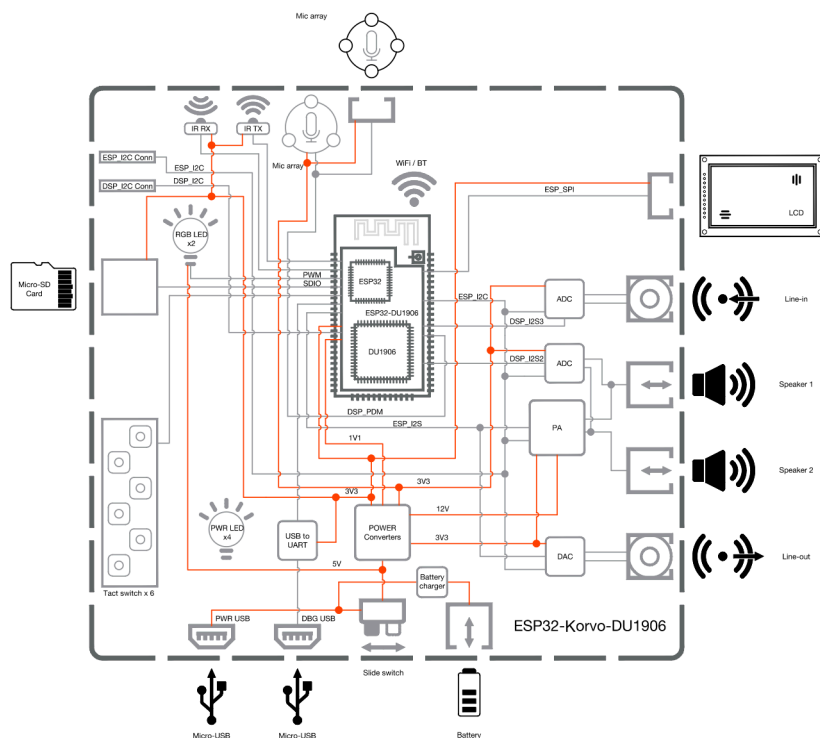


图 29: ESP32-Korvo-DU1906 框图（点击图片放大）

## 组件介绍

本节介绍了目前所需 ESP32-Korvo-DU1906 的主要组件、接口和控件等。更多详细信息, 请参考相关文档中提供的原理图。

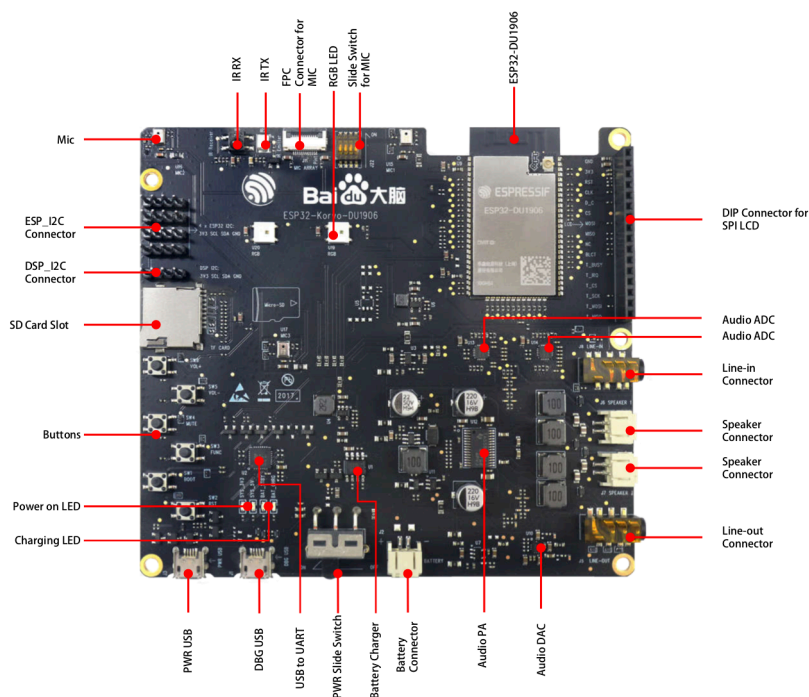


图 30: ESP32-Korvo-DU1906 组件 (点击图片放大)



| Key Component                              | Description                                                                                                                                              |
|--------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| ESP32-DU1906                               | ESP32-DU1906 模组是一款功能强大的通用型 Wi-Fi/蓝牙音频通信模组, 适用范围广泛, 主要面向低功耗传感器网络和语音编码/解码、音乐流及智能语音助手客户端等一系列要求较高的应用场景。                                                      |
| SPI LCD 连接器                                | ESP32-Korvo-DU1906 上有一个 2.54 mm 间距的连接器用来连接 SPI LCD。                                                                                                      |
| 音频模数转换器 (Audio ADC)                        | ESP32-Korvo-DU1906 上有两颗 ES7243 高性能模数转换器。一颗用来采集数字音频功率放大器 (Audio PA) 的输出, 一个用来采集 (Line-in 的输入)。两个模数转换器都可以用作声学回声消除 (AEC)。                                   |
| 耳机插孔 (Line-in/out connector)               | 两个耳机插孔分别用来连接音频数模转换器的 Line-out 输出和音频模数转换器的 Line-in 的输入。当音频数模转换器的 Line-out 耳机插孔插入设备后, ESP32-Korvo-DU1906 上的数字音频功率放大器 (Audio PA) 会被关掉。                      |
| 扬声器输出端口 (Speaker Connector)                | 可通过数字音频功率放大器 (Audio PA) 支持两个外部扬声器实现立体声功能。                                                                                                                |
| 音频数模转换器 (Audio DAC)                        | ES7148 立体声数模转换器可以将音频数字信号转换为模拟音频输出。                                                                                                                       |
| 数字音频功率放大器 (Audio PA)                       | TAS5805M 是一款具有低功率耗散和丰富声音的高效立体声闭环 D 类放大器, 可以将音频数字信号转换为高功率模拟音频输出发送至外部扬声器进行播放。当音频数模转换器的 Line-out 耳机插孔插入设备后, ESP32-Korvo-DU1906 上的数字音频功率放大器 (Audio PA) 会被关掉。 |
| 电池连接端口 (Battery Connector)                 | 可以连接电池。                                                                                                                                                  |
| 电池充电管理芯片 (Battery Charger)                 | 恒流/恒压线性电源管理芯片 AP5056 可以用于单节锂离子电池的充电管理。                                                                                                                   |
| 电源开关 (PWR Slide Switch)                    | 开发板电源开关, turn on 为开启供电, turn off 为关闭供电。                                                                                                                  |
| USB-UART 转换器 (USB to UART)                 | CP2102N 支持 USB 到 UART 的转换, 方便软件下载与调试。                                                                                                                    |
| Micro-USB 调试接口 (DBG USB)                   | 通用 USB 通信端口, 用于 PC 端与 ESP32-DU1906 模组的通信。                                                                                                                |
| 电源输入 (PWR USB)                             | 为整个系统提供电源。建议使用至少 5 V / 2 A 电源适配器供电, 保证供电稳定。                                                                                                              |
| 充电指示 LED                                   | 指示电池的状态。电池连接后, BAT_CHRG 指示灯亮红灯 (表示正在充电), BAT_STBY 指示灯亮绿灯 (表示电量已充满)。若未连接电池, 默认 BAT_CHRG (红色), BAT_STBY (绿色)。                                              |
| 电源指示 LED                                   | 指示供电状态。上电后, 两个指示灯 (SYS_3V3, SYS_5) 都亮红灯。                                                                                                                 |
| 按键 (Buttons)                               | ESP32-Korvo-DU1906 上有 4 个功能按键、1 个重启按键和 1 个 Boot 选择按键。                                                                                                    |
| TF 卡连接器 (SD Card Slot)                     | 用于连接标准 TF 卡。                                                                                                                                             |
| 调试接口 (ESP_I2C Connector/DSP_I2C Connector) | 开发板预留了两组 I2C 调试接口, 分别为 ESP_I2C Connector and DSP_I2C Connector, 以供用户调试代码。                                                                                |
| 麦克阵列 (Mic)                                 | ESP32-Korvo-DU1906 上有三个板载数字麦克风。三个麦克风的拾音孔呈正三角分布并且相互之间的距离 60 mm。麦克风阵列配合 DSP 可以实现降低噪声、回声消除, 并且实现波束形成与检测功能。                                                  |
| 红外发射/接收器 (IR TX/RX)                        | ESP32-Korvo-DU1906 上有红外发射和接收器各一个, 可以配合 ESP32 的红外遥控器使用。                                                                                                   |
| FPC 连接器 (FPC Connector for Mic)            | ESP32-Korvo-DU1906 上有两个 FPC 连接器分别用来连接 SPI LCD 显示屏和外部麦克风阵列。                                                                                               |
| RGB LED                                    | ESP32-Korvo-DU1906 上有两个 RGB LED 可供用户配置用来做状态行为指示。                                                                                                         |
| 麦克阵列拨码开关 (Slide Switch for Mic)            | ESP32-Korvo-DU1906 上预留了外部麦克阵列子板接口, 当使用外部麦克阵列子板的时候麦克阵列拨码开关需要全部保持 OFF 状态, 当使用板载麦克阵列的时候麦克拨码开关需要全部保持 ON 的状态。                                                 |

## 开始开发应用

通电前, 请确保 ESP32-Korvo-DU1906 开发板完好无损。

## 初始设置

设置开发板, 运行首个示例应用程序:

1. 将 4 欧姆扬声器接至两个 **扬声器输出端口**, 或将耳机接至 **Line-out 输出口**。
2. 使用两根 Micro-USB 数据线连接 PC 与 ESP32-Korvo-DU1906 的两个 **USB 接口**。
3. 如果电池已连接, 则 **充电指示 LED** 将亮红灯。
4. 将 **电源开关** 拨至左侧。
5. **电源指示 LED** 应亮红灯。

如果指示灯如上述显示, 则该开发板基本完好, 可以开始上传应用。现在, 请按照下文介绍, 运行并配置 PC 上的开发工具。

## 开发应用

如果已检查确认完成初始设置, 请准备开发工具。前往 [开发板](#) 查看以下步骤:

- **Set up ESP-IDF** 提供了一套 ESP32 (以及 ESP32-S2) 系列芯片的 C 语言开发框架;
- **Get ESP-ADF** 安装音频应用程序的 API;
- **Setup Path to ESP-ADF** 使开发框架获取到音频应用的 API;
- **Start a Project** 提供 ESP32-Korvo-DU1906 开发板的音频应用程序示例;
- **Connect Your Device** 准备加载应用程序;
- **Build the Project** 最后运行应用程序并播放音乐。

## 相关开发板

- [ESP32-LyraT V4.3 入门指南](#)
- [ESP32-LyraT-Mini V1.2 入门指南](#)
- [ESP32-LyraTD-MSC V2.2 入门指南](#)

## 内含组件和包装

### 零售订单

如购买样品, 每个 ESP32-Korvo-DU1906 底板将以塑料包装盒或零售商选择的其他方式包装。

零售订单请前往 <https://www.espressif.com/zh-hans/products/devkits/esp32-korvo-du1906>。

## 相关文档

- [ESP32-Korvo-DU1906 原理图 \(PDF\)](#)
- [ESP32 技术规格书 \(PDF\)](#)
- [百度 IOT 技能后台](#)
- [ESP32-DU1906 & ESP32-DU1906-U 技术规格书 \(PDF\)](#)

## 免责声明和版权公告

请参阅[免责声明和版权公告](#)。

### 3.3.9 ESP32-S3-Korvo-2 V3.1

更早版本: [ESP32-S3-Korvo-2 V3.0](#)

本指南将帮助您快速上手 ESP32-S3-Korvo-2 V3.1, 并提供该款开发板的详细信息。

ESP32-S3-Korvo-2 V3.1 是一款基于 ESP32-S3 芯片的多媒体开发板, 搭载双麦克风阵列, 支持语音识别和近/远场语音唤醒。同时它还搭载 LCD、摄像头、microSD 卡等外设, 可支持基于 JPEG 的视频流处理, 满足用户对低成本、低功耗、联网的音视频产品开发需求。

ESP32-S3-Korvo-2 V3.1 主板可与 LCD 扩展板[ESP32-S3-Korvo-2-LCD](#) 搭配使用。本文档主要介绍 ESP32-S3-Korvo-2 V3.1 主板, 更多关于 LCD 扩展版的信息, 请参阅[ESP32-S3-Korvo-2-LCD 用户指南](#)。

本指南包括如下内容:

- [入门指南](#): 简要介绍了开发板和硬件、软件设置指南。
- [硬件参考](#): 详细介绍了开发板的硬件。
- [硬件版本](#): 介绍硬件历史版本和已知问题, 并提供链接至历史版本开发板的入门指南 (如有)。
- [相关文档](#): 列出了相关文档的链接。
- [免责声明和版权公告](#): 链接到免责声明和版权公告。

## 入门指南

本小节将简要介绍 ESP32-S3-Korvo-2 V3.1, 说明如何在 ESP32-S3-Korvo-2 V3.1 上烧录固件及相关准备工作。

## 组件介绍

以下按照顺时针的顺序依次介绍开发板上的主要组件。



图 31: ESP32-S3-Korvo-2 V3.1 (板载 ESP32-S3-WROOM-1 模组)

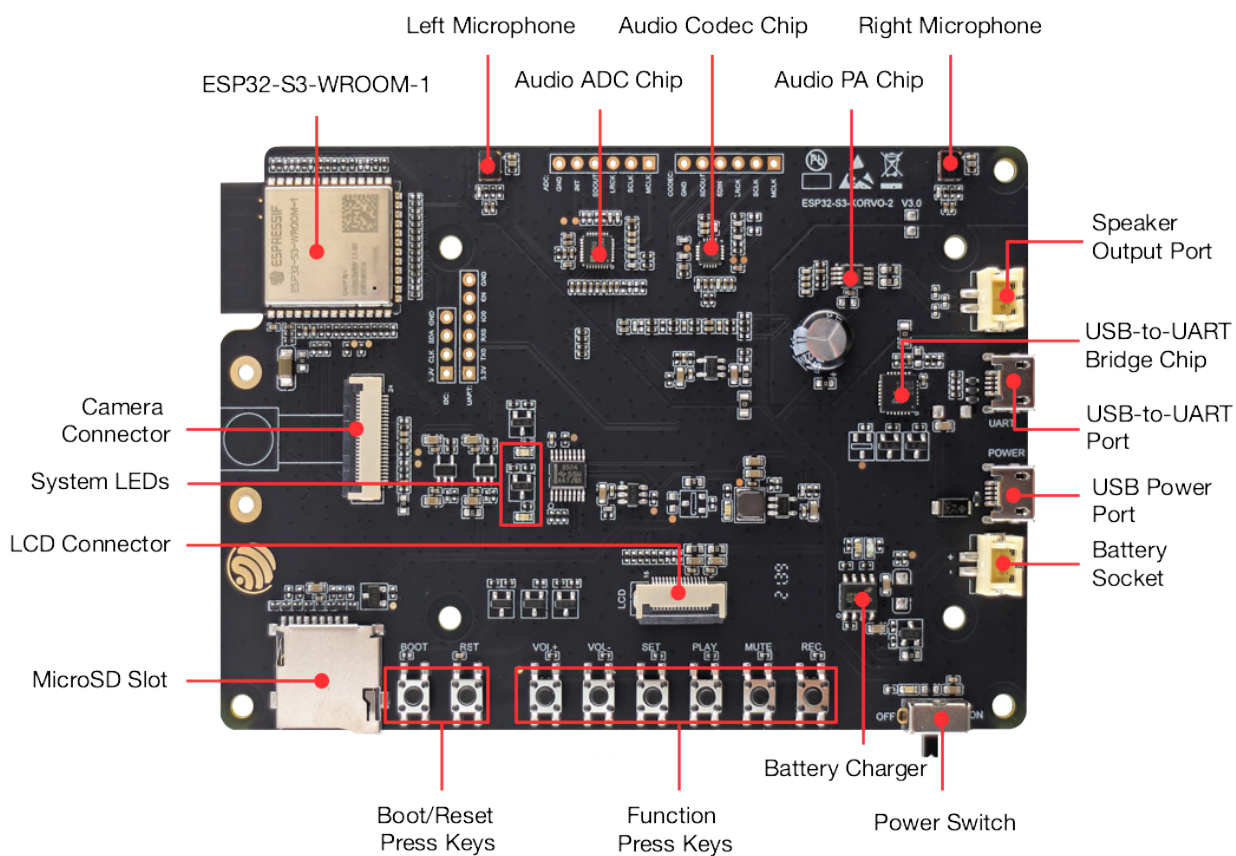


图 32: ESP32-S3-Korvo-2 V3.1 (点击放大)

| 主要组件                                      | 介绍                                                                                                                                                                         |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ESP32-S3-WROOM-1 模组                       | ESP32-S3-WROOM-1 模组是两款通用型 Wi-Fi + 低功耗蓝牙 MCU 模组, 搭载 ESP32-S3 系列芯片。除具有丰富的外设接口外, 模组还拥有强大的神经网络运算能力和信号处理能力, 适用于 AIoT 领域的多种应用场景, 例如唤醒词检测和语音命令识别、人脸检测和识别、智能家居、智能家电、智能控制面板、智能扬声器等。 |
| 左侧麦克风 (Left Microphone)                   | 板载麦克风, 连接至 ADC。                                                                                                                                                            |
| 音频模数转换器 (Audio ADC Chip)                  | ES7210 是一款用于麦克风阵列应用的高性能、低功耗 4 通道音频模数转换器, 非常适合音乐和语音应用。此外, ES7210 也可以用作声学回声消除 (AEC)。                                                                                         |
| 音频编解码芯片 (Audio Codec Chip)                | 音频编解码器芯片 ES8311 是一种低功耗单声道音频编解码器, 包含单通道 ADC、单通道 DAC、低噪声前置放大器、耳机驱动器、数字音效、模拟混音和增益功能。它通过 I2S 和 I2C 总线与 ESP32-S3-WROOM-1 模组连接, 以提供独立于音频应用程序的硬件音频处理。                             |
| 音频功率放大器 (Audio PA Chip)                   | NS4150 是一款低 EMI、3 W 单声道 D 类音频功率放大器, 用于放大来自音频编解码芯片的音频信号, 以驱动扬声器。                                                                                                            |
| 右侧麦克风 (Right Microphone)                  | 板载麦克风, 连接至 ADC。                                                                                                                                                            |
| 扬声器输出端口 (Speaker Output Port)             | 可通过音频功率放大器的支持, 实现外部扬声器播放功能。                                                                                                                                                |
| USB-to-UART 桥接器 (USB-to-UART Bridge Chip) | 单芯片 USB-UART 桥接器 CP2102N 为软件下载和调试提供高达 3 Mbps 的传输速率。                                                                                                                        |
| USB-to-UART 端口 (USB-to-UART Port)         | 用于 PC 端与 ESP32-S3-WROOM-1 模组的通信。                                                                                                                                           |
| USB 电源端口 (USB Power Port)                 | 为整个系统提供电源。建议使用至少 5V/2A 电源适配器供电, 保证供电稳定。                                                                                                                                    |
| 电池接口 (Battery Socket)                     | 用于连接单节锂离子电池的两针接口。                                                                                                                                                          |
| 电源开关 (Power Switch)                       | 电源拨动开/关: 向下拨动开启开发板电源, 向上拨动关闭开发板电源。                                                                                                                                         |
| 电池充电管理芯片 (Battery Charger)                | 恒流/恒压线性电源管理芯片 AP5056 可以用于单节锂离子电池的充电管理, 为通过 Micro USB 端口连接到电池接口的电池充电。                                                                                                       |
| 功能按键 (Function Press Keys)                | 六个按键, 分别为 REC、MUTE、PLAY、SET、VOL- 和 VOL+, 与 ESP32-S3-WROOM-1 模组连接, 借助该 UI 和专用的 API 可以开发和测试音频应用程序。                                                                           |
| Boot/Reset 按键 (Boot/Reset Press Keys)     | <p>Boot: 长按 Boot 键时, 再按 Reset 键可启动固件上传模式, 然后便可通过串口上传固件。</p> <p>Reset: 单独按下此按键会重置系统。</p>                                                                                    |
| microSD 插槽 (MicroSD Slot)                 | 本开发板支持一线模式的 microSD 卡, 可以存储或播放 microSD 卡中的音频文件。                                                                                                                            |
| LCD 连接器 (LCD Connector)                   | 一款 0.5 mm 间距的 FPC 连接器, 用以连接 LCD 扩展板。                                                                                                                                       |
| 系统 LED (System LEDs)                      | 两个通用 LED (绿色和红色), 由 ESP32-S3-WROOM-1 模组控制, 可借助专用的 API 为音频应用程序做状态行为指示。                                                                                                      |
| 摄像头连接器 (Camera Connector)                 | 通过连接器外接摄像头模组至开发板, 实现图像传输。                                                                                                                                                  |



## 开始开发应用

通电前，请确保开发板完好无损。

### 必备硬件

- 1 x ESP32-S3-Korvo-2 V3.1
- 1 x 扬声器
- 2 x USB 2.0 数据线（标准 A 型转 Micro-B 型）
- 1 x 电脑（Windows、Linux 或 macOS）

---

**备注：**请确保使用适当的 USB 数据线。部分数据线仅可用于充电，无法用于数据传输和编程。

---

### 可选硬件

- 1 x microSD 卡
- 1 x 锂离子电池

---

**备注：**请务必使用内置保护电路的锂离子电池。

---

## 硬件设置

1. 连接扬声器至 **扬声器输出** 端口。
2. 插入 USB 数据线，分别连接 PC 与开发板的两个 USB 端口。
3. 此时，绿色待机指示灯应亮起。若电池未连接，红色充电指示灯每隔几秒闪烁一次。
4. 打开 **电源开关**。
5. 此时，红色电源指示灯应亮起。

## 软件设置

请前往 [Get Started](#)，在 [Installation Step by Step](#) 小节查看如何快速设置开发环境，并将 [应用程序示例](#) 烧录至您的开发板。

## 内含组件和包装

可分开购买主板或主板配件, 其中配件包含:

- LCD 扩展板: ESP32-S3-Korvo-2-LCD
- 摄像头
- 连接器
  - 20 针 FPC 线
- 紧固件:
  - 安装螺栓 (x8)
  - 螺丝 (x4)

## 零售订单

如购买样品, 每个开发板将以防静电袋或零售商选择的其他方式包装。

零售订单请前往 <https://www.espressif.com/zh-hans/company/contact/buy-a-sample>。

## 批量订单

如批量购买, 开发板将以大纸板箱包装。

批量订单请前往 <https://www.espressif.com/zh-hans/contact-us/sales-questions>。

## 硬件参考

### 功能框图

ESP32-S3-Korvo-2 V3.1 的主要组件和连接方式如下图所示。

## 供电说明

### USB 与电池供电

主电源为 5 V, 由 USB 提供。辅助电源为 3.7 V, 由电池提供, 为可选项。USB 供电使用专用的数据线, 与用于上传应用程序的 USB 数据线分开。为了进一步减少来自 USB 的噪音, 可使用电池代替 USB。

如下图所示, 当 USB 供电和电池供电同时存在时, VBUS 为高电平, Q14 处于截止状态, VBAT 自动与系统电源切断。此时, USB 为系统供电。



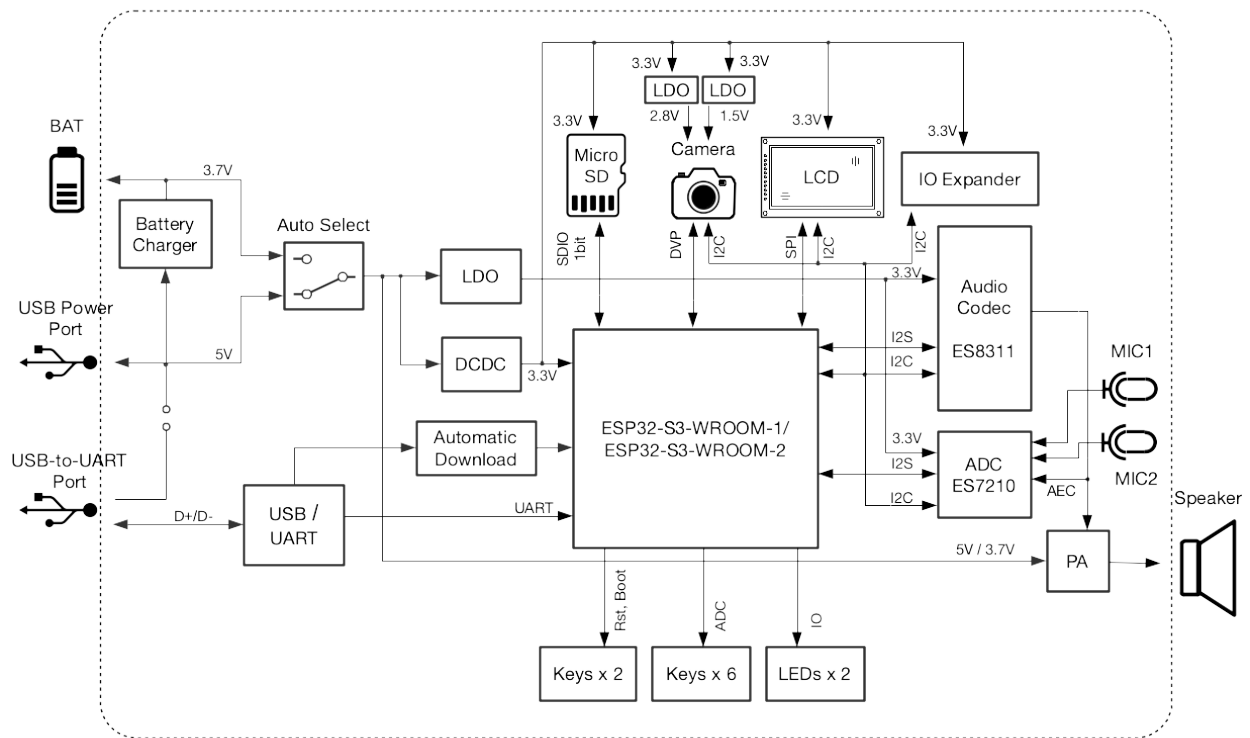


图 33: ESP32-S3-Korvo-2 V3.1 电气功能框图

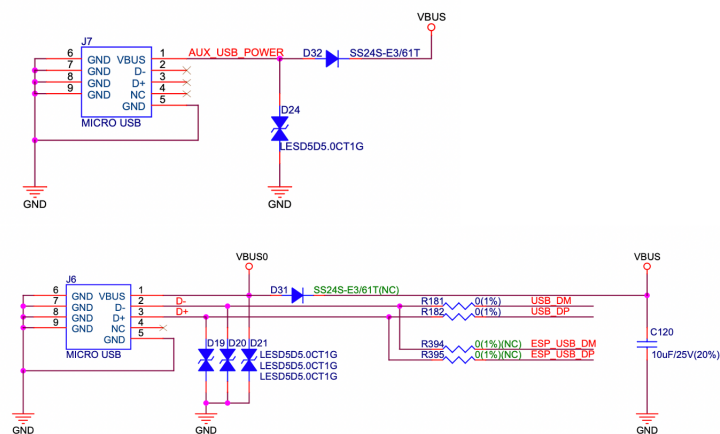


图 34: ESP32-S3-Korvo-2 V3.1 - USB 电源供电

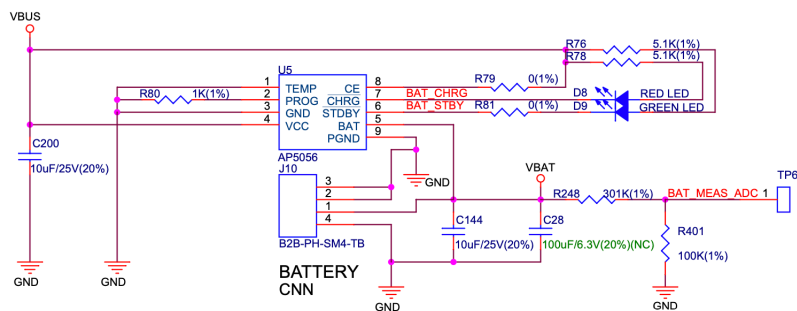


图 35: ESP32-S3-Korvo-2 V3.1 - 电池供电

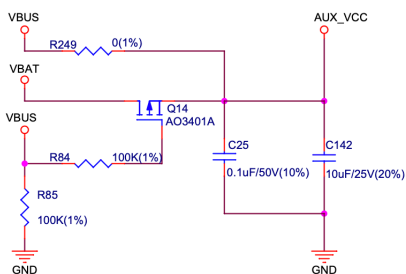


图 36: ESP32-S3-Korvo-2 V3.1 - 供电选项

## 音频和数字独立供电

ESP32-S3-Korvo-2 V3.1 可为音频组件和 ESP 模组提供相互独立的电源，可降低数字组件给音频信号带来的噪声并提高组件的整体性能。

## Power for Digital:

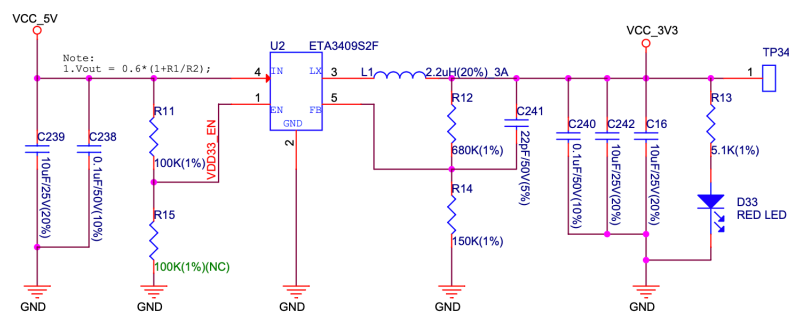
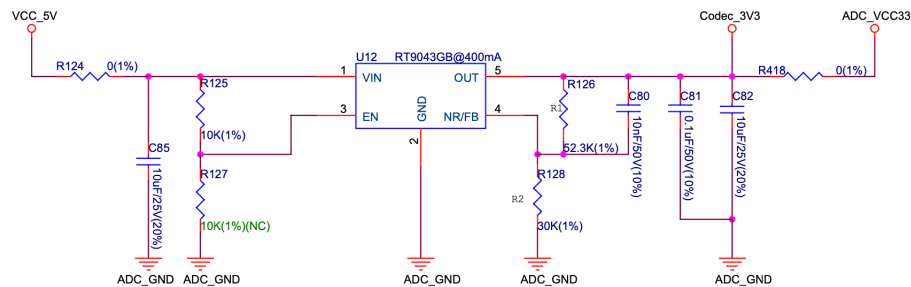


图 37: ESP32-S3-Korvo-2 V3.1 - 数字供电

Power for Audio:



Notes:  
1.  $V_{out} = 1.20 * (1 + R1/R2) = 3.296V$ ;  
R1=52.3K, R2=30.1K are recommended for better performance.

图 38: ESP32-S3-Korvo-2 V3.1 - 音频供电

管脚分配列表

下表为 ESP32-S3-WROOM-1 模组的管脚分配列表，用于控制开发板的特定组件或功能。

表 2: ESP32-S3-WROOM-1 管脚分配

| 管脚 | 管脚名称 | ES8311     | ES7210  | 摄像头  | LCD        | 按键                               | mi-croSD 卡 | IO 扩展   | 其他                    |
|----|------|------------|---------|------|------------|----------------------------------|------------|---------|-----------------------|
| 3  | EN   |            |         |      |            | EN_KEY                           |            |         |                       |
| 4  | IO4  |            |         |      |            |                                  | DATA0      |         |                       |
| 5  | IO5  |            |         |      |            | REC, MUTE, PLAY, SET, VOL-, VOL+ |            |         |                       |
| 6  | IO6  |            |         |      |            |                                  |            |         | BAT_MEAS_ADC          |
| 7  | IO7  |            |         |      |            |                                  | CMD        |         |                       |
| 8  | IO15 |            |         |      |            |                                  | CLK        |         |                       |
| 9  | IO16 | I2S0_MCLK  | MCLK    |      |            |                                  |            |         |                       |
| 10 | IO17 | I2C_SDA    | I2C_SDA | SIOD | TP_I2C_SDA |                                  |            | I2C_SDA |                       |
| 11 | IO18 | I2C_CLK    | I2C_CLK | SIOC | TP_I2C_CLK |                                  |            | I2C_CLK |                       |
| 12 | IO8  | I2S0_DSDIN |         |      |            |                                  |            |         |                       |
| 13 | IO19 |            |         |      |            |                                  |            |         | ESP_USB_DM (Re-serve) |
| 14 | IO20 |            |         |      |            |                                  |            |         | ESP_USB_DP (Re-serve) |
| 15 | IO3  |            |         | D5   |            |                                  |            |         |                       |
| 16 | IO46 |            |         |      |            |                                  |            |         | NC                    |
| 17 | IO9  | I2S0_SCLK  | SCLK    |      |            |                                  |            |         |                       |
| 18 | IO10 |            | SDOUT   |      |            |                                  |            |         |                       |

下页继续

表 2 - 续上页

| 管脚 | 管脚名称 | ES8311     | ES7210 | 摄像头   | LCD              | 按键 | mi-croSD 卡 | IO 扩展 | 其他            |
|----|------|------------|--------|-------|------------------|----|------------|-------|---------------|
| 19 | IO11 |            |        | PCLK  |                  |    |            |       |               |
| 20 | IO12 |            |        | D6    |                  |    |            |       |               |
| 21 | IO13 |            |        | D2    |                  |    |            |       |               |
| 22 | IO14 |            |        | D4    |                  |    |            |       |               |
| 23 | IO21 |            |        | VSYNC |                  |    |            |       |               |
| 24 | IO47 |            |        | D3    |                  |    |            |       |               |
| 25 | IO48 |            |        |       |                  |    |            |       | PA_CTRL       |
| 26 | IO45 | I2S0_LRCLK | RCK    |       |                  |    |            |       |               |
| 27 | IO0  |            |        |       | LCD_SPI_BOOT_KEY |    |            |       |               |
| 28 | IO35 |            |        |       |                  |    |            |       | NC            |
| 29 | IO36 |            |        |       |                  |    |            |       | NC            |
| 30 | IO37 |            |        |       |                  |    |            |       | NC            |
| 31 | IO38 |            |        | HREF  |                  |    |            |       |               |
| 32 | IO39 |            |        | D9    |                  |    |            |       |               |
| 33 | IO40 |            |        | XCLK  |                  |    |            |       |               |
| 34 | IO41 |            |        | D8    |                  |    |            |       |               |
| 35 | IO42 |            |        | D7    |                  |    |            |       |               |
| 36 | RXD0 |            |        |       |                  |    |            |       | ESP0_UART0_RX |
| 37 | TXD0 |            |        |       |                  |    |            |       | ESP0_UART0_TX |
| 38 | IO2  |            |        |       | LCD_SPI_DC       |    |            |       |               |
| 39 | IO1  |            |        |       | LCD_SPI_CLK      |    |            |       |               |
| 41 | EPAD |            |        |       |                  |    |            |       |               |

分配给 IO 扩展器的 GPIO 被进一步分配为多个 GPIO。

表 3: IO 扩展器 GPIO 分配

| IO 扩展器管脚 | 管脚名称 | LCD      | 其他          |
|----------|------|----------|-------------|
| 4        | P0   |          |             |
| 5        | P1   | LCD_CTRL |             |
| 6        | P2   | LCD_RST  |             |
| 7        | P3   | LCD_CS   |             |
| 9        | P4   | TP_INT   |             |
| 10       | P5   |          | PERI_PWR_ON |
| 11       | P6   |          | LED1        |
| 12       | P7   |          | LED2        |

<sup>1</sup> 管脚 - ESP32-S3-WROOM-1 模组管脚号，不含 GND 和供电管脚。

## 连接器

### 摄像头连接器

| No. | 摄像头信号 | ESP32-S3 管脚 |
|-----|-------|-------------|
| 1   | SIOD  | GPIO17      |
| 2   | SIOC  | GPIO18      |
| 3   | D5    | GPIO3       |
| 4   | PCLK  | GPIO11      |
| 5   | D6    | GPIO12      |
| 6   | D2    | GPIO13      |
| 7   | D4    | GPIO14      |
| 8   | VSYNC | GPIO21      |
| 9   | D3    | GPIO47      |
| 10  | HREF  | GPIO38      |
| 11  | D9    | GPIO39      |
| 12  | XCLK  | GPIO40      |
| 13  | D8    | GPIO41      |
| 14  | D7    | GPIO42      |

### LCD 连接器

| No. | LCD 信号      | ESP32-S3 管脚 |
|-----|-------------|-------------|
| 1   | TP_I2C_SDA  | GPIO17      |
| 2   | TP_I2C_CLK  | GPIO18      |
| 3   | LCD_SPI_SDA | GPIO0       |
| 4   | LCD_SPI_DC  | GPIO2       |
| 5   | LCD_SPI_CLK | GPIO1       |

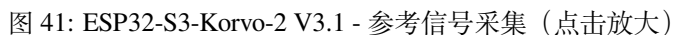
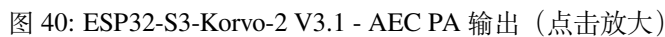
| No. | LCD 信号       | 扩展器管脚 |
|-----|--------------|-------|
| 1   | ESP_LCD_CTRL | P1    |
| 2   | ESP_LCD_RST  | P2    |
| 3   | ESP_LCD_CS   | P3    |
| 4   | ESP_TP_INT   | P4    |

## AEC 电路

AEC 电路为 AEC 算法提供参考信号。

ESP32-S3-Korvo-2 V3.1 回声参考信号源有两路兼容设计，一路是 Codec (ES8311) DAC 输出 (DAC\_AOUTLN/DAC\_AOUTLP)，一路是 PA (NS4150) 输出 (PA\_OUTL+/PA\_OUTL-)。默认推荐将 Codec (ES8311) DAC 输出 (DAC\_AOUTLN/DAC\_AOUTLP) 作为回声参考信号，同时将下图中电阻 R132、R140 NC。

回声参考信号通过 ADC (ES7210) 的 ADC\_MIC3P/ADC\_MIC3N 采集后送回给 ESP32-S3 用于 AEC 算法。



## 硬件设置选项

### 自动下载

可以通过两种方式使 ESP 开发板进入下载模式：

- 手动按下 Boot 和 RST 键，然后先松开 RST，再松开 Boot 键。
- 由软件自动执行下载。软件利用串口的 DTR 和 RTS 信号来控制 ESP 开发板的 EN、IO0 管脚的状态。详情请参见 [ESP32-S3-Korvo-2 V3.1 原理图 \(PDF\)](#)。

### ESP 管脚测试点分配

本节介绍了 ESP32-S3-Korvo-2 V3.1 板上可分配的测试点。

测试点是裸通孔，具有标准的 2.54 毫米/0.1 英寸间距。您可能需要接入排针或排针插孔，从而连接外部硬件。

#### 编解码器测试点/J15

| No. | 编解码器管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | MCLK   | GPIO16      |
| 2   | SCLK   | GPIO9       |
| 3   | LRCK   | GPIO45      |
| 4   | DSDIN  | GPIO8       |
| 5   | ASDOUT | —           |
| 6   | GND    | —           |

#### ADC 测试点/J16

| No. | ADC 管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | MCLK   | GPIO16      |
| 2   | SCLK   | GPIO9       |
| 3   | LRCK   | GPIO45      |
| 4   | SDOUT  | GPIO10      |
| 5   | INT    | —           |
| 6   | GND    | —           |

#### UART 测试点/J17

| No. | UART 管脚 |
|-----|---------|
| 1   | 3.3V    |
| 2   | TXD     |
| 3   | RXD     |
| 4   | IO0     |
| 5   | EN      |
| 6   | GND     |

## I2C 测试点/J18

| No. | I2C 管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | 3.3V   | —           |
| 2   | CLK    | GPIO18      |
| 3   | SDA    | GPIO17      |
| 4   | GND    | —           |

## 硬件版本

### ESP32-S3-Korvo-2 V3.1

删除 PA\_CTRL 与 U4 IO 扩展芯片的连接, 保留与 ESP32-S3 模组的连接。

### ESP32-S3-Korvo-2 V3.0

首次发布

## 相关文档

- [ESP32-S3 技术规格书 \(PDF\)](#)
- [ESP32-S3-WROOM-1/1U 技术规格书 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.1 原理图 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.1 PCB 布局图 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.1 参考设计 \(ZIP\)](#)

有关本开发板的更多设计文档, 请联系我们的商务部门 [sales@espressif.com](mailto:sales@espressif.com)。

## 免责声明和版权公告

请参阅[免责声明和版权公告](#)。

### 3.3.10 ESP32-S3-Korvo-2 V3.0

最新版本: [ESP32-S3-Korvo-2 V3.1](#)

本指南将帮助您快速上手 ESP32-S3-Korvo-2 V3.0, 并提供该款开发板的详细信息。

ESP32-S3-Korvo-2 V3.0 是一款基于 ESP32-S3 芯片的多媒体开发板, 搭载双麦克风阵列, 支持语音识别和近/远场语音唤醒。同时它还搭载 LCD、摄像头、microSD 卡等外设, 可支持基于 JPEG 的视频流处理, 满足用户对低成本、低功耗、联网的音视频产品开发需求。

ESP32-S3-Korvo-2 V3.0 主板可与 LCD 扩展板[ESP32-S3-Korvo-2-LCD](#) 搭配使用。本文档主要介绍 ESP32-S3-Korvo-2 V3.0 主板, 更多关于 LCD 扩展版的信息, 请参阅[ESP32-S3-Korvo-2-LCD 用户指南](#)。

本指南包括如下内容:





图 42: ESP32-S3-Korvo-2 V3.0 (板载 ESP32-S3-WROOM-1 模组)

- **入门指南**: 简要介绍了开发板和硬件、软件设置指南。
- **硬件参考**: 详细介绍了开发板的硬件。
- **硬件版本**: 介绍硬件历史版本和已知问题, 并提供链接至历史版本开发板的入门指南 (如有)。
- **相关文档**: 列出了相关文档的链接。
- **免责声明和版权公告**: 链接到免责声明和版权公告。

## 入门指南

本小节将简要介绍 ESP32-S3-Korvo-2 V3.0, 说明如何在 ESP32-S3-Korvo-2 V3.0 上烧录固件及相关准备工作。

## 组件介绍

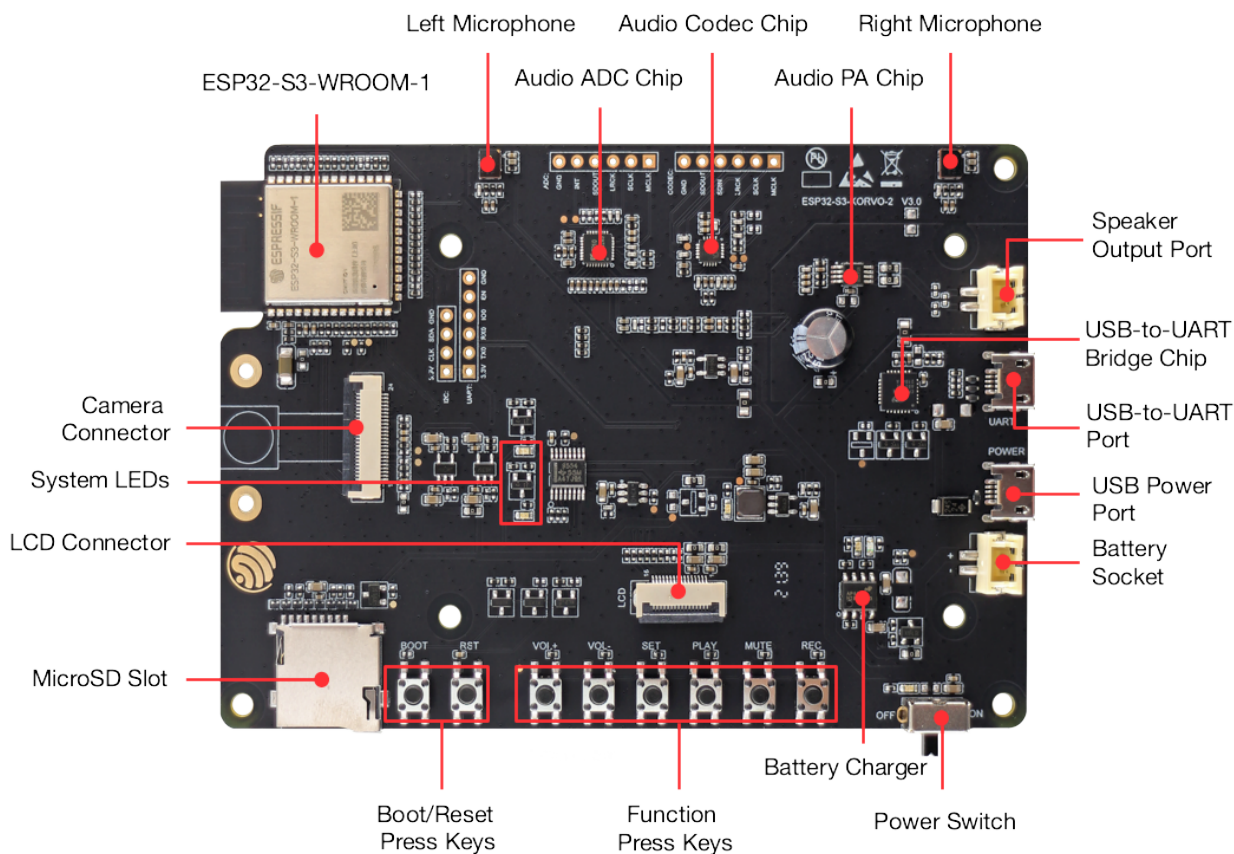


图 43: ESP32-S3-Korvo-2 V3.0 (点击放大)

以下按照顺时针的顺序依次介绍开发板上的主要组件。

| 主要组件                                      | 介绍                                                                                                                                                                         |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ESP32-S3-WROOM-1 模组                       | ESP32-S3-WROOM-1 模组是两款通用型 Wi-Fi + 低功耗蓝牙 MCU 模组, 搭载 ESP32-S3 系列芯片。除具有丰富的外设接口外, 模组还拥有强大的神经网络运算能力和信号处理能力, 适用于 AIoT 领域的多种应用场景, 例如唤醒词检测和语音命令识别、人脸检测和识别、智能家居、智能家电、智能控制面板、智能扬声器等。 |
| 左侧麦克风 (Left Microphone)                   | 板载麦克风, 连接至 ADC。                                                                                                                                                            |
| 音频模数转换器 (Audio ADC Chip)                  | ES7210 是一款用于麦克风阵列应用的高性能、低功耗 4 通道音频模数转换器, 非常适合音乐和语音应用。此外, ES7210 也可以用作声学回声消除 (AEC)。                                                                                         |
| 音频编解码芯片 (Audio Codec Chip)                | 音频编解码器芯片 ES8311 是一种低功耗单声道音频编解码器, 包含单通道 ADC、单通道 DAC、低噪声前置放大器、耳机驱动器、数字音效、模拟混音和增益功能。它通过 I2S 和 I2C 总线与 ESP32-S3-WROOM-1 模组连接, 以提供独立于音频应用程序的硬件音频处理。                             |
| 音频功率放大器 (Audio PA Chip)                   | NS4150 是一款低 EMI、3 W 单声道 D 类音频功率放大器, 用于放大来自音频编解码芯片的音频信号, 以驱动扬声器。                                                                                                            |
| 右侧麦克风 (Right Microphone)                  | 板载麦克风, 连接至 ADC。                                                                                                                                                            |
| 扬声器输出端口 (Speaker Output Port)             | 可通过音频功率放大器的支持, 实现外部扬声器播放功能。                                                                                                                                                |
| USB-to-UART 桥接器 (USB-to-UART Bridge Chip) | 单芯片 USB-UART 桥接器 CP2102N 为软件下载和调试提供高达 3 Mbps 的传输速率。                                                                                                                        |
| USB-to-UART 端口 (USB-to-UART Port)         | 用于 PC 端与 ESP32-S3-WROOM-1 模组的通信。                                                                                                                                           |
| USB 电源端口 (USB Power Port)                 | 为整个系统提供电源。建议使用至少 5V/2A 电源适配器供电, 保证供电稳定。                                                                                                                                    |
| 电池接口 (Battery Socket)                     | 用于连接单节锂离子电池的两针接口。                                                                                                                                                          |
| 电源开关 (Power Switch)                       | 电源拨动开/关: 向下拨动开启开发板电源, 向上拨动关闭开发板电源。                                                                                                                                         |
| 电池充电管理芯片 (Battery Charger)                | 恒流/恒压线性电源管理芯片 AP5056 可以用于单节锂离子电池的充电管理, 为通过 Micro USB 端口连接到电池接口的电池充电。                                                                                                       |
| 功能按键 (Function Press Keys)                | 六个按键, 分别为 REC、MUTE、PLAY、SET、VOL- 和 VOL+, 与 ESP32-S3-WROOM-1 模组连接, 借助该 UI 和专用的 API 可以开发和测试音频应用程序。                                                                           |
| Boot/Reset 按键 (Boot/Reset Press Keys)     | <p>Boot: 长按 Boot 键时, 再按 Reset 键可启动固件上传模式, 然后便可通过串口上传固件。</p> <p>Reset: 单独按下此按键会重置系统。</p>                                                                                    |
| microSD 插槽 (MicroSD Slot)                 | 本开发板支持一线模式的 microSD 卡, 可以存储或播放 microSD 卡中的音频文件。                                                                                                                            |
| LCD 连接器 (LCD Connector)                   | 一款 0.5 mm 间距的 FPC 连接器, 用以连接 LCD 扩展板。                                                                                                                                       |
| 系统 LED (System LEDs)                      | 两个通用 LED (绿色和红色), 由 ESP32-S3-WROOM-1 模组控制, 可借助专用的 API 为音频应用程序做状态行为指示。                                                                                                      |
| 摄像头连接器 (Camera Connector)                 | 通过连接器外接摄像头模组至开发板, 实现图像传输。                                                                                                                                                  |

## 开始开发应用

通电前, 请确保开发板完好无损。

## 必备硬件

- 1 x ESP32-S3-Korvo-2 V3.0
- 1 x 扬声器
- 2 x USB 2.0 数据线 (标准 A 型转 Micro-B 型)
- 1 x 电脑 (Windows、Linux 或 macOS)

---

**备注:** 请确保使用适当的 USB 数据线。部分数据线仅可用于充电, 无法用于数据传输和编程。

---

## 可选硬件

- 1 x microSD 卡
- 1 x 锂离子电池

---

**备注:** 请务必使用内置保护电路的锂离子电池。

---

## 硬件设置

1. 连接扬声器至 **扬声器输出** 端口。
2. 插入 USB 数据线, 分别连接 PC 与开发板的两个 USB 端口。
3. 此时, 绿色待机指示灯应亮起。若电池未连接, 红色充电指示灯每隔几秒闪烁一次。
4. 打开 **电源开关**。
5. 此时, 红色电源指示灯应亮起。

## 软件设置

请前往 [Get Started](#), 在 *Installation Step by Step* 小节查看如何快速设置开发环境, 并将 [应用程序示例](#) 烧录至您的开发板。

## 内含组件和包装

可分开购买主板或主板配件，其中配件包含：

- LCD 扩展板：ESP32-S3-Korvo-2-LCD
- 摄像头
- 连接器
  - 20 针 FPC 线
- 紧固件：
  - 安装螺栓 (x8)
  - 螺丝 (x4)

## 零售订单

如购买样品，每个开发板将以防静电袋或零售商选择的其他方式包装。

零售订单请前往 <https://www.espressif.com/zh-hans/company/contact/buy-a-sample>。

## 批量订单

如批量购买，开发板将以大纸板箱包装。

批量订单请前往 <https://www.espressif.com/zh-hans/contact-us/sales-questions>。

## 硬件参考

### 功能框图

ESP32-S3-Korvo-2 V3.0 的主要组件和连接方式如下图所示。

## 供电说明

### USB 与电池供电

主电源为 5 V，由 USB 提供。辅助电源为 3.7 V，由电池提供，为可选项。USB 供电使用专用的数据线，与用于上传应用程序的 USB 数据线分开。为了进一步减少来自 USB 的噪音，可使用电池代替 USB。

如下图所示，当 USB 供电和电池供电同时存在时，VBUS 为高电平，Q14 处于截止状态，VBAT 自动与系统电源切断。此时，USB 为系统供电。

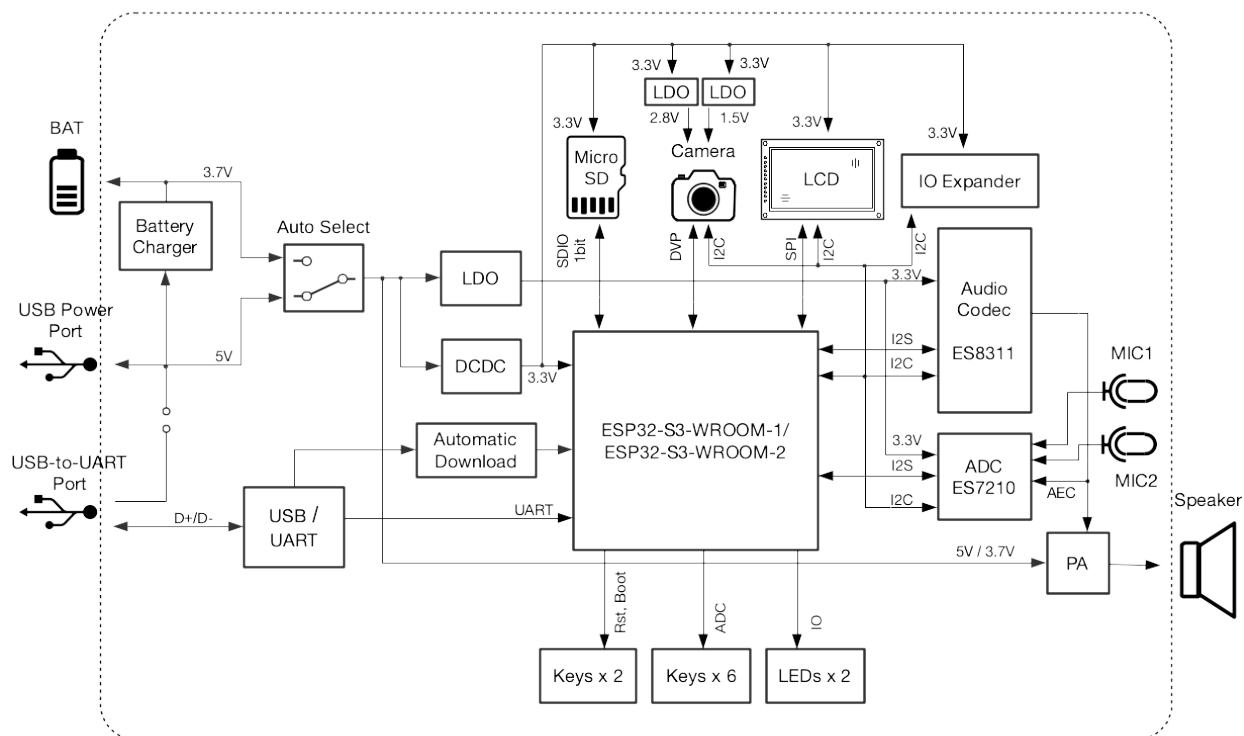


图 44: ESP32-S3-Korvo-2 V3.0 电气功能框图

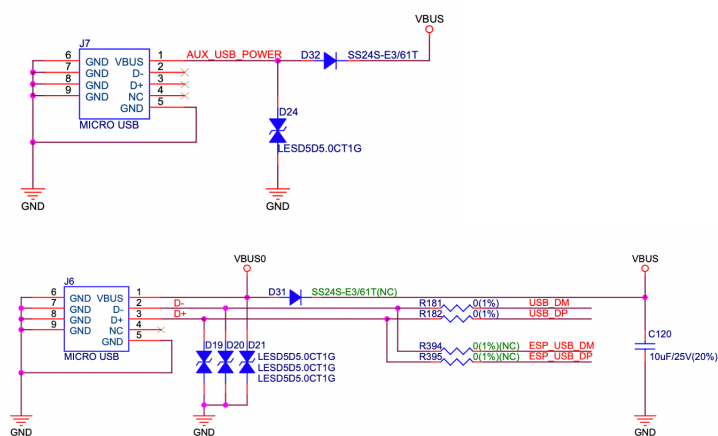
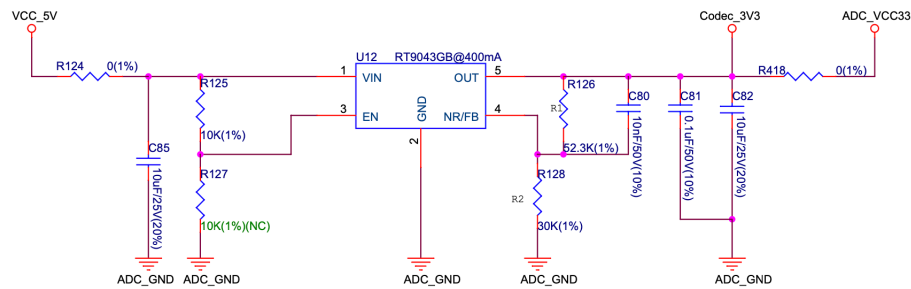


图 45: ESP32-S3-Korvo-2 V3.0 - USB 电源供电





Power for Audio:



Notes:  
1.  $V_{out} = 1.20 * (1 + R1/R2) = 3.296V$ ;  
R1=52.3K, R2=30.1K are recommended for better performance.

图 49: ESP32-S3-Korvo-2 V3.0 - 音频供电

管脚分配列表

下表为 ESP32-S3-WROOM-1 模组的管脚分配列表，用于控制开发板的特定组件或功能。

表 4: ESP32-S3-WROOM-1 管脚分配

| 管脚 | 管脚名称 | ES8311     | ES7210  | 摄像头  | LCD        | 按键                               | mi-croSD 卡 | IO 扩展   | 其他                    |
|----|------|------------|---------|------|------------|----------------------------------|------------|---------|-----------------------|
| 3  | EN   |            |         |      |            | EN_KEY                           |            |         |                       |
| 4  | IO4  |            |         |      |            |                                  | DATA0      |         |                       |
| 5  | IO5  |            |         |      |            | REC, MUTE, PLAY, SET, VOL-, VOL+ |            |         |                       |
| 6  | IO6  |            |         |      |            |                                  |            |         | BAT_MEAS_ADC          |
| 7  | IO7  |            |         |      |            |                                  | CMD        |         |                       |
| 8  | IO15 |            |         |      |            |                                  | CLK        |         |                       |
| 9  | IO16 | I2S0_MCLK  | MCLK    |      |            |                                  |            |         |                       |
| 10 | IO17 | I2C_SDA    | I2C_SDA | SIOD | TP_I2C_SDA |                                  |            | I2C_SDA |                       |
| 11 | IO18 | I2C_CLK    | I2C_CLK | SIOC | TP_I2C_CLK |                                  |            | I2C_CLK |                       |
| 12 | IO8  | I2S0_DSDIN |         |      |            |                                  |            |         |                       |
| 13 | IO19 |            |         |      |            |                                  |            |         | ESP_USB_DM (Re-serve) |
| 14 | IO20 |            |         |      |            |                                  |            |         | ESP_USB_DP (Re-serve) |
| 15 | IO3  |            |         | D5   |            |                                  |            |         |                       |
| 16 | IO46 |            |         |      |            |                                  |            |         | NC                    |
| 17 | IO9  | I2S0_SCLK  | SCLK    |      |            |                                  |            |         |                       |
| 18 | IO10 |            | SDOUT   |      |            |                                  |            |         |                       |

下页继续



表 4 - 续上页

| 管脚 <sup>Page 417, 1</sup> | 管脚名称 | ES8311     | ES7210 | 摄像头   | LCD              | 按键 | mi-croSD 卡 | IO 扩展 | 其他            |
|---------------------------|------|------------|--------|-------|------------------|----|------------|-------|---------------|
| 19                        | IO11 |            |        | PCLK  |                  |    |            |       |               |
| 20                        | IO12 |            |        | D6    |                  |    |            |       |               |
| 21                        | IO13 |            |        | D2    |                  |    |            |       |               |
| 22                        | IO14 |            |        | D4    |                  |    |            |       |               |
| 23                        | IO21 |            |        | VSYNC |                  |    |            |       |               |
| 24                        | IO47 |            |        | D3    |                  |    |            |       |               |
| 25                        | IO48 |            |        |       |                  |    |            |       | PA_CTRL       |
| 26                        | IO45 | I2S0_LRCLK | RCK    |       |                  |    |            |       |               |
| 27                        | IO0  |            |        |       | LCD_SPI_BOOT_KEY |    |            |       |               |
| 28                        | IO35 |            |        |       |                  |    |            |       | NC            |
| 29                        | IO36 |            |        |       |                  |    |            |       | NC            |
| 30                        | IO37 |            |        |       |                  |    |            |       | NC            |
| 31                        | IO38 |            |        | HREF  |                  |    |            |       |               |
| 32                        | IO39 |            |        | D9    |                  |    |            |       |               |
| 33                        | IO40 |            |        | XCLK  |                  |    |            |       |               |
| 34                        | IO41 |            |        | D8    |                  |    |            |       |               |
| 35                        | IO42 |            |        | D7    |                  |    |            |       |               |
| 36                        | RXD0 |            |        |       |                  |    |            |       | ESP0_UART0_RX |
| 37                        | TXD0 |            |        |       |                  |    |            |       | ESP0_UART0_TX |
| 38                        | IO2  |            |        |       | LCD_SPI_DC       |    |            |       |               |
| 39                        | IO1  |            |        |       | LCD_SPI_CLK      |    |            |       |               |
| 41                        | EPAD |            |        |       |                  |    |            |       |               |

分配给 IO 扩展器的 GPIO 被进一步分配为多个 GPIO。

表 5: IO 扩展器 GPIO 分配

| IO 扩展器管脚 | 管脚名称 | LCD      | 其他          |
|----------|------|----------|-------------|
| 4        | P0   |          | PA_CTRL     |
| 5        | P1   | LCD_CTRL |             |
| 6        | P2   | LCD_RST  |             |
| 7        | P3   | LCD_CS   |             |
| 9        | P4   | TP_INT   |             |
| 10       | P5   |          | PERI_PWR_ON |
| 11       | P6   |          | LED1        |
| 12       | P7   |          | LED2        |

<sup>1</sup> 管脚 - ESP32-S3-WROOM-1 模组管脚号，不含 GND 和供电管脚。

## 连接器

### 摄像头连接器

| No. | 摄像头信号 | ESP32-S3 管脚 |
|-----|-------|-------------|
| 1   | SIOD  | GPIO17      |
| 2   | SIOC  | GPIO18      |
| 3   | D5    | GPIO3       |
| 4   | PCLK  | GPIO11      |
| 5   | D6    | GPIO12      |
| 6   | D2    | GPIO13      |
| 7   | D4    | GPIO14      |
| 8   | VSYNC | GPIO21      |
| 9   | D3    | GPIO47      |
| 10  | HREF  | GPIO38      |
| 11  | D9    | GPIO39      |
| 12  | XCLK  | GPIO40      |
| 13  | D8    | GPIO41      |
| 14  | D7    | GPIO42      |

### LCD 连接器

| No. | LCD 信号      | ESP32-S3 管脚 |
|-----|-------------|-------------|
| 1   | TP_I2C_SDA  | GPIO17      |
| 2   | TP_I2C_CLK  | GPIO18      |
| 3   | LCD_SPI_SDA | GPIO0       |
| 4   | LCD_SPI_DC  | GPIO2       |
| 5   | LCD_SPI_CLK | GPIO1       |

| No. | LCD 信号       | 扩展器管脚 |
|-----|--------------|-------|
| 1   | ESP_LCD_CTRL | P1    |
| 2   | ESP_LCD_RST  | P2    |
| 3   | ESP_LCD_CS   | P3    |
| 4   | ESP_TP_INT   | P4    |

## AEC 电路

AEC 电路为 AEC 算法提供参考信号。

ESP32-S3-Korvo-2 回声参考信号源有两路兼容设计，一路是 Codec (ES8311) DAC 输出 (DAC\_AOUTLN/DAC\_AOUTLP)，一路是 PA (NS4150) 输出 (PA\_OUTL+/PA\_OUTL-)。默认推荐将 Codec (ES8311) DAC 输出 (DAC\_AOUTLN/DAC\_AOUTLP) 作为回声参考信号，同时将下图中电阻 R132、R140 NC。

回声参考信号通过 ADC (ES7210) 的 ADC\_MIC3P/ADC\_MIC3N 采集后送回给 ESP32-S3 用于 AEC 算法。

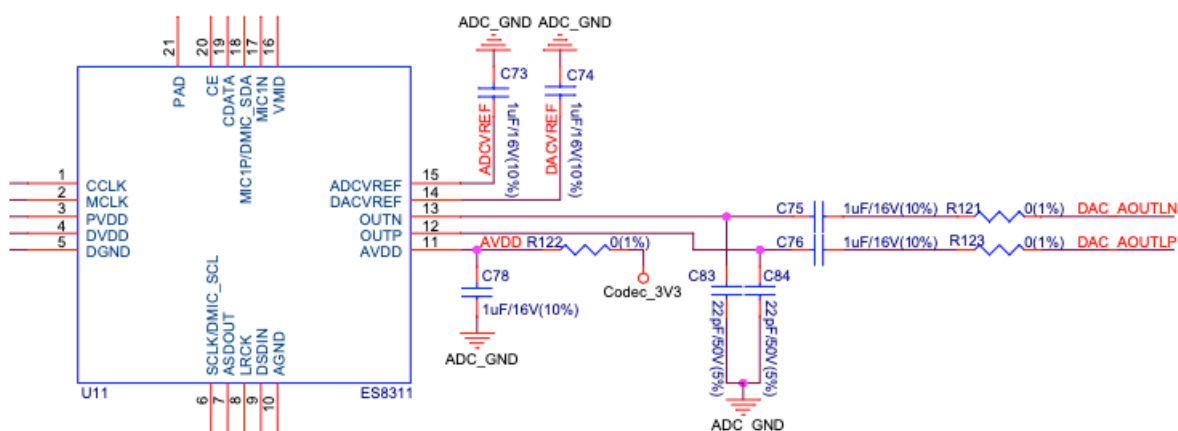
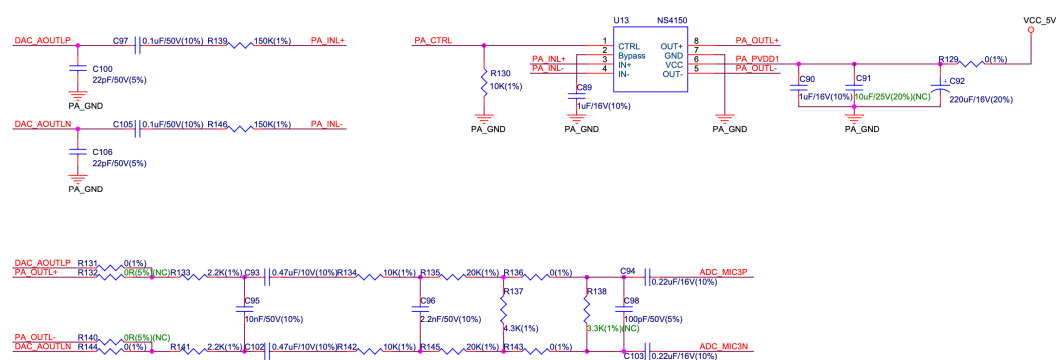


图 50: ESP32-S3-Korvo-2 V3.0 - AEC Codec DAC 输出 (点击放大)



## 硬件设置选项

### 自动下载

可以通过两种方式使 ESP 开发板进入下载模式：

- 手动按下 Boot 和 RST 键，然后先松开 RST，再松开 Boot 键。
- 由软件自动执行下载。软件利用串口的 DTR 和 RTS 信号来控制 ESP 开发板的 EN、IO0 管脚的状态。详情请参见 [ESP32-S3-Korvo-2 V3.0 原理图 \(PDF\)](#)。

### ESP 管脚测试点分配

本节介绍了 ESP32-S3-Korvo-2 V3.0 板上可分配的测试点。

测试点是裸通孔，具有标准的 2.54 毫米/0.1 英寸间距。您可能需要接入排针或排针插孔，从而连接外部硬件。

#### 编解码器测试点/J15

| No. | 编解码器管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | MCLK   | GPIO16      |
| 2   | SCLK   | GPIO9       |
| 3   | LRCK   | GPIO45      |
| 4   | DSDIN  | GPIO8       |
| 5   | ASDOUT | —           |
| 6   | GND    | —           |

#### ADC 测试点/J16

| No. | ADC 管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | MCLK   | GPIO16      |
| 2   | SCLK   | GPIO9       |
| 3   | LRCK   | GPIO45      |
| 4   | SDOUT  | GPIO10      |
| 5   | INT    | —           |
| 6   | GND    | —           |

#### UART 测试点/J17

| No. | UART 管脚 |
|-----|---------|
| 1   | 3.3V    |
| 2   | TXD     |
| 3   | RXD     |
| 4   | IO0     |
| 5   | EN      |
| 6   | GND     |

## I2C 测试点/J18

| No. | I2C 管脚 | ESP32-S3 管脚 |
|-----|--------|-------------|
| 1   | 3.3V   | —           |
| 2   | CLK    | GPIO18      |
| 3   | SDA    | GPIO17      |
| 4   | GND    | —           |

### 硬件版本

无历史版本。

### 相关文档

- [ESP32-S3 技术规格书 \(PDF\)](#)
- [ESP32-S3-WROOM-1/1U 技术规格书 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.0 原理图 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.0 PCB 布局图 \(PDF\)](#)

有关本开发板的更多设计文档，请联系我们的商务部门 [sales@espressif.com](mailto:sales@espressif.com)。

### 免责声明和版权公告

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## 3.3.11 ESP32-S3-Korvo-2-LCD V1.0

本指南将帮助您快速上手 ESP32-S3-Korvo-2-LCD 扩展板，并提供该款扩展板的详细信息。

本扩展板需与其他的[ESP32-S3-Korvo-2 V3.0 配件](#)一同购买，无法单独购买。

ESP32-S3-Korvo-2-LCD 增配 LCD 图形显示器和电容式触摸屏，扩展了 ESP32-S3-Korvo-2 V3.0（以下简称“主板”）的功能。

本指南包括如下内容：

- [入门指南](#)：简要介绍了开发板和硬件、软件设置指南。
- [硬件概况](#)：详细介绍了开发板的硬件。
- [相关文档](#)：列出了相关文档的链接。
- [免责声明和版权公告](#)：链接到免责声明和版权公告。



图 53: ESP32-S3-Korvo-2-LCD V1.0

入门指南

ESP32-S3-Korvo-2-LCD 搭载 320x240 分辨率的 2.4 英寸 LCD 图形显示器和 10 点电容式触摸屏。该显示器通过 SPI 总线连接到 ESP32-S3。

组件介绍

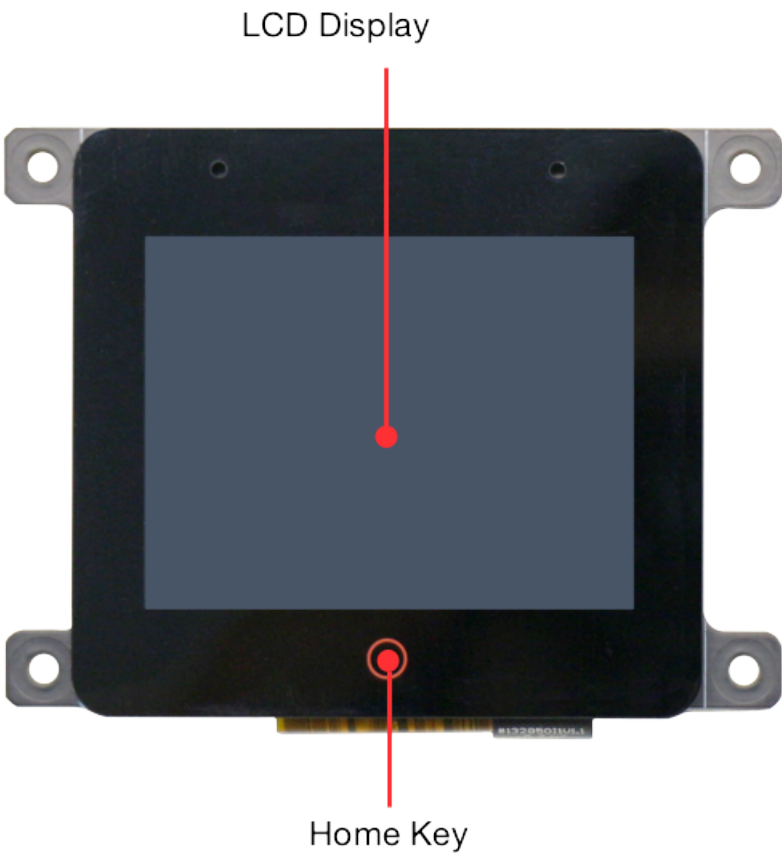


图 54: ESP32-S3-Korvo-2-LCD V1.0 - 正面

以下按照顺时针的顺序依次介绍开发板上的主要组件。**保留**表示该功能可用，但当前版本并未启用该功能。

| 主要组件                     | 介绍                                                    |
|--------------------------|-------------------------------------------------------|
| LCD 显示器 (LCD Display)    | 2.4 英寸 320x240 SPI LCD 显示模块，显示驱动器/控制器是 Ilitek ILI934。 |
| Home 键 (Home Key)        | (保留) 返回首页或上一页。                                        |
| 信号连接器 (Signal Connector) | 借助 FPC 排线连接扩展板和主板之间的电源线、地线和信号线。                       |
| LCD 连接器 (LCD Connector)  | 将 LCD 显示器连接到扩展板的驱动电路。                                 |
| TP 连接器 (TP Connector)    | 将 LCD 显示器连接到扩展板的触摸电路。                                 |

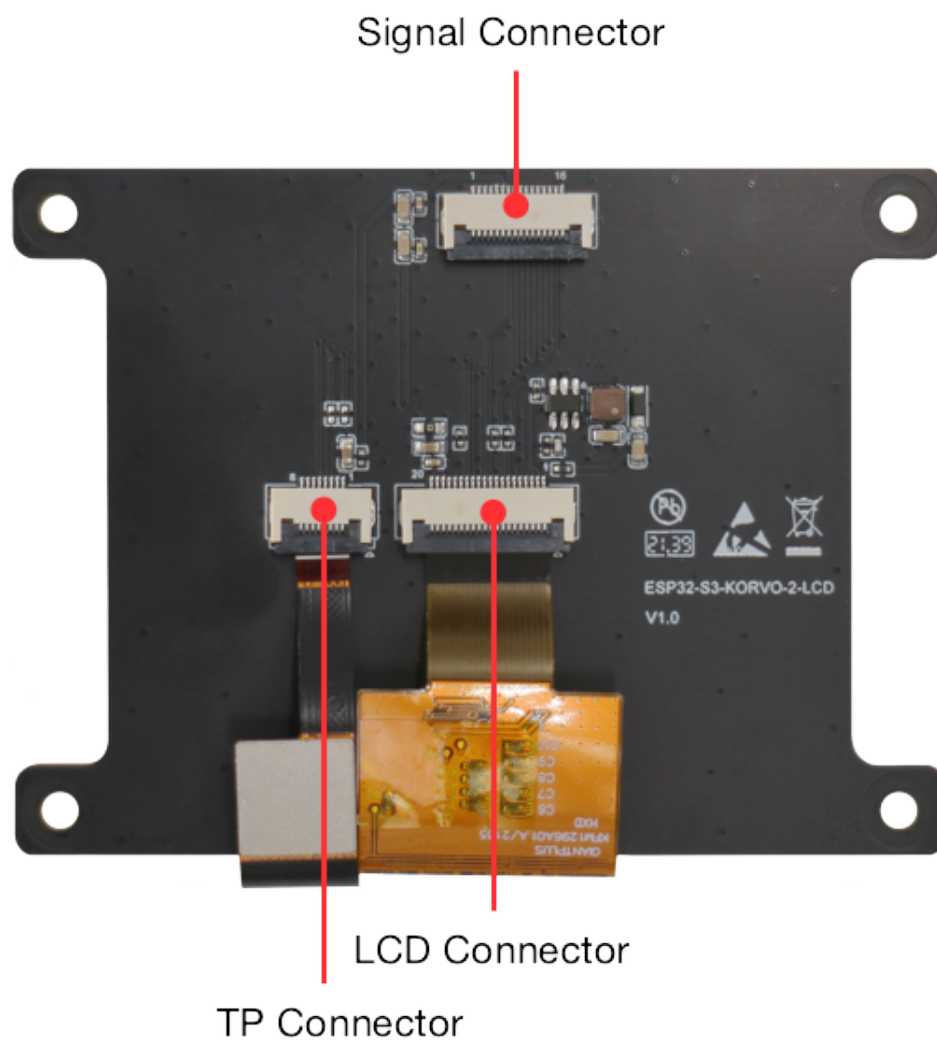


图 55: ESP32-S3-Korvo-2-LCD V1.0 - 背面



## 开始开发应用

通电前, 请确保开发板完好无损。

## 必备硬件

- 主板: ESP32-S3-Korvo-2 V3.0
- 扩展板: ESP32-S3-Korvo-2-LCD V1.0
- 两根 USB 2.0 数据线 (标准 A 型转 Micro-B 型)
- 安装螺栓和螺丝 (用于稳定安装)
- FPC 排线 (用于连接主板和扩展板)
- 电脑 (Windows、Linux 或 macOS)

## 硬件设置

按照以下步骤将 ESP32-S3-Korvo-2-LCD 安装到 ESP32-S3-Korvo-2 上:

1. 使用 FPC 线连接两块开发板。
2. 安装螺栓和螺丝, 保证安装稳定。

## 软件设置

请参考主板的用户指南的[软件设置](#) 章节。

## 硬件概况

### 功能框图

ESP32-S3-Korvo-2-LCD 的主要组件和连接方式如下图所示。

## 硬件版本

无历史版本。

## 相关文档

- [ESP32-S3-Korvo-2 V3.0 用户指南](#)
- [ESP32-S3-Korvo-2-LCD 原理图 \(PDF\)](#)
- [ESP32-S3-Korvo-2-LCD PCB 布局图 \(PDF\)](#)
- [ESP32-S3-Korvo-2 V3.1 参考设计 \(ZIP\)](#)

有关本开发板的更多设计文档, 请联系我们的商务部门 [sales@espressif.com](mailto:sales@espressif.com)。

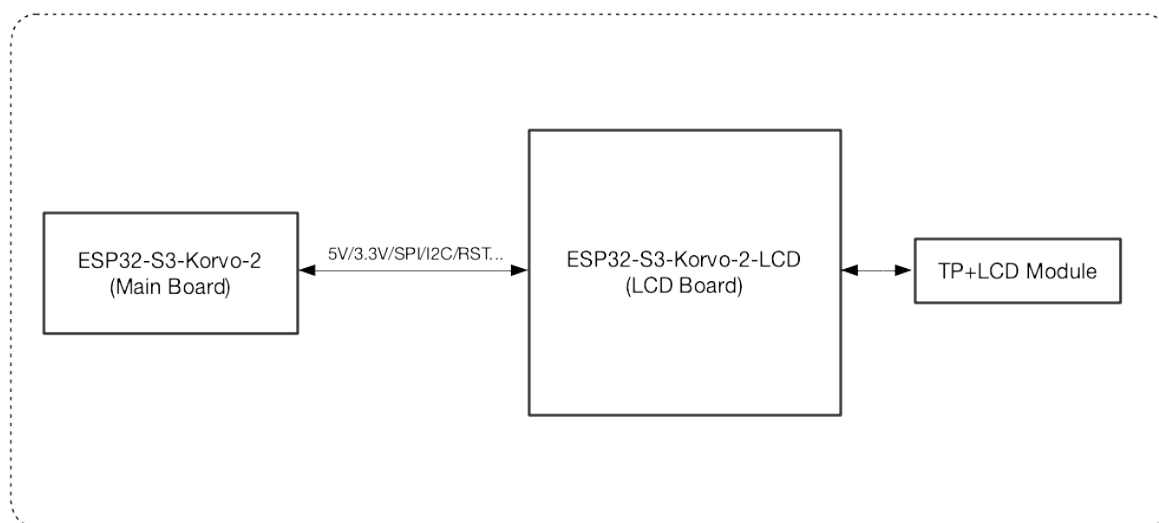


图 56: ESP32-S3-Korvo-2-LCD

## 免责声明和版权公告

请参阅[免责声明和版权公告](#)。

### 3.3.12 ESP32-C3-Lyra V2.0

本指南将帮助您快速上手 ESP32-C3-Lyra V2.0，并提供该款开发板的详细信息。

本指南包括如下内容：

- **开发板概述：**简要介绍了开发板的软件和硬件。
- **开始开发应用：**介绍了应用程序开发过程中的软硬件设置。
- **硬件参考：**详细介绍了开发板的硬件。
- **硬件版本：**列出了硬件历史版本和已知问题，并链接至历史版本开发板的入门指南。
- **订购信息：**提供了购买开发板的途径。
- **相关文档：**列出了相关文档的链接。
- **免责声明和版权公告：**链接到免责声明和版权公告。

## 开发板概述

ESP32-C3-Lyra 是乐鑫基于 ESP32-C3 推出的音频灯控开发板, 该开发板对麦克风、扬声器以及 LED 灯带的控制, 可满足客户对超高性价比的音频播报机以及律动灯带的产品开发需求。

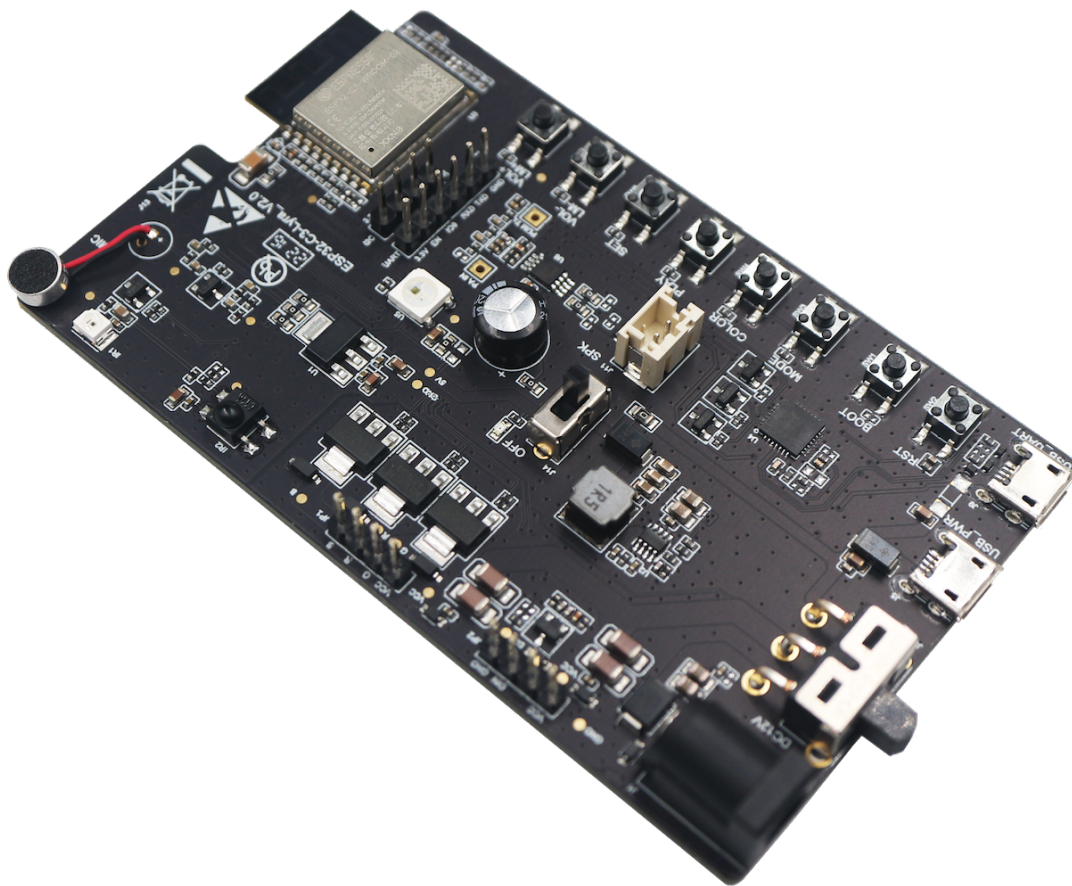


图 57: 搭载 ESP32-C3-WROOM-02 模组的 ESP32-C3-Lyra

## 特性列表

该开发板包括以下主要特性:

- **嵌入式模组:** 板载 ESP32-C3-WROOM-02 模组, 外接 4 MB SPI flash
- **音频:** 内置 ECM 麦克风、扬声器功率放大器、扬声器连接器
- **LED 灯带连接器:** 支持连接两种类型的灯带, 一种是可寻址的 LED 灯带, 一种是 RGB LED 灯带
- **红外控制:** 支持红外 (IR) 发射和接收
- **按键:** 开机键、复位键、六个功能键 (MODE、COLOR、PLAY/PAUSE、SET、VOL+/LM+、VOL-/LM-)

- **USB:** 1 个 USB 电源端口, 1 个 USB 转 UART 端口
- **电源:** 5 V USB 供电或 12 V 直流供电

## 功能框图

ESP32-C3-Lyra 的主要组件和连接方式如下图所示。

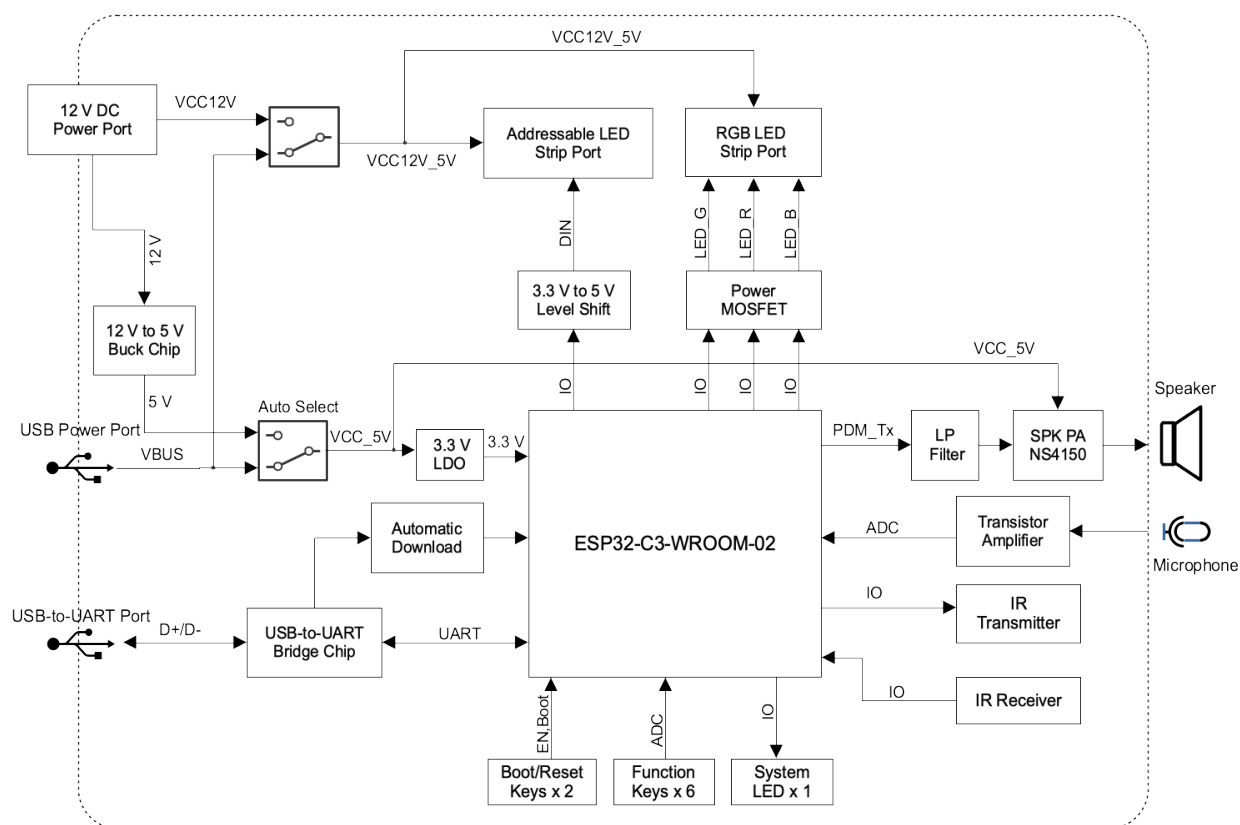


图 58: ESP32-C3-Lyra 功能框图 (点击放大)

## 组件介绍

以下按照顺时针的顺序依次介绍开发板上的主要组件。

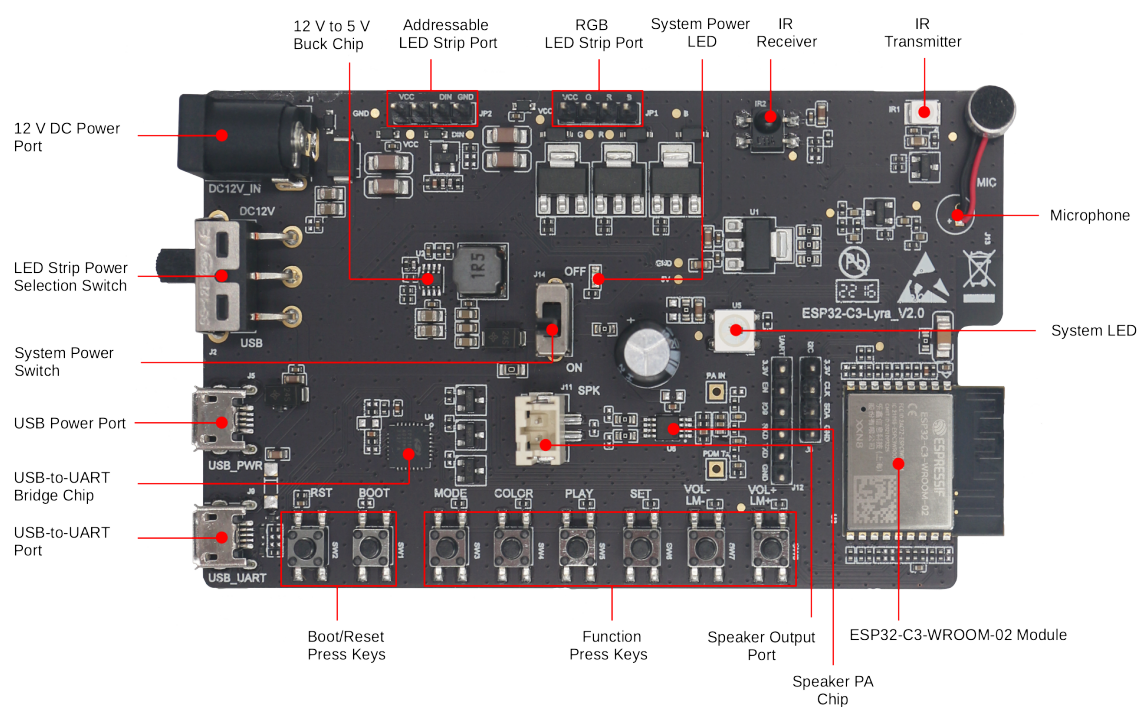


图 59: ESP32-C3-Lyra - 正面 (点击放大)

| 主要组件                                            | 介绍                                                                                                                                                                                                                               |
|-------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ESP32-C3-WROOM-02 模组                            | ESP32-C3-WROOM-02 模组是一款基于 ESP32-C3 开发的通用 Wi-Fi 和蓝牙 LE 模组。ESP32-C3 是一款运行频率高达 160 MHz 的 32 位 RISC-V 单核处理器。该高性能模组集成众多外设, 适用于智能家居、工业自动化、医疗保健、消费电子等应用场景。模组包含一个 4 MB 的外部 SPI flash 和一个板载 PCB 天线。ESP32-C3-WROOM-02U 模组也兼容此开发板, 但需要外接天线。 |
| 扬声器功率放大器 (Speaker PA Chip)                      | NS4150 是一款 EMI、3 W 单声道 D 类音频功率放大器, 用于放大来自 ESP32-C3 PDM_TX 的音频信号, 以驱动扬声器。                                                                                                                                                         |
| 扬声器输出端口 (Speaker Output Port)                   | 用于连接扬声器的端口。推荐使用 4 欧姆和 3 瓦的扬声器。管脚间距为 2.00 毫米/0.08 英寸。                                                                                                                                                                             |
| 功能按键 (Function Press Keys)                      | 六个功能按键, 包括 MODE、COLOR、PLAY/PAUSE、SET、VOL+/LM+、VOL-/LM-。它们与 <b>ESP32-C3-WROOM-02 Module</b> 模组连接, 可借助专门的 API 来开发和测试音频应用程序的用户界面或 LED 灯带。                                                                                           |
| Boot/Reset 按键 (Boot/Reset Press Keys)           | Boot: 按住 Boot 键并短按 Reset 按钮, 启动固件上传模式, 通过串口上传固件。Reset: 单独按下此键, 重置系统。                                                                                                                                                             |
| USB-to-UART 端口 (USB-to-UART Port)               | 用于 PC 端与 ESP32-C3-WROOM-02 模组的通信。                                                                                                                                                                                                |
| USB-to-UART 桥接芯片 (USB-to-UART Bridge Chip)      | 单芯片 USB-UART 桥接器 CP2102N 为软件下载和调试提供高达 3 Mbps 的传输速率。                                                                                                                                                                              |
| USB 电源端口 (USB Power Port)                       | 为整个系统提供电源。建议使用至少 5 V/2 A 电源适配器供电, 以保证供电稳定。                                                                                                                                                                                       |
| 系统电源开关 (System Power Switch)                    | 系统电源开/关旋钮。将其切换到 <b>ON</b> 会打开 5 V 系统电源, 切换到 <b>OFF</b> 则关闭 5 V 系统电源。                                                                                                                                                             |
| LED 灯带电源选择开关 (LED Strip Power Selection Switch) | 拨动此开关, 根据 LED 灯带的工作电压和实际使用的电源适配器类型, 选择 USB 5 V 供电或 LED 灯带 12 V 直流供电。                                                                                                                                                             |
| 12 V 直流供电端口 (12 V DC Power Port)                | 支持最大电流为 2 A 的 12 V 直流电源适配器。直流电源插孔触点的外径为 5.5 mm, 内径为 2.5 mm。                                                                                                                                                                      |
| 12 V 至 5 V 降压芯片 (12 V to 5 V Buck Chip)         | 12 V 至 5 V 降压芯片 MP2313 是一款在 1 A 和 2 MHz 情况下工作的高效同步降压转换器。                                                                                                                                                                         |
| 可寻址 LED 灯带端口 (Addressable LED Strip Port)       | 可寻址 LED 灯带端口是一个 4 x 1 P, 2.54 mm 间距的排针接口, 可以连接到通过单线控制的可寻址 LED 灯带。它支持 5 V 和 12 V LED 灯带, 例如 WS2811 和 WS2812 LED。ESP32-C3 可以通过 RMT 或 SPI 发送命令来控制 LED 灯带。                                                                           |
| RGB LED 灯带端口 (RGB LED Strip Port)               | RGB LED 灯带端口是一个 4 x 1 P, 2.54 mm 间距的排针接口, 可以连接到在 5 V 或 12 V 下运行的常规 RGB LED 灯带 (不可寻址, 各颜色独立线路控制)。ESP32-C3 可以通过该端口输出 PWM 波形来控制 LED 灯带。                                                                                             |
| 系统电源 LED (System Power LED)                     | 当 <b>系统电源开关</b> 切换到 ON 时, LED 变为红色。                                                                                                                                                                                              |
| 红外接收器 (IR Receiver)                             | IRM-H638T/TR2 是一款微型贴片型红外遥控系统接收器。解调后的输出信号可以直接由 ESP32-C3 解码。                                                                                                                                                                       |
| 红外线发射器 (IR Transmitter)                         | IR67-21C/TR8 是红外线发光二极管, 与硅光电二极管和光电晶体管进行光谱匹配。                                                                                                                                                                                     |
| 麦克风 (Microphone)                                | 板载 ECM 麦克风。它采集的信号通过晶体管放大后送到 ESP32-C3-WROOM-02 的 ADC。                                                                                                                                                                             |
| 系统 LED (System LED)                             | 系统 LED 是一颗型号为 WS2812C 的 RGB 灯, 由 ESP32-C3-WROOM-02 通过 GPIO 控制, 可用于指示音频应用程序的操作状态。                                                                                                                                                 |

## 默认固件和功能测试

每个 ESP32-C3-Lyra 都配有预构建的默认固件，支持功能测试，包括 LED 控制 (LEDC)、远程控制收发器 (RMT)、ADC 和脉冲密度调制 (PDM\_TX)。本节将介绍如何使用预建固件测试外围设备的功能。

---

**备注：**《ESP32-C3 物联网工程开发实战》套餐二中 ESP32-C3-Lyra 的默认固件为音乐律动灯环效果。

---

## 硬件准备

相关详细信息，请参阅[必备硬件](#)和[可选硬件](#)章节。

- 1 x ESP32-C3-Lyra
- 2 x USB 2.0 数据线（标准 A 型转 Micro-B 型）
- 1 x 电脑（Windows、Linux 或 macOS）
- 1 x 5 V RGB LED 灯带 WS2812（可选）
- 1 x 手机或音乐播放器
- 1 x 扬声器（可选）

## 硬件连接

- 通电前，请确保开发板完好无损。
- 插入 USB 数据线，通过 **USB 电源端口** 将开发板连接到 5 V 电源。开发板通电后，**系统电源 LED** 亮起，代表开发板已通电。如果 LED 不亮，请切换 **系统电源开关**。
- 将 **LED 灯带电源选择开关** 切换至 USB 电源侧。
- 插入 USB 数据线，通过 **USB-to-UART 端口** 将开发板连接到电脑。

## 默认固件测试

---

**备注：**若您使用《ESP32-C3 物联网工程开发实战》套餐二中的 ESP32-C3-Lyra 进行开发，请跳过此环节。

---

1. 按下开发板的 **Reset** 键。
2. 开发板自动开始 flash 测试。连接到 USB-to-UART 端口的 PC 上显示日志如下：

```
Step1 Flash Test Start
Step1 Flash Test OK
```

3. 开发板测试 **功能按键**。请按照日志提示按键，例如，当显示以下日志时，按下 **VOL+**：

```
Step2 Keys Test Start
Please press The Key: VOL+
```



- 4. 开发板测试 **系统 LED**。此时，LED 将在红色、蓝色和绿色之间不断切换。按下 VOL+/LM+ 键进入下一步。
- 5. 开发板测试 LEDC (PWM)。将 RGB LED 灯带连接到 **RGB LED 灯带端口**，您将看到 LED 呼吸灯效果。按下 VOL+/LM+ 键进入下一步。
- 6. 开发板测试 ADC。用手机或音乐播放器靠近 **麦克风**，播放 1 kHz 正弦音频信号。开发板检测到音频信号后，显示如下：

```
Step5 Adc Test Start
Please play 1khz audio
Step5 Adc Test OK
```

- 7. 开发板测试 PDM\_TX 功能。扬声器连接到 **扬声器输出端口**后，播放 flash 中的音乐。

软件支持

ESP32-C3-Lyra 的开发框架是 **ESP-ADF**。如需查看本开发板支持的 ESP-ADF 版本，请前往 [硬件](#)。

您也可以前往乐鑫开发的其他软件仓库，更加全面地探索 ESP32-C3-Lyra 的相关功能。

- **ESP-IDF**: 基于 FreeRTOS 的乐鑫 SoC 开发框架，具有众多组件，包括 LED 控制 (LEDC)、ADC、RMT、SPI 等。

开发板的应用示例存放在 [application example](#) 中。

开始开发应用

本节介绍硬件和软件的设置方法，以及烧录固件至开发板以开发应用程序的说明。

必备硬件

| 硬件                             | 数量 | 说明                                                                         |
|--------------------------------|----|----------------------------------------------------------------------------|
| ESP32-C3-Lyra                  | 1  | —                                                                          |
| USB 2.0 数据线（标准 A 型转 Micro-B 型） | 2  | 一个用于 USB 电源，另一个用于将固件烧录至开发板。请确保使用适当的 USB 数据线。部分数据线仅可用于充电，无法用于数据传输和编程。       |
| 电脑（Windows、Linux 或 macOS）      | 1  | —                                                                          |
| 扬声器                            | 1  | 建议使用 4 欧姆 3 瓦的扬声器，并配备 PH 2 mm 间距，1 x 2 P 的插孔端子。如果没有这种类型的插头，也可以使用杜邦母跳线进行开发。 |



## 可选硬件

| 硬件                       | 数量 | 说明                                                                                                                                                     |
|--------------------------|----|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| 12 V 直流适配器               | 1  | 适配器为 12 V LED 灯带提供电源, 最大工作电流为 2 A。                                                                                                                     |
| 5 V 或 12 V 可寻址 LED 灯带/灯环 | 1  | 建议使用 WS2812 或 WS2811 LED 灯带 (4 x 1 P, 2.54 mm 间距的排母连接器) /16 颗灯珠的 WS2812 LED 灯环 (3 x 1 P, 2.54 mm 间距的排母连接器)。此 LED 灯带/灯环应连接到 <b>可寻址 LED 灯带端口 (JP2)</b> 。 |
| 5 V 或 12 V RGB LED 灯带    | 1  | 应为带有 4 x 1 P, 2.54 mm 间距的排母连接器。此 LED 灯带应连接到 <b>RGB LED 灯带端口 (JP1)</b> 。                                                                                |

## 电源选项

有两种方式为开发板供电:

- **USB 供电端口 (5 V)**
- **12 V 直流供电端口**

## 硬件设置

准备开发板, 加载第一个示例应用程序:

1. 连接扬声器至 **扬声器输出端口**。
2. (可选) 根据 LED 灯带的类型, 将 LED 灯带连接到开发板的可寻址 LED 灯带端口或 RGB LED 灯带端口。
3. 根据负载的工作电压和电流, 将电源连接到开发板的 **USB 供电端口 (5 V)** 或 **12 V 直流供电端口**。
4. (可选) 根据 LED 灯带的工作电压和电流, 切换 **LED 灯带电源选择开关**, 为 LED 灯带供电。

---

**备注:** 如果开关未切换至正确的一侧, 灯带将无法正常工作。请勿使用 12 V 直流适配器为 5 V LED 灯带供电, 否则灯带将损坏。

---

5. 切换 **系统电源开关**至 **ON**。红色 **系统电源 LED** 亮起。
6. 插入 USB 数据线, 通过 **USB-to-UART 端口**将开发板连接到电脑。

此时, 硬件设置完成, 可以进行软件设置。

## 软件设置

硬件设置完成后, 请前往[Get Started](#), 准备开发工具。

有关开发应用程序的更多软件信息, 请访问[软件支持](#)。

硬件参考

本节提供有关开发板硬件的更多详细信息。

GPIO 分配列表

表 为 ESP32-C3-WROOM-02 模组管脚的 GPIO 分配列表，用于控制开发板的特定组件或功能。

供电说明

通过 USB 或 12 V/2 A 直流输入供电

开发板有两种供电方式：5 V USB 供电端口或 12 V/2 A 直流输入供电。

USB-PWR

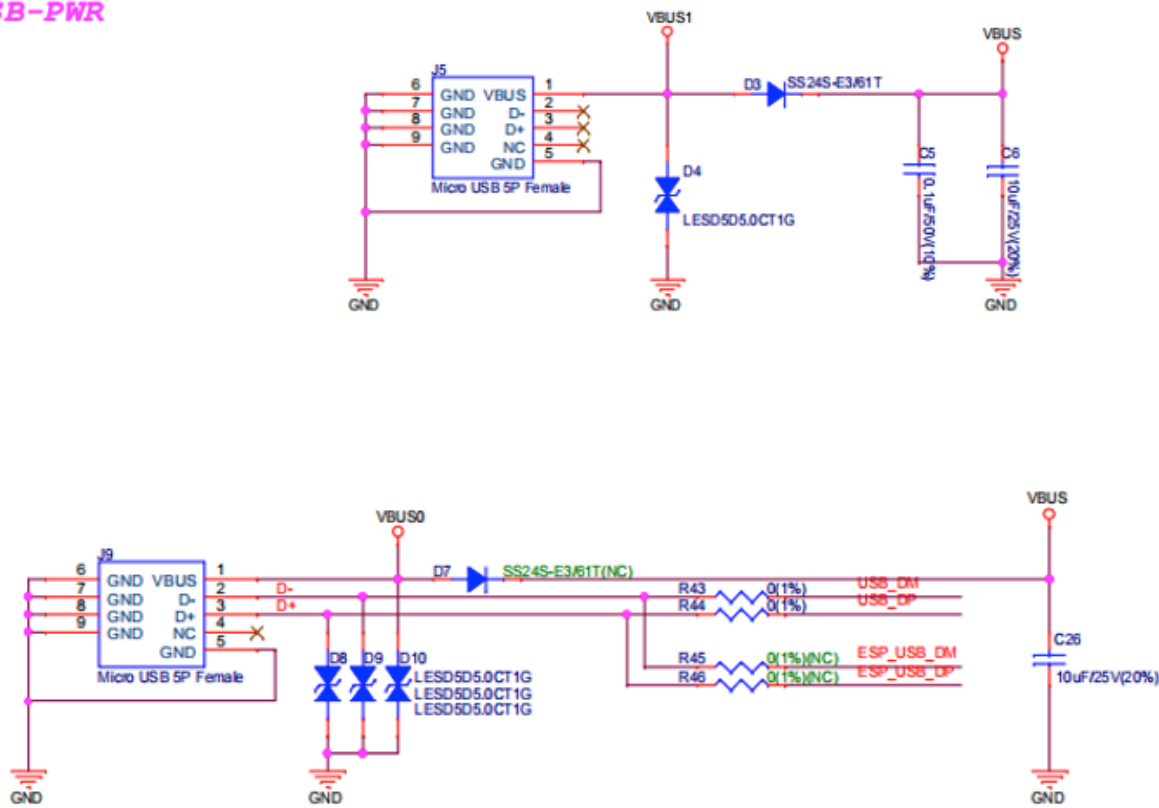


图 60: ESP32-C3-Lyra - 专用 USB 电源端口

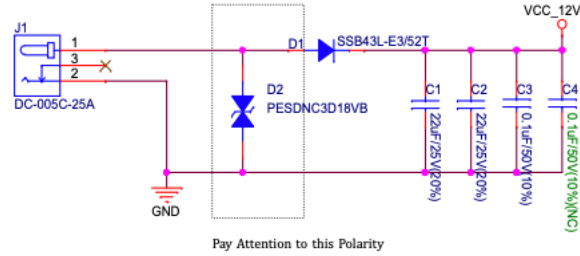


图 61: ESP32-C3-Lyra - 12 V 直流输入供电

## LED 灯带电源选择开关

根据灯带的工作电压和电流，选择合适的电源适配器和端口，切换 **LED 灯带电源选择开关**至相应侧，即可为灯带通电。

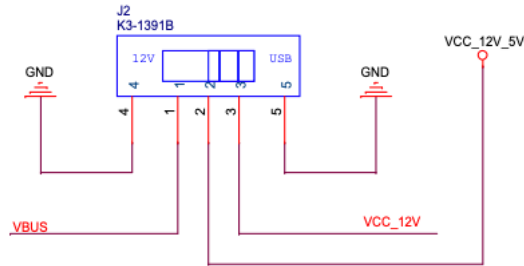


图 62: LED 灯带电源选择开关

## 12 V 至 5 V 降压电源

### 系统 3.3 V 电源

### 连接器

### RGB LED 灯带连接器 (JP1)

| No. | 信号         | ESP32-C3 管脚 |
|-----|------------|-------------|
| 1   | VCC_12V_5V | —           |
| 2   | LED_G      | GPIO6       |
| 3   | LED_R      | GPIO5       |
| 4   | LED_B      | GPIO4       |

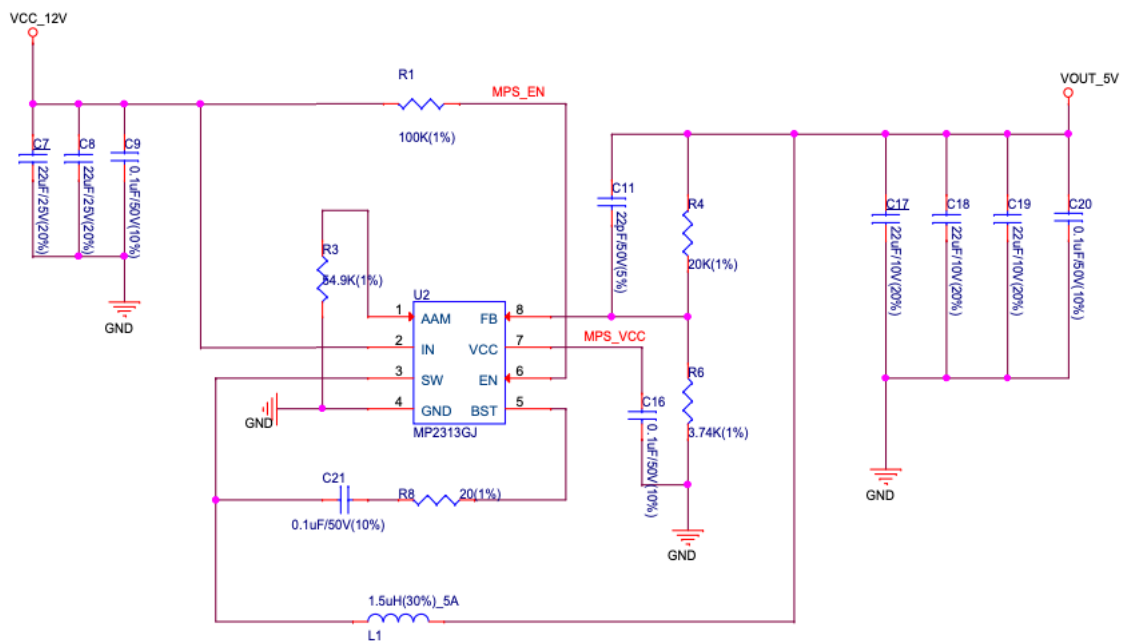


图 63: 12 V 至 5 V 降压电源

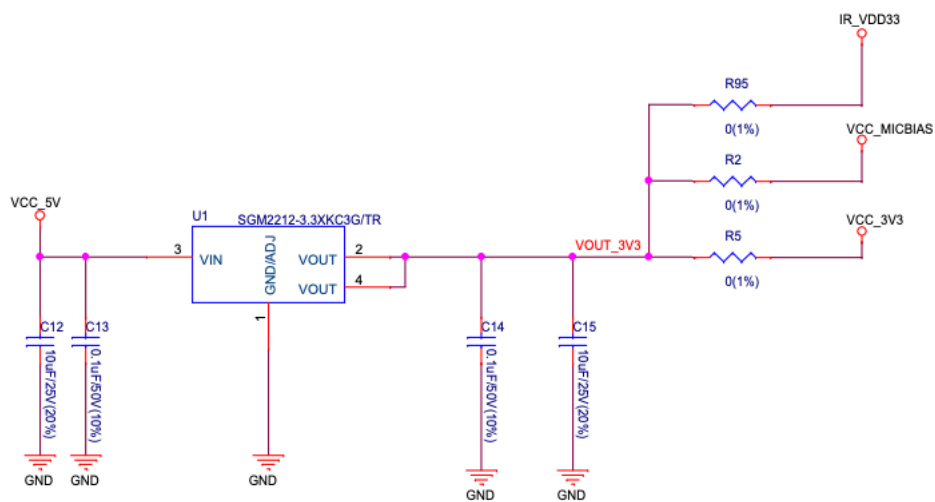


图 64: 系统 3.3 V 电源

### 可寻址 LED 灯带连接器 (JP2)

| No. | 信号         | ESP32-C3 管脚 |
|-----|------------|-------------|
| 1   | VCC_12V_5V | —           |
| 2   | DIN        | GPIO7       |
| 3   | DIN        | GPIO7       |
| 4   | GND        | —           |

### 扩展排针管脚分布

有多个可用于连接外部组件、检查特定信号总线的状态和调试 ESP32-C3 操作的管脚。请注意，部分管脚共享同个信号。详细信息请参阅 [GPIO 分配列表](#) 章节。

### UART 接口 (JP12)

| No. | 信号           | ESP32-C3 管脚 |
|-----|--------------|-------------|
| 1   | VCC_3V3      | —           |
| 2   | ESP_EN       | EN          |
| 3   | ESP_BOOT     | GPIO9       |
| 4   | ESP_UART_RXD | U0RXD       |
| 5   | ESP_UART_TXD | U0TXD       |
| 6   | GND          | —           |

### I2C 接口 (JP8)

| No. | 信号       | ESP32-C3 管脚 |
|-----|----------|-------------|
| 1   | VCC_3V3  | —           |
| 2   | I2C_CLK  | GPIO8       |
| 3   | I2C_DATA | GPIO9       |
| 4   | GND      | —           |

### 硬件版本

无历史版本。

### 订购信息

如购买样品，每个开发板将独立包装。

零售订单请前往官方网站 <https://www.espressif.com/zh-hans/contact-us/get-samples>，或是前往淘宝下单 <https://world.taobao.com/item/677273363812.htm?spm=a21wu.12321156-tw.recommend-tpp.4.19a61924ZMaqpf>。

批量订单请前往官方网站 <https://www.espressif.com/zh-hans/contact-us/sales-questions>。

## 相关文档

- 技术规格书
  - ESP32-C3 系列芯片技术规格书 (PDF)
  - ESP32-C3-WROOM-02 & ESP32-C3-WROOM-02U 规格书 (PDF)
- 原理图
  - ESP32-C3-Lyra 原理图 (PDF)
- PCB 布局图
  - ESP32-C3-Lyra PCB 布局图 (PDF)

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## 3.4 Audio Samples

Music files in this section are intended for testing of audio applications. The files are organized into different *Formats* and *Sample Rates*.

### 3.4.1 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  | 32,229    |
| 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  | 258       |
| 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  | 258       |
| 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

### 3.4.2 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<br>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/>



本节面向使用乐鑫多媒体 SDK 的开发者，提供关键资源与深入解析。内容涵盖基础库、音频、图像与视频的编解码器，以及音频与图像特效处理。同时也包括 ESP-GMF Core 框架、ESP-GMF 元素的使用方式与 ADF 组件，旨在为开发者提供实现方案与最佳实践指导。

## 4.1 睿识星图

睿识星图是一个面向嵌入式多媒体技术领域的全面知识中心，旨在为爱好者与专业开发者提供清晰的指引。该资源将关键主题有机组织起来——包括硬件与算法基础知识、软件架构、多媒体处理原理、多媒体算法优化策略以及故障排查方法——构建成一个互相关联的“星图”，揭示各个组成部分之间的协作方式。

正如夜空中的星座将分散的星点连接成图，洞察星图将零散的知识点串联起来，清晰呈现各概念之间的路径与联系。

### 4.1.1 ESP FOURCC 编码介绍

FOURCC (Four Character Code, 四字符编码) 是一种在多媒体领域被广泛使用的标识符，常用于快速识别音视频编码格式、封装格式、像素格式等。乐鑫科技定义了一套完整的 FOURCC 编码标准，称为 ESP FOURCC，该标准可在开源项目 ESP-GMF 中的 `esp_fourcc.h` 头文件中找到，涵盖了音视频编解码、图像、封装格式和各种像素格式。本文将深入介绍 ESP FOURCC 的背景意义、定义原则、实现方式和使用优势。

## FOURCC 的背景与意义

FOURCC 的历史可以追溯到 1980 年代 Macintosh 系统中的 OSType 机制，它使用四个字符来标识文件类型。到了 1990 年代，QuickTime 将其引入音视频领域，随后成为 MP4 容器、FFmpeg 等主流框架中的核心识别方式之一。

在资源受限的嵌入式系统中，内存和运算效率至关重要，因此采用紧凑的标识符显得尤为关键。若为每种数据格式定义独立的枚举值或常量，往往会引发以下问题：

1. **缺乏标准化**：若各模块独立定义格式标识符，相同的数据格式可能在不同模块中对应不同的枚举值，增加了接口适配难度。
2. **高转换开销**：在模块之间传递数据时，若标识符不一致，则需进行额外的转换操作，导致运行时开销增加。
3. **调试困难**：各模块使用不同标识方式时，在调试中难以直观判断实际数据格式，增加问题定位难度。

相比之下，FOURCC 机制通过统一的 32 位标识符解决了这些问题。它不仅能确保各模块间格式一致性，还可在编译期生成常量，便于快速比较与查找，大幅提升系统的性能与可维护性。

## FOURCC 的基本原理与实现

### 1. FOURCC 的核心机制

FOURCC 是一种基于 ASCII 字符的紧凑编码方案，其核心原理是将 **连续四个字符** 转换为一个 **32 位无符号整数** (`uint32_t`)。例如字符串 “H264” 对应的十六进制值为 `0x34363248`，各字符的 ASCII 值依次组合如下：

- ‘H’ → `0x48`
- ‘2’ → `0x32`
- ‘6’ → `0x36`
- ‘4’ → `0x34`

### 2. ESP FOURCC 的实现

在 ESP-GMF 中，FOURCC 的定义主要集中在 `esp_fourcc.h` 头文件中，主要包括以下内容：

#### • 宏定义

ESP-GMF 提供了 `ESP_FOURCC_TO_INT(a, b, c, d)` 宏，支持在编译期间生成 FOURCC 值。例如：

```
#define ESP_FOURCC_H264    ESP_FOURCC_TO_INT('H','2','6','4') // 0x34363248
```

#### • 辅助函数

该头文件中还定义了 `ESP_FOURCC_TO_STR(fourcc)` 宏，它会调用 `gmf_fourcc_to_str` 函数，将 `uint32_t` 类型的 FOURCC 转换为字符串，例如：

```
printf("Format: %s\n", ESP_FOURCC_TO_STR(0x34363248)); // "H264"
```

#### • FOURCC 类型定义

ESP FOURCC v1.0.0 定义了嵌入式多媒体常用的音视频编解码器、封装格式、像素格式等，具体内容详见 `esp_fourcc.h` 文件。

多媒体 FOURCC 编码格式

esp\_fourcc.h 文件定义了常用的视频编解码格式、音频编解码格式、封装格式及图像编码格式。以下为主要类型的汇总表：

表 1: ESP FOURCC 编码分类与字符表示表

| 分类    | FOURCC 示例       | 字符表示   | 编码标准 / 技术特征                  |
|-------|-----------------|--------|------------------------------|
| 视频编解码 | ESP_FOURCC_H264 | 'H264' | H.264/AVC (包含 start code)    |
|       | ESP_FOURCC_AVC1 | 'AVC1' | H.264 (无 start code, MP4 兼容) |
|       | ESP_FOURCC_H265 | 'H265' | HEVC/H.265 (高压压缩率)           |
| 封装格式  | ESP_FOURCC_MP4  | 'MP4 ' | MPEG-4 第 14 部分 (多轨封装)        |
|       | ESP_FOURCC_OGG  | 'OGG ' | Ogg 封装格式                     |
|       | ESP_FOURCC_FLV  | 'FLV ' | Flash 视频 (流式优化)              |
| 图像编码  | ESP_FOURCC_PNG  | 'PNG ' | 无损压缩, 支持透明通道                 |
|       | ESP_FOURCC_JPEG | 'JPEG' | 有损压缩, 压缩率高                   |
|       | ESP_FOURCC_WEBP | 'WEBP' | 混合有损/无损压缩, 适合体积优化            |
| 音频编解码 | ESP_FOURCC_MP3  | 'MP3 ' | MPEG Layer III, 兼容性好         |
|       | ESP_FOURCC_AAC  | 'AAC ' | 高效压缩的 AAC 编码                 |
|       | ESP_FOURCC_OPUS | 'OPUS' | 低延迟动态码率, 适用于实时通信             |

FOURCC 像素格式

esp\_fourcc.h 中还定义了 RGB、YUV、灰度及特殊格式的 FOURCC 像素格式，以及相应的数据存储方式。以下为常见格式汇总表：

表 2: ESP FOURCC 像素格式分类表

| 分类     | FOURCC 示例          | 字符表示      | 技术特征                            |
|--------|--------------------|-----------|---------------------------------|
| RGB 格式 | ESP_FOURCC_RGB16   | 'RGB6'    | RGB-5-6-5 小端存储, 16 位压缩 (低带宽)    |
|        | ESP_FOURCC_RGB24   | 'RGB3'    | RGB-8-8-8 打包, 24 位真彩色           |
| YUV 格式 | ESP_FOURCC_NV12    | 'NV12'    | YUV 4:2:0 半平面 (Y 分量 + UV 交错)    |
|        | ESP_FOURCC_YUYV    | 'YUYV'    | YUV 4:2:2 打包 (Y-U-Y-V 交错)       |
|        | ESP_FOURCC_YUV420P | 'YUV420P' | YUV 4:2:0 平面格式 (Y + U + V 三个平面) |
| 灰度图像   | ESP_FOURCC_GREY    | 'GREY'    | 8 位单通道灰度图像                      |
| 特殊格式   | ESP_FOURCC_RAW16   | 'RAW6'    | 16 位原始数据, 小端格式存储                |

实际应用案例

在 ESP-GMF 框架中，各模块（如视频解码器、音频处理器、图像滤镜等）均使用 FOURCC 编码进行能力声明与接口匹配。例如，视频解码模块会声明其输入/输出所支持的 FOURCC 格式，调度器根据这些编码格式匹配模块间的数据流，从而实现高效连接。

## 4.2 应用笔记

本节提供有关在实际场景中应用乐鑫多媒体技术的详细实用指南。内容涵盖最佳实践、实现策略以及故障排查技巧，帮助专业开发者将理论知识转化为高效的解决方案。

- Third party frameworks and libraries to develop audio applications with Espressif chips:
  - The [JOSH](#) operating system [supports the ESP32](#) and can be used in scenarios such as intelligent voice interaction, smart home appliances, and smart gateways.
- Third party audio development modules and boards that work with ESP-ADF:
  - [ESP32-A1S Audio Module](#) equipped CodeC audio decoding chip that supports music playback and recording, and 4MB PSRAM. The module application schematic is available in [datasheet](#).
- 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.
- To buy audio development boards, check list of distributors under [Get Samples](#) on Espressif web site.



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English-Chinese Glossary

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This document lists terms that are used in Espressif Audio Development Framework Guide and other audio related documentation. Each term is followed by its Chinese equivalents and some have definitions.

**AAC** Chinese equivalent: AAC

Abbreviation for Advanced Audio Coding, an industry-standard audio compression format.

**acoustic** Chinese equivalent: 声学

**acoustic calibrator** Chinese equivalent: 声校准器

Also known as sound level calibrator.

**acoustic echo cancellation** Chinese equivalent: 声学回声消除

Spelled-out form of AEC.

**AEC** Chinese equivalent: AEC

Abbreviation for acoustic echo cancellation.

**Advanced Audio Distribution Profile** Chinese equivalent: 高级音频分发框架

Spelled-out form of A2DP.

**A2DP** Chinese equivalent: A2DP.

Abbreviation for Advanced Audio Distribution Profile.

**A2DP sink** Chinese equivalent: A2DP sink

**A2DP source** Chinese equivalent: A2DP source

**AFE** Chinese equivalent: AFE

Abbreviation for audio front end. [Espressif audio front-end algorithm framework](#) is developed by Espressif AI Lab to provide high-quality and stable audio data to the host.

**AirKiss** Chinese equivalent: AirKiss

AirKiss is a quick-connection technique provided by Weixin device platform for Wi-Fi devices to configure network connection.

**AMR** Chinese equivalent: AMR

Abbreviation for Adaptive Multi-Rate, an audio compression format optimized for speech coding.

**AMR-NB** Chinese equivalent: AMR-NB

Abbreviation for Adaptive Multi-Rate Narrowband, a narrowband speech audio coding standard developed based on Adaptive Multi-Rate encoding.

**AMR-WB** Chinese equivalent: AMR-WB

Abbreviation for Adaptive Multi-Rate Wideband, a wideband speech audio coding standard developed based on Adaptive Multi-Rate encoding.

**analog-to-digital converter** Chinese equivalent: 模拟数字转换器

Spelled-out form of ADC.

**ADC** Chinese equivalent: ADC

Abbreviation for analog-to-digital converter.

**audio codec** Chinese equivalent: 音频编解码器

**audio forge** Chinese equivalent: 音频塑造

A combination of several audio backend processing techniques, including resample, downmix, automatic level control, equalizer and sonic. Users can enable or disable certain techniques as needed.

**audio gate** Chinese equivalent: 音频网关

Spelled-out form of AG.

**AG** Chinese equivalent: AG

Abbreviation for audio gate.

**audio front end** Chinese equivalent: 声学前端

Spelled-out form of AFE.

**audio passthru** Chinese equivalent: 音频透传

Also known as pipeline passthru. It is an audio technique that allows audio files to pass through a pipeline unaltered.

**audio pipeline** Chinese equivalent: 音频管道

Often used as “pipeline” . It is a chain of audio processing elements arranged in a particular order so that the output of each element is the input of the next.

**Audio Video Remote Control Profile** Chinese equivalent: 音视频远程控制规范

Spelled-out form of AVRCP.

**AVRCP** Chinese equivalent: AVRCP

Abbreviation for Audio Video Remote Control Profile.

**automatic gain control** Chinese equivalent: 自动增益控制

Spelled-out form of AGC.

**AGC** Chinese equivalent: AGC

Abbreviation for automatic gain control.

**automatic level control** Chinese equivalent: 自动电平控制

Spelled-out form of ALC.

**ALC** Chinese equivalent: ALC

Abbreviation for automatic level control.

**automatic speech recognition** Chinese equivalent: 自动语音识别

Spelled-out form of ASR.

**aux cable** Chinese equivalent: aux 音频线

Also known as auxiliary cable.

**ASR** Chinese equivalent: ASR

Abbreviation for automatic speech recognition.

**bandwidth** Chinese equivalent: 带宽

**Bass Frequency** Chinese equivalent: 低频

**BCLK** Chinese equivalent: BCLK

Abbreviation for base clock.

**BluFi** Chinese equivalent: BluFi

A Wi-Fi network configuration function via Bluetooth channel. See [ESP-IDF Programming Guide](#) for more information.

**cavity** Chinese equivalent: 腔体

**command word** Chinese equivalent: 命令词

**core dump** Chinese equivalent: 核心转储

**cutoff frequency** Chinese equivalent: 截止频率

**decoder** Chinese equivalent: 解码器

**digital media renderer** Chinese equivalent: 数字媒体渲染器

Spelled-out form of DMR.

**digital signal processor** Chinese equivalent: 数字信号处理器

Spelled-out form of DSP.

**DSP** Chinese equivalent: DSP

Abbreviation for digital signal processor or digital signal processing.

**digital-to-analog converter** Chinese equivalent: 数字模拟转换器

Spelled-out form of DAC.

**dispatcher** Chinese equivalent: 调度器

**distortion** Chinese equivalent: 失真

**DAC** Chinese equivalent: DAC

Abbreviation for digital-to-analog converter.

**Digital Living Network Alliance** Chinese equivalent: 数字生活网络联盟

Spelled-out form of DLNA.

**DLNA** Chinese equivalent: DLNA

Abbreviation for Digital Living Network Alliance.

**DMR** Chinese equivalent: DMR

Abbreviation for digital media renderer.

**downmix** Chinese equivalent: 向下混叠

An audio processing technique that mixes more audio streams to less output audio streams.

**DuerOS** Chinese equivalent: DuerOS

DuerOS is a conversational AI system developed by Baidu.

**echo** Chinese equivalent: 回声

A reflection of sound that arrives at the listener with a delay after the direct sound.

**echo reference signal** Chinese equivalent: 回声参考信号

**electret condenser microphone** Chinese equivalent: 驻极体麦克风

Spelled-out form of ECM.

**ECM** Chinese equivalent: ECM

Abbreviation for electret condenser microphone.

**element** Chinese equivalent: 元素

Also known as audio element. It is the basic building block for the application programmer developing with ADF. Every decoder, encoder, filter, input stream, or output stream is in fact an audio element.

**encoder** Chinese equivalent: 编码器

**equalizer** Chinese equivalent: 均衡器

**ESP VoIP** Chinese equivalent: ESP VoIP

ESP VoIP is a telephone client based on the standard SIP protocol, which can be used in some P2P or audio conference scenarios.

**fast Fourier transform** Chinese equivalent: 快速傅里叶变换

Spelled-out form of FFT.

**FFT** Chinese equivalent: FFT

Abbreviation for fast Fourier transform.

**FatFs** Chinese equivalent: FatFs

**FatFs stream** Chinese equivalent: FatFs 流

**FLAC** Chinese equivalent: FLAC

Abbreviation for Free Lossless Audio Codec, an audio coding format for lossless compression of digital audio.

**flexible pipeline** Chinese equivalent: 灵活管道

**FPS** Chinese equivalent: FPS

Abbreviation for frames per second.

**frames per second** Chinese equivalent: 每秒传输帧数

Spelled-out form of FPS.

**frequency response** Chinese equivalent: 频率响应

**full band** Chinese equivalent: 全频带

Spelled-out form of FB.

**FB** Chinese equivalent: FB

Abbreviation for full band.

**Hands-Free** Chinese equivalent: 免提

Spelled-out form of HF.

**HF** Chinese equivalent: HF

Abbreviation for Hands-Free.

**Hands-Free Audio Gateway** Chinese equivalent: 免提音频网关

Spelled-out form of HFP-AG.

**Hands-Free Profile** Chinese equivalent: 免提规范

**Hands-Free Unit** Chinese equivalent: 免提组件

**HFP** Chinese equivalent: HFP

Abbreviation for Hands-Free Profile.

**hardware abstraction layer** Chinese equivalent: 硬件抽象层

Spelled-out form of HAL.

**HAL** Chinese equivalent: HAL

Abbreviation for hardware abstraction layer.

**headset** Chinese equivalent: 耳机

**HFP-AG** Chinese equivalent: HFP-AG

Abbreviation for Hands-Free Audio Gateway.

**Hi-Fi speaker** Chinese equivalent: 高保真音箱

Also known as high-fidelity speaker.

**High Frequency** Chinese equivalent: 高频

**high-fidelity microphone** Chinese equivalent: 高保真麦克风

**HLS** Chinese equivalent: HLS

Abbreviation for HTTP Live Streaming.

**HTTP stream** Chinese equivalent: HTTP 流

**HTTP Live Streaming** Chinese equivalent: HTTP 直播流

Spelled-out form of HLS.

**I2S stream** Chinese equivalent: I2S 流

**insertion loss** Chinese equivalent: 插入损失

**Internet radio** Chinese equivalent: 网络电台

**Internet of Things** Chinese equivalent: 物联网

**IoT** Chinese equivalent: IoT

Abbreviation for Internet of Things.

**JPEG** Chinese equivalent: JPEG

A commonly used method of lossy compression for digital images. Same as JPG.

**JPG** Chinese equivalent: JPG

A commonly used method of lossy compression for digital images. Same as JPEG.

**Light and Versatile Graphics Library** Chinese equivalent: 轻量级多功能图形库

Spelled-out form of LVGL

**low-pass filter** Chinese equivalent: 低通滤波器

**LVGL** Chinese equivalent: LVGL

Abbreviation for Light and Versatile Graphics Library.

**M3U8** Chinese equivalent: M3U8

The Unicode version of M3U is M3U8, which uses UTF-8-encoded characters.

**M4A** Chinese equivalent: M4A

An audio encoding format for lossless compression of digital audio.

**mass production** Chinese equivalent: 量产

**maximum output power** Chinese equivalent: 最大输出功率

**MCLK** Chinese equivalent: MCLK

Abbreviation for master clock.

**mel-frequency cepstral coefficients** Chinese equivalent: 梅尔频率倒谱系数

Spelled-out form of MFCC.

**MFCC** Chinese equivalent: MFCC

Abbreviation for mel-frequency cepstral coefficients.

**microphone** Chinese equivalent: 麦克风

**mic** Chinese equivalent: 麦克风

Informal form for microphone.

**micro-electro-mechanical systems microphone** Chinese equivalent: 微型机型系统麦克风

Spelled-out form of MEMS mic.

**MEMS mic** Chinese equivalent: MEMS 麦克风

Abbreviation for micro-electro-mechanical systems microphone.

**microphone gain** Chinese equivalent: 麦克风增益

**microphone hole** Chinese equivalent: 麦克孔

**microSD card** Chinese equivalent: microSD 卡

**MP3** Chinese equivalent: MP3

**MP4** Chinese equivalent: MP4

**MultiNet** Chinese equivalent: MultiNet

**MultiNet** is a lightweight model specially designed based on **CRNN** and **CTC** for the implementation of multi-command recognition.

**multi-room** Chinese equivalent: 多房间



**Multi-Room Music** Chinese equivalent: Multi-Room Music

ESP Multi-Room Music is a Wi-Fi-based communication protocol to share music across multiple interconnected speakers. Under this protocol, those connected speakers form a Group. They can play music synchronously and are controlled together, which can easily achieve a theater-grade stereo surround sound system.

**narrowband** Chinese equivalent: 窄带

Spelled-out form of NB.

**NB** Chinese equivalent: NB

Abbreviation for narrowband.

**NimBLE** Chinese equivalent: NimBLE

An open-source Bluetooth Low Energy or Bluetooth Smart stack.

**noise criteria curve** Chinese equivalent: 噪声标准曲线

Also known as NC curve.

**noise rating curve** Chinese equivalent: 噪声评价曲线

Also known as NR curve.

**noise floor** Chinese equivalent: 本底噪声

**noise suppression** Chinese equivalent: 噪声抑制

Spelled-out form of NS.

**NS** Chinese equivalent: NS

Abbreviation for noise suppression.

**non-volatile storage** Chinese equivalent: 非易失性存储

Spelled-out form of NVS.

**NVS** Chinese equivalent: NVS

Abbreviation for non-volatile storage.

**OGG** Chinese equivalent: OGG

An audio compression format.

**OPUS** Chinese equivalent: OPUS

A lossy audio coding format.

**PCM** Chinese equivalent: PCM

Abbreviation for pulse-code modulation.

**pixel** Chinese equivalent: 像素

**playback** Chinese equivalent: 回放

It is a noun. The verb is “play back” .

**programmable gain amplifier** Chinese equivalent: 可编程增益放大器

Spelled-out form of PGA.

**PGA** Chinese equivalent: PGA

Abbreviation for programmable gain amplifier.

**protractor** Chinese equivalent: 量角尺

**pulse-code modulation** Chinese equivalent: 脉冲编码调制

Spelled-out form of PCM.

**raw stream** Chinese equivalent: 原始流

**resample** Chinese equivalent: 重采样

**resample filter** Chinese equivalent: 重采样过滤器

**resonant frequency** Chinese equivalent: 谐振频率

**reverberation** Chinese equivalent: 混响

**RGB** Chinese equivalent: RGB

The RGB color model is an additive color model in which the red, green, and blue primary colors of light are added together in various ways to reproduce a broad array of colors.

**ring buffer** Chinese equivalent: 环形缓冲区

**SBC** Chinese equivalent: SBC

Abbreviation for subband codec.

**SD card** Chinese equivalent: SD 卡

**Session Initiation Protocol** Chinese equivalent: 会话发起协议

Spelled-out form of SIP.

**signal-to-echo ratio** Chinese equivalent: 信回比

**signal-to-noise ratio** Chinese equivalent: 信噪比

Spelled-out form of SNR.

**SIP** Chinese equivalent: SIP

Abbreviation for Session Initiation Protocol.

**SNR** Chinese equivalent: SNR

Abbreviation for signal-to-noise ratio.

**SmartConfig** Chinese equivalent: SmartConfig

The SmartConfig™ is a provisioning technology developed by TI to connect a new Wi-Fi device to a Wi-Fi network. It uses a mobile app to broadcast the network credentials from a smartphone, or a tablet, to an unprovisioned Wi-Fi device.

**sonic** Chinese equivalent: 变声

An audio processing technique that modifies sound frequency and speed.

**sound card** Chinese equivalent: 声卡

Also known as audio card.

**sound level meter** Chinese equivalent: 分贝仪

Also known as sound pressure level meter.

**sound pickup hole** Chinese equivalent: 拾音孔

**sound pickup tube** Chinese equivalent: 拾音管道

**sound transmission loss** Chinese equivalent: 传声损失

Spelled-out form of STL.

**speech** Chinese equivalent: 语音

**speech recognition** Chinese equivalent: 语音识别

Spelled-out form of SR.

**SR** Chinese equivalent: SR

Abbreviation for speech recognition.

**SPI Flash File System** Chinese equivalent: SPI 闪存文件系统

Spelled-out form of SPIFFS.

**SPIFFS** Chinese equivalent: SPIFFS

Abbreviation for SPI Flash File System.

**SPIFFS stream** Chinese equivalent: SPIFFS 流

**subband codec** Chinese equivalent: 次频带编码

Spelled-out form of SBC.

**STL** Chinese equivalent: STL

Abbreviation for sound transmission loss.

**super wide band** Chinese equivalent: 超宽频带

Spelled-out form of SWB.

**SWB** Chinese equivalent: SWB

Abbreviation for super wide band.

**tape measure** Chinese equivalent: 卷尺

**text-to-speech** Chinese equivalent: 语音合成

Spelled-out form of TTS.

**TTS** Chinese equivalent: TTS

Abbreviation for text-to-speech.

**tolerance** Chinese equivalent: 公差

**tone** Chinese equivalent: 提示音

**total harmonic distortion** Chinese equivalent: 总谐波失真

Spelled-out form of THD.

**THD** Chinese equivalent: THD

Abbreviation for total harmonic distortion.

**voice activity detection** Chinese equivalent: 语音活动检测

Spelled-out form of VAD.

**VAD** Chinese equivalent: VAD

Abbreviation for voice activity detection.

**VoIP** Chinese equivalent: VoIP

Abbreviation for Voice over Internet Protocol.

**wake word** Chinese equivalent: 唤醒词

**wake word engine** Chinese equivalent: 唤醒词引擎

Spelled-out form of WWE.

**WakeNet** Chinese equivalent: WakeNet

**WakeNet** is a wake word engine built upon neural network for low-power embedded MCUs.

**wake-up** Chinese equivalent: 唤醒

It is a noun.

**wideband** Chinese equivalent: 宽带

Spelled-out form of WB.

**WB** Chinese equivalent: WB

Abbreviation for wideband.

**WWE** Chinese equivalent: WWE

Abbreviation for wake word engine.

**YUV** Chinese equivalent: YUV

A color model typically used as part of a color image pipeline.

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](#).

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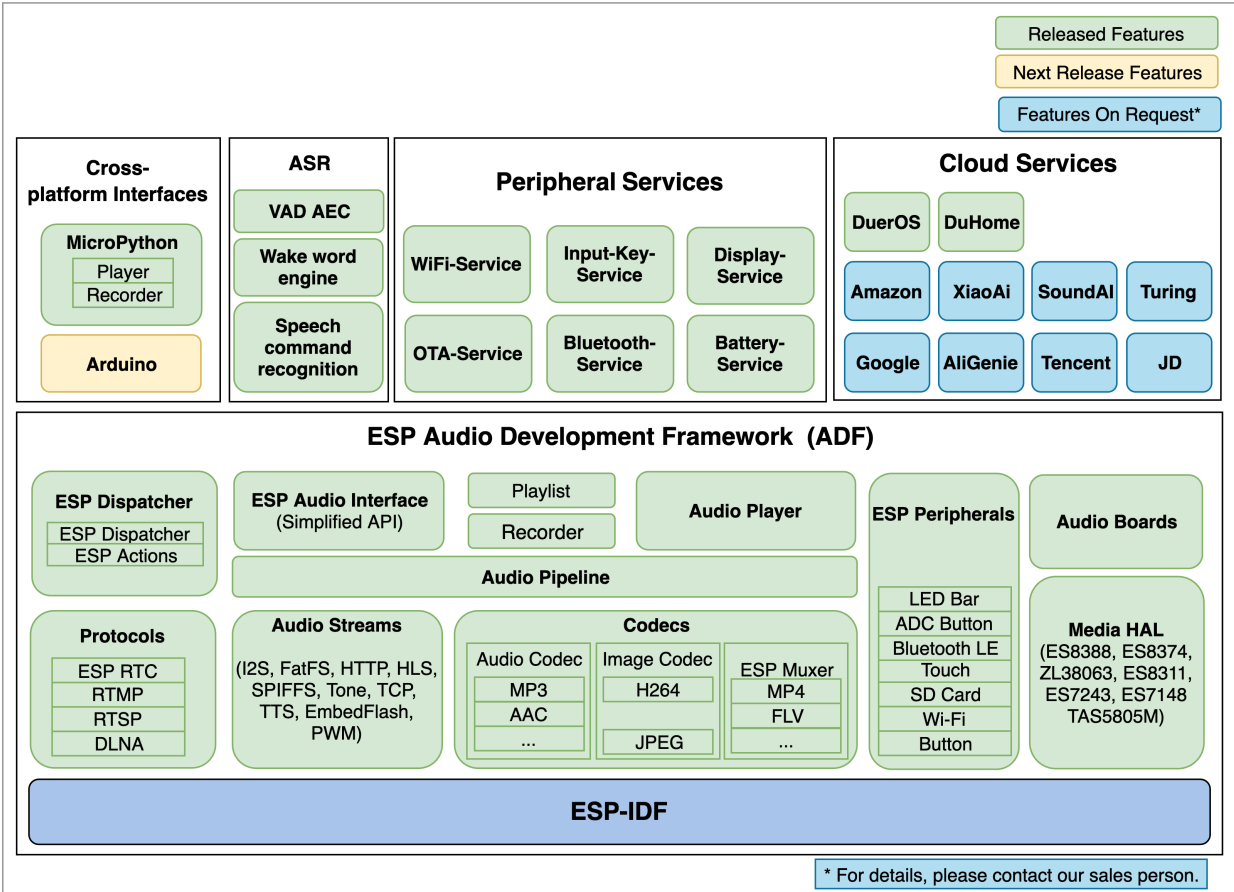


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