



1-800-972-2225 | www.elexp.com | electron@elexp.com

SPECIFICATIONS

- Dimensions(assembled): 69mm x 65mm x 13mm (2.7in x 2.5in x 0.5in)
- 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, 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 an yATmega328-based Arduino (Duemilanove, Uno or compatible).
- **This shield is not Mega or Leonardo compatible!**