

Speaker

Speaker Frequency Setting:

Since the hearing range of the average person is in the 20~20KHz, so when you set the frequency is too low, or too high, it is not heard!

Speaker For M5Core

Example

Setup

```
Speaker.volume 90
play tone Low A for 1 beat
Speaker.beep freq: 1800 duration: 200 ms
```

```
from m5stack import *
from m5ui import *
from uiflow import *
setScreenColor(0x222222)

speaker.setVolume(90)
speaker.sing(220, 1)
speaker.tone(1800, 200)
```

API

```
Speaker.beep freq: 1800 duration: 200 ms
```

```
speaker.tone(1800, 200)
```

- Setting the playback sound frequency and duration

```
Speaker.volume 1
```

```
speaker.setVolume(1)
```

- Setting the Playback Volume
 - Volume range: 0-100

```
play tone Low A for 1 beat
```

```
speaker.sing(220, 1)
```

- Play the specified tone and beat

Speaker For M5Core2

Example

- Control playtone

Setup

Play tone **High C#** for **1** beat volume **6**

Play tone frequency **554** beat **1** volume **6**

```
from m5stack import *
from m5stack_ui import *
from uiflow import *

screen = M5Screen()
screen.clean_screen()
screen.set_screen_bg_color(0xFFFFFF)

speaker.playTone(554, 1, volume=6)
speaker.playTone(554, 1, volume=6)
```

- Control playback of local wav files

Setup

Play local WAV file **ding.wav** volume **6**

Wait **1** s

Play local WAV file **res/ding.wav** samplerate **44100** data format **16Bit** channel **left and right** volume **6**

```
from m5stack import *
from m5stack_ui import *
from uiflow import *
import time

screen = M5Screen()
screen.clean_screen()
screen.set_screen_bg_color(0xFFFFFF)

speaker.playWAV("res/ding.wav", volume=6)
wait(1)
speaker.playWAV('res/ding.wav', rate=44100, data_format=speaker.F16B, channel=speaker.CHN_LR, volume=6)
```

API

Play tone frequency 220 beat 1 volume 0

Play tone Low A for 1 beat volume 0

```
speaker.playTone(554, 1, volume=6)
```

- Play the specified tone (frequency) and set the playback volume.
 - Volume range: 0-6

Play LOCAL FOLDER WAV file volume 0

```
speaker.playWAV("res/ding.wav", volume=6)
```

- Play wav files in the local file system, and set the playback volume.

Play local WAV file samplerate 44100 data format 16Bit channel left and right volume 0

```
speaker.playWAV('res/ding.wav', rate=44100, data_format=speaker.F16B, channel=speaker.CHN_LR, volume=6)
```

- Play the wav file in the local file system `res/filename.wav` or SD card `/sd/filename.wav`, and specify the sample rate and audio data format and channel at the same time.

Play local WAV file Null volume 0

```
speaker.playWAV("res/ding.wav", volume=0)
```

- Provide an interface to upload wav files to the device in online programming mode, click the + sign to upload operation.

Play cloud WAV file (URL) volume 0

```
speaker.playCloudWAV('https://xxxxx.wav', volume=6)
```

- Fill in the URL to play the wav file in the cloud

Note:

Only WAV type files are supported with a maximum size of 500KB, to prevent the file from being too large, it is recommended to use 16000 sampling frequency, 16 Bit WAV files.