



SparkFun Papa Soundie Audio Player

DEV-14554

DESCRIPTION

FEATURES

DOCUMENTS

- VIN 3.3V-6V, regulated to 3.3V
- All IO 3.3V logic (not 5V tolerant)
- Plays audio stored on micro-SD card
- 4MB flash for boot firmware
- Uses high-performance license-free OGG Vorbis decoder for compressed audio
- Also plays .WAV type files
- Customizable
- Line-Out stereo analog output with SNR>90dB
- Supports variable bit-rate and sample rates
- Built-in Arduino
- I²C & SPI
- 2 Analog Inputs
- 7 Digital IO pins (3 PWM)

Tags

3.5MM ARDUINO AUDIO BINARY DEVELOPMENT MICROSD MUSIC
PAPA SOUNDIE SOUND SOUNDIE VS1000D

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SparkFun Papa Soundie Audio Player Product Help and Resources

TUTORIALS

VIDEOS

SKILLS NEEDED



Papa Soundie Audio Player Hookup Guide

APRIL 26, 2018

Add sound effects to your project, prop or costume with Papa Soundie Audio Player.

COMMENTS **6**

REVIEWS **0**

Comments

Looking for answers to technical questions?

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[FDeLaPena](#) / about 2 years ago / ★ 1

Can this board continuously play a looping background file and then additional triggered files on top of the looping background file?



[Member #137254](#) / about 2 years ago / ★ 1

Why would it work with Speakers but not Headphones? Did they mean the other way around?



[LightningHawk](#) / about 2 years ago * / ★ 2

This isn't a headphones application. You can plug headphones in, get a tiny amount of sound but the product needs to be used with powered speakers.



[Member #514055](#) / about 2 years ago / ★ 1

What sample rates and bit depths will this handle (WAV)?



[LightningHawk](#) / about 2 years ago / ★ 1

The VS1000 developer library contains a simple WAV decoder, which is included in the firmware on the Papa Soundie. Currently the WAV decoder supports 8-bit ulaw, 8-bit linear PCM, and 16-bit linear PCM formats.



[LightningHawk](#) / about 2 years ago / ★ 1

This is all the info we have on WAV from VLSI. For ogg type files, it supports 1 or 2 channels, a window size of 64-4096 samples, and a sample rate of up to 48kHz.



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