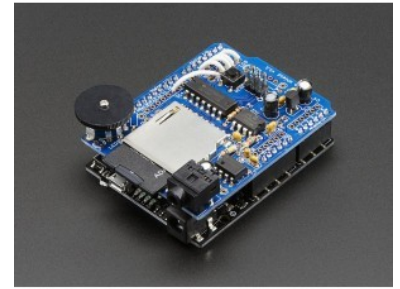




PRODUCT NAME : Adafruit Wave Shield
for Arduino Kit - v1.1

PRICE : Rs 2,550.00

SKU : RM3244



DESCRIPTION

Adding quality audio to an electronic project is surprisingly difficult. Here is a shield for Arduinos that solves this problem. It can play up to 22KHz 12bit uncompressed audio files of any length. It's low cost, available as an easy-to-make kit. It has an onboard DAC, filter and op-amp for high quality output. Audio files are read off of an SD/MMC card, which are available at nearly any store. Volume can be controlled with the onboard thumbwheel potentiometer.

This shield is a kit, and comes with all parts you need to build it.

Arduino, SD card, tools, speaker and headphones are not included. It is fairly easy to construct and anyone with a successful soldering project under their belt should be able to build it.

The shield comes with an Arduino library for easy use; simply drag uncompressed wave files onto the SD card and plug it in. Then use the library to play audio when buttons are pressed, or when a sensor goes off, or when serial data is received, etc. Audio is played *asynchronously* as an interrupt, so the Arduino can perform tasks while the audio is playing.

- Can play any uncompressed 22KHz 16bit (on a 12bit DAC), mono Wave (.wav) files of any size. While it isn't CD quality, it is certainly good enough to play music, have spoken word, or audio effects. [Check out the demo video/audio at the webpage](#)
- Output is mono, into L and R channels, standard 3.5mm headphone jack and a connection for a speaker that is switched on when the headphones are unplugged
- Files are read off of a FAT16/FAT32-formatted SD/MMC card
- Included library and examples makes playing audio easy
- Please note that the library *is* rather bulky, requiring 10K of flash and more than 1/2 K of RAM for buffering audio. It works fine using any ATmega328-based Arduino (Duemilanove, Uno or compatible).
- **This shield is not Mega or Leonardo compatible!**