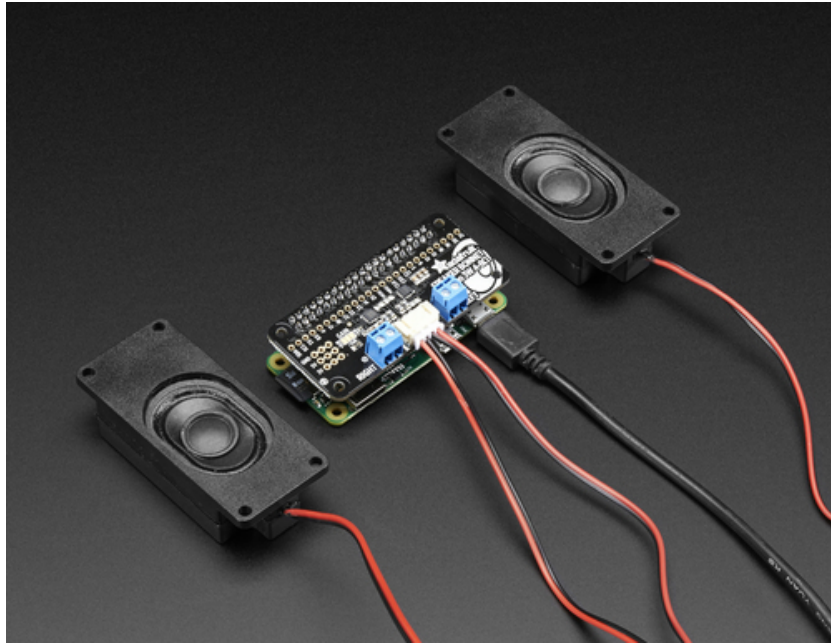




Adafruit Speaker Bonnet for Raspberry Pi

Created by lady ada



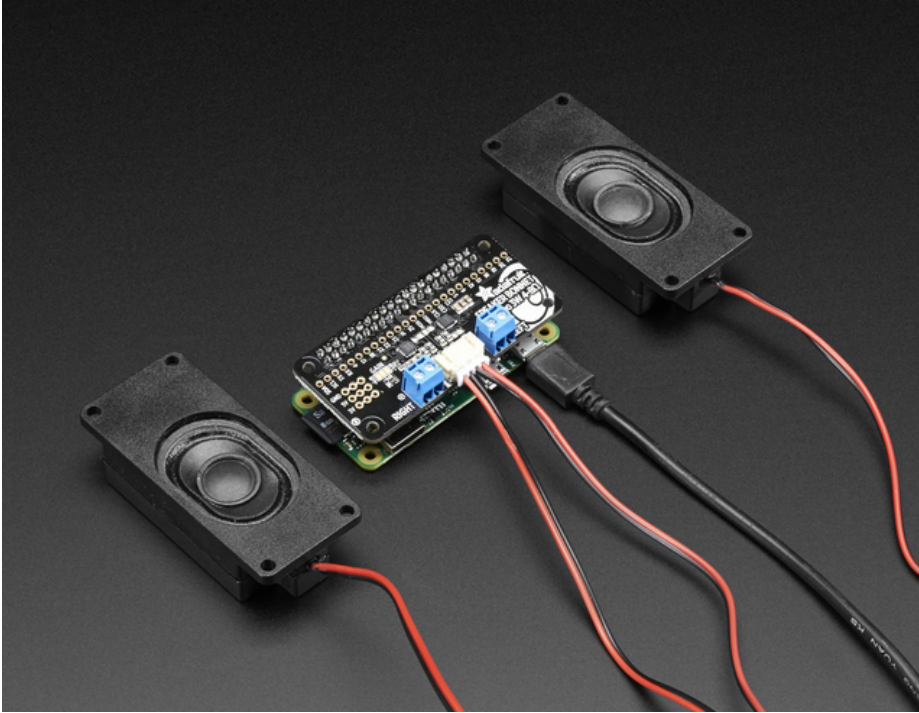
Last updated on 2017-08-21 07:16:12 PM UTC

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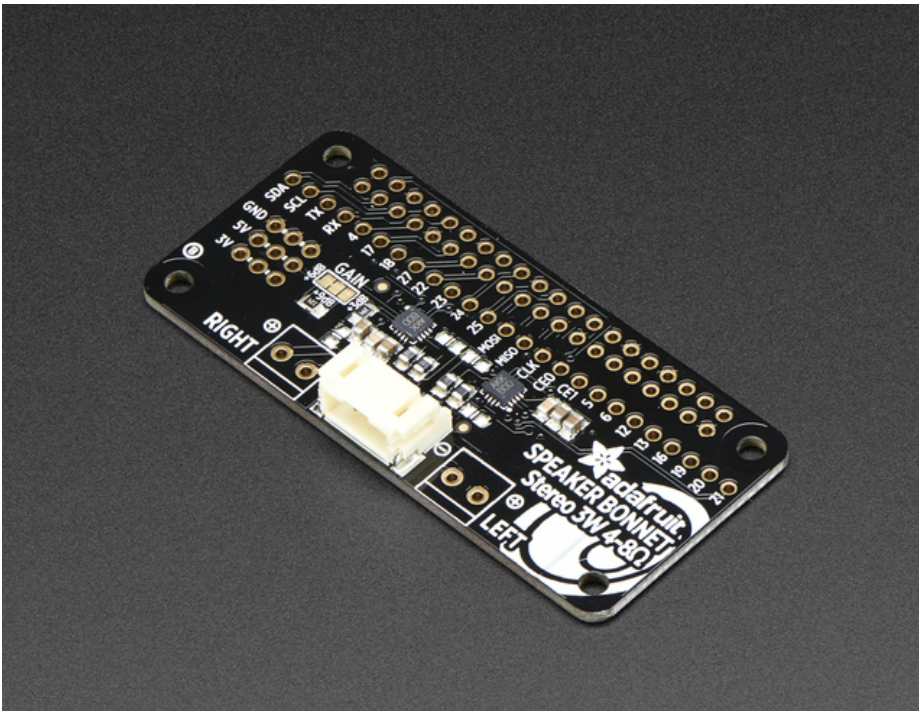
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Overview

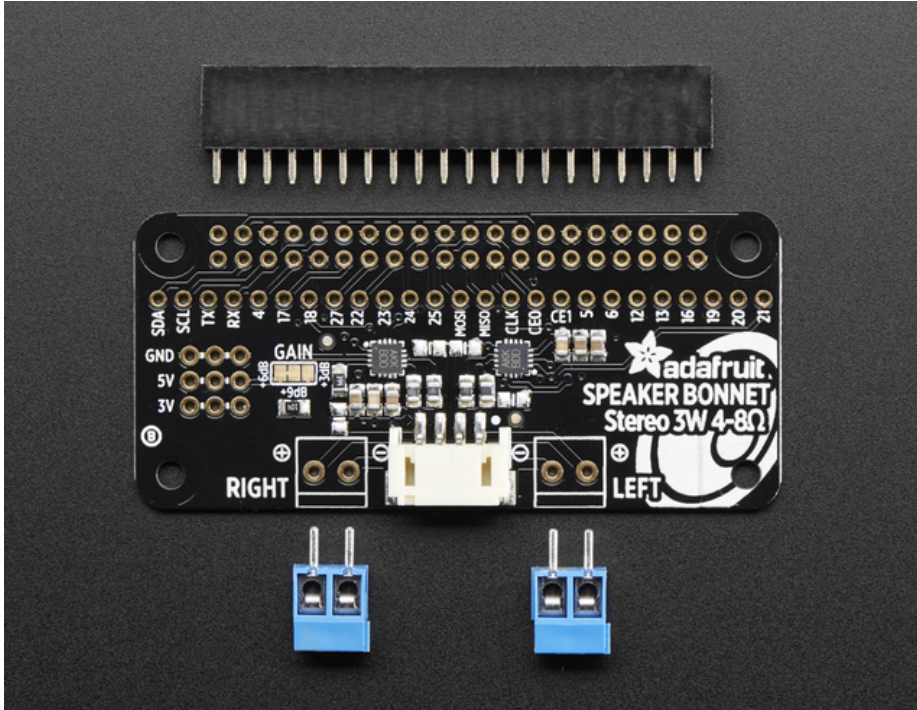


Hey Mr. DJ! Turn up that Raspberry Pi mix to the max with this cute 3W Stereo Amplifier Bonnet for Raspberry Pi. (It's not big enough to be an official HAT, so we called it a bonnet, you see?) It's the exact same size as a Raspberry Pi Zero but works with any and all Raspberry Pi computers with a 2x20 connector - A+, B+, Zero, Pi 2, Pi 3, etc. We've tested it out with Raspbian (the official operating system) and RetroPie.



This Bonnet uses I2S a digital sound standard, so you get really crisp audio. The digital data goes right into the amplifier so there's

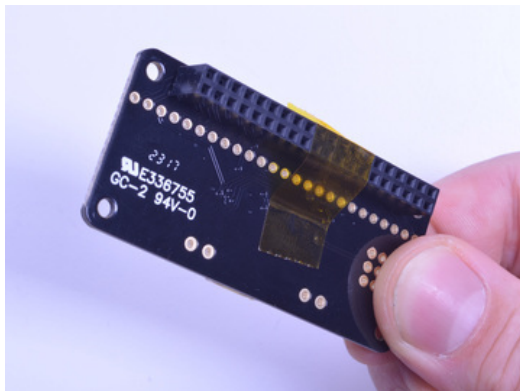
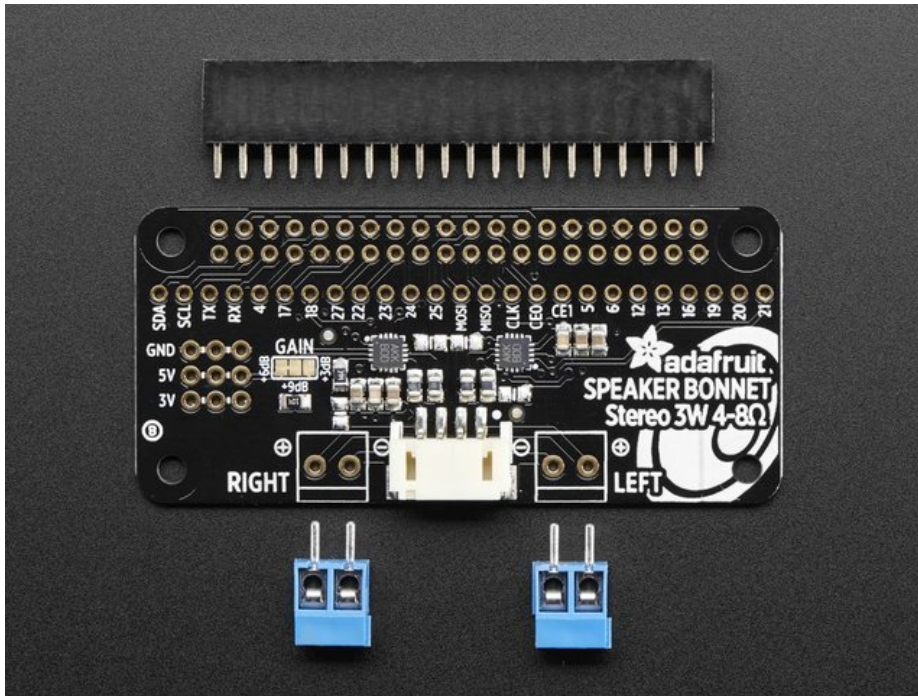
no static like you hear from the headphone jack. And it's super easy to get started. Just plug in any 4 to 8 ohm speakers, up to 3 Watts, run our installer script on any Raspberry Pi, reboot and you're ready to jam!



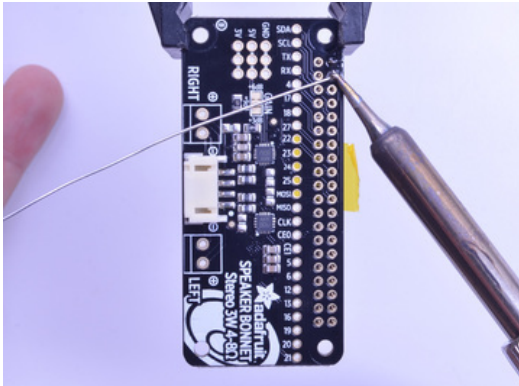
Each order comes as a fully assembled PCB with a 2x20 header and 2x terminal blocks. Some light soldering is required to attach the header onto PCB so you can plug it into your Raspberry Pi. Once that's done [either plug one of our enclosed speaker sets \(http://adafru.it/1669\)](http://adafru.it/1669) right into the JST jack in the middle or you can solder the terminal blocks in and then connect any speaker you like.

Don't forget to make sure you have a good strong 5V power supply - especially if you're using the 3W 4 ohm speakers [Our 2.4A power plug is recommended \(http://adafru.it/1995\)](http://adafru.it/1995)

Assembly



Place the 2x20 female header in so the connector is on the **bottom**. To make it easier to keep it in place, you can use some tape. Tacky clay also works, whatever you've got handy!

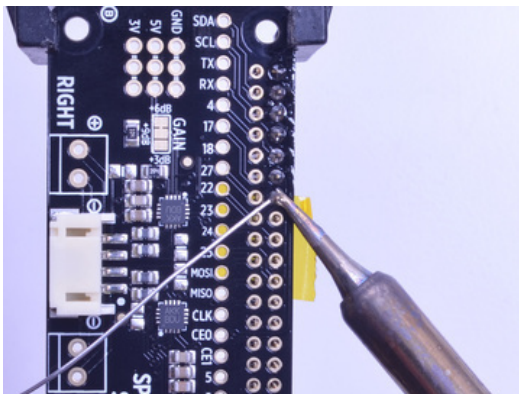


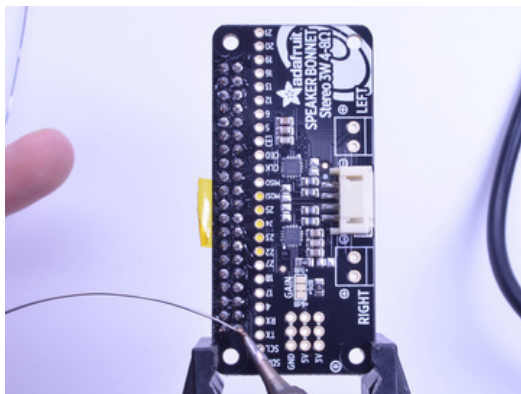
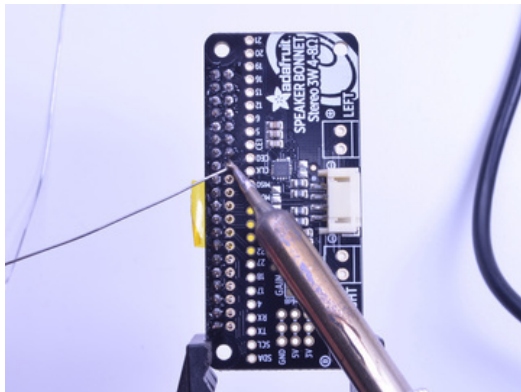
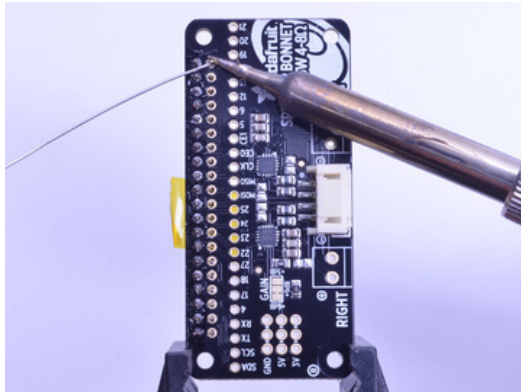
And Solder!

Be sure to solder all pins for reliable electrical contact.

(For tips on soldering, be sure to check out our [Guide to Excellent Soldering](http://adafruit.it/aTk) (<http://adafruit.it/aTk>)).

Start by soldering the first row of header



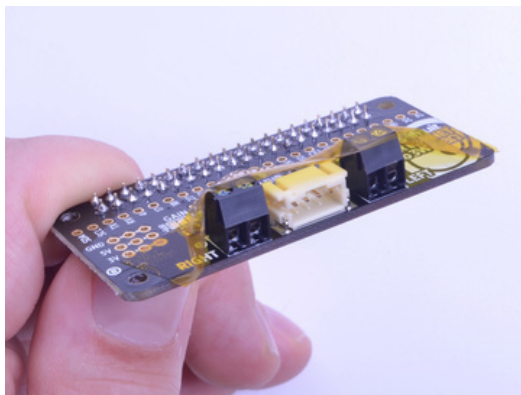


Now flip around and solder the other row completely



You're done with the header strips.

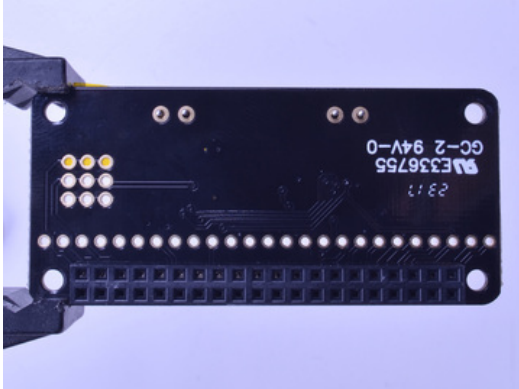
Check your solder joints visually and continue onto the next steps



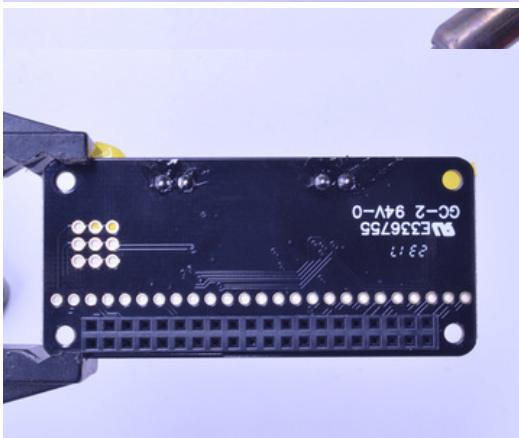
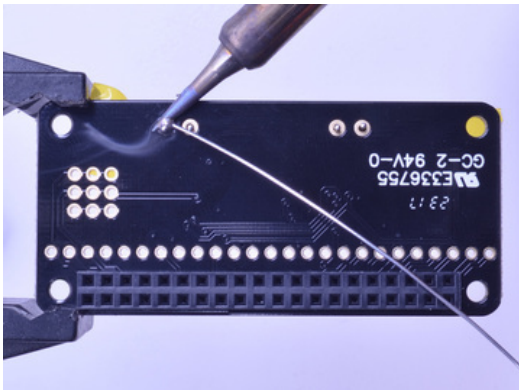
Next we will solder in the 2 3.5mm terminal blocks used to connect *speakers* to the *Speaker Bonnet*.

Make sure the open parts of the terminals face outwards so you can easily connect wires.

To make it easier to keep these in place, you can use some tape to hold down the two header pieces. Tacky clay also works, whatever you've got handy!



Solder in each block, make sure you get to each of the 4 pins



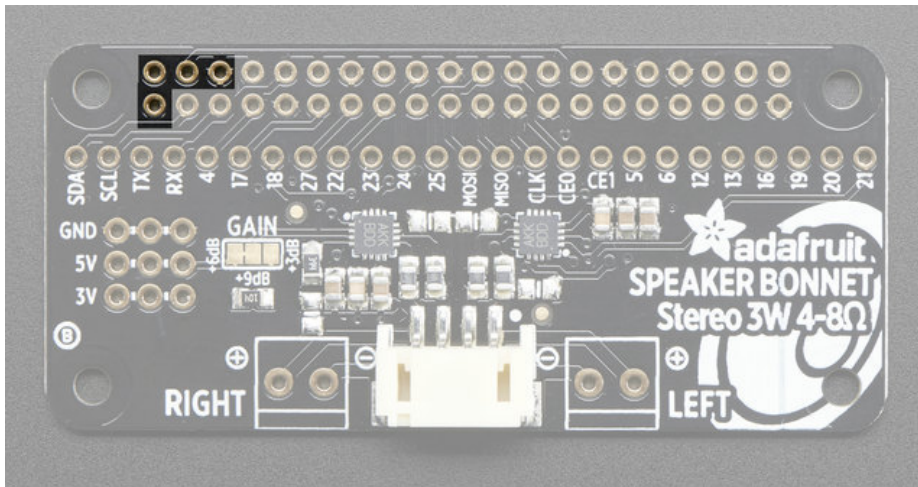
Now that you're done with the terminal blocks, check your work make sure that each solder joint is done and looks shiny



OK you're done!

Pinouts

Power Supply



The two amplifier chips use the 3V + 5V + GND power pin at the 'top' of the 2x20 header. If using 3W speakers, you can draw a significant amount of current, over 1.5 Amps! Make sure you power your Pi with a good wall adapter like our 2.4A microUSB power plug.



5V 2.4A Switching Power Supply with 20AWG MicroUSB Cable

PRODUCT ID: 1995

Our all-in-one 5V 2.4 Amp + MicroUSB cable power adapter is the perfect choice for powering single-board computers like Raspberry Pi, BeagleBone or anything else that's power hungry!...

<http://adafru.it/e5A>

\$7.50

OUT OF STOCK

Alternatively, if you *really* need a lot of power, use a 5V 4A power adapter and then a DC to micro USB adapter



5V 4A (4000mA) switching power supply - UL Listed

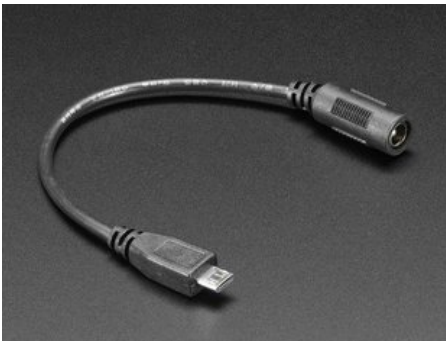
PRODUCT ID: 1466

Need a lot of 5V power? This switching supply gives a clean regulated 5V output at up to 4 Amps (4000mA). 110 or 240 input, so it works in any country. The plugs are "US 2-prong" style so...

<http://adafruit.it/e50>

\$14.95

IN STOCK



MicroUSB Plug to 5.5/2.1mm DC Barrel Jack Adapter

PRODUCT ID: 2727

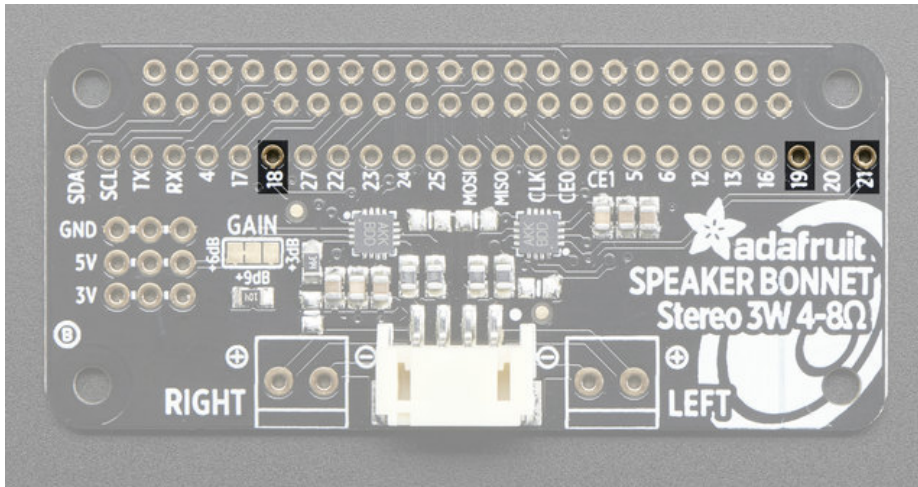
The premise of this MicroUSB Plug to 5.5/2.1mm Jack adapter is simple. There's a MicroUSB plug on one end and a 5.5mm/2.1mm DC barrel jack with center positive polarity on...

<http://adafruit.it/t0F>

\$1.95

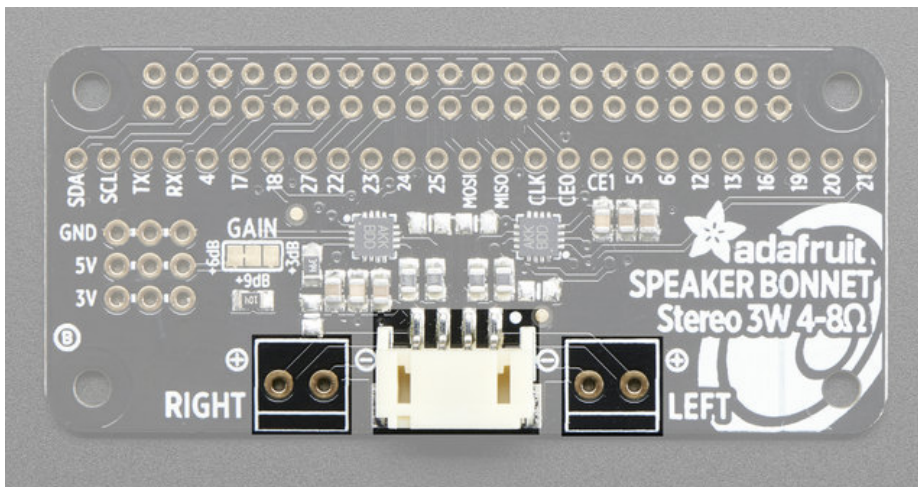
IN STOCK

I2S Audio Data Pins



The Bonnet uses 3 data pins **and they cannot be changed!** Pins #18, #19 and #21 are used. All other pins are available

Speaker Outputs



This is the fun part, you get stereo output - one left and one right channel. Each one is Bridge-Tied-Load **do not connect both outputs together** to get more volume!

You can use the JST 4-pin plug in the center if you're going to just plug in one of our enclosed speaker kits:



Stereo Enclosed Speaker Set - 3W 4 Ohm

PRODUCT ID: 1669

Listen up! This set of two 2.8" x 1.2" speakers are the perfect addition to any audio project where you need 4 ohm impedance and

3W or less of power. We particularly like these...

<http://adafru.it/t1a>

\$7.50

IN STOCK

OR

You can use the terminal block spots on the left & right to connect regular speaker cones. You'll need to solder wires on and such but this way you can use whatever speaker you like! We suggest 8 ohm 1W or 4 ohm 3W. For louder audio, but more power usage, use the 4 ohm speakers. For quieter audio, but less power usage, use the 8 ohm speakers



Speaker - 3" Diameter - 4 Ohm 3 Watt

PRODUCT ID: 1314

Listen up! This 3" diameter speaker cone is the perfect addition to any audio project where you need an 4 ohm impedance and 3W or less of power. We particularly like this cone as it...

<http://adafru.it/dU0>

\$1.95

OUT OF STOCK



Speaker - 3" Diameter - 8 Ohm 1 Watt

PRODUCT ID: 1313

Listen up! This 3" diameter speaker cone is the perfect addition to any audio project where you need an 8 ohm impedance and 1W or less of power. We particularly like this cone as it...

<http://adafru.it/t1b>

\$1.95

OUT OF STOCK

You can also use other 'audio' devices like sonic transducers! These are devices you can put down onto a surface like a table, to make it into a speaker.



Medium Surface Transducer with Wires - 4 Ohm 3 Watt

PRODUCT ID: 1785

Turn any surface/wall/table etc into a speaker with a surface transducer. This type of speaker does not have a moving cone like most speakers you've seen. Instead, a small metal rod...

<http://adafru.it/t1c>

\$14.95

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Raspberry Pi Setup

At this time, Jessie Raspberry Pi kernel does not support mono audio out of the I2S interface, you can only play stereo, so any mono audio files may need conversion to stereo!

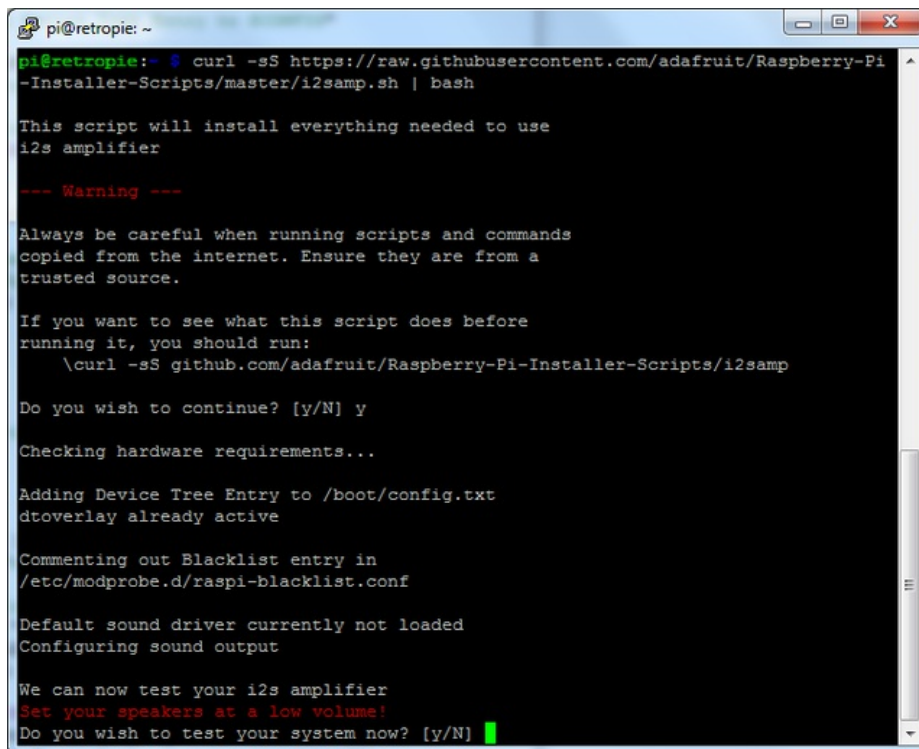
Fast Install

Luckily its quite easy to install support for I2S DACs on Raspbian Jessie.

[These instructions are totally cribbed from the PhatDAC instructions at the lovely folks at Pimoroni](http://adafru.it/nFy)(<http://adafru.it/nFy>)

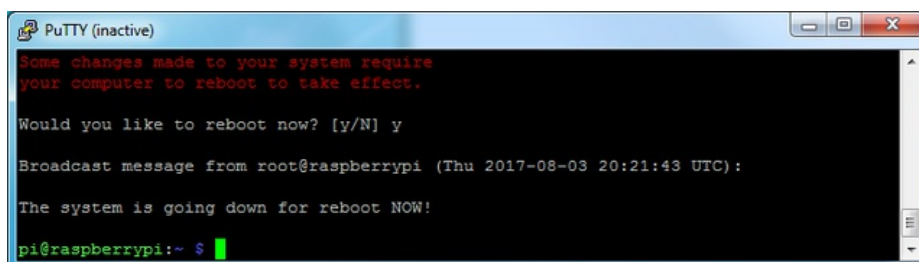
Run the following from your Raspberry Pi with Internet connectivity:

```
curl -sS https://raw.githubusercontent.com/adafruit/Raspberry-Pi-Installer-Scripts/master/i2samp.sh | bash
```



```
pi@retropie: ~  
pi@retropie:~$ curl -sS https://raw.githubusercontent.com/adafruit/Raspberry-Pi-Installer-Scripts/master/i2samp.sh | bash  
  
This script will install everything needed to use  
i2s amplifier  
  
--- Warning ---  
  
Always be careful when running scripts and commands  
copied from the internet. Ensure they are from a  
trusted source.  
  
If you want to see what this script does before  
running it, you should run:  
  \curl -sS github.com/adafruit/Raspberry-Pi-Installer-Scripts/i2samp  
  
Do you wish to continue? [y/N] y  
  
Checking hardware requirements...  
  
Adding Device Tree Entry to /boot/config.txt  
dtoverlay already active  
  
Commenting out Blacklist entry in  
/etc/modprobe.d/raspi-blacklist.conf  
  
Default sound driver currently not loaded  
Configuring sound output  
  
We can now test your i2s amplifier  
Set your speakers at a low volume!  
Do you wish to test your system now? [y/N]
```

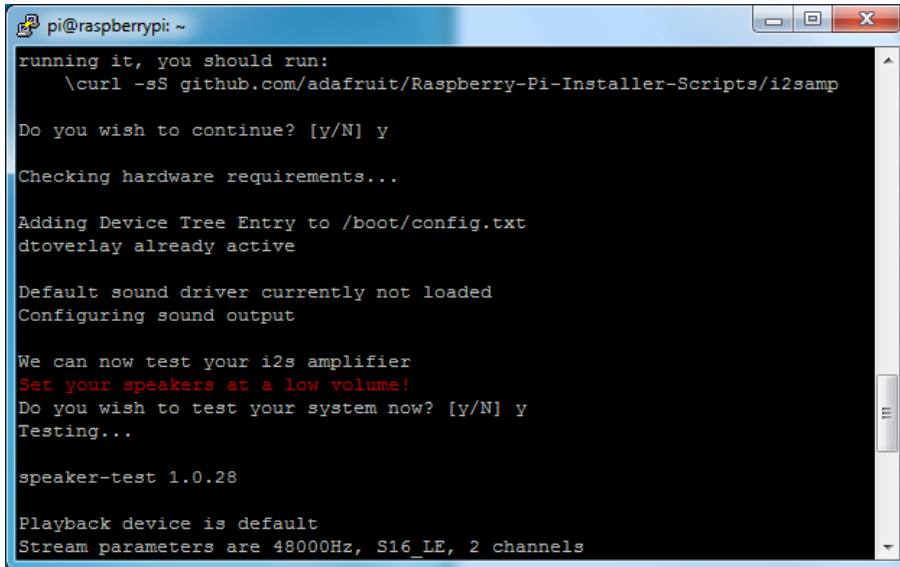
You will need to reboot once installed.



```
PuTTY (inactive)  
  
Some changes made to your system require  
your computer to reboot to take effect.  
  
Would you like to reboot now? [y/N] y  
  
Broadcast message from root@raspberrypi (Thu 2017-08-03 20:21:43 UTC):  
  
The system is going down for reboot NOW!  
  
pi@raspberrypi:~$
```

You must reboot to enable the speaker hardware!

After rebooting, log back in and re-run the script again...It will ask you if you want to test the speaker. Say **y**es and listen for audio to come out of your speakers...



```
pi@raspberrypi: ~  
running it, you should run:  
  \curl -sS github.com/adafruit/Raspberry-Pi-Installer-Scripts/i2samp  
Do you wish to continue? [y/N] y  
Checking hardware requirements...  
Adding Device Tree Entry to /boot/config.txt  
dtoverlay already active  
Default sound driver currently not loaded  
Configuring sound output  
We can now test your i2s amplifier  
Set your speakers at a low volume!  
Do you wish to test your system now? [y/N] y  
Testing...  
speaker-test 1.0.28  
Playback device is default  
Stream parameters are 48000Hz, S16_LE, 2 channels
```

In order to have volume control appear in Raspbian desktop or RetroPie you must reboot a second time after doing the speaker test, with **sudo reboot**

You can then go to the next page on testing and optimizing your setup. Skip the rest of this page or **Detailed Installation** if the script worked for you!

Detailed Install

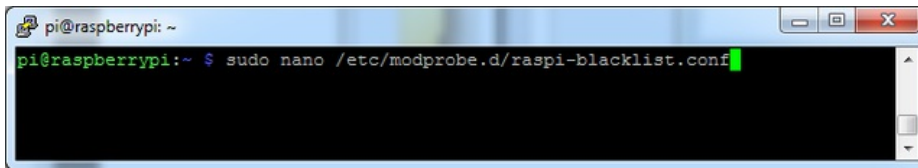
If, for some reason, you can't just run the script and you want to go through the install by hand - here's all the steps!

Update /etc/modprobe.d (if it exists)

Log into your Pi and get into a serial console (either via a console cable, the TV console, RXVT, or what have you)

Edit the raspi blacklist with

```
sudo nano /etc/modprobe.d/raspi-blacklist.conf
```

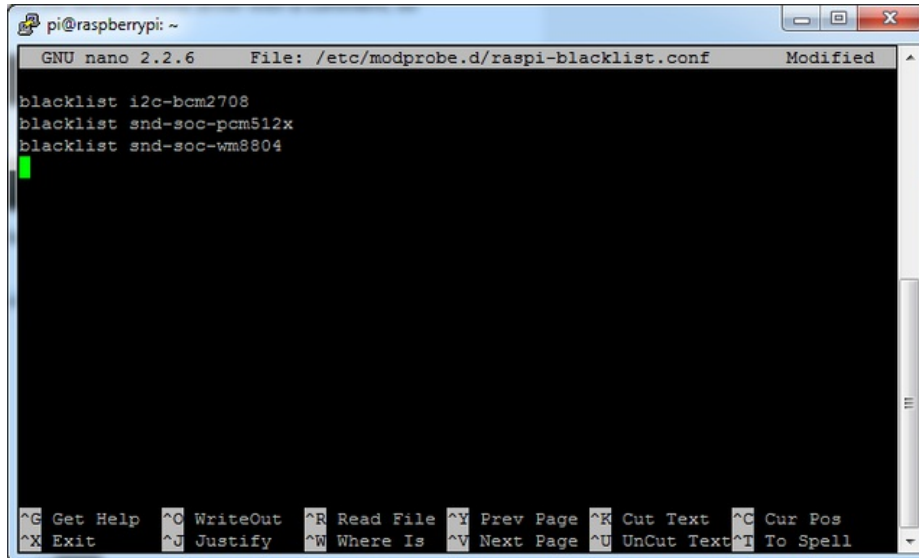


```
pi@raspberrypi: ~  
pi@raspberrypi:~$ sudo nano /etc/modprobe.d/raspi-blacklist.conf
```

If the file is empty, just skip this step

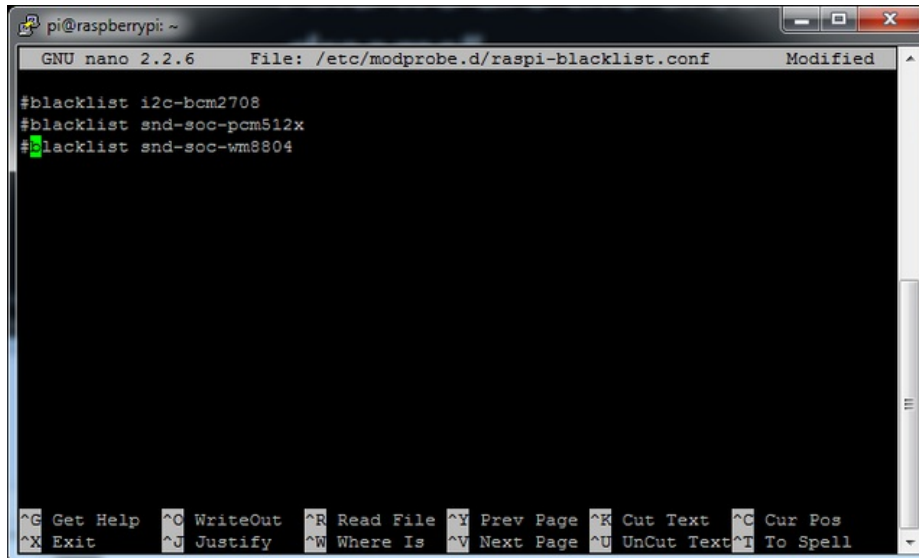
However, if you see the following lines:

```
blacklist i2c-bcm2708  
blacklist snd-soc-pcm512x  
blacklist snd-soc-wm8804
```



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /etc/modprobe.d/raspi-blacklist.conf Modified
blacklist i2c-bcm2708
blacklist snd-soc-pcm512x
blacklist snd-soc-wm8804
^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

Update the lines by putting a # before each line



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /etc/modprobe.d/raspi-blacklist.conf Modified
#blacklist i2c-bcm2708
#blacklist snd-soc-pcm512x
#blacklist snd-soc-wm8804
^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

Save by typing **Control-X Y <return>**

Disable headphone audio (if it's set)

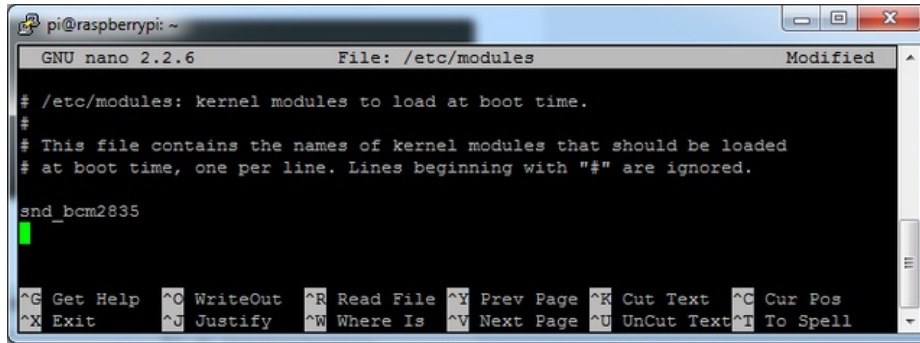
Edit the raspi modules list with

```
sudo nano /etc/modules
```

If the file is empty, just skip this step

However, if you see the following line:

```
snd_bcm2835
```

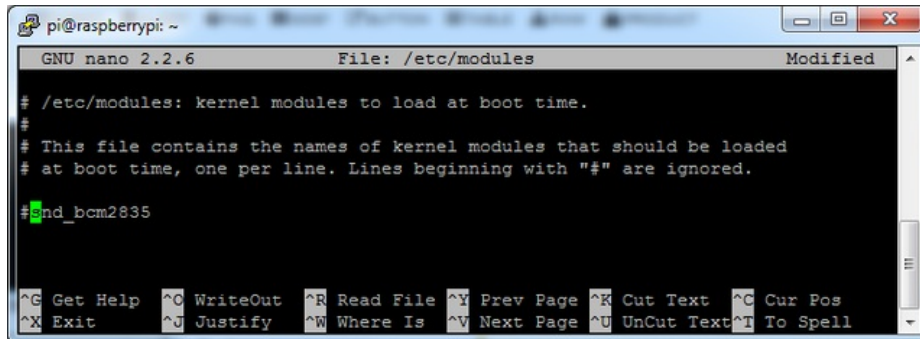
```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /etc/modules Modified

# /etc/modules: kernel modules to load at boot time.
#
# This file contains the names of kernel modules that should be loaded
# at boot time, one per line. Lines beginning with "#" are ignored.

snd_bcm2835

^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

Put a # in front of it



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /etc/modules Modified

# /etc/modules: kernel modules to load at boot time.
#
# This file contains the names of kernel modules that should be loaded
# at boot time, one per line. Lines beginning with "#" are ignored.

#snd_bcm2835

^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

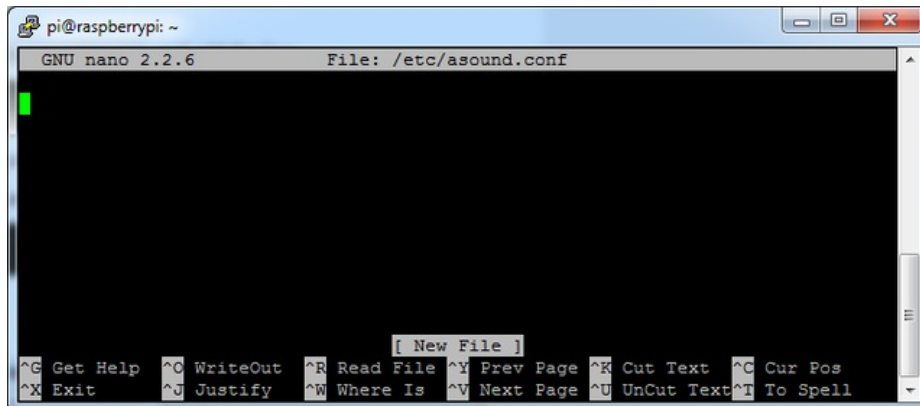
and save with **Control-X Y <return>**

Create asound.conf file

Edit the raspi modules list with

```
sudo nano /etc/asound.conf
```

This file ought to be blank!



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /etc/asound.conf

[ New File ]

^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

Copy and paste the following text into the file

```
pcm.speakerbonnet {
    type hw card 0
}

pcm.dmixer {
    type dmix
    ipc_key 1024
    ipc_perm 0666
    slave {
        pcm "speakerbonnet"
```

```

    period_time 0
    period_size 1024
    buffer_size 8192
    rate 44100
    channels 2
}
}

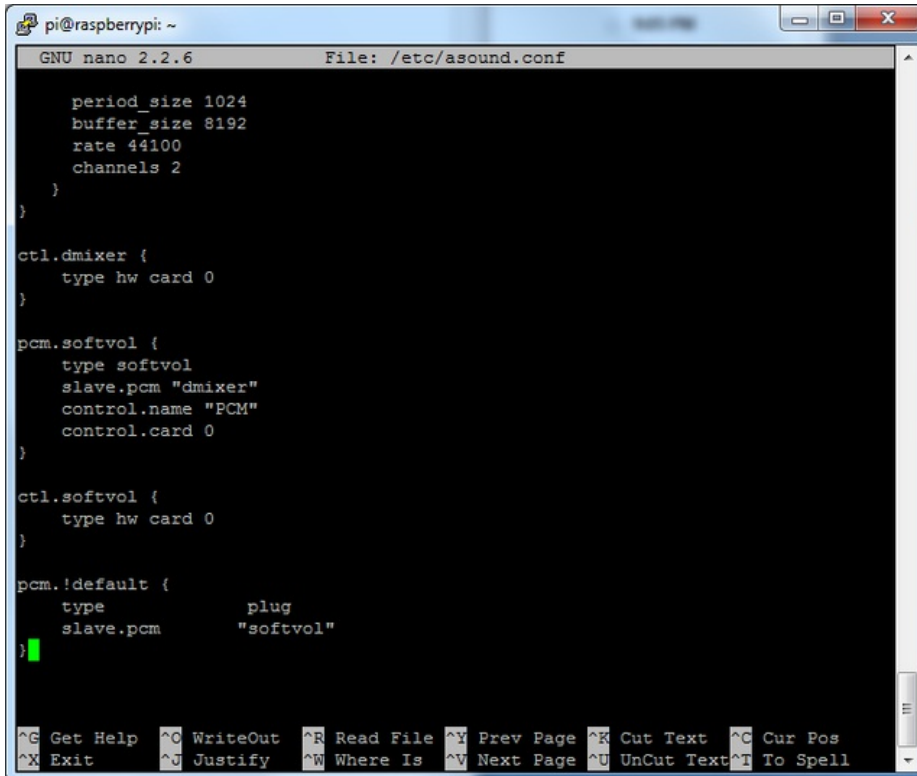
ctl.dmixer {
    type hw card 0
}

pcm.softvol {
    type softvol
    slave.pcm "dmixer"
    control.name "PCM"
    control.card 0
}

ctl.softvol {
    type hw card 0
}

pcm.!default {
    type      plug
    slave.pcm  "softvol"
}

```



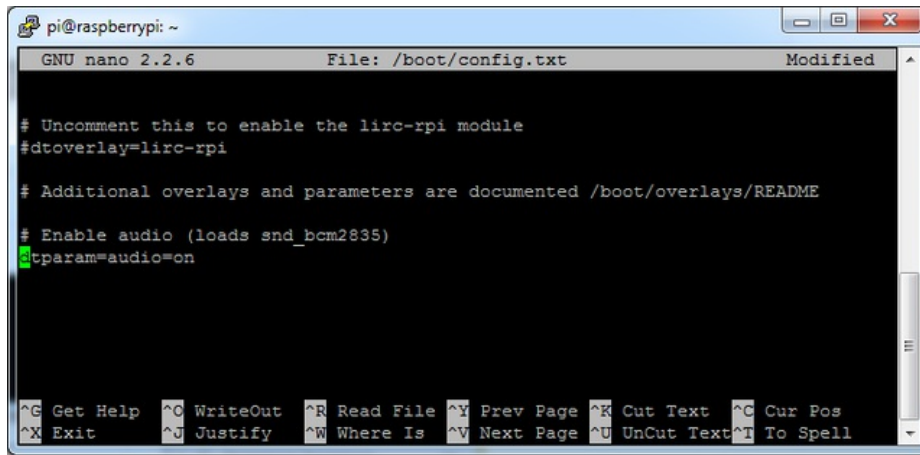
Save the file as usual

Add Device Tree Overlay

Edit your Pi configuration file with

```
sudo nano /boot/config.txt
```

And scroll down to the bottom. If you see a line that says `dtoverlay=audio=on`



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /boot/config.txt Modified

# Uncomment this to enable the lirc-rpi module
#dtoverlay=lirc-rpi

# Additional overlays and parameters are documented /boot/overlays/README

# Enable audio (loads snd_bcm2835)
dtparam=audio=on

^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

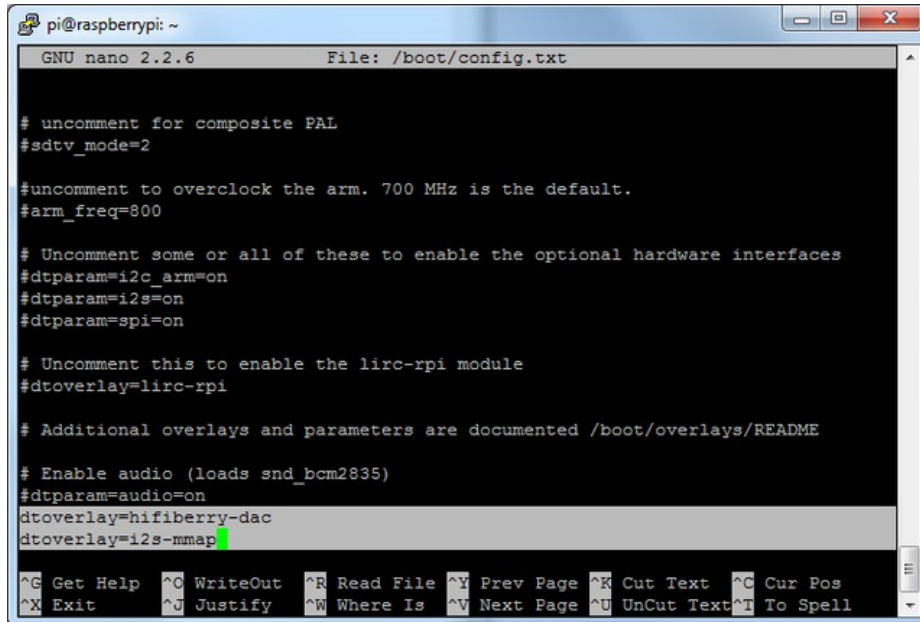
Disable it by putting a **#** in front.

Then add:

```
dtoverlay=hifiberry-dac
```

```
dtoverlay=i2s-mmap
```

on the next line. Save the file.



```
pi@raspberrypi: ~
GNU nano 2.2.6 File: /boot/config.txt

# uncomment for composite PAL
#sdtv_mode=2

#uncomment to overclock the arm. 700 MHz is the default.
#arm_freq=800

# Uncomment some or all of these to enable the optional hardware interfaces
#dtparam=i2c_arm=on
#dtparam=i2s=on
#dtparam=spi=on

# Uncomment this to enable the lirc-rpi module
#dtoverlay=lirc-rpi

# Additional overlays and parameters are documented /boot/overlays/README

# Enable audio (loads snd_bcm2835)
#dtparam=audio=on
dtoverlay=hifiberry-dac
dtoverlay=i2s-mmap

^G Get Help ^O WriteOut ^R Read File ^Y Prev Page ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where Is ^V Next Page ^U UnCut Text ^T To Spell
```

Reboot your Pi with **sudo reboot**

Raspberry Pi Test

Speaker Tests!

OK you can use whatever software you like to play audio but if you'd like to test the speaker output, here's some quick commands that will let you verify your amp and speaker are working as they should!

Simple white noise speaker test

Run `speaker-test -c2` to generate white noise out of the speaker, alternating left and right. Since the I2S amp merges left and right channels, you'll hear continuous white noise

Simple WAV speaker test

Once you've got something coming out, try to play an audio file with **speaker-test** (for WAV files, not MP3)

```
speaker-test -c2 --test=wav -w /usr/share/sounds/alsa/Front_Center.wav
```

You'll hear audio coming from left and right alternating speakers

Simple MP3 speaker test

If you want to play a stream of music, you can try

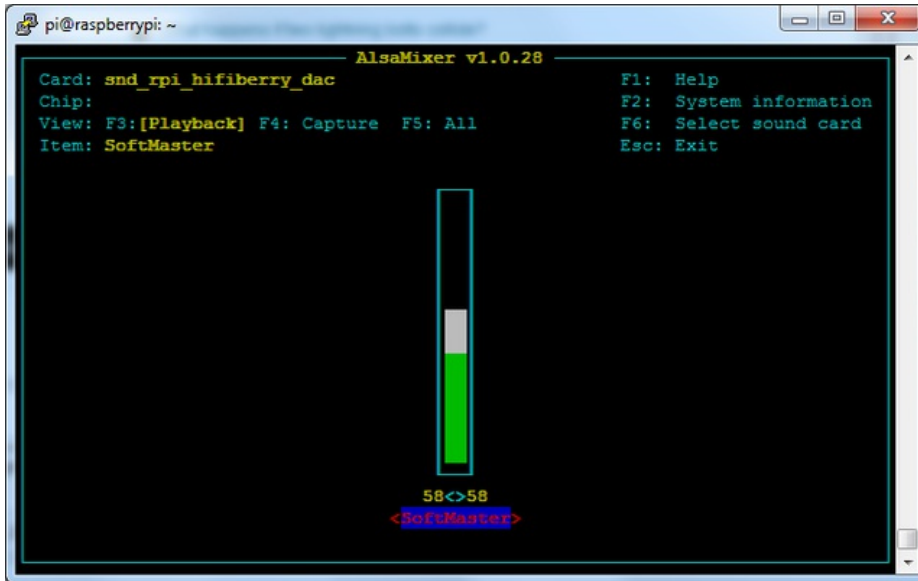
```
sudo apt-get install -y mpg123  
mpg123 http://ice1.somafm.com/u80s-128-mp3
```

[If you want to play MP3's on command, check out this tutorial which covers how to set that up](http://adafru.it/aTD)(<http://adafru.it/aTD>)

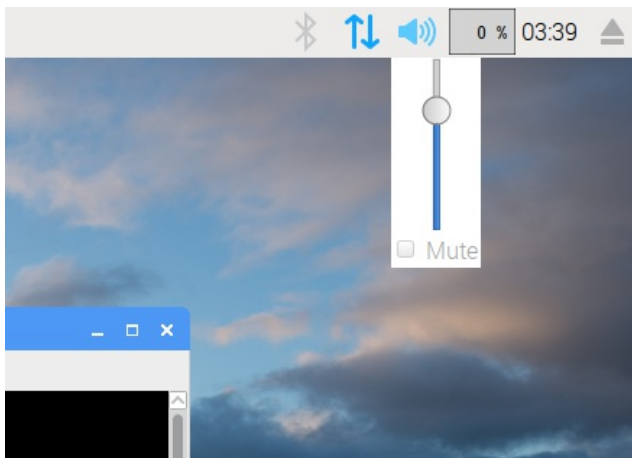
At this time, Jessie Raspbery Pi kernel **does not support mono audio** out of the I2S interface, **you can only play stereo**, so any mono audio files may need conversion to stereo!

Volume adjustment

Many programs like PyGame and Sonic Pi have volume control within the application. For other programs you can set the volume using the command line tool called **alsamixer**. Just type `alsamixer` in and then use the up/down arrows to set the volume. Press Escape once its set



In Raspbian PIXEL you can set the volume using the menu item control. If it has an X through it, try restarting the Pi (you have to restart twice after install to get PIXEL to recognize the volume control)



I2S Tweaks

Reducing popping

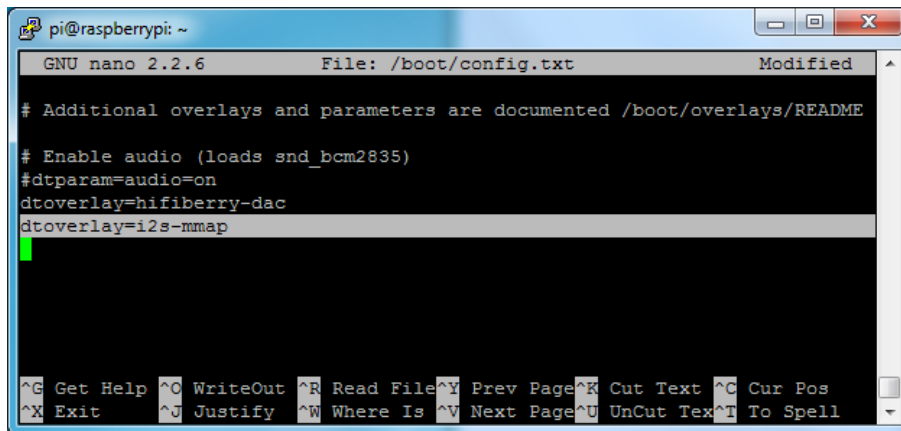
For people who followed our original installation instructions with the simple alsa config, they may find that the I2S audio pops when playing new audio.

The workaround is to use a software mixer to output a fixed sample rate to the I2S device so the bit clock does not change. I use ALSA so I configured **dmixer** and I no longer have any pops or clicks. Note that the RaspPi I2S driver does not support **dmixer** by default and you must [follow these instructions provided](http://adafru.it/sHF) (<http://adafru.it/sHF>) to add it. Continue on for step-by-step on how to enable it!

Step 1

Start by modify **/boot/config.txt** to add `dtoverlay=i2s-mmap`

Run **sudo nano /boot/config.txt** and add the text to the bottom like so:



```

pi@raspberrypi: ~
GNU nano 2.2.6      File: /boot/config.txt      Modified
# Additional overlays and parameters are documented /boot/overlays/README
# Enable audio (loads snd_bcm2835)
#dtparam=audio=on
dtoverlay=hifiberry-dac
dtoverlay=i2s-mmap
^G Get Help  ^O WriteOut  ^R Read File ^Y Prev Page ^K Cut Text  ^C Cur Pos
^X Exit      ^J Justify   ^W Where Is ^V Next Page ^U UnCut Tex ^T To Spell

```

Save and exit.

Then change **/etc/asound.conf** to:

```

pcm.speakerbonnet {
    type hw card 0
}

pcm.ldefault {
    type plug
    slave.pcm "dmixer"
}

pcm.dmixer {
    type dmix
    ipc_key 1024
    ipc_perm 0666
    slave {
        pcm "speakerbonnet"
        period_time 0
        period_size 1024
        buffer_size 8192
        rate 44100
        channels 2
    }
}

ctl.dmixer {

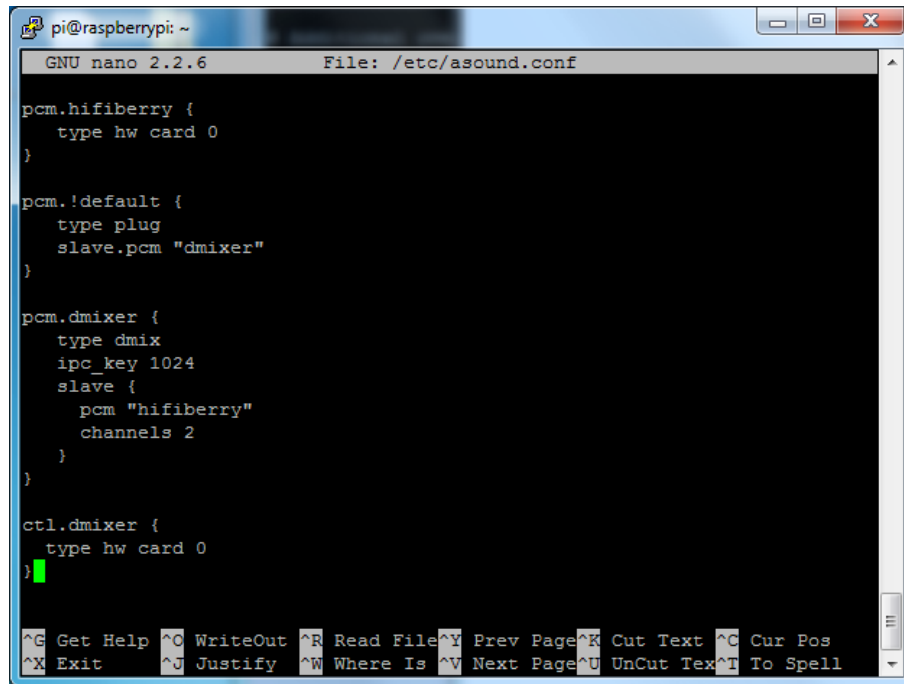
```

```
type hw card 0
}
```

By running `sudo nano /etc/asound.conf`

This creates a PCM device called `speakerbonnet` which is connected to the hardware I2S device. Then we make a new 'dmix' device (type `dmix`) called `pcm.dmixer`. We give it a unique Inter Process Communication key (`pc_key 1024`) and permissions that are world-read-writeable (`ipc_perm 0666`). The mixer will control the hardware pcm device `speakerbonnet` (`pcm "speakerbonnet"`) and has a buffer set up so its nice and fast. The communication buffer is set up so there's no delays (`period_time 0`, `period_size 1024` and `buffer_size 8192` work well). The default mixed rate is 44.1kHz stereo (`rate 44100` channels 2)

Finally we set up a control interface but it ended up working best to just put in the hardware device here: `ctl.dmixer { type hw card 0 }`



```
GNU nano 2.2.6 File: /etc/asound.conf

pcm.hifiberry {
    type hw card 0
}

pcm.!default {
    type plug
    slave.pcm "dmixer"
}

pcm.dmixer {
    type dmix
    ipc_key 1024
    slave {
        pcm "hifiberry"
        channels 2
    }
}

ctl.dmixer {
    type hw card 0
}
```

Save and exit. Then reboot the Pi to enable the mixer. Also, while it will *greatly* reduce popping, you still may get one once in a while - especially when first playing audio!

Add software volume control

The basic I2S chipset used here does not have software control built in. So we have to 'trick' the Pi into creating a software volume control. [Luckily, its not hard once you know how to do it](http://adafruit.it/ydQ)(<http://adafruit.it/ydQ>).

Create a new audio config file in `~/asoundrc` with `nano ~/asoundrc` and inside put the following text:

```
pcm.speakerbonnet {
    type hw card 0
}

pcm.dmixer {
    type dmix
    ipc_key 1024
    ipc_perm 0666
    slave {
        pcm "speakerbonnet"
        period_time 0
        period_size 1024
        buffer_size 8192
        rate 44100
        channels 2
    }
}
```

```

ctl.dmixer {
    type hw card 0
}

pcm.softvol {
    type softvol
    slave.pcm "dmixer"
    control.name "PCM"
    control.card 0
}

ctl.softvol {
    type hw card 0
}

pcm.!default {
    type plug
    slave.pcm "softvol"
}

```

This assumes you set up the dmixer for no-popping above!

```

pi@raspberrypi: ~
GNU nano 2.2.6 File: /home/pi/.asoundrc

pcm.softvol {
    type softvol
    slave {
        pcm "dmixer"
    }
    control {
        name "SoftMaster"
        card 0
    }
}

pcm.!default {
    type plug
    slave.pcm "softvol"
}

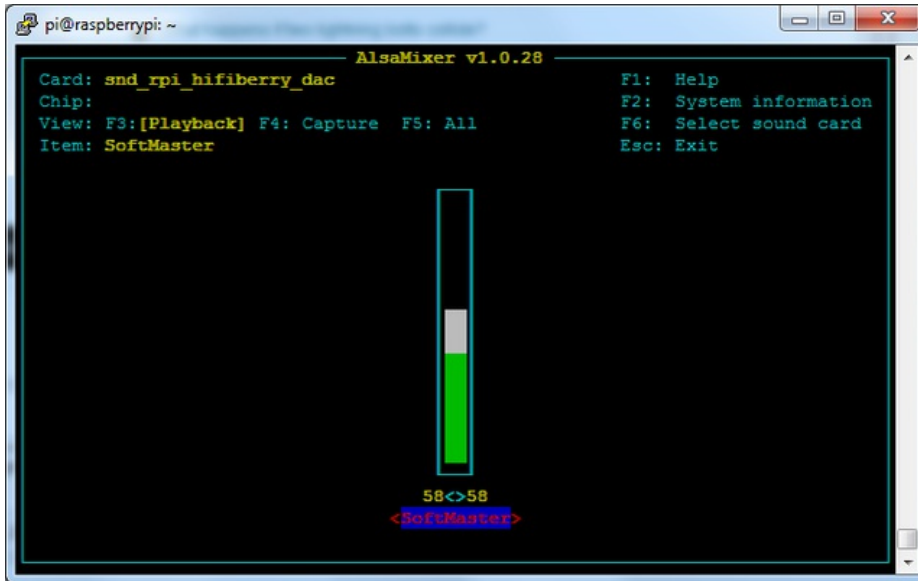
```

Save and exit

Now, here's the trick, you have to reboot, then play some audio through alsa, then reboot to get the alsamixer to sync up right:

```
speaker-test -c2 --test=wav -w /usr/share/sounds/alsa/Front_Center.wav
```

Then you can type **alsamixer** to control the volume with the 'classic' alsa mixing interface



Just press the up and down arrows to set the volume, and ESC to quit

I2S Audio FAQ

Hey in Raspbian Pixel desktop, the speaker icon is X'd out!

Try rebooting once after playing some audio. Also make sure you have our latest alsa configuration (check the detailed install page on the Raspberry Pi Setup page for the `/etc/asound.conf`!)

If its still not working, you can still change the volume, just use **alsamixer** from a Terminal command prompt.

Even with dmixer enabled, I get a staticy-pop when the Pi first boots or when it first starts playing audio

Yep, this is a known Raspbian Linux thing. Yay Linux! We don't have a fix for it. If it makes you feel better, my fancy Windows development computer does the same thing with my desktop speakers.

Does this work with my favorite software?

It will work with *anything* that has alsa audio support. There's thousands of linux programs so we can't guarantee all of them will work but here's what we found does for sure!

- **PyGame** - see our page on [playing audio with PyGame](http://adafru.it/ydS) (<http://adafru.it/ydS>) for example code. Volume can be controlled within pygame
- **mpg123** - command line mp3 audio playback. use alsamixer to control the volume
- **aplay** - for playing wav files on the command line
- **Sonic Pi** - tested in the Pixel Desktop. Use the Sonic Pi settings panel to change the volume - it does not seem to care about what global audio volume you set!
- **Scratch 2** - tested in the Pixel Desktop. Works fine but may have a delay and make a popping sound the first time you play audio. You can set volume with alsamixer and also via the app by using the **set volume to nn%** block
- **Scratch 1** - doesn't work, something not set up with Scratch 1 to use alsa?
- **RetroPie/Emulation Station** - audio works within games (we tested NES and MAME libretro) but does not work in the 'main screen' (selecting which game to play interface)

Play Audio with PyGame

You can use **mpg123** for basic testing but it's a little clumsy for use where you want to dynamically change the volume or have an interactive program. For more powerful audio playback we suggest using PyGame to playback a variety of audio formats (MP3 included!)

Install PyGame

Start by installing pygame support, you'll need to open up a console on your Pi with network access and run:

```
sudo apt-get install python-pygame
```

Next, download this pygame example zip to your Pi

[Click to download PyGame example code & sample mp3s](http://adafru.it/wbp)
<http://adafru.it/wbp>

On the command line, run

```
wget https://cdn-learn.adafruit.com/assets/assets/000/041/506/original/pygame_example.zip (http://adafru.it/wbq)
```

```
unzip pygame_example.zip (http://adafru.it/wbq)
```

Run Demo

Inside the zip is an example called **pygameMP3.py**

This example will playback all MP3's within the script's folder. To demonstrate that you can also adjust the volume within pygame, the second argument is the volume for playback. Specify a volume to playback with a command line argument between 0.0 and 1.0

For example here is how to play at 75% volume:

```
python pygameMP3.py 0.75
```

Here's the code if you have your own mp3s!

```
""" pg_midi_sound101.py
play midi music files (also mp3 files) using pygame
tested with Python273/331 and pygame192 by vegaseat
"""
#code modified by James DeVito from here: https://www.daniweb.com/programming/software-development/code/454835/let-pygame-play-your-midi-or-mp3-files

#!/usr/bin/python

import sys
import pygame as pg
import os
import time

def play_music(music_file):
    """
    stream music with mixer.music module in blocking manner
    this will stream the sound from disk while playing
    """
    clock = pg.time.Clock()
    try:
        pg.mixer.music.load(music_file)
        print("Music file {} loaded!".format(music_file))
    except pygame.error:
```

```

    print("File {} not found! {}".format(music_file, pg.get_error()))
    return

pg.mixer.music.play()

# If you want to fade in the audio...
# for x in range(0,100):
#     pg.mixer.music.set_volume(float(x)/100.0)
#     time.sleep(.0075)
# # check if playback has finished
while pg.mixer.music.get_busy():
    clock.tick(30)

freq = 44100 # audio CD quality
bitsize = -16 # unsigned 16 bit
channels = 2 # 1 is mono, 2 is stereo
buffer = 2048 # number of samples (experiment to get right sound)
pg.mixer.init(freq, bitsize, channels, buffer)

if len(sys.argv) > 1:

    try:
        user_volume = float(sys.argv[1])
    except ValueError:
        print "Volume argument invalid. Please use a float (0.0 - 1.0)"
        pg.mixer.music.fadeout(1000)
        pg.mixer.music.stop()
        raise SystemExit

    print("Playing at volume: " + str(user_volume)+ "\n")
    pg.mixer.music.set_volume(user_volume)
    mp3s = []
    for file in os.listdir("."):
        if file.endswith(".mp3"):
            mp3s.append(file)

    print mp3s

    for x in mp3s:
        try:
            play_music(x)
            time.sleep(.25)
        except KeyboardInterrupt:
            # if user hits Ctrl/C then exit
            # (works only in console mode)
            pg.mixer.music.fadeout(1000)
            pg.mixer.music.stop()
            raise SystemExit
    else:
        print("Please specify volume as a float! (0.0 - 1.0)")

```