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About Document

Version History

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Chapter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>V1.00</td>
<td>2020.06.19</td>
<td></td>
<td>New version</td>
</tr>
</tbody>
</table>

Scope

This document presents the AT Command Set for SIMCom A7600 Series, including A7600XX-XXXX, A5360E, and A7670X.
Contents

About Document .................................................................................................................... 2
   Version History .................................................................................................................. 2
   Scope ................................................................................................................................. 2

Contents ................................................................................................................................ 3

1 Introduction ......................................................................................................................... 4
   1.1 Purpose of the document ................................................................................................. 4
   1.2 Related documents .......................................................................................................... 4
   1.3 Conventions and abbreviations ....................................................................................... 4
   1.4 The process of Using Audio AT Commands ........................................................................ 4
      1.4.1 The process of TTS function ....................................................................................... 5
      1.4.2 The process of audio file playback function ................................................................. 5
      1.4.3 The process of record function .................................................................................... 6
   1.5 Error Handling ................................................................................................................. 7
      1.5.1 Executing Audio AT Commands Fails ........................................................................ 7

2 AT Commands for Audio .................................................................................................... 8
   2.1 Overview of AT Commands for Audio ............................................................................ 8

3 Audio Examples .................................................................................................................. 9
   3.1 TTS Function .................................................................................................................. 9
      3.1.1 Set TTS parameters ................................................................................................. 9
      3.1.2 Playing UCS2 text or ASCII text .............................................................................. 9
      3.1.3 Playing UCS2 text or ASCII text and saving to WAV file ........................................... 10
      3.1.4 TS remote playback ............................................................................................... 10
      3.1.5 Playing UCS2 text or ASCII text and saving to WAV file ........................................... 10
   3.2 Audio Function ............................................................................................................... 11
      3.2.1 Play AMR file and WAV file .................................................................................... 11
      3.2.2 Play audio file to the remote ................................................................................... 11
      3.2.3 Stop audio file playback ........................................................................................... 12
   3.3 Record Function .............................................................................................................. 12
      3.3.1 Local recording ....................................................................................................... 12
      3.3.2 Remote recording .................................................................................................... 12
      3.3.3 Stop recording ....................................................................................................... 13

4 Appendix .......................................................................................................................... 14
   4.1 Summary of Error Codes .............................................................................................. 14
1 Introduction

1.1 Purpose of the document

Based on module AT command manual, this document will introduce Audio application process. Developers could understand and develop application quickly and efficiently based on this document. This document gives the usage of A7600 TTS functions, Audio file playback functions and record functions. User can get useful information about these functions quickly through this document.

The functions are provided in AT command format, and they are designed for customers to design their audio applications easily. User can access these Audio AT commands through UART/ USB interface which communicates with A7600 module. Now Chinese and English languages can be supported in TTS functions. And Audio file playback support to play WAV and AMR files. On the other hand, the record file are saved as WAV files.

1.2 Related documents


1.3 Conventions and abbreviations

In this document, the GSM engines are referred to as following term:
AMR (Adaptive Multi-Rate);
TTS (Text to Speech);

1.4 The process of Using Audio AT Commands
1.4.1 The process of TTS function

- Power on the module

AT+CTTSPARAM=1,3,0,1,1 (set TTS parameters)

- TTS data write file or not

  - Save wav file with 3td to show path and filename, do not save with just tow parameters.
  - Mode 1 means UCS2 text, mode 2 means ASCII text.
  - Stop actively by AT+CTTS=0

AT+CTTS=1,"6B228FCE4F7F" (play UCS2 text)

AT+CTTS=1,"6B228FCE4F7F","C:/123" (play UCS2 text and save to C:/123.wav)

URC:"+CTTS:0" (TTS play end)

1.4.2 The process of audio file playback function
1.4.3 The process of record function
1.5 Error Handling

1.5.1 Executing Audio AT Commands Fails

When executing Audio AT commands, if **ERROR** response is received from the module, please check whether the version is supporting it when executing.
2 AT Commands for Audio

2.1 Overview of AT Commands for Audio

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AT+CTTS</td>
<td>TTS operation</td>
</tr>
<tr>
<td>AT+CTTSPARAM</td>
<td>Set TTS parameters</td>
</tr>
<tr>
<td>AT+CDTAM</td>
<td>Set local or remote audio play</td>
</tr>
<tr>
<td>AT+CCMXPLAY</td>
<td>Play an audio file</td>
</tr>
<tr>
<td>AT+CCMXSTOP</td>
<td>Stop playing audio file</td>
</tr>
<tr>
<td>AT+CREC</td>
<td>Record WAV audio file</td>
</tr>
</tbody>
</table>
3 Audio Examples

3.1 TTS Function

3.1.1 Set TTS parameters

//Example of TTS parameters setting
AT+CTTSPARAM=? //read parameters scale
+CTTSPARAM:(0-2),(0-3),(0-3),(0-2),(0-2)
OK
AT+CTTSPARAM=1,3,0,1,1 //set parameters(volume,sysvolume,digitmode,pitch,speed)
OK
AT+CTTSPARAM?
+CTTSPARAM:1,3,0,1,1 //read TTS parameters
OK

3.1.2 Playing UCS2 text or ASCII text

//Example of TTS play
AT+CTTS=1,"6B228FCE4F7F75288BED97F3540862107CFB7EDF" //synth and play UCS2 text
+CTTS: //playing end
OK
+CTTS: 0
AT+CTTS=2,"1234567890" //synth and play ASCII text
+CTTS:
OK
+CTTS: 0 //playing end
3.1.3 Playing UCS2 text or ASCII text and saving to WAV file

//Example of TTS play
AT+CTTS=4,"6B228FCE4F7F75288BED97F3540862107CFB7EDF","C:/123"
+CTTS:
OK
+CTTS: 0

AT+CTTS=3,"123456789012345678","D:/123"
+CTTS:
OK
+CTTS: 0

3.1.4 TS remote playback

//Example of TTS play to the remote
AT+CĐTAM=1
OK
ATD199XXXXXXXX;
OK
AT+CTTS=1,"6B228FCE4F7F75288BED97F3540862107CFB7EDF"
+CTTS:
OK
+CTTS: 0

3.1.5 Playing UCS2 text or ASCII text and saving to WAV file

//Example of TTS play
AT+CTTS=1,"6B228FCE4F7F75288BED97F3540862107CFB7EDF"
+CTTS:
OK
3.2 Audio Function

3.2.1 Play AMR file and WAV file

//Example of Audio file playback
AT+CFTRANRX="C:/3034.amr",24742
>  //import audio file to “C:/3034.amr” and file size is 24742 bytes.
OK
AT+CCMXPLAY="C:/3034.amr",0,3  //play “C:/3034.amr” and repeat 3 times
+CCMXPLAY:
OK
+AUDIOSTATE: audio play  //start playback
+AUDIOSTATE: audio play stop  //playing end
AT+CCMXPLAY="C:/recording.wav",0,0  //play the recorded file “C:/recording.wav”
+CCMXPLAY:
OK
+AUDIOSTATE: audio play  //start playback
+AUDIOSTATE: audio play stop  //playing end

3.2.2 Play audio file to the remote

//Example of Audio file playback
ATD199XXXXXXXX;  //start call and stay on call
OK
AT+CCMXPLAY="C:/3034.amr",1,0  //play “C:/3034.amr” to the remote
+CCMXPLAY:
3.2.3 Stop audio file playback

//Example of Audio file playback
AT+CCMXPLAY="C:/3034.amr",1,0  //play "C:/3034.amr" to the remote
+CCMXPLAY:
OK
+AUDIOSTATE: audio play  //start playback
AT+CCMXSTOP
+CCMXSTOP:
OK
+AUDIOSTATE: audio play stop  //playing end

3.3 Record Function

3.3.1 Local recording

//Example of recording
AT+CREC=1,"C:/recording.wav"  //start recording and save to "C:/recording.wav"
+CREC: 1
OK
+CREC: file full  //recording time is about 40s and recording end

3.3.2 Remote recording

//Example of recording
ATD199XXXXXXXX;  //start call and stay on call
OK
AT+CREC=2,"C:/recording.wav" //start recording and save to “C:/recording.wav”
+CREC: 2
OK
+CREC: file full //recording time is about 80s and recording end

3.3.3 Stop recording

//Example of recording
AT+CREC=1,"C:/recording.wav" //start recording and save to “C:/recording.wav”
+CREC: 1
OK
AT+CREC=0 //stop recording
+CREC: 0
OK
# 4 Appendix

## 4.1 Summary of Error Codes

<table>
<thead>
<tr>
<th>Code of <code>&lt;errcode&gt;</code></th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Success</td>
</tr>
<tr>
<td>2</td>
<td>Unknown error</td>
</tr>
<tr>
<td>3</td>
<td>Busy</td>
</tr>
<tr>
<td>7</td>
<td>File not exists or any other memory error</td>
</tr>
<tr>
<td>8</td>
<td>Invalid parameter</td>
</tr>
<tr>
<td>9</td>
<td>Operation rejected by server</td>
</tr>
<tr>
<td>11</td>
<td>State error</td>
</tr>
<tr>
<td>17</td>
<td>File error, file not exist or other error.</td>
</tr>
</tbody>
</table>