

UART Communication Command						
	Command	Command Code	Return	Remark	Library default	DYPlayer Library
Q	Check the play state	AA 01 00 AB	AA 01 01,	play state, SM		checkPlayState()
C	Play	AA 02 00 AC	None			play()
C	Pause	AA 03 00 AD	None		pause()	
C	Stop	AA 04 00 AE	None		stop()	
C	Previous	AA 05 00 AF	None		previous()	
C	Next	AA 06 00 B0	None		next()	
S	Play specified music	AA 07 02 S.N.H S.N.LSM	None		S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF	AA 07 02 00 00
S	Specified device and path play	AA 08 Length Drive Path SM	None	Length: 0x00-0xFF Drive: 0x00-0xFF Path: 0x00-0xFF		playSpecifiedDevicePath(device_t device, char *path)
Q	Check Device Online	AA 09 00 B3	AA 09 01,	drive, SM		getDevice()
Q	Check Current Playing Device	AA 0A 00 B4	AA 0A 01,	drive, SM		
S	Switch to selected device	AA 0B 01 Drive SM	None	Drive: 0x00-0xFF	AA 0B 01 00	setDevice(device_t device)
Q	Check Number Of all Music	AA 0C 00 B6	AA 0C 02	S.N.H S.N.L SM		soundCount()
Q	Check Current Music	AA 0D 00 B7	AA 0D 02	S.N.H S.N.L SM		getPlayingSound()
C	Previous folder directory	AA 0E 00 B8	None			previousDir (playDirSound_t song) song == LAST_SOUND
C	Previous folder directory	AA 0F 00 B9	None			previousDir (playDirSound_t song) song != LAST_SOUND
C	Stop playing [End interlude]	AA 10 00 BA	None			stopInterlude()
Q	Check the first music in folder	AA 11 00 BB	AA 11 02	S.N.H S.N.L SM		firstInDir()
Q	Check Number of music in folder	AA 12 00 BC	AA 12 02	S.N.H S.N.L SM		soundCountDir()
S	Set Volume	AA 13 01 VOL SM	None	VOL: 0x00-0xFF	AA 13 01 00	setVolume(uint8_t volume)
C	Volume +	AA 14 00 BE	None			volumeIncrease()
C	Volume -	AA 15 00 BF	None			volumeDecrease()
S	Select specified file to interlude	AA 16 03 Drive S.N.H S.N.L SM	None	Drive: 0x00-0xFF S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF	AA 0B 03 00 00 00	interludeSpecified(device_t device, uint16_t number)
S	Select specified path to interlude	AA 17 03 Length Drive Path SM	None	Length: 0x00-0xFF Drive: 0x00-0xFF Path: 0x00-0xFF		interludeSpecifiedDevicePath(device_t device, char *path)
S	Set Loop [Cycle mode setting]	AA 18 01 Loop-mode SM	None	Loop-mode: 0x00-0x07	AA 18 01 00	setCycleMode(play_mode_t mode)
S	Set Cycle times	AA 19 02 H L SM	None	H:0x00-0xFF L:0x00-0xFF	AA 19 01 00	setCycleTimes(uint16_t cycles)
S	Set EQ	AA 1A 01 EQ SM	None	EQ:0x00-0x04	AA 1A 01 00	setEq(eq_t eq)
S	Combination play setting	AA 1B Length H-L H-L SM	None			
S	End Combination play	AA 1C 00 C6	None			
S	Select but no play	AA 1F 02 S.N.H S.N.L SM	None	S.N.H: 0x00-0xFF S.N.L: 0x00-0xFF	AA 1F 2 00 00	select(uint16_t number)