# Voice Recording Module

# WTR-S4



Manual

**Data Sheet** 

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#### 1. FEATURES

- •Apply 8 bit DSP core recording chip WTR010, 16 bit ADC input, 16 bit DAC output.
- •Support external SPI-FLASH (4M/Bit to 16M/Bit)
- •One key one voice mode (record & play by this same key) and three line serial mode.
- •Support Line and MIC record.
- •Self-set Sampling rate from 6KHz, 8KHz, 12KHz 16KHz.
- Input voltage from DC2.7V to 3.5V
- •Below 150uA consumption in saving power mode.
- Can use in phone recording, industrial control, consumable products, toys and so on.

C D S	4M	8M	16M	32M	64M
6K	170	341	682	1365	2730
8K	128	256	512	1024	2048
12K	85	170	341	682	1365
16K	64	128	256	512	1024

C: CAPACITY D: DURATION TIME (seconds) S: SAMPLING RATE

#### 4. APPLICATION DIAGRAM

# MCU WTR-S4 LINE IN MIC IN AUDIO OUTPUT

#### 2. FUNCTION DESCRIPTIONS

Realize the recording function by our WTR chip and external SPI FLASH. With good quality sound, long recording duration and low cost. Currently, the longest recording duration is 2730 seconds for this module.

WTR-S4 module with key mode, One key one voice mode (record & play by this same key), and three line serial mode. The mode can not be change after fixed at first time programming. But the recording can be erased. You should tell us which mode you need.

#### 3. RELATIONSHIP OF FLASH ME-

#### MORY & DURATION

#### 5. PACKAGE SKETCH MAP

P05	2 3 4 5 6 7 8 9 10 11 12 13
-----	--

28PIN MODULE

# 6. PIN DESCRIPTIONS

PINS	SYMBOL	BRIEF	FUNCTIONS	
1	DOE	VEV (	Short press to erase the current group of voice, long	
1	P05	P05 KEY 6 press to erase all groups of voice		
2	P06	Sampling rate setting	Combined P06 and P07 to set the sampling rate	
3	P07	Sampling rate setting	Combined P06 and P07 to set the sampling rate	
4	P15	Low voltage detecting		
			In one key one voice mode (record & play by this	
5	P16	Mode choosing	same key), low level for recording, high level for	
			playing.	
6	P17	Charge		
7	RESET	Reset	Low level to reset	
8	AUDIO-L	Audio output	When external amplifier, audio +	
9	SP-	Audio output	When direct drive speaker, audio -	
10	SP+	Audio output	When direct drive speaker, audio +	
11	DI	I/O	Memory data in	
12	DO	I/O	Memory data out	
13	CLK	I/O	Memory clock	
14	GND	GND	Power GND	
15	CS	I/O	Memory CS	
16	P03	Key 4/serial port data	"Previous"/serial port data in	
17	P02	Key3/ serial port CLK	"Next" /serial CLK input	
18	P01	Key 2 / serial port CS	'Play/stop "/ serial port CS input	
19	P00	Key 1	Record	
20	VCC	Power +	Power input, positive, DC DC2.7V~3.5V	
21	BUSY	Busy output	Discontinuous low level output in recording,	
21	D031	busy output	durative low level output in playing.	
22	VCC	Power +	Power input, positive, DC DC2.7V $\sim$ 3.5V	
23	P04	Key 5	Four level volume adjustment	
24	MIC	MIC record	MIC record positive input	
25	GND	GND	MIC, Line record negative input	
26	LINE	Line record	Line record positive input	
27	NC	NC	NC	
28	NC	NC	NC	

#### 7. SAMPLING RATE SETTINGS

Set sampling rate by P06 and P07, refer to following sheet.

P06	P07	SAMPLING RATE
LOW	LOW	6KHz
HIGH	LOW	8KHz
LOW	HIGH	12KHz
HIGH	HIGH	16KHz

#### 8. PARAMETERS

Test conditions: DC 3.3V, 25  $^{\circ}\text{C}$  , 0.5W/8 $\Omega$  speaker.

ITEM		MIN.	MAX.	TYPE	UNIT	CONDITION
OPERATING	RANGE	2.7	3.5	3.3	V	25℃
VOLTAGE						
I/O	HIGH	2.7	3.5	3.3	V	25℃
LEVEL	LOW	0	0.5	0.1	V	25℃
RECORD	CURRENT			10	mA	VCC=DC3.3V
CONSUMPTION						
PLAY CONSUMPTION	CURRENT	20	200	120	mA	VCC=DC3.3V
STANDBY	CURRENT			120	uA	VCC=DC3.3V
CONSUMPTION						

#### 9. MODES

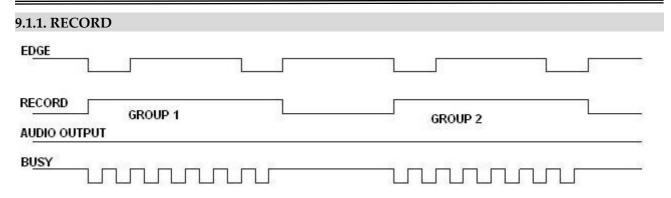
WTR-S4 with key mode, one key one voice mode (record & play by this same key) , three line serial mode.

#### 9.1. KEY MODE

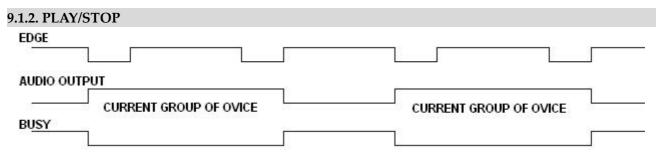
In this mode, I/O functions

I/O	P00	P01	P02	P03	P04	P05
FUNCTION	RECORD	PLAY/STOP	NEXT	PREVIOUS	VOLUME	DELETE

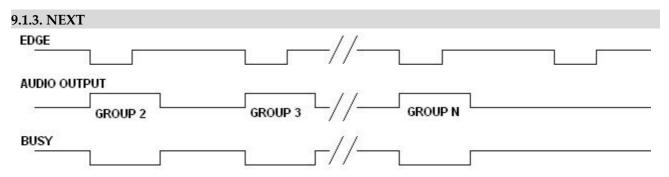
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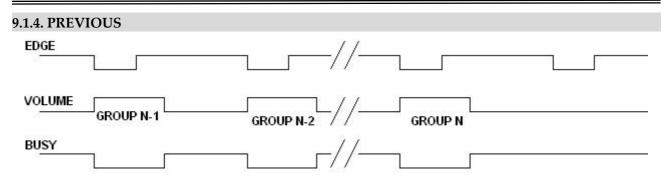
Remark: First negative edge start to record first group of voice. Second negative edge stop recording. Third negative edge starts to record second group of voice. Fourth negative edge stop recording. Record voice with this way. Total 256 groups of voice. During recording, BUSY sending out discontinuous low level signal.



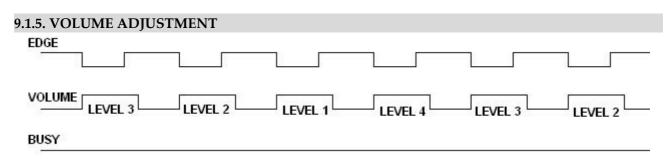
Remark: First negative edge start to play current group of voice, second negative edge stop playing, third negative edge replay, fourth negative edge to stop. Play in this way, During the playing, BUSY send out durative low level signal.



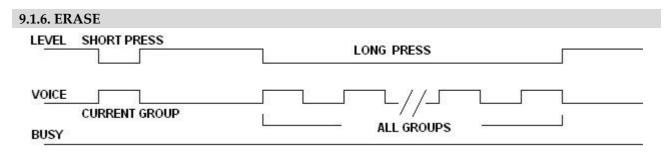
Remark: First negative edge trigger to play second group of voice, second negative edge trigger to play third group of voice. Play to last group in this way, then next trigger is invalid.



Remark: First negative edge trigger to play "N-1" group of voice, second negative edge trigger to play "N-2" group of voice, play to the first group of voice in this way, then next trigger is invalid.



Remark: The default volume is maximum(level 4) when power on , first negative edge turn it to level 3, second negative edge turn to level 2, third negative edge turn to level 1(mute), fourth negative edge turn to level 4 again, loop in this way . During the volume adjustment, BUSY output keep high level. Volume can be adjusted in playing or stop status.



Remark: Low level trigger. Short press to erase the current voice in FLASH, long press to erase all groups of voice. BUSY output always high level during erasing.

#### 9.2. ONE KEY ONE VOICE MODE (RECORD & PLAY BY THIS SAME KEY)

One key one voice mode (record &play by this same key), Choose record or play status by P16, P16 high level (play), P16 low level (record).

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When into record status, before recording start, BUSY must be Low level for 3 seconds, and make I/O  $P00 \sim P05$  correspond current address. And record start. P16 high level can make record stop.

P16 STATUS P14	P16 HIGH LEVEL(durative)	P16 LOW LEVEL(durative)	
P14 HIGH LEVEL	PLAY	RECORDING	
P14 LOW LEVEL	PLAY	START RECORD	
(3 seconds)			

Record or play Addresses are decide by I/Os P00, P01, P02, P03, P04, P05, pull low I/O and choose relative address for record or play.

I/O	P00	P01	P02	P03	P04	P05
KEY	K1	K2	КЗ	K4	K5	K6
FUNCT	RECORD/	RECORD/	RECORD/	RECORD/	RECORD/	RECORD/
ION	PLAY	PLAY	PLAY	PLAY	PLAY	PLAY
	ADDRESS	ADDRESS	ADDRESS	ADDRESS	ADDRESS	ADDRESS
VOICE	GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5	GROUP 6

#### 9.3. THREE LINE SERIAL MODE

Three line serial mode with 3 I/Os , they are CS , DI , CLK. Timing according to SPI communication protocol.

MCU control voice chip by three line serial interface. In this mode, all keys are invalid.

#### 9.3.1. ASSIGNMENT OF I/Os

MODEL	I/O FUNCTIONS					
MODEL	P00	P01	P02	P03	P04	P05
WTR-S4		CS	CLK	DATA(IN)		

#### 9.3.2. FUNCTIONS AND CORRESPONDING CODE

FUNCTIONS	CODES	DESCRIPTIONS
CONVENTIONAL	FAH+00H	SEQUENTIAL RECORDING, TIME IS NOT LIMITED. BUSY
RECORDING		PULLED LOW
TIME	FBH+XXH	XXH REPRESENT THE RECORDING DURATION, 255
RECORDING		SECONDS MAX. SUCH AS FBH+05H, MEANS AFTER RECEIVE
		THE CODE, START TO RECORD 5 SECONDS, THEN STOP.THIS
		FUNCTION IS FOR FIXED DURATION OF EACH GROUP.
		RECORD START AND BUSY PULLED LOW, RECORD FINISH,
		BUSY PULLED HIGH.
PLAY	FCH+XXH	XXH REPRESENT GROUP NUMBER, SUCH AS FCH+01H PLAY
		GROUP ONE. BUSY PULL LOW WHEN START PLAYING, PULL
		HIHG WHEN FINISH.
LOOP	F3H+XXH	LOOP PLAY. SUCH AS F3H+09H MEANS LOOP PLAY GROUP
		9
ERASE(1 GROUP)	FDH+XXH	XXH REPRESENT THE GROUP WHICH ERASED. FDH+02H
		MEANS ERASE GROUP 2 . IT NEEDS 400us TO ERASE.
ERASE(ALL	F5H+00H	ERASE ALL VOICE IN FLASH, "B-B-B" SOUND MEANS ERASE
GROUP)		SUCCESSFULLY. NEEDS 400us TO ERASE.
VOLUME	F2H+XXH	F2+03H MEANS MAXIMUM, F2H+00H MEANS MINIMUM.
STOP	F4H+00H	STOP TO RECORD OR PLAY.
PAUSE	F6+00H	PAUSE TO PLAY.

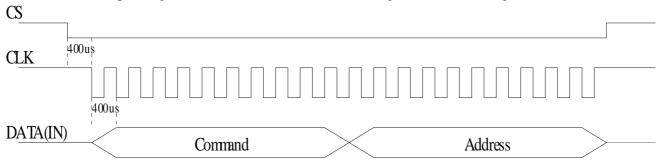
#### 9.3.3 VOICE ADDRESSES

Group 255 is maximum, Hexadecimal code is FF. When the trigger addresses out of recorded address, trigger is invalid.

DATA (HEX)	FUNCTIONS
00H	PLAY GROUP 0
01H	PLAY GROUP 1
02H	PLAY GROUP 2
FDH	PLAY GROUP 253
FEH	PLAY GROUP 254
FFH	PLAY GROUP 255

#### 9.3.4. THREE LINE SERIAL CONTROL TIMING

The three line serial control timing is base on standard SPI communication protocol, with CS, CLK, DI, without DO. Pull low CS 400us before sending, Sending DI at CLK rising edge. 800us < CLK cycle < 5ms. Sending 16 bit one time, former 8 bit is a code, later 8bit is the address. Pull high CS when sent 16 bit out, instead to pull high when sent former 8 bit out. Timing chart as following:



#### 9.3.5. PROGRAM EXAMPLE

Three-line serial C program example Crystal oscillator 11.0592MHz . MCU: AVR-MEGA8

```
void spi_send(unchar ch)
unchar i;
PORTD |=BIT(spi_sda);
PORTD |=BIT(spi_sck);
 for(i=0;i<8;i++)
   if((ch\&0x01))
    PORTD |=BIT(spi_sda);
   else
    PORTD &=~BIT(spi_sda);
   ch>>=1;
   PORTD &=~BIT(spi_sck);
   delay(552);
   PORTD |=BIT(spi_sck);
   delay(552);
  PORTD |=BIT(spi_sda);
  PORTD |=BIT(spi_sck);
void main(void)
```

```
{
    .....
PORTD &=~BIT(spi_cs);
delay(600)
spi_send(0xfc);
spi_send(0x01);
PORTD |=BIT(spi_cs);
......
}
```

# THREE LINE SERIAL ASSEMBLER EXAMPLE ASM Crystal oscillator 4MHz MCU: AT89C2051

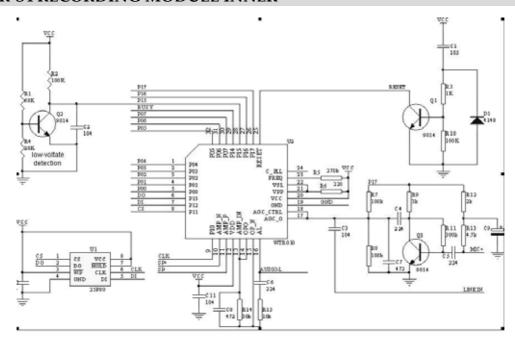
```
rec
       bit
             p1.6
             p1.7
play
       bit
             p3.5
cs
       bit
            p3.7
scl
       bit
sda
       bit
             p3.4
              0000h
       org
       ajmp main
       org
              0030h
       mov 2fh,#00h
main:
key:
       jnb rec,rec1
       jnb play,pla1
       ajmp key
rec1:
        acall d10ms
        jb rec,key
        jnb rec,$
        clr cs
        acall d1ms
        mov a,#0f5h
        acall send2
        mov a,#00h
        acall send2
        setb cs
        acall d1ms
        clr
             CS
        acall d1ms
        mov a,#0fah
        acall send2
        mov a,#00h
        acall send2
        setb cs
        ajmp key
rec2:
        clr cs
        acall d1ms
        mov a,#0f4h
```

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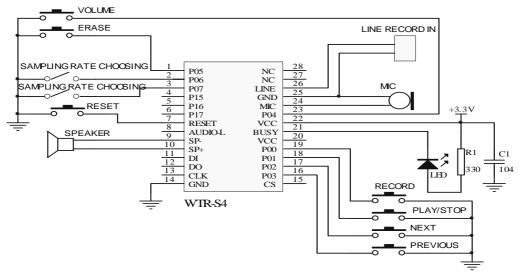
```
acall send2
        mov a,#00h
        acall send2
        setb cs
        ajmp key
pla1:
         acall d10ms
        jb play,key
        jnb play,$
cpl 2fh.1
        jnb 2fh.1,rec2
        clr cs
        acall d1ms
        mov a,#fch
        acall send2
        mov a,#00h
        acall send2
        setb cs
        ajmp key
send2:
         mov r1,#8
        setb scl
        setb sda
        clr
              C
send2a: rrc
              a
        mov sda,c
        clr scl
        acall d1ms
        setb scl
        acall d1ms
        djnz r1,send2a
        ret
```

#### 10. APPLICATION CIRCUIT

#### 10.1. WTR-S4 RECORDING MODULE INNER

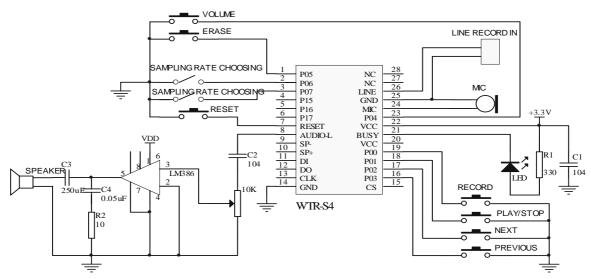


#### 10.2. PWM OUTPUT IN KEY MODE



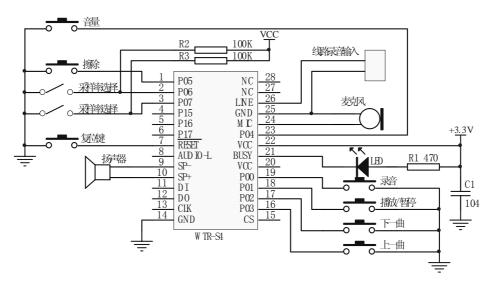
Remark: Record can be taken by MIC or LINE or both at the same time. In this mode, pull low relative I/O to control module. Such as P00 for RECORD, P01 for PLAY/STOP, P02 for NEXT, P03 for PREVIOUS, P04 for VOLUME, P06 for ERASE. PWM output direct drive speaker, SP+ and SP- are for speaker on module. BUSY is high level in standby, low level in playing or recording.

#### 10.3. DAC OUTPUT IN KEY MODE

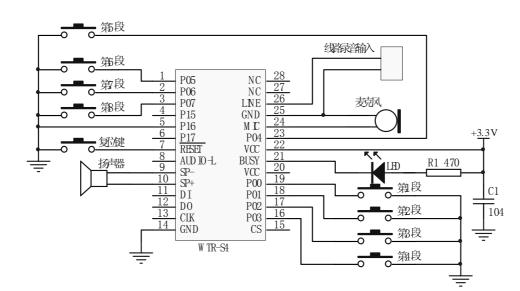


Remark: Record can be taken by MIC or LINE or both at the same time. In this mode, pull low relative I/O to control module. Such as P00 for RECORD, P01 for PLAY/STOP, P02 for NEXT, P03 for PREVIOUS, P04 for VOLUME, P06 for ERASE. In DAC output, AUDIO-L to amplifier, audio GND to module GND. BUSY is high level in standby, low level in playing or recording.

#### 10.4. PWM OUTPUT IN ONE BY ONE KEY MODE FOR RECORDING



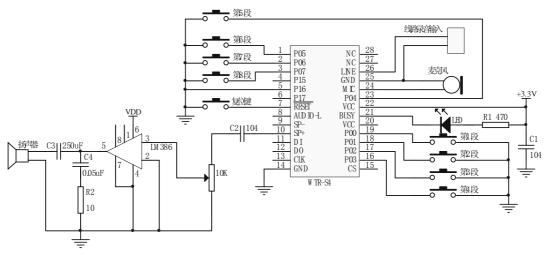
Remark: Record can be taken by MIC or LINE or both at the same time. Cathode-pulsed P00 start to record the first voice, trigger it again to stop recording. The third trigger, start to record the second voice record, etc. can record 8 paragraphs voice. You can trigger P02, P03 to play back the recorded voice. Keep low level 1 second can delete the current voice, keep 5 second to delete all of voice.



#### 10.5. PWM OUTPUT IN ONE BY ONE KEY MODE FOR PLAYING

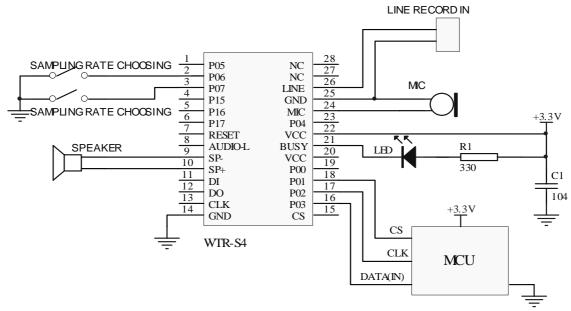
Remark: Record can be taken by MIC or LINE or both at the same time. Connect P16 to GND, and RESET the WTR-S4 module can change record mode to play mode. In play back mode,  $P00 \sim P05$  responding to 8 paragraphs recording voice. PWM drive speaker directly. Signal output from SP+、SP- to speaker. BUSY at low level and LED lit during playing.

#### 10.6. DAC OUTPUT IN ONE BY ONE KEY MODE FOR PLAYING



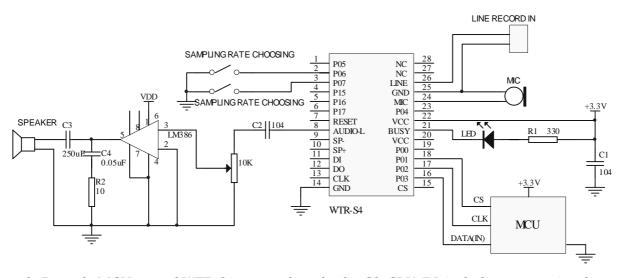
Remark: Record can be taken by MIC or LINE or both at the same time. Connect P16 to GND, and RESET the WTR-S4 module can change record mode to play mode. In play back mode, P00~P05 responding to 8 paragraphs recording voice. In DAC output, Signal output from SP+ to amplifier, audio GND to module GND. BUSY at low level and LED lit during playing.

#### 10.7. PWM OUTPUT IN THREE-LINE SERIAL MODE



Remark: MCU control WTR-S4 to record or play by CS, CLK, DI, including conventional record and time record. Record can be taken by MIC or LINE or both at the same time. PWM output direct drive speaker, SP+ and SP- are for speaker on module.

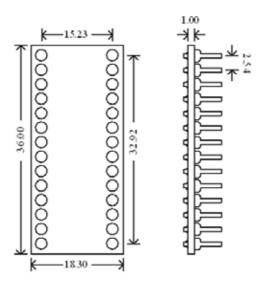
#### 10.8. DAC OUTPUT IN THREE-LINE SERIAL MODE



Remark: Remark: MCU control WTR-S4 to record or play by CS, CLK, DI, including conventional record and time record. Record can be taken by MIC or LINE or both at the same time. DAC output external amplifier, audio+ from "AUDIO-L", audio- from module GND.

# 11. DIAGRAM OF PACKAGE

Unit: mm



# 12. HISTORY VERSION

VERSION	DATE	DESCRIPTION
V1.0	Oct. 9th, 2008	ORIGINAL
V1.1	Oct. 3 <sup>rd</sup> , 2009	Amend the internal block diagram of WTR-S4
V1.2	Mar. 22 <sup>nd</sup> , 2009	Increase switch control mode and package diagram
V1.3	May. 14th, 2009	Amend the description of one by one key mode