AC-Sequencer

Audio Sequencer with Bluetooth

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What is an Audio Sequencer?

Project Description

Audio Sequencers

- Program musical sequences.
- Implemented in different format for many different platforms.
- Sounds are assigned to channels, dynamically or statically.
- Output can be a trigger signal or audio.
- Basic components: Start/Stop button, sequencing button array, Tempo and Volume controls.



Audio Sequencers





What do we aim to change?

• Simplify the sequencing workflow

- Phones in place of computers.
- Bluetooth sound transfer in place of wired connection or transferable storage medium.
- Improve portability while maintaining the appeal of physical unit.
- Easily upload new sounds
- Lower price point

Goals and Objectives

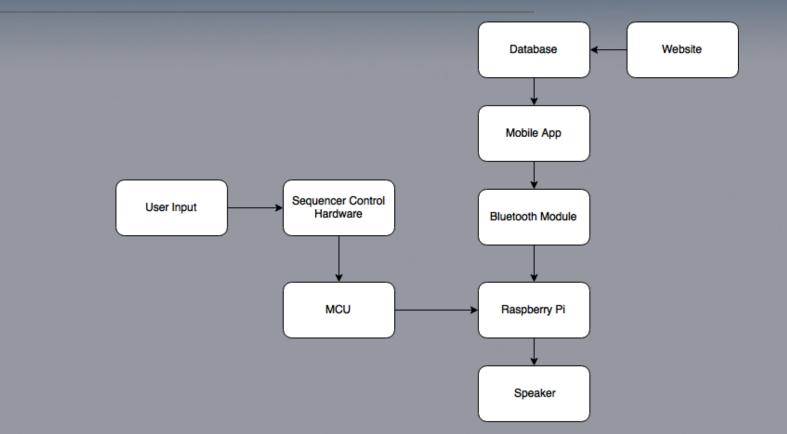
- Main Goal: Create a professional grade product that musicians will prefer to use over other commercially available options.
- Maintain well formatted documentation in order to ensure the project is scaleable and maintainable.
- Design a product that will durable and easy to replicated and build.

System Design

Requirements

- Use Bluetooth to transfer files from Smartphone to Physical Unit
- 8 channels x 16 steps.
- Raspberry Pi which can store and mix 8 sound files simultaneously
- Physical unit with at least one output options.
- Mobile application that allows user to select sound samples from their library and upload them to Physical Unit
- Unit weight of less than 5 pounds.
- Unit can run on battery power or from a power supply (provided with the unit).

System component Diagram



Hardware Design and Implementation

Multiplexing overview

- Necessary due to limited number of pins on MCU.
- Handle outputting signal for LEDs, input signal for buttons.
- Utilizing two 8x8 LED Matrices in an 8x16 array, which makes for 128 effective LEDs.
- Row of 16 red LED's that shows the steps of the sequence
- 8x16 button array = 128 buttons.
- The MCU does not have 144 GPIO pins.

Button Multiplexing

- The best way we could find to multiplex the buttons was to connect them in rows and columns. That way, when we read which button is pressed, we can detect the row and column and figure out which button has been pressed. All buttons are momentary push buttons.
- With the SN74LS148 one can utilize multiple units and cascade them with a multi NAND gate in order to implement a 16:4 encoder.
- Utilizing one SN74LS148 (8:3 encoding) for the columns and two in a 16:4 configuration will accommodate reading all buttons using only 7 GPIO pins.

LED Multiplexing

- Shift Register implementation (74HC595) vs Decade counter implementation (CD4017B) vs LED Display Driver (MAX7219).
- Based on the number needed and efficiency the MAX7219 was the obvious option.

| Part | # Needed to Drive Display | # of LEDs controlled | Efficiency |
|---------|---------------------------|----------------------|------------|
| 74HC595 | 5 | 8 | Low |
| CD4017B | 5 | 19 | Low |
| MAX7219 | 3 | 64 | Very |

MCU

The microcontroller selection was an important decision to make in the design of our project. We chose the ATmega328 for the following reasons -

- high performance
- low power
- large online community for support during development
- 5V operating voltage
- processing speeds of 16MHz.
- cost effective

Bluetooth Module

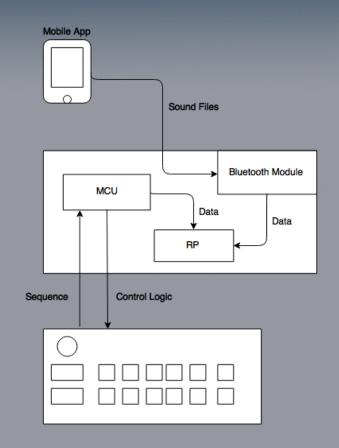
- The Bluefruit UART Friend., Bluetooth 4.0 BLE is required for our wireless design.
- The Bluetooth module will allow us to receive sound files and send sound files wirelessly.
- Permits the transfer of serial data from our mobile application to the Physical Unit

| Bluetooth Unit | Operating Voltage (V) | Pins Required | Version | Price (\$) |
|-----------------|--------------------------|---------------|---------|------------|
| Bluefruit LE | 3.3-5 | 6 | 4.0 BLE | 17 |
| HC-06 RS232 TTL | 3.3 | 2 | 2.0 | 7 |
| Bluefruit | 3.3 | 3 | 4.0 BLE | 17 |

Bluetooth Data Transfer

Data transfer for our project will be done using serial communication. Below is a prototype of the steps taken to control the sequencer from the mobile application.

- Mobile Application will send sounds associated with each row in the button matrix to the Raspberry Pi
- The Raspberry Pi will receive the data via serial communication from the Bluetooth module
- The Raspberry Pi will store the sound files
- The MCU unit will compute the state of the button array
- The MCU will send that button state to the Raspberry Pi which will play the corresponding sounds



i2C

- The MCU will use i2C in order to communicate to the Raspberry Pi
- i2C in our project is responsible for sending the button states to the Raspberry Pi, which tells it the order to play the sounds
- Also, the Raspberry Pi communicates to the MCU via i2C when it is receiving bluetooth data over serial. This tells the MCU to stop sending data while the bluetooth is transferring data from the database to the board.

Playing Multiple Sounds

Requirements needed to test and play multiple sounds are:

- ATmega328 microcontroller
- Raspberry Pi
- Speaker (at least 8 ohm)
- Summing Solutions
- Python Pygame Mixer library

Enclosure

• Material Property Considerations:

- Weight
- Durability
- Ease of construction

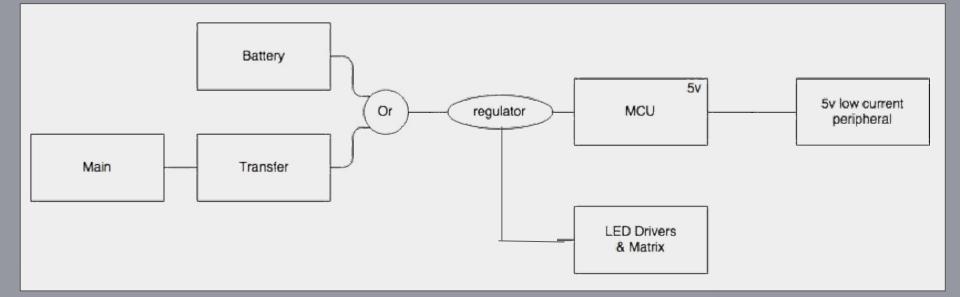
• Materials considered:

- \circ Wood
- Plastic (3d printed)



Power Constraints

- All chosen components run on 5 volts.
- A system requirement specifies that we must be able to supply the system from a battery or a wall outlet.

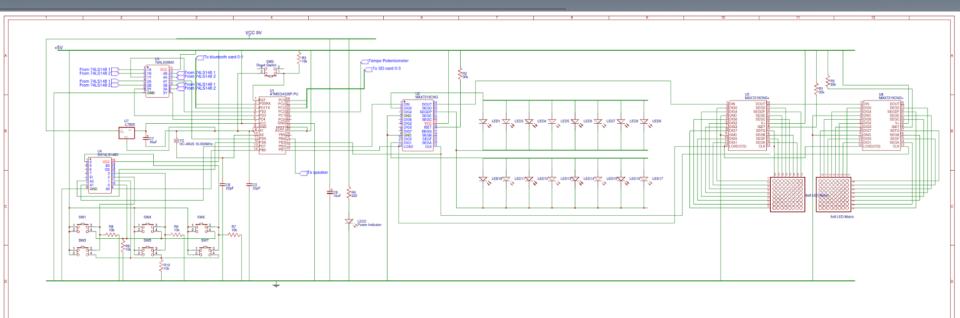


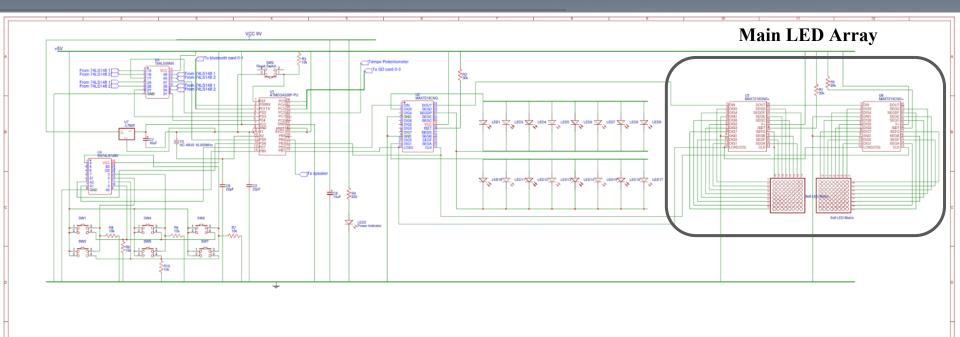
Voltage Regulator Selection

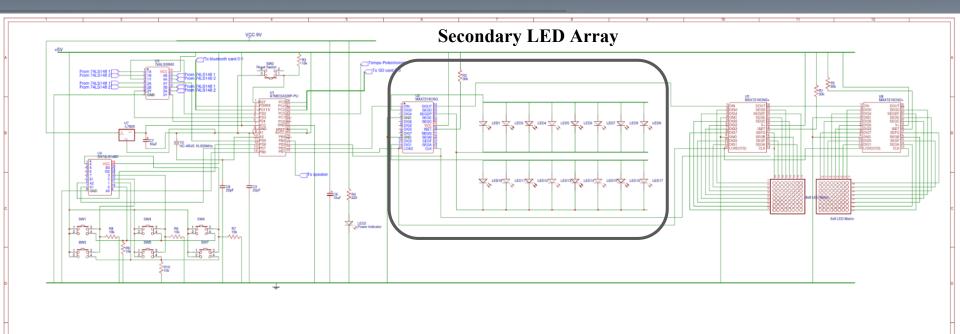
• Decided on L78xx series based on:

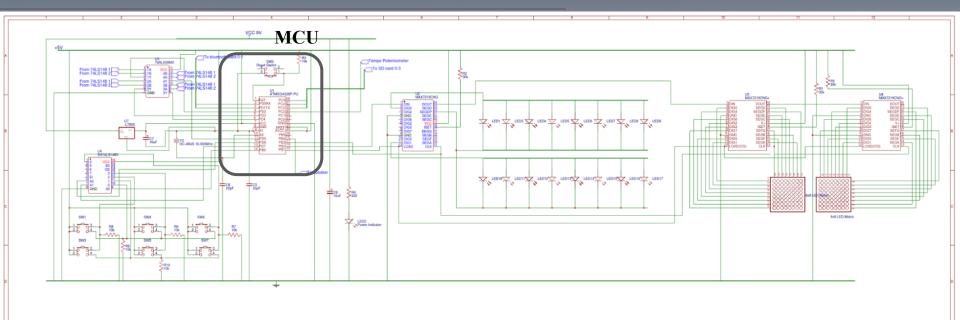
- Price point
- Consistency
- We will be able to source the regulator we require from this one series.

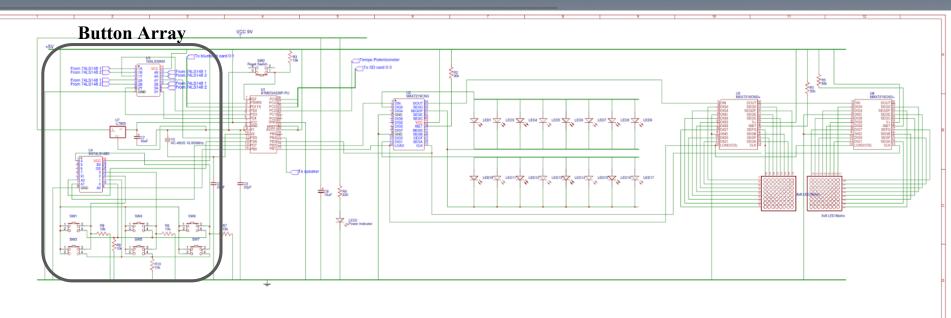
| Name | Manufacturer | Output Voltage | Input Voltage | Max Current |
|--------|------------------------|-------------------------|------------------|----------------|
| L78xx | ST Microelectronics | 5 – 24V Discrete | 7-30V | 1A |
| LM317T | Texas Instruments | 1.2 – 37V Adjustable | 4.2-40V | 1.5A |







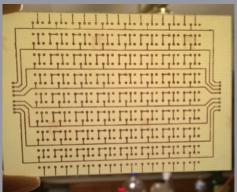




PCB

- Main PCB
 - Houses atmega328 and all chips controlling the LED's, and reading button states
 - Two Layer
 - Purchased from manufacturer
- PCB for Button array
 - Detects a button that is pressed and send a voltage signal
 - Homemade using the Toner method





Software Design and Implementation

System Software Architecture

- 4 Main Software Components
 - Website
 - Database
 - Mobile Application
 - Physical Unit



Database

Google Firebase

SQL vs Firebase

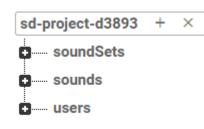
| Environment | SQL | Google Firebase |
|--------------------------|--------|-----------------|
| Schema | Static | Dynamic |
| Team Knowledge | Low | High |
| Simple Authentication | No | Yes |
| Server Needed? | Yes | No |
| Concurrency? | Yes | Yes |
| Durability? | Yes | Yes |

Firebase

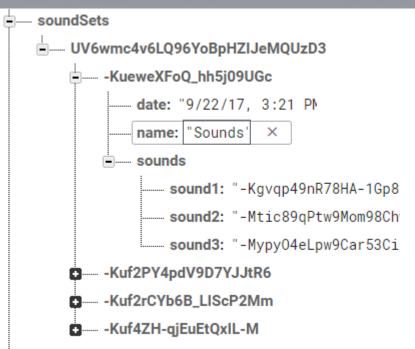
- Simple to use
- API for web and mobile
- Servies
 - Database
 - Authentication
 - Cloud Storage
 - Google Analytics

Firebase layout

• Main Node



Sound Sets



Firebase layout cont.

• Sounds



Users

- wursters MgaK3AHac7PYSasKUpJuaUJKdgl1 ----- email: "me@me.com ----- name: "DB" phoneNumber: 123123123. profileImageUrl: "https://firebasestorage.google; sounds -Kgvg8sdu78HAM90S: "Bass' -Kgvgp49nR78HA-1Gp8D: "My1stSound -Kh1yO4xFUi2Fzm00Jnj: "My2ndSound -Mtic89gPtw9Mom98Chw: "Beach' -MypyO4eLpw9Car53Cic: "Phone' username: "123" UV6wmc4v6LQ96YoBpHZIJeMQUzD3

Mobile Application

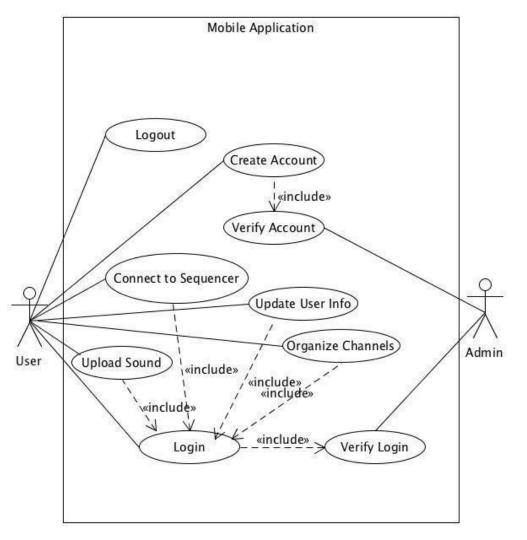
Class Diagram

• User

- o Login
- o Upload Sounds to board
- o Organize Sound channels

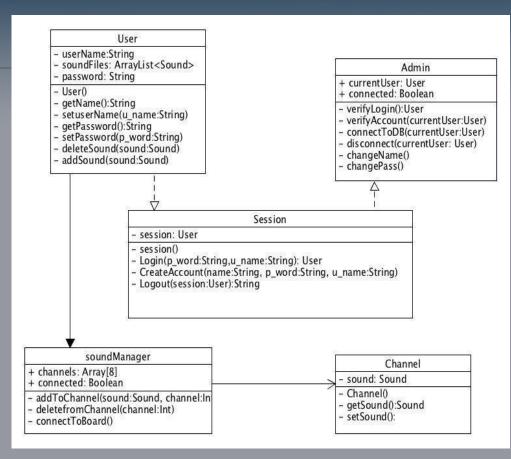
• Admin (Firebase)

- o Verifies Account
- o Verifies Login



UML Diagram

- Admin
 - o Firebase
- Session
- User
- Sound Manager
- Channel



iOS Application Design

- Application Layer
 MVC
- Service Layer Architecture
 - o Bluetooth
- Data Layer Architecture
 - o Repository Pattern

- Libraries
 - o Ulkit
 - UIViewControllers
 - UICollectionView
 - o Lottie
 - Animations
 - o Firebase
 - Database
 - Authentication
 - CloudStorage

iOS Application UI

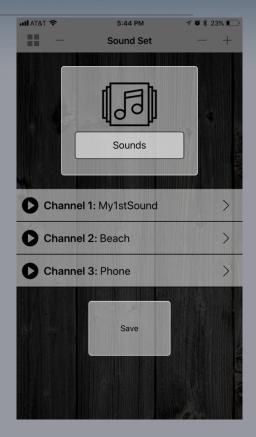
- Menu
 - o 3 Sections
 - Sound Sets
 - Upload
 - Settings
- Sound Sets
 - Search through Sound Sets
 - UISearchController
 - Add new Sound Sets
 - Select a Sound Set to Edit
 - UICollectionView

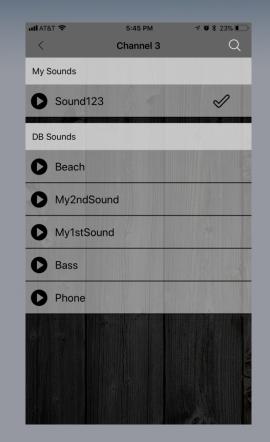
| all AT&T 🗢 | 2:23 AM | 1 🖇 85% 💻 | • |
|---------------------|---------|-----------|---|
| Walcome Database | iets | Q ⊕ | |
| Sound Sets | > 11/2 | | |
| 🛞 Upload | > | | J |
| र्ट्रे Settings | > | | |
| | | | |



iOS Application UI

- Edit Sound Set
 - Delete Sound set
 - Add /Delete Channels
 - Play sound on Channel
 - Edit Title
 - Select a Sound to Edit
 - UICollectionView
- Select Sound for Channel
 - Search through sounds
 - UISearchController
 - Add new Sound Sets







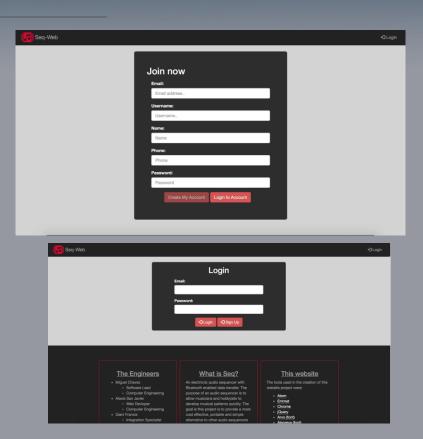
Website

- Database • Firebase
- Frameworks
 - Angular
 - Bootstrap
- Functionality
 - Create Account
 - Login
 - Edit Sounds



Website UI

- Register
 - Email
 - Username
 - Name
 - Phone Number
 - Password
- Login
 - Email
 - \circ Password



Website UI

- Home
 - Sounds
 - Logout
- Upload Sounds
 - List of sounds
 - Upload file
 - Delete file



(spically between 4 and 16). One can think of this wint is having aggreents on an x-sakili and damells on a y-sakil. The x-salis asgements are optical through postately from left to digit with saged to thirs and set as lengthmic ant highling a sound sample contained within the channel. Convensely, every channel can contain its own sound sample and be triggered at any cycle. This allows the uset to program mulici, which at it's very session, is a sequence of attain.

Physical audo sequences are bipcally expensive and aimed at more technically inclined musicines. There are chapter atternatives that exist purely as onloware applications. However, they relet the excitement and feeling offered by using a physical null. Physical units typically require users to follow a manual closely in order to take advantage of all the functionalities available on the unit. Additionally, in order to load new asomic on the unit, it physically requires the use of a cable, or a strenge medium such as an 3D



Administrative

Budget

| Item | Cost | |
|---|----------|--|
| 5Pcs MAX7219 DIP-24 8-Bit LED Drivers Chips for LED display/ Instrument | | |
| 20PCS SN74HC00N SN74HC00 74HC00N 74HC00 DIP14 IC#20236 | | |
| 2 of Chanzon 100 pcs 5mm Red & Yellow-Green LED Diode Lights | | |
| Raspberry Pi | \$35.99 | |
| Adafruit Bluefruit UART Friend | \$19.99 | |
| Major Brands 74LS148 ICs and Semiconductors, 8 to 3 Line Priority Encoder (Pack of 4) | | |
| Wood parts for enclosure | \$15.99 | |
| 3M 9000NA-20-CC Sandpaper Aluminum Obyide, 9-Inch by 11-Inch, Very Fine | | |
| Hydrogen Peroxide Antiseptic Solution 16 Oz | | |
| Super Nail Pure Acetone Polish Remover, 8 oz | | |
| Single Sided Copper Clad Laminate PCB Circuit Board 4X3 (10pcs) | | |
| Green Envy Muriatic Acid | \$10.99 | |
| Total | \$146.79 | |

Work Distribution

| | Mobile App | Web Application | Bluetooth Communication/Data Transfer | System Design/Hardware |
|--------------------|------------|-----------------|---|---------------------------|
| Miguel Chavez | Primary | Secondary | Secondary | |
| Giani Francis | Secondary | | Primary | Secondary |
| Brandon Marcoux | | | | Primary |
| Alexis San Javier | | Primary | | Secondary |

Questions?