CS48L32

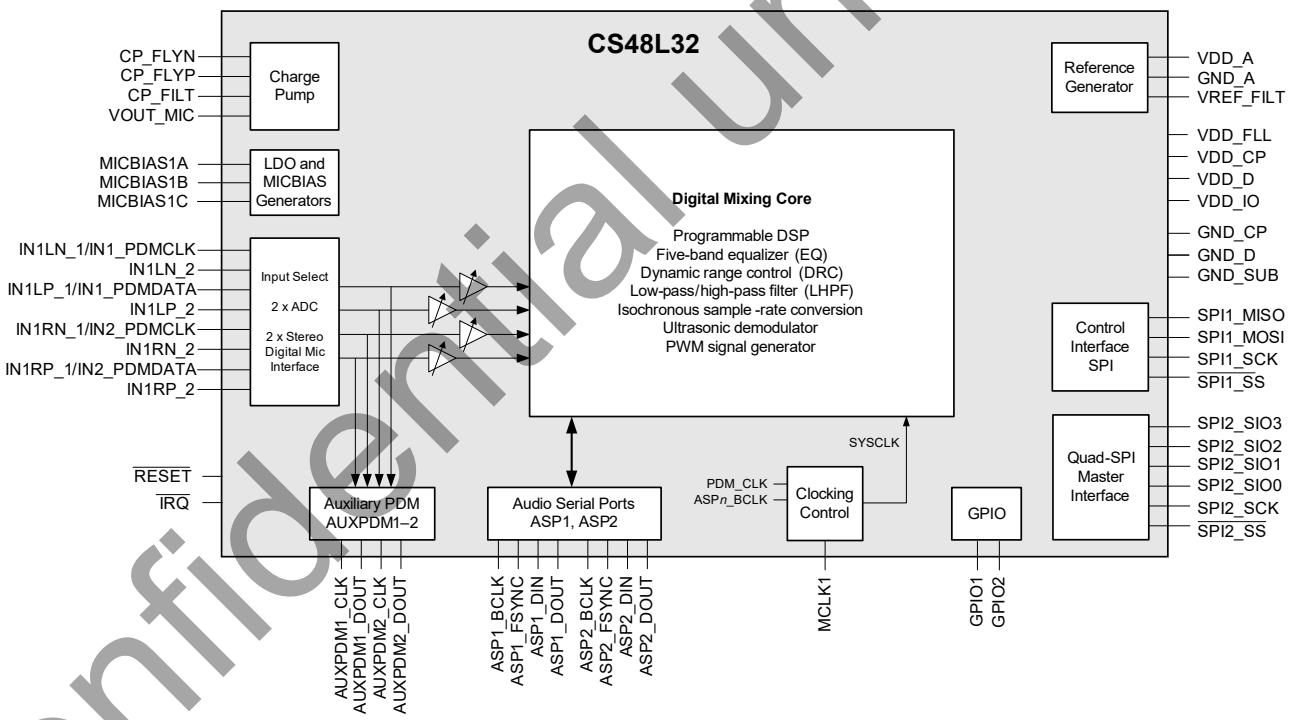
Low-Power Audio DSP with Microphone Interface

Features

- Halo Core™ digital signal processor
  - — Dual MAC, 100 MHz audio signal processor
  - — 280 kB program memory, 768 kB data memory
  - — FFT, LMS, and FIR accelerators
- Event logger with time-stamp and interrupt functions
- Integrated multichannel 24-bit audio processor
  - — 104 dB signal-to-noise ratio (SNR) mic input (16 kHz)
- Programmable wideband, multimic audio processing
- Multichannel isochronous sample-rate conversion
- Up to four analog or digital microphone (DMIC) inputs
- Ultrasonic signal detection and demodulation
- Digital (PDM) output interface
- Two multichannel audio serial ports (ASP), supporting data formats up to 192 kHz, 32 bits
- Flexible clocking configuration, incorporating a low-power frequency-locked loop (FLL)
- Configurable functions on up to 16 general-purpose input/output (GPIO) pins
- Integrated regulator and charge-pump circuits
  - — Switchable microphone supply/bias outputs
- WLCSP and QFN package variants, 0.4 mm pitch

Applications

- Smartphones and mobile accessories
- Always-on voice-triggered devices



Description

The CS48L32 is a high-performance low-power audio DSP for smartphones and other portable audio devices. The CS48L32 combines a programmable Halo Core DSP with a variety of power-efficient fixed-function audio processors.

The Halo Core DSP supports multiple concurrent audio features, including voice-trigger detection, noise reduction, media enhancement, and many more. Support for third-party DSP programming provides far-reaching opportunities for product differentiation. The Halo Core DSP is integrated within a fully flexible, all-digital mixing and routing engine with sample rate converters, for wide use-case flexibility.

The CS48L32 supports up to four analog inputs or up to four PDM digital inputs. Low-power input modes are available for always-on (e.g., voice-trigger) functionality using either analog or digital input. Two further digital audio serial ports are provided, each supporting a wide range of standard audio sample rates and serial interface formats.

The audio serial port (ASP) interfaces support multichannel, 32-bit operation at sample rates up to 192 kHz. The integrated FLL provides support for a wide range of system-clock frequencies.

The CS48L32 is configured using the SPI™ interface. The device is powered from 1.8 V and 1.2 V supplies. The power, clocking, and output driver architectures are designed to maximize battery life in voice, music, and standby modes.

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1 Pin Descriptions

1.1 WLCSP Pinout

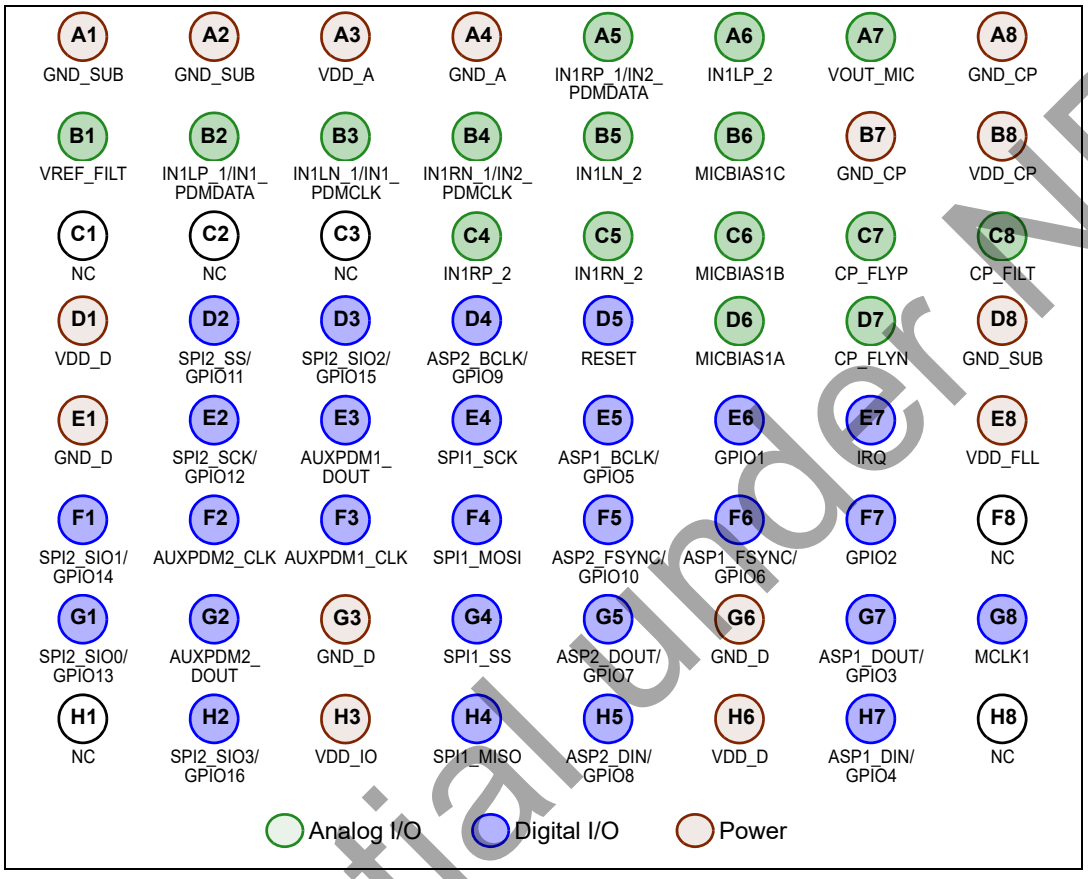


Figure 1-1. Top-Down (Through-Package) View—64-ball WLCSP Package

1.2 QFN Pinout

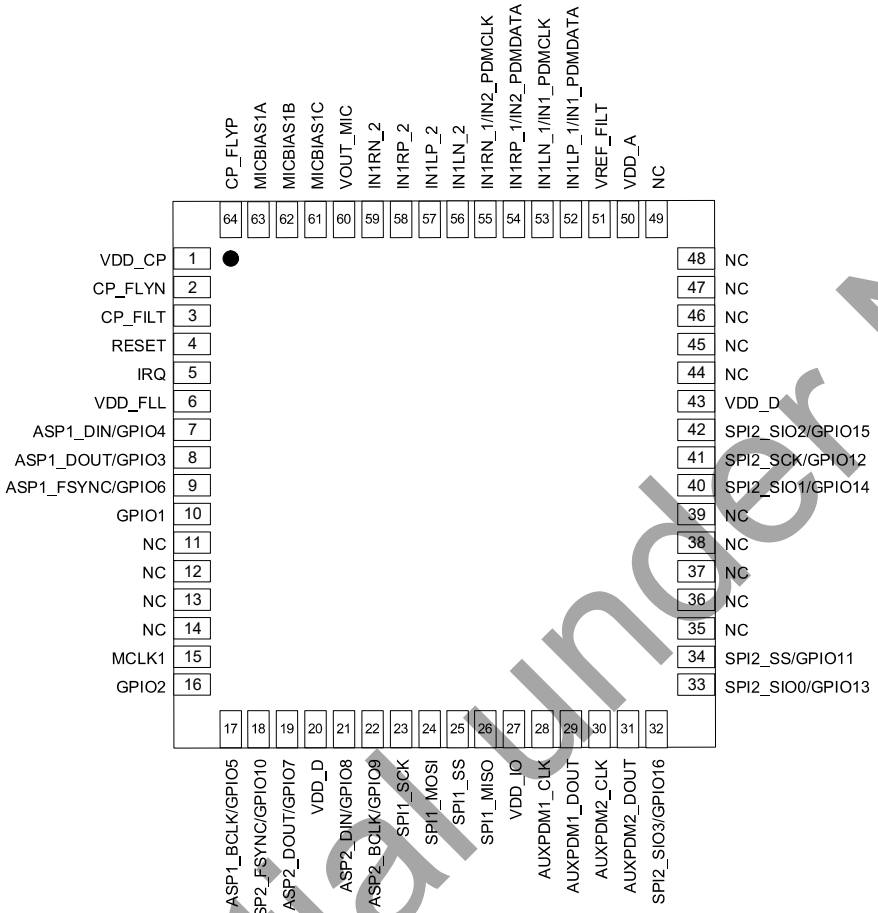


Figure 1-2. Top-Down (Through-Package) View—64-pad QFN Package

1.3 Pin Descriptions

Table 1-1 describes each pin on the CS48L32. Note that pins that share a common name should be tied together on the printed circuit board (PCB).

Table 1-1. Pin Descriptions

PU = Pull-up, PD = Pull-down, K = Bus keeper, H = Hysteresis on CMOS input, Z = Hi-Z (High impedance), C = CMOS, OD = Open drain.

Pin Name	Pin # (WLCSP)	Pin # (QFN)	Power Supply	I/O	Pin Description	Digital Pad Attributes	State at Reset
Analog I/O							
CP_FILT	C8	3	—	O	Charge Pump output decoupling pin	—	Output
CP_FLYN	D7	2	—	O	Charge Pump fly-back capacitor pin	—	—
CP_FLYP	C7	64	—	O	Charge Pump fly-back capacitor pin	—	—
IN1LN_1/IN1_PDMCLK	B3	53	VOUT_MIC or MICBIAS1 [1]	I/O	Left-channel negative differential mic/line input/ IN1 PDM clock.	C	IN1LN_1 input
IN1LN_2	B5	56	VOUT_MIC	I	Left-channel negative differential mic/line input.	—	Input
IN1LP_1/IN1_PDMDATA	B2	52	VOUT_MIC or MICBIAS1 [1]	I	Left-channel single-ended mic/line input/positive differential mic/line input/IN1 PDM data input.	PD/H	IN1LP_1 input
IN1LP_2	A6	57	VOUT_MIC	I	Left-channel single-ended mic/line input/positive differential mic/line input.	—	Input

Table 1-1. Pin Descriptions *(Cont.)*

PU = Pull-up, PD = Pull-down, K = Bus keeper, H = Hysteresis on CMOS input, Z = Hi-Z (High impedance), C = CMOS, OD = Open drain.

Pin Name	Pin # (WLCSP)	Pin # (QFN)	Power Supply	I/O	Pin Description	Digital Pad Attributes	State at Reset
IN1RN_1/IN2_PDMCLK	B4	55	VOUT_MIC or MICBIAS1 [1]	I/O	Right-channel negative differential mic/line input/IN2 PDM clock.	C	IN1RN_1 input
IN1RN_2	C5	59	VOUT_MIC	I	Right-channel negative differential mic/line input.	—	Input
IN1RP_1/IN2_PDMDATA	A5	54	VOUT_MIC or MICBIAS1 [1]	I	Right-channel single-ended mic/line input/ positive differential mic/line input/IN2 PDM data input.	PD/H	IN1RP_1 input
IN1RP_2	C4	58	VOUT_MIC	I	Right-channel single-ended mic/line input/ positive differential mic/line input.	—	Input
MICBIAS1A	D6	63	VOUT_MIC	O	Microphone bias 1A	—	Output
MICBIAS1B	C6	62	VOUT_MIC	O	Microphone bias 1B	—	Output
MICBIAS1C	B6	61	VOUT_MIC	O	Microphone bias 1C	—	Output
VOUT_MIC	A7	60	—	O	LDO2 output decoupling pin (generated internally by CS48L32). Can also be used as reference/supply for external microphones.	—	Output
VREF_FILT	B1	51	—	O	Band-gap reference external capacitor connection	—	Output
					Digital I/O		
ASP1_BCLK/GPIO5	E5	17	VDD_IO	I/O	Audio serial port 1 bit clock/GPIO5	PU/PD/K/H/Z/C/OD	GPIO5 input with bus-keeper
ASP1_DIN/GPIO4	H7	7	VDD_IO	I	Audio serial port 1 data input/GPIO4	PU/PD/K/H/C/OD	GPIO4 input with bus-keeper
ASP1_DOUT/GPIO3	G7	8	VDD_IO	O	Audio serial port 1 data output/GPIO3	PU/PD/K/H/Z/C/OD	GPIO3 input with bus-keeper
ASP1_FSYNC/GPIO6	F6	9	VDD_IO	I/O	Audio serial port 1 frame sync/GPIO6	PU/PD/K/H/Z/C/OD	GPIO6 input with bus-keeper
ASP2_BCLK/GPIO9	D4	22	VDD_IO	I/O	Audio serial port 2 bit clock/GPIO9	PU/PD/K/H/Z/C/OD	GPIO9 input with bus-keeper
ASP2_DIN/GPIO8	H5	21	VDD_IO	I/O	Audio serial port 2 data input/GPIO8	PU/PD/K/H/C/OD	GPIO8 input with bus-keeper
ASP2_DOUT/GPIO7	G5	19	VDD_IO	I/O	Audio serial port 2 data output/GPIO7	PU/PD/K/H/Z/C/OD	GPIO7 input with bus-keeper
ASP2_FSYNC/GPIO10	F5	18	VDD_IO	I/O	Audio serial port 2 frame sync/GPIO10	PU/PD/K/H/Z/C/OD	GPIO10 input with bus-keeper
AUXPDM1_CLK	F3	28	VDD_IO	I/O	Auxiliary PDM 1 clock	PD/H/C	Input
AUXPDM1_DOUT	E3	29	VDD_IO	O	Auxiliary PDM 1 data output	C	Output
AUXPDM2_CLK	F2	30	VDD_IO	I/O	Auxiliary PDM 2 clock	PD/H/C	Input
AUXPDM2_DOUT	G2	31	VDD_IO	O	Auxiliary PDM 2 data output	C	Output
GPIO1	E6	10	VDD_IO	I/O	GPIO1	PU/PD/K/H/C/OD	GPIO1 input with bus-keeper
GPIO2	F7	16	VDD_IO	I/O	GPIO2	PU/PD/K/H/C/OD	GPIO2 input with bus-keeper
$\overline{\text{IRQ}}$	E7	5	VDD_IO	O	Interrupt request (IRQ) output (default is active low)	C/OD	Open-drain output
MCLK1	G8	15	VDD_IO	I	Master clock 1	PD/H	Input
$\overline{\text{RESET}}$	D5	4	VDD_IO	I	Digital reset input (active low)	PU/PD/K/H	Input with pull-up

Table 1-1. Pin Descriptions *(Cont.)*

PU = Pull-up, PD = Pull-down, K = Bus keeper, H = Hysteresis on CMOS input, Z = Hi-Z (High impedance), C = CMOS, OD = Open drain.

Pin Name	Pin # (WLCSP)	Pin # (QFN)	Power Supply	I/O	Pin Description	Digital Pad Attributes	State at Reset
SPI1_MISO	H4	26	VDD_IO	O	SPI1 control interface Master In Slave Out data. SPI1_MISO is high impedance if SPI1_SS is not asserted.	Z/C	Output
SPI1_MOSI	F4	24	VDD_IO	I	SPI1 control interface Master Out Slave In data	H/OD	Input
SPI1_SCK	E4	23	VDD_IO	I	SPI1 control interface clock input	H	Input
$\overline{\text{SPI1\_SS}}$	G4	25	VDD_IO	I	SPI1 control interface slave select	H	Input
SPI2_SCK/ GPIO12	E2	41	VDD_IO	I/O	SPI master interface clock output/GPIO12	PU/PD/K/H/ C/OD	GPIO12 input with bus-keeper
SPI2_SIO0/ GPIO13	G1	33	VDD_IO	I/O	SPI master interface Data 0 input/output/ GPIO13	PU/PD/K/H/ C/OD	GPIO13 input with bus-keeper
SPI2_SIO1/ GPIO14	F1	40	VDD_IO	I/O	SPI master interface Data 1 input/output/ GPIO14	PU/PD/K/H/ C/OD	GPIO14 input with bus-keeper
SPI2_SIO2/ GPIO15	D3	42	VDD_IO	I/O	SPI master interface Data 2 input/output/ GPIO15	PU/PD/K/H/ C/OD	GPIO15 input with bus-keeper
SPI2_SIO3/ GPIO16	H2	32	VDD_IO	I/O	SPI master interface Data 3 input/output/ GPIO16	PU/PD/K/H/ C/OD	GPIO16 input with bus-keeper
$\overline{\text{SPI2\_SS}}$/ GPIO11	D2	34	VDD_IO	I/O	SPI master interface slave select/GPIO11	PU/PD/K/H/ C/OD	GPIO11 input with bus-keeper
				Supply			
GND_A	A4	GND [2]	—	—	Analog ground (return path for VDD_A)	—	—
GND_CP	A8, B7	GND [2]	—	—	Charge pump ground (return path for VDD_CP)	—	—
GND_D	E1, G3, G6	GND [2]	—	—	Digital ground (return path for VDD_D and VDD_IO)	—	—
GND_SUB	A1, A2, D8	GND [2]	—	—	Substrate ground (also return path for VDD_FLL)	—	—
VDD_A	A3	50	—	—	Analog supply	—	—
VDD_D	D1, H6	20, 43	—	—	Digital core supply	—	—
VDD_FLL	E8	6	—	—	Analog FLL supply	—	—
VDD_IO	H3	27	—	—	Digital buffer (I/O) supply	—	—
VDD_CP	B8	1	—	—	Analog supply for Charge Pump	—	—
				No Connect			
NC	C1, C2, C3, F8, H1, H8	11, 12, 13, 14, 35, 36, 37, 38, 39, 44, 45, 46, 47, 48, 49	—	—	—	—	—

1. The analog input functions on these pins are referenced to the VOUT_MIC power domain. The digital input/output functions are referenced to the VOUT_MIC or MICBIAS1 power domain, as selected by the applicable IN*n*_PDM_SUP field.
2. On the QFN package variant, all of the CS48L32 ground domains are connected to the exposed die pad.

2 Typical Connection Diagram

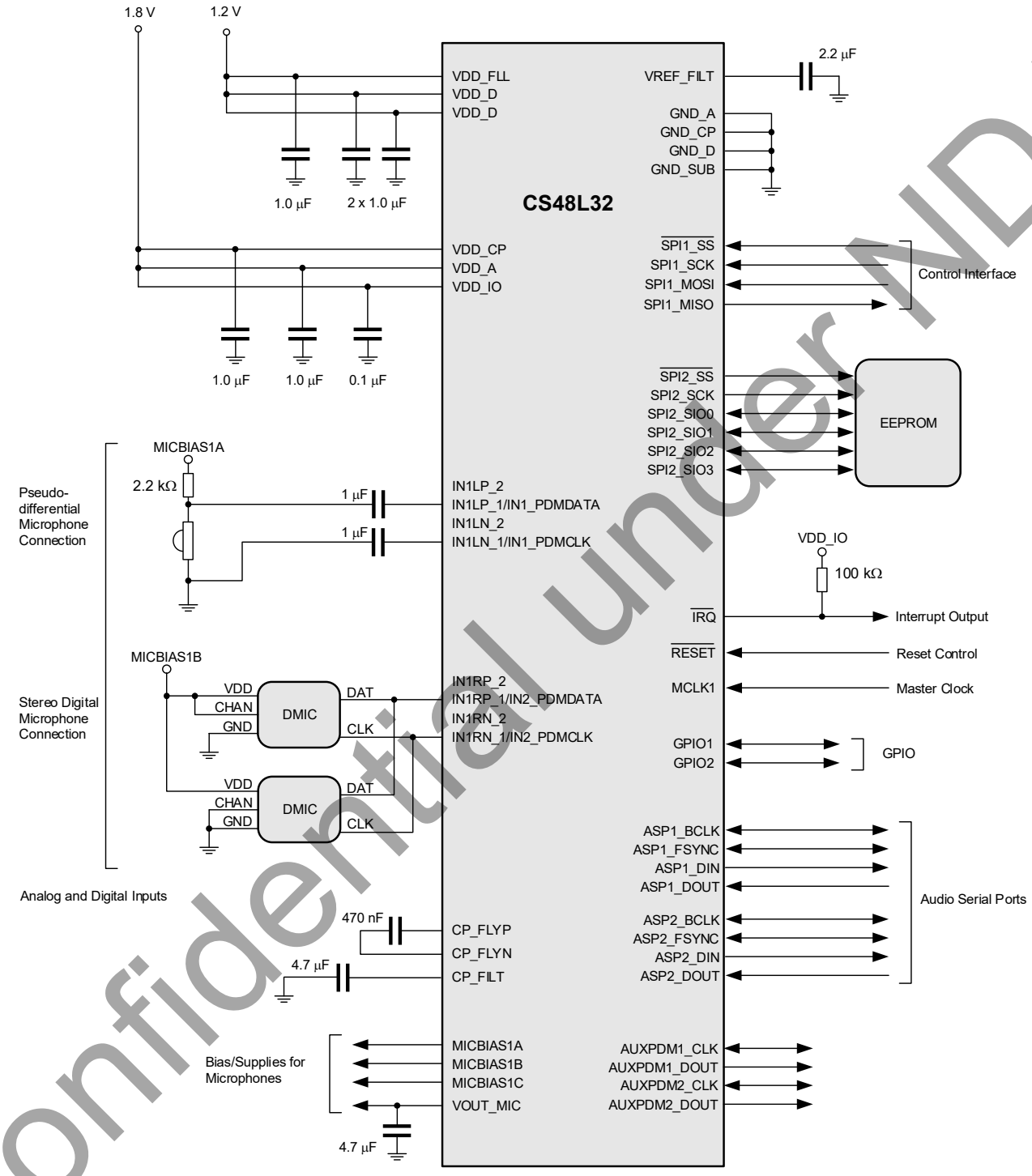


Figure 2-1. Typical Connection Diagram

3 Characteristics and Specifications

Table 3-1 defines parameters as they are characterized in this section.

Table 3-1. Parameter Definitions

Parameter	Definition
Channel separation	Left-to-right and right-to-left channel separation is the difference in level between the active channel (driven to maximum full scale output) and the measured signal level in the idle channel at the test signal frequency. The active channel is configured and supplied with an appropriate input signal to drive a full scale output, with signal measured at the output of the associated idle channel.
Common-mode rejection ratio (CMRR)	The ratio of a specified input signal (applied to both sides of a differential input), relative to the output signal that results from it.
Power-supply rejection ratio (PSRR)	The ratio of a specified power supply variation relative to the output signal that results from it. PSRR is measured under quiescent signal path conditions.
Signal-to-noise ratio (SNR)	A measure of the difference in level between the maximum full scale output signal and the output with no input signal applied.
Total harmonic distortion (THD)	The ratio of the RMS sum of the harmonic distortion products in the specified bandwidth [1] relative to the RMS amplitude of the fundamental (i.e., test frequency) output.
Total harmonic distortion plus noise (THD+N)	The ratio of the RMS sum of the harmonic distortion products plus noise in the specified bandwidth [1] relative to the RMS amplitude of the fundamental (i.e., test frequency) output.

1. All performance measurements are specified with a 20 kHz, low-pass brick-wall filter and, where noted, an A-weighted filter. The low-pass filter removes out-of-band noise.

Table 3-2. Absolute Maximum Ratings

Absolute maximum ratings are stress ratings only. Permanent damage to the device may be caused by continuously operating at or beyond these limits. Device functional operating limits and guaranteed performance specifications are given under electrical characteristics at the test conditions specified.

Parameter		Symbol	Minimum	Maximum
Supply voltages		VDD_D [1], VDD_FLL [1] VDD_A, VDD_CP VDD_IO	–0.3 V –0.3 V –0.3 V	1.52 V 2.27 V 4.32 V
Voltage range digital inputs	VDD_IO domain IN*n*_PDMDATA	— —	V_{GND_SUB} – 0.3 V V_{GND_SUB} – 0.3 V	V_{VDD_IO} + 0.3 V V_{VOUT_MIC} + 0.3 V
Voltage range analog inputs		IN1*xx*_*n*	V_{GND_SUB} – 0.3 V	V_{VOUT_MIC} + 0.3 V
Ground [2]		GND_A, GND_D, GND_CP	V_{GND_SUB} – 0.3 V	V_{GND_SUB} + 0.3V
Operating temperature range		T_A	–40ºC	+85ºC
Operating junction temperature		T_J	–40ºC	+125ºC
Storage temperature after soldering		—	–65ºC	+150ºC

ESD-sensitive device. The CS48L32 is manufactured on a CMOS process. It is therefore generically susceptible to damage from excessive static voltages. Proper ESD precautions must be taken during handling and storage of this device. This device is qualified to current JEDEC ESD standards.

1. The VDD_D and VDD_FLL pins should be tied to a common supply rail. The associated power domain is referred to as VDD_D.
2. On the QFN package variant, all of the CS48L32 ground domains are connected to the exposed die pad.

Table 3-3. Recommended Operating Conditions

Parameter		Symbol	Minimum	Typical	Maximum	Units
Digital supply range [1] Digital supply range	Core and FLL I/O	VDD_D, VDD_FLL VDD_IO	1.14 1.71	1.2 1.8	1.26 3.6	V V
Charge pump supply range		VDD_CP	1.71	1.8	1.89	V
Analog supply range		VDD_A	1.71	1.8	1.89	V
Ground [2,3]		GND_D, GND_A, GND_CP, GND_SUB	—	0	—	V
Power supply rise time [4,5]		VDD_D All other supplies	10 10	— —	2000 —	µs µs
Operating temperature range		T_A	–40	—	85	ºC

Note: There are no power sequencing requirements; the supplies may be enabled and disabled in any order.

1. The VDD_D and VDD_FLL pins should be tied to a common supply rail. The associated power domain is referred to as VDD_D.
2. The impedance between GND_D, GND_A, GND_CP, and GND_SUB must not exceed 0.1 Ω.
3. On the QFN package variant, all of the CS48L32 ground domains are connected to the exposed die pad.
4. If the VDD_D rise time exceeds 2 ms, RESET must be asserted during the rise and held asserted until after VDD_D is within the recommended operating limits.
5. The specified minimum power supply rise times assume a minimum decoupling capacitance of 100 nF per pin. However, Cirrus Logic strongly advises that the recommended decoupling capacitors are present on the PCB and that appropriate layout guidelines are observed. The specified minimum power supply rise times also assume a maximum PCB inductance of 10 nH between decoupling capacitor and pin.

Table 3-4. Analog Input Signal Level—IN1xx

Test conditions (unless specified otherwise): VDD_A = 1.8V; with the exception of the condition noted, the following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter		Minimum	Typical	Maximum	Units
Full-scale input signal level (0 dBFS output)	Single-ended PGA input, 0 dB PGA gain	— —	0.5 –6	— —	V_{RMS} dBV
	Differential PGA input, 0 dB PGA gain	— —	1 0	— —	V_{RMS} dBV

Notes:
- The full-scale input signal level is also the maximum analog input level, before clipping occurs.
- The maximum input signal level is reduced by 6 dB if mid-power configuration is selected.
- The full-scale input signal level changes in proportion with VDD_A. For differential input, it is calculated as VDD_A / 1.8.
- A 1.0V_{RMS} differential signal equates to 0.5V_{RMS}/–6dBV per input.
- A sinusoidal input signal is assumed.

Table 3-5. Analog Input Pin Characteristics

Test conditions (unless specified otherwise): T_A = +25ºC; with the exception of the condition noted, the following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter		Minimum	Typical	Maximum	Units
Input resistance	Single-ended PGA input, All PGA gain settings Differential PGA input, All PGA gain settings	9 18	10.5 21	— —	kΩ kΩ
Input capacitance		—	—	5	pF

Table 3-6. Analog Input Gain—Programmable Gain Amplifiers (PGAs)

The following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter		Minimum	Typical	Maximum	Units
Minimum programmable gain		—	0	—	dB
Maximum programmable gain		—	31	—	dB
Programmable gain step size	Guaranteed monotonic	—	1	—	dB

Table 3-7. Digital Input Signal Level—IN*n*_PDMDATA

The following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter		Minimum	Typical	Maximum	Units
Full-scale input level [1]	0 dBFS digital core input, 0 dB gain	—	–6	—	dBFS

1. The digital input signal level is measured in dBFS, where 0 dBFS is a signal level equal to the full-scale range (FSR) of the PDM input. The FSR is defined as the amplitude of a 1 kHz sine wave whose positive and negative peaks are represented by the maximum and minimum digital codes respectively—this is the largest 1 kHz sine wave that can fit in the digital output range without clipping.

Table 3-8. Input Path Characteristics

Test conditions (unless specified otherwise): VDD_IO = VDD_CP = VDD_A = 1.8 V, VDD_D = VDD_FLL = 1.2 V, VOUT_MIC = 3.1 V (powered from internal LDO); T_A = +25ºC; 1 kHz sinusoid signal; Fs = 48 kHz; PGA gain = 0 dB, 24-bit audio data.

Parameter			Min	Typ	Max	Units
Analog input paths (IN1xx) to ADC (Differential Input Mode)	SNR (A-weighted), defined in Table 3-1	20 Hz to 20 kHz, 48 kHz sample rate	91	99	—	dB
		20 Hz to 8 kHz, 16 kHz sample rate	—	104	—	dB
	THD, defined in Table 3-1	–1 dBV input	—	–89	—	dB
	THD+N, defined in Table 3-1	–1 dBV input	—	–88	–79	dB
	Channel separation (L/R), defined in Table 3-1		—	109	—	dB
	Input-referred noise floor	A-weighted, PGA gain = +20 dB	—	2.6	—	μV_{RMS}
	CMRR, defined in Table 3-1	PGA gain = +30 dB	—	83	—	dB
		PGA gain = 0 dB	—	72	—	dB
	PSRR (VDD_IO, VDD_CP, VDD_A), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	91	—	dB
		100 mV (peak-peak) 10 kHz	—	81	—	dB
	PSRR (VDD_D, VDD_FLL), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	98	—	dB
		100 mV (peak-peak) 10 kHz	—	92	—	dB
Analog input paths (IN1xx) to ADC (Single-Ended Input Mode)	SNR (A-weighted), defined in Table 3-1	20 Hz to 20 kHz, 48 kHz sample rate	87	98	—	dB
		20 Hz to 8 kHz, 16 kHz sample rate	—	103	—	dB
	THD, defined in Table 3-1	–7dB V input	—	–84	—	dB
	THD+N, defined in Table 3-1	–7dB V input	—	–83	–78	dB
	Channel separation (L/R), defined in Table 3-1		—	107	—	dB
	Input-referred noise floor	A-weighted, PGA gain = +20 dB	—	4	—	μV_{RMS}
	PSRR (VDD_IO, VDD_CP, VDD_A), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	77	—	dB
		100 mV (peak-peak) 10 kHz	—	52	—	dB
	PSRR (VDD_D, VDD_FLL), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	96	—	dB
		100 mV (peak-peak) 10 kHz	—	80	—	dB
Analog input paths (IN1xx) to ADC (Differential Input, Mid-Power Mode)	SNR, defined in Table 3-1	A-weighted	77	86	—	dB
	THD, defined in Table 3-1	–7 dBV input	—	–81	—	dB
	THD+N, defined in Table 3-1	–7 dBV input	—	–80	–74	dB
	Channel separation (L/R), defined in Table 3-1		—	98	—	dB
	Input-referred noise floor	A-weighted, PGA gain = +20 dB	—	5.4	—	μV_{RMS}
	CMRR, defined in Table 3-1	PGA gain = +30 dB	—	83	—	dB
		PGA gain = 0 dB	—	68	—	dB
	PSRR (VDD_IO, VDD_CP, VDD_A), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	87	—	dB
		100 mV (peak-peak) 10 kHz	—	70	—	dB
	PSRR (VDD_D, VDD_FLL), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	96	—	dB
		100 mV (peak-peak) 10 kHz	—	73	—	dB

Table 3-9. Digital Input/Output

The following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter			Minimum	Typical	Maximum	Units
Digital I/O (except IN*n*_PDMDATA and IN*n*_PDMCLK) [1]	Input HIGH level	V_{VDD_IO} = 1.71–1.98 V	0.75 × V_{VDD_IO}	—	—	V
		V_{VDD_IO} = 2.25–2.75 V	0.8 × V_{VDD_IO}	—	—	
		V_{VDD_IO} = 2.97–3.6 V	0.7 × V_{VDD_IO}	—	—	
	Input LOW level	V_{VDD_IO} = 1.71–1.98 V	—	—	0.3 × V_{VDD_IO}	V
		V_{VDD_IO} = 2.25–2.75 V	—	—	0.25 × V_{VDD_IO}	
		V_{VDD_IO} = 2.97–3.6 V	—	—	0.2 × V_{VDD_IO}	
	Output HIGH level (I_{OH} = 1 mA)	V_{VDD_IO} = 1.71–1.98 V	0.75 × V_{VDD_IO}	—	—	V
		V_{VDD_IO} = 2.25–2.75 V	0.65 × V_{VDD_IO}	—	—	
		V_{VDD_IO} = 2.97–3.6 V	0.7 × V_{VDD_IO}	—	—	
	Output LOW level (I_{OL} = –1mA)	V_{VDD_IO} = 1.71–1.98 V	—	—	0.25 × V_{VDD_IO}	V
		V_{VDD_IO} = 2.25–2.75 V	—	—	0.3 × V_{VDD_IO}	
		V_{VDD_IO} = 2.97–3.6 V	—	—	0.15 × V_{VDD_IO}	
	Input capacitance		—	—	5	pF
	Input leakage		–10	—	10	µA
	Pull-up/pull-down resistance (where applicable)		35	—	55	kΩ
DMIC I/O (IN*n*_PDMDATA and IN*n*_PDMCLK) [1,2]	IN*n*_PDMDATA input HIGH level		0.65 × V_{SUP}	—	—	V
	IN*n*_PDMDATA input LOW level		—	—	0.35 × V_{SUP}	V
	IN*n*_PDMCLK output HIGH level	I_{OH} = 1 mA	0.8 × V_{SUP}	—	—	V
	IN*n*_PDMCLK output LOW level	I_{OL} = –1 mA	—		0.2 × V_{SUP}	V
	Input capacitance		—	25		pF
	Input leakage		–1	—	1	µA
GPIO*n*	Clock output frequency	GPIO pin as OPCLK or FLL output	—	—	50	MHz

1. Note that digital input pins should not be left floating. Undriven digital inputs can be held at Logic 0 or Logic 1 levels using pull resistors or bus-keeper circuits if required.
2. IN*n*_PDMDATA and IN*n*_PDMCLK are referenced to a selectable supply, V_{SUP}, according to the IN*n*_PDM_SUP fields.

Table 3-10. Miscellaneous Characteristics

Test conditions (unless specified otherwise): VDD_IO = VDD_CP = VDD_A = 1.8 V, VDD_D = VDD_FLL = 1.2 V, VOUT_MIC = 3.1 V (powered from internal LDO); T_A = +25ºC; 1 kHz sinusoid signal; Fs = 48 kHz; PGA gain = 0 dB, 24-bit audio data.

Parameter			Min	Typ	Max	Units
Microphone bias (MICBIAS1*x*) [1]	Minimum bias voltage [2]		–5%	1.5	+5%	V
	Maximum bias voltage		–5%	2.8	+5%	V
	Bias voltage output step size		0.05	0.1	0.15	V
	Bias voltage accuracy		–5%	—	+5%	V
	Bias current [3]	Regulator Mode (MICB1_BYPASS = 0), $V_{VOUT\_MIC} - V_{MICBIAS}$ >200 mV	—	—	2.4	mA
		Bypass Mode (MICB1_BYPASS = 1)	—	—	5.0	mA
	Output noise density	Regulator Mode (MICB1_BYPASS = 0), MICB1_LVL = 0x4, Load current = 1 mA, measured at 1 kHz	—	50	—	nV/√Hz
	Integrated noise voltage	Regulator Mode (MICB1_BYPASS = 0), MICB1_LVL = 0x4, Load current = 1 mA, 100 Hz to 7 kHz, A-weighted	—	3	—	μV_{RMS}
	PSRR (VDD_IO, VDD_CP, VDD_A), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	92	—	dB
		100 mV (peak-peak) 10 kHz	—	95	—	dB
	PSRR (VDD_D, VDD_FLL), defined in Table 3-1	100 mV (peak-peak) 217 Hz	—	100	—	dB
		100 mV (peak-peak) 10 kHz	—	100	—	dB
	Load capacitance [3]	Regulator Mode (MICB1_BYPASS = 0), MICB1_EXT_CAP = 0	—	—	50	pF
		Regulator Mode (MICB1_BYPASS = 0), MICB1_EXT_CAP = 1	0.1	1.0	10	µF
	Output discharge resistance	MICB1*x*_EN = 0, MICB1*x*_DISCH = 1	1.8	2.4	3	kΩ
VOUT_MIC Charge Pump and Regulator (CP2 and LDO2)	Output voltage		0.9	—	3.3	V
	Programmable output voltage step size	LDO2_VSEL = 0x00–0x14 (0.9–1.4V)	—	25	—	mV
		LDO2_VSEL = 0x14 to 0x27 (1.4 V–3.3 V)	—	100	—	mV
	Output current		—	—	8	mA
	Start-up time	4.7 µF on VOUT_MIC	—	1.0	2.5	ms
Frequency-Locked Loop (FLL1)	Output frequency		45	—	50	MHz
	Lock Time	F_{REF} = 32 kHz, F_{FLL} = 49.152 MHz	—	5	—	ms
		F_{REF} = 12 MHz, F_{FLL} = 49.152 MHz	—	1	—	ms
RESET pin input	RESET input pulse width [4]		1	—	—	µs

1. No capacitor on MICBIAS1*x*. In Regulator Mode, it is required that $V_{VOUT\_MIC} - V_{MICBIAS}$ > 200 mV.
2. Regulator Mode (MICB1_BYPASS = 0), Load current ≤ 1.0 mA.
3. Bias current and load capacitance specifications are for the MICBIAS1 generator (i.e., total current/capacitance across all MICBIAS1x outputs).
4. To trigger a hardware reset, the RESET input must be asserted for longer than this duration.

Table 3-11. Device Reset Thresholds

The following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter		Symbol	Minimum	Typical	Maximum	Units
VDD_A reset threshold	V_{VDD_A} rising	V_{VDD_A}	—	—	1.66	V
	V_{VDD_A} falling		1.06	—	1.44	V
VDD_D reset threshold	V_{VDD_D} rising	V_{VDD_D}	—	—	1.04	V
	V_{VDD_D} falling		0.41	—	0.70	V
VDD_IO Reset threshold	V_{VDD_IO} rising	V_{VDD_IO}	—	—	1.66	V
	V_{VDD_IO} falling		1.06	—	1.44	V

Note: The reset thresholds are derived from simulations only, across all operational and process corners. Device performance is not assured outside the voltage ranges defined in Table 3-3.

Table 3-12. System Clock and Frequency-Locked Loop (FLL)

The following timing information is valid across the full range of recommended operating conditions.

Parameter			Minimum	Typical	Maximum	Units
Master clock timing (MCLK1) [1]	MCLK cycle time	MCLK as input to FLL, FLL1_REFCLK_DIV = 00	77	—	—	ns
		MCLK as input to FLL, FLL1_REFCLK_DIV = 01	38	—	—	ns
		MCLK as input to FLL, FLL1_REFCLK_DIV = 10	19	—	—	ns
		MCLK as input to FLL, FLL1_REFCLK_DIV = 11	12.5	—	—	ns
		MCLK as direct SYSCLK source	20	—	—	ns
	MCLK duty cycle	MCLK as input to FLL	80:20	—	20:80	%
		MCLK as direct SYSCLK source	60:40	—	40:60	%
Frequency-locked loop (FLL1)	FLL input frequency	FLL1_REFCLK_DIV = 00	0.032	—	13	MHz
		FLL1_REFCLK_DIV = 01	0.064	—	26	MHz
		FLL1_REFCLK_DIV = 11	0.128	—	52	MHz
		FLL1_REFCLK_DIV = 11	0.256	—	80	MHz
Internal clocking	SYSCLK frequency	SYSCLK_FREQ = 000, SYSCLK_FRAC = 0	–1%	6.144	+1%	MHz
		SYSCLK_FREQ = 000, SYSCLK_FRAC = 1	–1%	5.6448	+1%	MHz
		SYSCLK_FREQ = 001, SYSCLK_FRAC = 0	–1%	12.288	+1%	MHz
		SYSCLK_FREQ = 001, SYSCLK_FRAC = 1	–1%	11.2896	+1%	MHz
		SYSCLK_FREQ = 010, SYSCLK_FRAC = 0	–1%	24.576	+1%	MHz
		SYSCLK_FREQ = 010, SYSCLK_FRAC = 1	–1%	22.5792	+1%	MHz
		SYSCLK_FREQ = 011, SYSCLK_FRAC = 0	–1%	49.152	+1%	MHz
		SYSCLK_FREQ = 011, SYSCLK_FRAC = 1	–1%	45.1584	+1%	MHz
		SYSCLK_FREQ = 100, SYSCLK_FRAC = 0	–1%	98.304	+1%	MHz
		SYSCLK_FREQ = 100, SYSCLK_FRAC = 1	–1%	90.3168	+1%	MHz

1. If MCLK1 is selected as a source for SYSCLK (either directly or via the FLL), the frequency must be within 1% of the SYSCLK_FREQ setting.

Table 3-13. Digital Input (PDM/DMIC) Interface Timing

The following timing information is valid across the full range of recommended operating conditions.

Parameter [1]	Symbol	Minimum	Typical	Maximum	Units
IN*n*_PDMCLK cycle time	t_{CY}	160	163	1432	ns
IN*n*_PDMCLK duty cycle	—	45	—	55	%
IN*n*_PDMCLK rise/fall time (25 pF load, 1.8 V supply)	t_r, t_f	5	—	30	ns
IN*n*_PDMDATA (left) setup time to falling PDMCLK edge	t_{LSU}	15	—	—	ns
IN*n*_PDMDATA (left) hold time from falling PDMCLK edge	t_{LH}	0	—	—	ns
IN*n*_PDMDATA (right) setup time to rising PDMCLK edge	t_{RSU}	15	—	—	ns
IN*n*_PDMDATA (right) hold time from rising PDMCLK edge	t_{RH}	0	—	—	ns

Note: The voltage reference for the DMIC interfaces is selectable, using the IN*n*_PDM_SUP fields—each interface may be referenced to VOUT_MIC or MICBIAS1.

1. PDM/DMIC interface timing

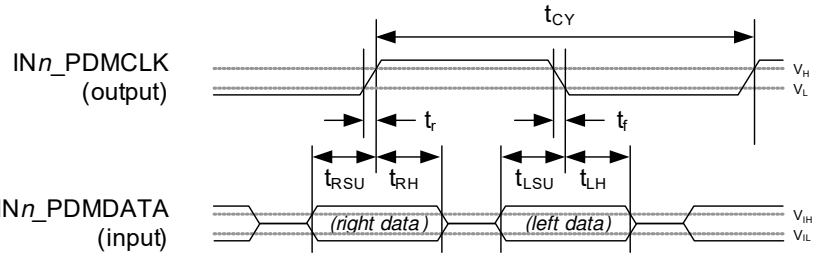
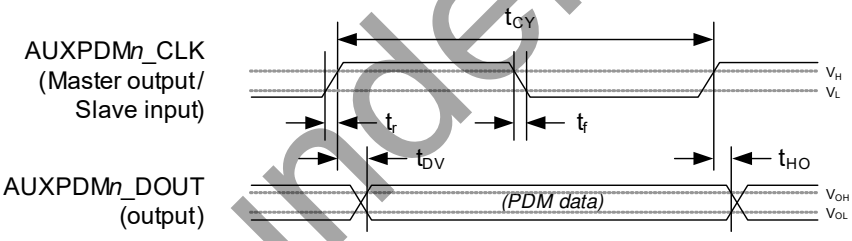


Table 3-14. AUX PDM Interface Timing

The following timing information is valid across the full range of recommended operating conditions.

Parameter [1]			Symbol	Minimum	Typical	Maximum	Units
Master Mode	AUXPDM*n*_CLK cycle time		t_{CY}	320	—	1432	ns
	AUXPDM*n*_CLK duty cycle		—	45	—	55	%
	AUXPDM*n*_CLK rise/fall time (25 pF load, VDD_IO = 1.8 V)		t_r, t_f	5	—	30	ns
	AUXPDM*n*_DOUT valid from active CLK edge	Analog input	t_{DV}	—	—	15	ns
	AUXPDM*n*_DOUT hold from active CLK edge	Analog input	t_{HO}	0	—	—	ns
	AUXPDM*n*_DOUT propagation delay [2]	Digital input	t_{DD}	—	—	18	ns
	AUXPDM*n*_CLK phase alignment [3]	Digital input	t_{CD}	–5	—	5	ns
Slave Mode	AUXPDM*n*_CLK cycle time		t_{CY}	320	—	1432	ns
	AUXPDM*n*_CLK duty cycle		—	45	—	55	%
	AUXPDM*n*_DOUT valid from active CLK edge	Analog input	t_{DV}	—	—	20	ns
	AUXPDM*n*_DOUT hold from active CLK edge	Analog input	t_{HO}	0	—	—	ns
	AUXPDM*n*_DOUT propagation delay [2]	Digital input	t_{DD}	—	—	18	ns
	AUXPDM*n*_CLK propagation delay [4]	Digital input	t_{CD}	—	—	20	ns

1. AUX PDM interface timing.



2. DOUT propagation delay is measured from a rising/falling edge on IN*n*_PDMDATA to the corresponding edge at AUXPDM*n*_DOUT.
3. In Master Mode, CLK phase alignment represents the timing of the AUXPDM*n*_CLK signal with respect to the IN*n*_PDMCLK.
4. In Slave Mode, CLK propagation delay is measured from a rising/falling edge on AUXPDM*n*_CLK to the corresponding edge at IN*n*_PDMCLK.

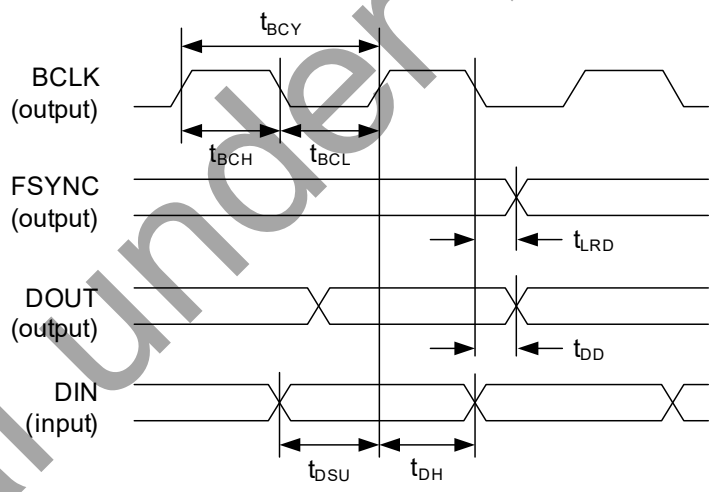
Table 3-15. Audio Serial Port—Master Mode

Test conditions (unless specified otherwise): C_{LOAD} = 25 pF (output pins); BCLK slew (10% to 90%) = 3.7–5.6 ns; with the exception of the conditions noted, the following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter [1]		Symbol	Minimum	Typical	Maximum	Units
Master Mode	ASP*n*_BCLK cycle time	t_{BCY}	40	—	—	ns
	ASP*n*_BCLK pulse width high	t_{BCH}	18	—	—	ns
	ASP*n*_BCLK pulse width low	t_{BCL}	18	—	—	ns
	ASP*n*_FSYNC propagation delay from BCLK falling edge [2]	t_{LRD}	0	—	8.3	ns
	ASP*n*_DOUT propagation delay from BCLK falling edge	t_{DD}	0	—	5	ns
	ASP*n*_DIN setup time to BCLK rising edge	t_{DSU}	11	—	—	ns
	ASP*n*_DIN hold time from BCLK rising edge	t_{DH}	0	—	—	ns
Master Mode, Slave FSYNC	ASP*n*_FSYNC setup time to BCLK rising edge	t_{LRSU}	14	—	—	ns
	ASP*n*_FSYNC hold time from BCLK rising edge	t_{LRH}	0	—	—	ns

Notes: The descriptions above assume noninverted polarity of ASP*n*_BCLK.

1. Audio serial port timing—Master Mode. Note that BCLK and FSYNC outputs can be inverted if required; the figure shows the default, noninverted polarity.



2. The timing of the ASP*n*_FSYNC signal is selectable. If the FSYNC advance option is enabled, the FSYNC transition is timed relative to the preceding BCLK edge. Under the required condition that BCLK is inverted in this case, the FSYNC transition is still timed relative to the falling BCLK edge.

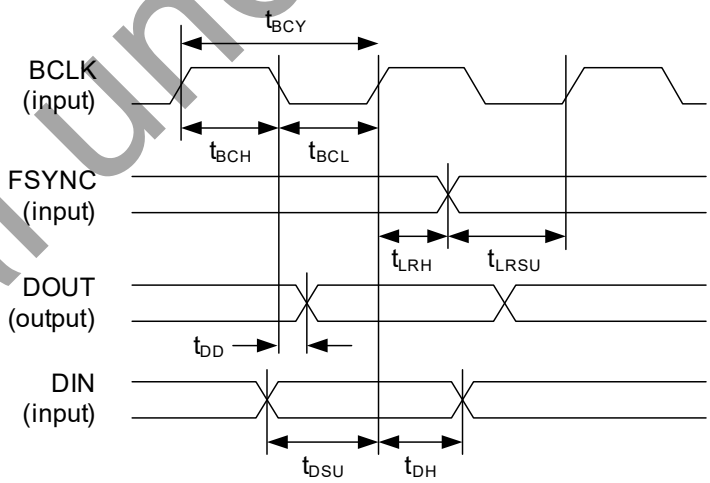
Table 3-16. Audio Serial Port—Slave Mode

The following timing information is valid across the full range of recommended operating conditions, unless otherwise noted.

Parameter [1,2]		Symbol	Min	Typ	Max	Units
ASP*n*_BCLK cycle time		t_{BCY}	40	—	—	ns
ASP*n*_BCLK pulse width high	BCLK as direct SYSCLK source	t_{BCH}	16	—	—	ns
	All other conditions	t_{BCH}	14	—	—	ns
ASP*n*_BCLK pulse width low	BCLK as direct SYSCLK source	t_{BCL}	16	—	—	ns
	All other conditions	t_{BCL}	14	—	—	ns
C_{LOAD} = 15 pF (output pins), BCLK slew (10%–90%) = 3 ns	ASP*n*_FSYNC set-up time to BCLK rising edge	t_{LRSU}	7	—	—	ns
	ASP*n*_FSYNC hold time from BCLK rising edge	t_{LRH}	0	—	—	ns
	ASP*n*_DOUT propagation delay from BCLK falling edge	t_{DD}	0	—	13.6	ns
	ASP*n*_DIN set-up time to BCLK rising edge	t_{DSU}	2	—		ns
	ASP*n*_DIN hold time from BCLK rising edge	t_{DH}	0	—		ns
	Master FSYNC, ASP*n*_FSYNC propagation delay from BCLK falling edge	t_{LRD}	—	—	12.2	ns
C_{LOAD} = 25 pF (output pins), BCLK slew (10%–90%) = 6 ns	ASP*n*_FSYNC set-up time to BCLK rising edge	t_{LRSU}	7	—		ns
	ASP*n*_FSYNC hold time from BCLK rising edge	t_{LRH}	0	—		ns
	ASP*n*_DOUT propagation delay from BCLK falling edge	t_{DD}	0	—	14.7	ns
	ASP*n*_DIN set-up time to BCLK rising edge	t_{DSU}	2	—		ns
	ASP*n*_DIN hold time from BCLK rising edge	t_{DH}	0	—		ns
	Master FSYNC, ASP*n*_FSYNC propagation delay from BCLK falling edge	t_{LRD}	—	—	13.4	ns

Note: The descriptions above assume noninverted polarity of ASP*n*_BCLK.

1. Audio serial port timing—Slave Mode. Note that BCLK and FSYNC inputs can be inverted if required; the figure shows the default, noninverted polarity.



2. If ASP*n*_BCLK or ASP*n*_FSYNC is selected as a source for SYSCLK (either directly or via the FLL), the frequency must be within 1% of the SYSCLK_FREQ setting.

Table 3-17. Audio Serial Port Timing—TDM Mode

The following timing information is valid across the full range of recommended operating conditions, unless otherwise noted.

Parameter [1]		Min	Typ	Max	Units
Master Mode—C_{LOAD} (ASP*n*_DOUT) = 15 to 25 pF. BCLK slew (10%–90%) = 3.7ns to 5.6 ns.	ASP*n*_DOUT enable time from BCLK falling edge	0	—	—	ns
	ASP*n*_DOUT disable time from BCLK falling edge	—	—	6	ns
Slave Mode—C_{LOAD} (ASP*n*_DOUT) = 15 pF). BCLK slew (10%–90%) = 3 ns	ASP*n*_DOUT enable time from BCLK falling edge	2	—	—	ns
	ASP*n*_DOUT disable time from BCLK falling edge	—	—	12.2	ns
Slave Mode—C_{LOAD} (ASP*n*_DOUT) = 25 pF). BCLK slew (10%–90%) = 6 ns	ASP*n*_DOUT enable time from BCLK falling edge	2	—	—	ns
	ASP*n*_DOUT disable time from BCLK falling edge	—	—	14.2	ns

Note: If TDM operation is used on the ASP*n*_DOUT pins, it is important that two devices do not attempt to drive the ASP*n*_DOUT pin simultaneously. To support this requirement, the ASP*n*_DOUT pins can be configured to be tristated when not outputting data.

1. Audio serial port timing—TDM Mode. The timing of the ASP*n*_DOUT tristating at the start and end of the data transmission is shown.

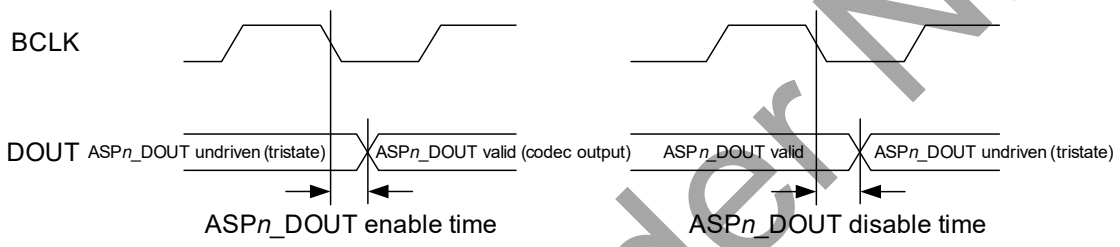


Table 3-18. Control Interface Timing (SPI1 Slave)

The following timing information is valid across the full range of recommended operating conditions.

Parameter [1]		Symbol	Min	Typ	Max	Units
$\overline{SS}$ falling edge to SCK rising edge		t_{SSU}	2.6	—	—	ns
SCK falling edge to $\overline{SS}$ rising edge		t_{SHO}	0	—	—	ns
SCK pulse cycle time	SYSCLK disabled (SYSCLK_EN = 0)	t_{SCY}	20	—	—	ns
	SYSCLK_EN = 1, SYSCLK_FREQ = 000	t_{SCY}	38.4	—	—	ns
	SYSCLK_EN = 1, SYSCLK_FREQ > 000	t_{SCY}	20	—	—	ns
SCK pulse-width low		t_{SCL}	9	—	—	ns
SCK pulse-width high		t_{SCH}	9	—	—	ns
SCK falling edge to MISO transition	MISO driven on SCK falling edge (SPI1_DPHA = 0) SCK slew (90%–10%) = 5 ns, C_{LOAD} (MISO) = 10 pF	t_{DL}	4	—	12	ns
SCK rising edge to MISO transition	MISO driven on SCK rising edge (SPI1_DPHA = 1) SCK slew (10%–90%) = 5 ns, C_{LOAD} (MISO) = 10 pF	t_{DL}	4	—	10	ns
MOSI to SCK set-up time		t_{DSU}	1.5	—	—	ns
MOSI to SCK hold time		t_{DHO}	1.7	—	—	ns

1. Control interface timing

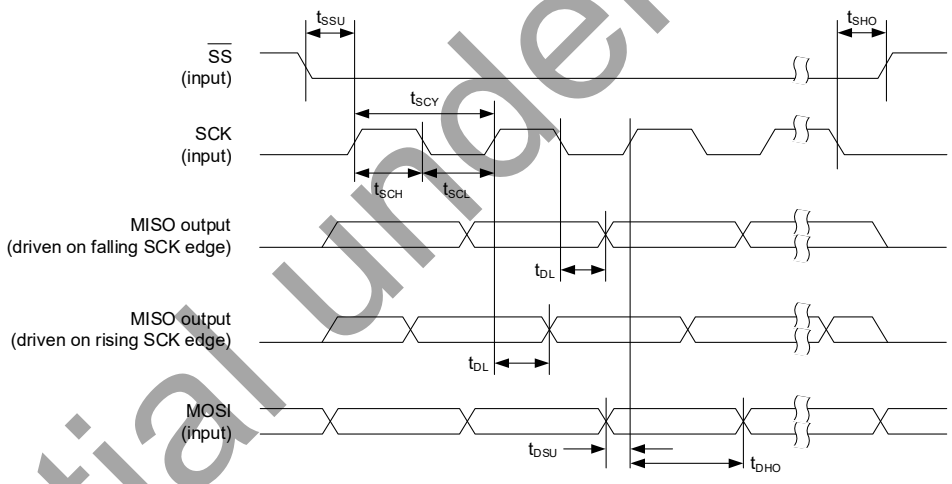


Table 3-19. Master Interface Timing (SPI2 Master)

The following timing information is valid across the full range of recommended operating conditions.

Parameter [1]		Symbol	Min	Typ	Max	Units
$\overline{SS}$ falling edge to SCK rising edge		t_{SSU}	5	—	—	ns
SCK falling edge to $\overline{SS}$ rising edge		t_{SHO}	15.3	—	—	ns
SCK pulse cycle time		t_{SCY}	40	—	—	ns
SCK pulse width low		t_{SCL}	19	—	—	ns
SCK pulse width high		t_{SCH}	19	—	—	ns
SIO*n* (input) to SCK set-up time		t_{DSU}	10.35	—	—	ns
SIO*n* (input) to SCK hold time		t_{DHO}	0	—	—	ns
SIO*n* (output) valid from falling SCK edge	SCLK slew (90%–10%) = 5 ns, C_{LOAD} (SIO*n*) = 25 pF	t_{DV}	—	—	18.3	ns
SIO*n* (output) hold from falling SCK edge	SCLK slew (90%–10%) = 5 ns, C_{LOAD} (SIO*n*) = 25 pF	t_{HO}	–3	—	—	ns

1.Master interface (SPI2) timing

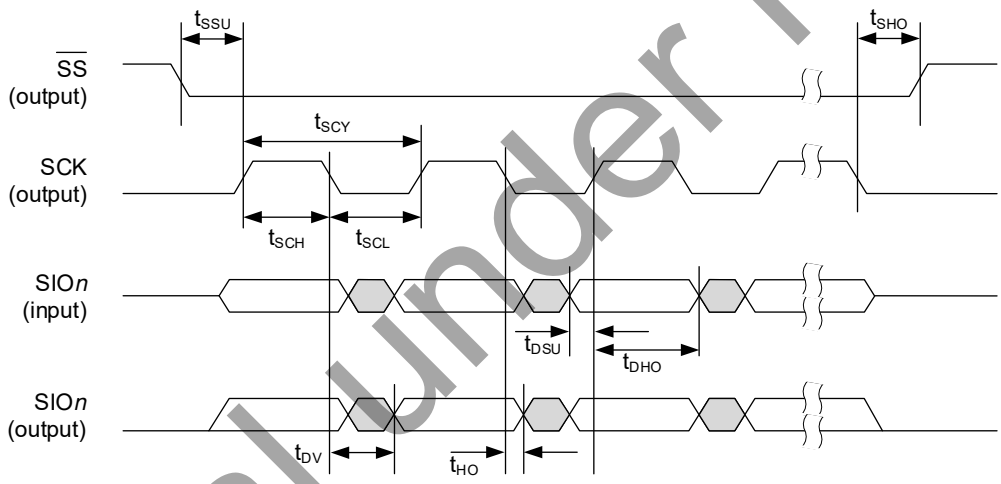


Table 3-20. JTAG Interface Timing

Test conditions (unless specified otherwise): C_{LOAD} = 25 pF (output pins); TCK slew (20%–80%) = 5 ns; with the exception of the conditions noted, the following electrical characteristics are valid across the full range of recommended operating conditions.

Parameter [1]	Symbol	Minimum	Typical	Maximum	Units
TCK cycle time	T_{CCY}	50	—	—	ns
TCK pulse width high	T_{CCH}	20	—	—	ns
TCK pulse width low	T_{CCL}	20	—	—	ns
TMS setup time to TCK rising edge	T_{MSU}	1	—	—	ns
TMS hold time from TCK rising edge	T_{MH}	2	—	—	ns
TDI setup time to TCK rising edge	T_{DSU}	1	—	—	ns
TDI hold time from TCK rising edge	T_{DH}	2	—	—	ns
TDO propagation delay from TCK falling edge	T_{DD}	0	—	17	ns
TRST setup time to TCK rising edge	T_{RSU}	3	—	—	ns
TRST hold time from TCK rising edge	T_{RH}	3	—	—	ns
TRST pulse-width low	—	20	—	—	ns

1.JTAG Interface timing

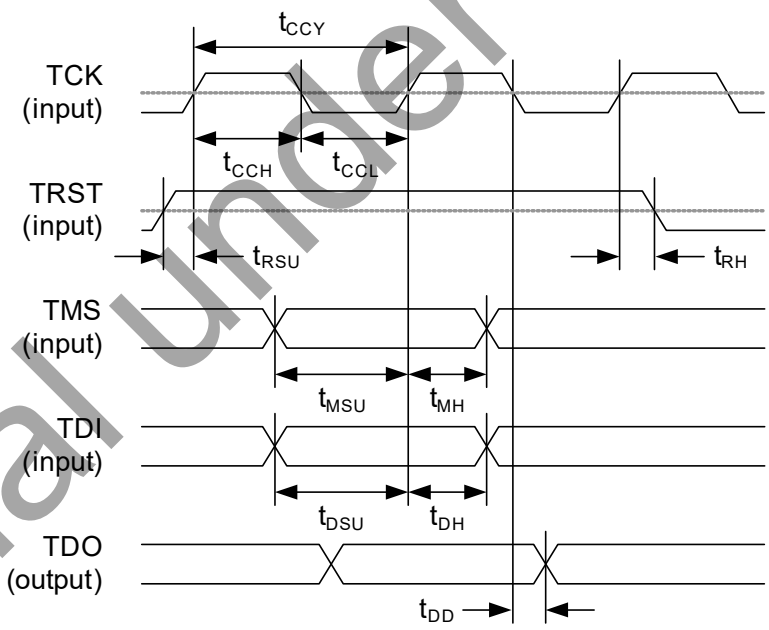


Table 3-21. Typical Signal Latency

Test conditions (unless specified otherwise):
VDD_IO = VDD_CP = VDD_A = 1.8 V, VDD_D = VDD_FLL = 1.2 V; VOUT_MIC = Off (CP2 and LDO2 disabled); T_A = +25ºC; Fs = 48 kHz; 24-bit audio data, I²S Slave Mode.

Operating Configuration		Latency (µs)
ADC to ASP path—analog input (IN*n*) to digital output (ASP*n*) [1]	192 kHz input, 192 kHz output, Synchronous	50
	96 kHz input, 96 kHz output, Synchronous	100
	48 kHz input, 48 kHz output, Synchronous	195
	44.1 kHz input, 44.1 kHz output, Synchronous	215
	16 kHz input, 16 kHz output, Synchronous	560
	8 kHz input, 8 kHz output, Synchronous	1170
	8 kHz input, 48 kHz output, Isochronous [2]	1700
	16 kHz input, 48 kHz output, Isochronous [2]	865

1.Digital core high-pass filter is included in the signal path.
2.Signal is routed via the ISRC function in the isochronous cases only.

4 Functional Description

The CS48L32 is a low-power audio hub incorporating a programmable DSP and a multichannel microphone interface. It provides flexible, high-performance audio interfacing for handheld devices in a small and cost-effective package.

4.1 Overview

The CS48L32 block diagram is shown in Fig. 4-1.

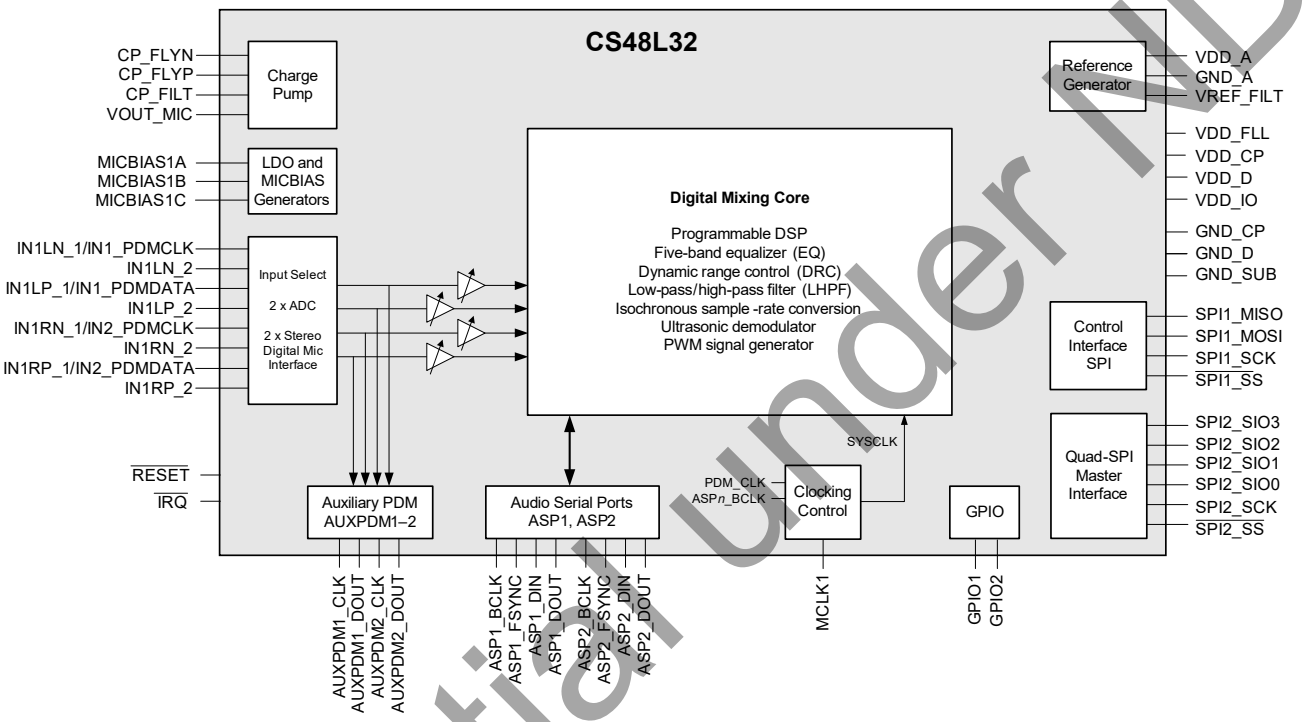


Figure 4-1. CS48L32 Block Diagram

The CS48L32 digital-mixing core supports a range of fixed-function and programmable DSP capabilities, ideally suited to low-power voice-trigger applications. Media enhancements such as dynamic range control (DRC) and multiband equalizer (EQ) are supported. The CS48L32 incorporates a Halo Core DSP, supporting the Cirrus Logic SoundClear™ suite of audio processing algorithms. The DSP is integrated within a fully flexible, all-digital mixing and routing engine with sample-rate converters, for wide use-case flexibility. Support for third-party DSP programming provides far-reaching opportunities for product differentiation.

The CS48L32 provides multiple digital audio interfaces—I²S and PDM—to provide independent isochronous connections to different processors (e.g., application processor, baseband processor, and wireless transceiver).

A flexible clocking arrangement supports a wide variety of external clock references, including clocking derived from the audio serial ports. The frequency-locked loop (FLL) circuit provides additional flexibility for system clocking, including low-power always-on operation. Seamless switching between clock sources is supported; free-running modes are also available.

Unused circuitry can be disabled under software control to save power; low leakage currents enable extended standby/off time in portable battery-powered applications. Versatile GPIO functionality is provided, including support for push-button inputs. Comprehensive interrupt functions, with status reporting, are also provided.

4.1.1 Digital Audio Core

The CS48L32 uses a core architecture based on all-digital signal routing, making digital audio effects available on all signal paths, regardless of whether the source data input is analog or digital. The digital mixing desk allows different audio effects to be applied simultaneously on many independent paths, while supporting a variety of sample rates. Soft mute and unmute control ensures smooth transitions between use cases without interrupting existing audio streams elsewhere.

The CS48L32 incorporates a Halo Core DSP, supporting programmable signal-processing algorithms. The DSP is optimized for audio applications, incorporating configurable FFT, FIR, LMS, and linear/dB-conversion accelerators. The DSP is supported by general-purpose timer and event-logger functions. A quad-SPI (QSPI) master interface enables high-speed data transfers between the DSP and external components such as flash-memory devices.

Highly flexible digital mixing, including mixing between audio interfaces, is possible. The CS48L32 performs multichannel full-duplex isochronous sample-rate conversion, providing use-case flexibility across a broad range of system architectures.

DRC functions are available for optimizing audio signal levels. In playback modes, the DRC can be used to maximize loudness, while limiting the signal level to avoid distortion, clipping, or battery droop, for high-power output drivers such as speaker amplifiers. In record modes, the DRC assists in applications where the signal level is unpredictable.

The five-band parametric EQ functions can be used to compensate for the frequency characteristics of the output transducers. EQ functions can be cascaded to provide additional frequency control. Programmable high-pass and low-pass filters are also available for general filtering applications, such as removal of wind and other low-frequency noise.

4.1.2 Analog and Digital Audio Interfaces

The CS48L32 supports up to four analog inputs or up to four digital inputs, multiplexed into two stereo input signal paths. The analog and digital microphone interfaces are powered from the integrated MICBIAS power-supply regulator. The input paths can be configured for low-power operation, ideal for analog or digital microphone input in always-on applications. Ultrasonic signal detection and demodulation functions are provided, supporting a variety of presence-detection applications.

The auxiliary PDM interface can be used to provide an audio path between microphones connected to the CS48L32 and a digital input to an external audio processor. The auxiliary PDM interface operates in master or slave modes.

Two audio serial ports (ASPs) each support PCM, TDM, and I²S data formats for compatibility with most industry-standard chipsets. ASP1 supports eight input/output channels; ASP2 supports four input/output channels. Bidirectional operation of 32-bit data at sample rates up to 192 kHz sample rates is supported.

4.1.3 Other Features

The CS48L32 incorporates a tone generator that can be used for beep functions through any of the audio signal paths. The tone generator provides two 1 kHz outputs, with configurable phase relationship, offering flexibility to create differential signals or test scenarios.

A white-noise generator is provided that can be routed within the digital core. The noise generator can provide comfort noise in cases where silence (digital mute) is not desirable.

Two pulse-width modulation (PWM) signal generators are incorporated. The duty cycle of each PWM signal can be modulated by an audio source or can be set to a fixed value using a control register setting. The PWM signal generators can be output directly on a GPIO pin.

The CS48L32 supports up to 16 GPIO pins, offering a range of input/output functions for interfacing, for detection of external hardware, and for providing logic outputs to other devices. The CS48L32 provides two dedicated GPIO pins; the remaining GPIOs are multiplexed with other pin-specific functions. Comprehensive interrupt functionality is also provided for monitoring internal and external event conditions.

System clocking can be derived from the MCLK1 input pin. Alternatively, a digital audio interface operating in Slave Mode (ASP or PDM) can be used to provide a clock reference. The CS48L32 also provides an integrated FLL circuit for clock frequency conversion and stability. The flexible clocking architecture supports low-power always-on operation, with reference frequencies down to 32 kHz. Seamless switching between clock sources is supported; free-running FLL modes are also available.

The CS48L32 is configured using control registers, accessed via a slave SPI interface operating at up to 50 MHz. The simple analog architecture, combined with the integrated tone generator, enables straightforward device configuration and testing, minimizing debug time and reducing software effort.

The CS48L32 is powered from 1.2 V and 1.8 V external supplies. Integrated charge-pump and LDO-regulator circuits are used to generate supply rails for internal functions and to support powering or biasing of external microphones. Power consumption is optimized across a wide variety of voice and multimedia use cases.

4.2 Input Signal Path

The CS48L32 provides flexible input channels, supporting up to four analog inputs or up to four digital inputs. Selectable combinations of analog (mic or line) and digital inputs are multiplexed into two stereo input signal paths. Input path IN1 supports analog and digital inputs; input path IN2 supports digital inputs only.

The analog input paths support single-ended and differential configurations, programmable gain control, and are digitized using a high performance sigma-delta ADC. The analog input paths can be configured for low-power operation, ideal for always-on applications.

The digital input paths interface directly with external digital microphones; a separate microphone interface clock is supported for two stereo pairs of digital microphones. Digital outputs can be configured on the auxiliary PDM interfaces; these can be sourced from either the analog input or the digital PDM inputs.

The microphone bias (MICBIAS) generator provides a low-noise reference for biasing electret condenser microphones (ECMs) or for use as a low-noise supply for MEMS microphones and digital microphones. Switchable outputs from the MICBIAS generator allows three separate reference/supply outputs to be independently controlled.

Digital volume control is available on all inputs (analog and digital), with programmable ramp control for smooth, glitch-free operation. A configurable signal-detect function is available on each input signal path. Ultrasonic signal detection and demodulation functions are provided on the input signal paths, supporting a variety of presence-detection applications.

The input signal paths and control fields are shown in Fig. 4-2.

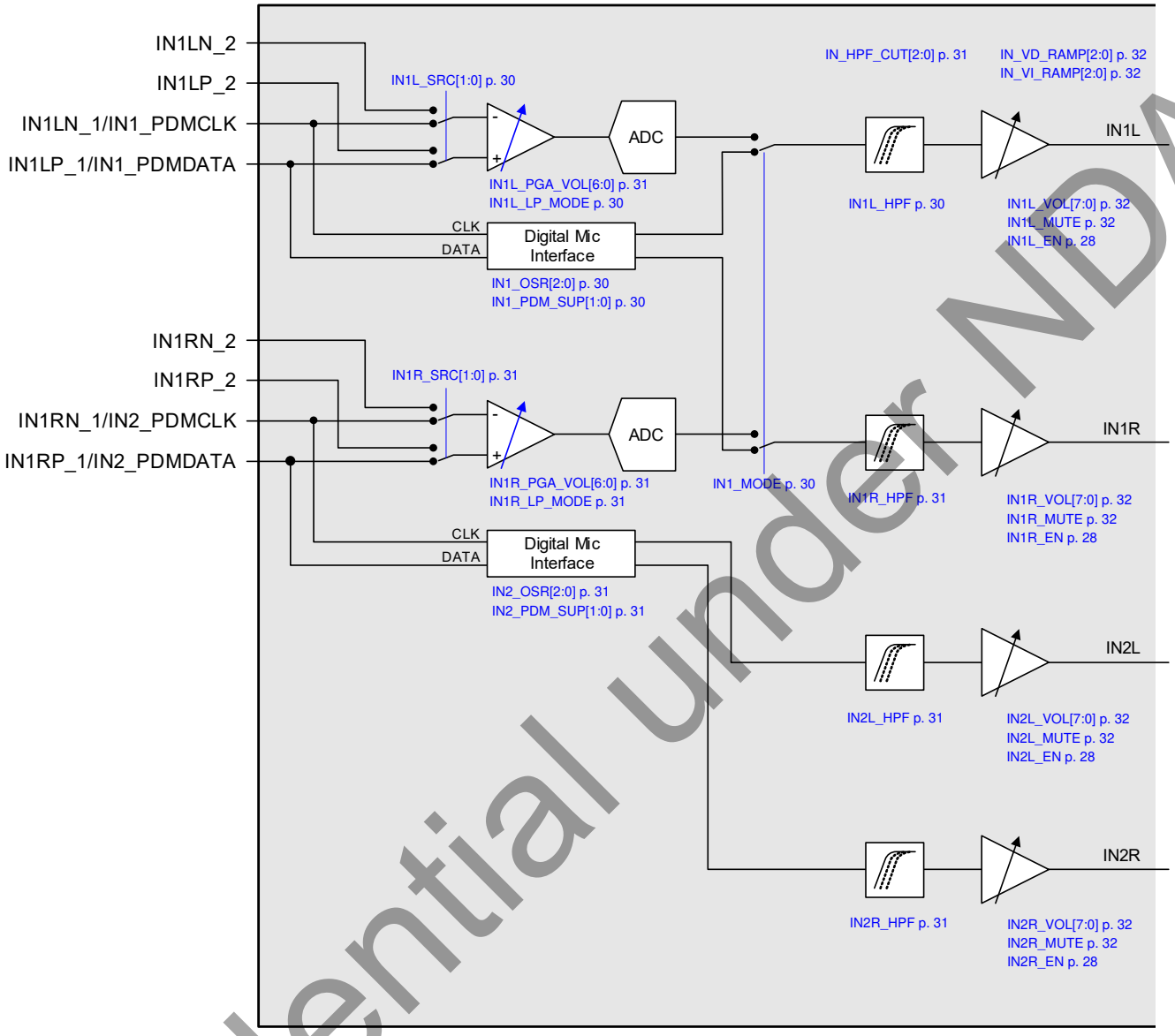


Figure 4-2. Input Signal Paths

4.2.1 Analog Microphone Input

Up to four analog microphones can be connected to the CS48L32, either in single-ended or differential configuration. The input configuration and pin selection is controlled using the IN1*x*_SRC bits as described in Section 4.2.6.

For single-ended input, the microphone signal is connected to the noninverting input of the PGAs. The inverting inputs of the PGAs are connected to an internal reference in this configuration.

For differential input, the noninverted microphone signal is connected to the noninverting input of the PGAs and the inverted (or noisy ground) signal is connected to the inverting input pins.

The gain of the input PGAs is controlled via register settings, as defined in Section 4.2.6. Note that the input impedance of the analog input paths is fixed across all PGA gain settings.

The ECM analog input configurations are shown in Fig. 4-3 and Fig. 4-4. The integrated MICBIAS generator provides a low noise reference for biasing the ECMs.

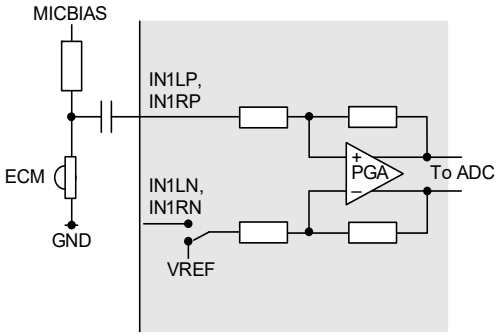


Figure 4-3. Single-Ended ECM Input

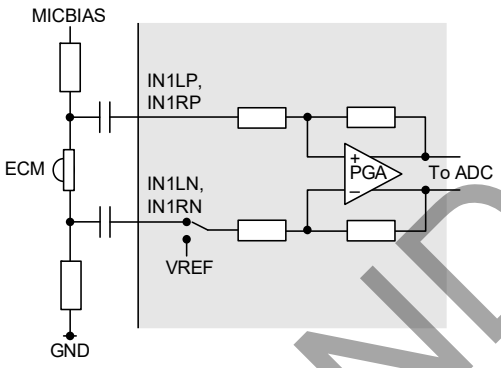


Figure 4-4. Differential ECM Input

Pseudodifferential connection is also possible—this is similar to the configuration shown in Fig. 4-4, but the GND connection is directly to the microphone (and IN1*x*N capacitor), instead of via a resistor. The typical connections for pseudodifferential input are shown in Fig. 4-5.

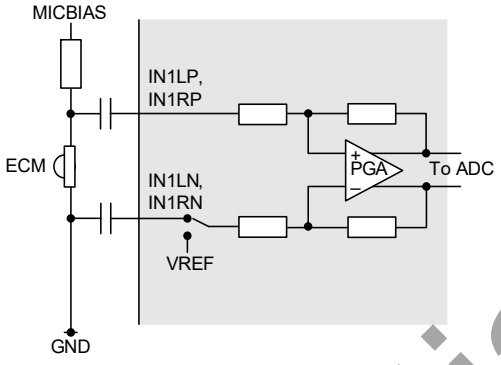


Figure 4-5. Pseudodifferential ECM Input

Analog MEMS microphones can be connected to the CS48L32 in a similar manner to the ECM configurations. Typical configurations are shown in Fig. 4-6 and Fig. 4-7. In this configuration, the integrated MICBIAS generator provides a low-noise power supply for the microphones.

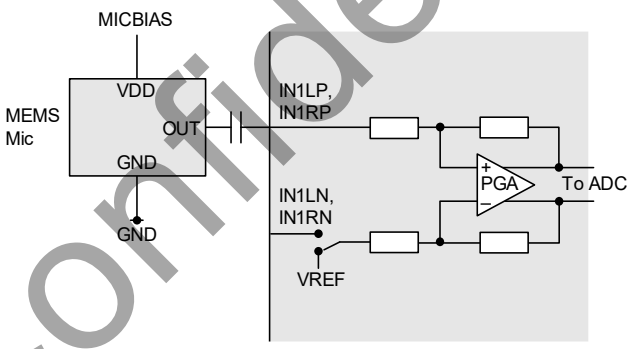


Figure 4-6. Single-Ended MEMS Input

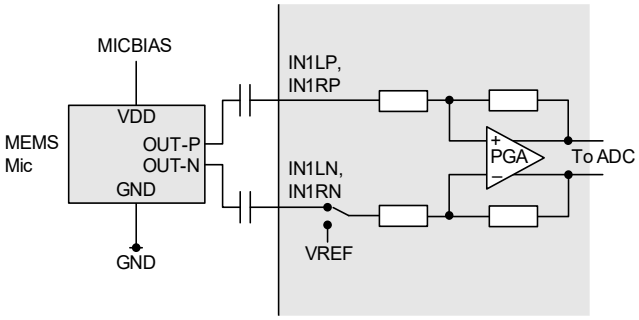


Figure 4-7. Differential MEMS Input

Note: The VOUT_MIC pin can also be used (instead of MICBIAS) as a reference or power supply for external microphones. The MICBIAS outputs are recommended, because they offer better noise performance and independent enable/disable control.

4.2.2 Analog Line Input

Line inputs can be connected to the CS48L32 in a similar manner to the mic inputs. Single-ended and differential configurations are supported on each analog input path, using the IN1*x*_SRC bits as described in Section 4.2.6.

The analog line input configurations are shown in Fig. 4-8 and Fig. 4-9. Note that the microphone bias (MICBIAS) is not used for line input connections.

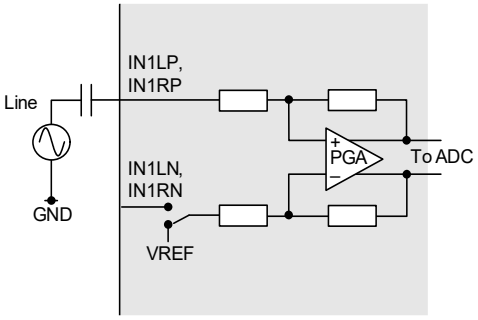


Figure 4-8. Single-Ended Line Input

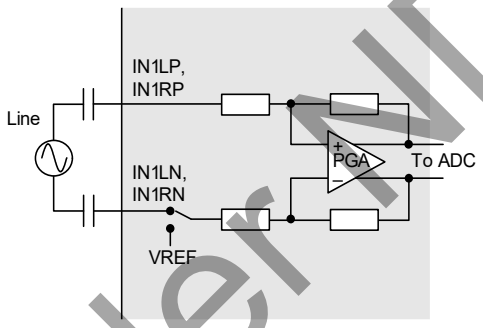


Figure 4-9. Differential Line Input

4.2.3 PDM (DMIC) Input

The CS48L32 supports as many as four PDM input channels, ideal for use with digital microphone (DMIC) input and other digital interfaces. The IN1 input path supports analog and digital input; digital (PDM) operation is selected using IN1_MODE as described in Section 4.2.6.

In PDM mode, two channels of audio data are multiplexed on the associated IN*n*_PDMDATA pin. Each stereo interface is clocked using the respective IN*n*_PDMCLK pin.

If PDM input is enabled, the CS48L32 outputs the CLK signal on the applicable IN*n*_PDMCLK pins. The CLK frequency is controlled by the respective IN*n*_OSR field, as described in Table 4-1 and Table 4-3. Note that the input-path PDM interfaces operate in Master Mode only—the clock (CLK) signal is generated by the CS48L32.

Note that, if ultrasonic signal detection or demodulation is enabled (see Section 4.2.9), the CLK frequency for the respective input path must be 1.536 MHz or 3.072 MHz.

Note that, if the 384 kHz or 768 kHz CLK frequency is selected, the maximum valid sample rate for the respective paths is restricted as described in Table 4-1. If the input sample rates are set globally using IN_RATE (i.e., IN_RATE_MODE = 0), all input paths are affected similarly.

The system clock, SYSCLK, must be present and enabled if using the PDM inputs; see Section 4.8 for details of SYSCLK and the associated registers.

The PDM clock frequencies in Table 4-1 assume that the SYSCLK frequency is a multiple of 6.144 MHz (SYSCLK_FRAC = 0). If the SYSCLK frequency is a multiple of 5.6448 MHz (SYSCLK_FRAC = 1), the PDM clock frequencies are scaled accordingly.

Table 4-1. PDM Clock Frequency

Condition	PDM Clock Frequency	Valid Sample Rates	Signal Passband
IN*n*_OSR = 000	384 kHz	Up to 48 kHz	Up to 4 kHz
IN*n*_OSR = 001	768 kHz	Up to 96 kHz	Up to 8 kHz
IN*n*_OSR = 010	1.536 MHz	Up to 192 kHz	Up to 20 kHz
IN*n*_OSR = 011	2.048 MHz	Up to 192 kHz	Up to 20 kHz
IN*n*_OSR = 100	2.4576 MHz	Up to 192 kHz	Up to 20 kHz
IN*n*_OSR = 101	3.072 MHz	Up to 192 kHz	Up to 20 kHz
IN*n*_OSR = 110	6.144 MHz	Up to 192 kHz	Up to 96 kHz

The voltage reference for the PDM interfaces is selectable, using IN*n*_PDM_SUP; each interface may be referenced to VOUT_MIC or MICBIAS1. For DMIC use cases, the voltage reference for each input path should be set equal to the power supply of the respective microphones.

A pair of digital microphones is connected as shown in Fig. 4-10. The microphones must be configured to ensure that the left mic transmits a data bit when IN*n*_PDMCLK is high and the right mic transmits a data bit when IN*n*_PDMCLK is low. The CS48L32 samples the DMIC data at the end of each IN*n*_PDMCLK phase. Each microphone must tristate its data output while the other microphone is transmitting.

Note that the CS48L32 provides integrated pull-down resistors on the IN*n*_PDMDATA pins. This provides a flexible capability for interfacing with other devices.

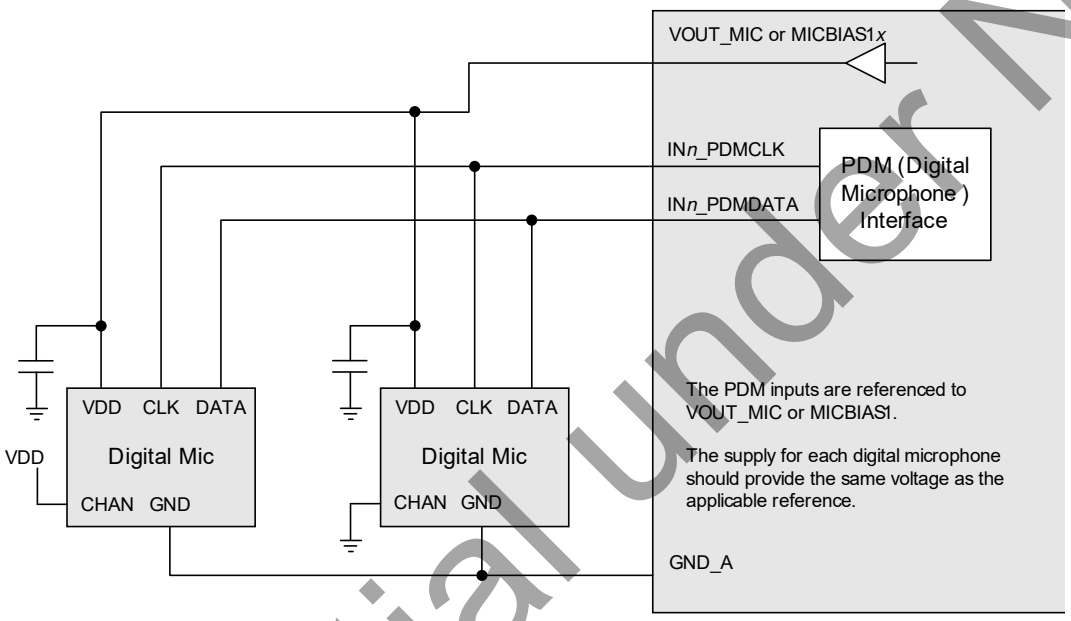


Figure 4-10. DMIC Input

Two PDM channels are interleaved on IN*n*_PDMDATA, as shown in Fig. 4-11. If two microphones are connected to provide a stereo interface, each microphone must tristate its data output while the other microphone is transmitting.

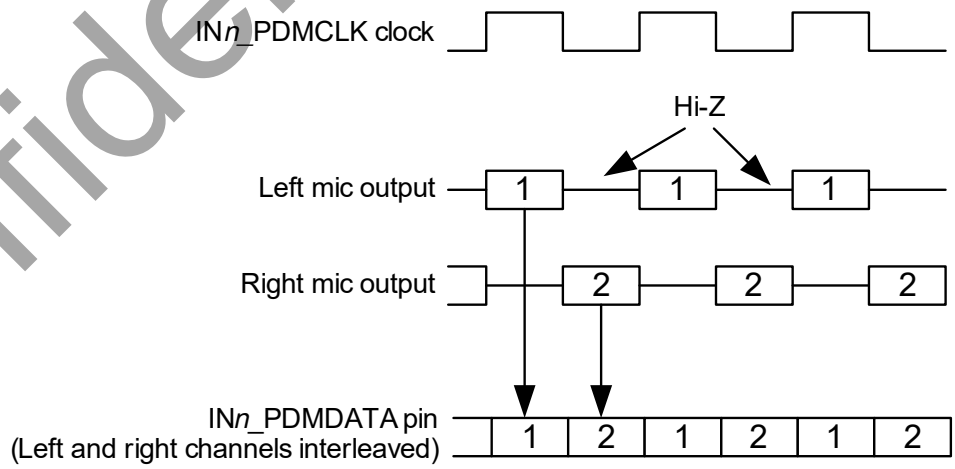


Figure 4-11. PDM (DMIC) Interface Timing

4.2.4 Input Signal Path Enable

The input signal paths are enabled using the bits described in Table 4-2. The respective bits must be enabled for analog or digital input on the respective input paths.

If the IN1 signal path is configured for analog input (IN1_MODE = 0, see Section 4.2.6), the following control sequence must be observed when enabling IN1 (left) or IN1 (right) input signal path:

1. If enabling the IN1 (left) path, write 0x2 to register 0x4688
2. If enabling the IN1 (right) path, write 0x2 to register 0x468C
3. Enable the required signal paths using IN1L_EN and IN1R_EN
4. Wait 200 µs
5. If enabling the IN1 (left) path, write 0x0 to register 0x4688
6. If enabling the IN1 (right) path, write 0x0 to register 0x468C

Notes: If enabling one channel, with the other channel already enabled, the control steps relating to the already-enabled channel should be omitted.

The IN1L_EN and IN1R_EN bits must be cleared before changing IN1_MODE.

The input signal paths are muted by default. It is recommended that deselecting the mute should be the final step of the path-enable control sequence. Similarly, the mute should be selected as the first step of the path-disable control sequence. The input signal path mute functions are controlled using the bits described in Table 4-4.

The VOUT_MIC power domain must be enabled when using the analog input signal paths. This power domain is provided using an internal charge pump (CP2) and LDO regulator (LDO2). See Section 4.12 for details of these circuits.

The system clock, SYSCLK, must be configured and enabled before any audio path is enabled. See Section 4.8 for details of the system clocks.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the input signal paths and associated ADCs. If the frequency is too low, an attempt to enable an input signal path fails. Note that active signal paths are not affected under such circumstances.

The status bits in register 0x4004 indicate the status of each input signal path. If an underclocked error condition occurs, these bits can be used to indicate which input signal paths have been enabled.

Table 4-2. Input Signal Path Enable

Register Address	Bit	Label	Default	Description
R16384 (0x4000) INPUT_CONTROL	3	IN2L_EN	0	Input Path 2 (left) enable 0 = Disabled 1 = Enabled
	2	IN2R_EN	0	Input Path 2 (right) enable 0 = Disabled 1 = Enabled
	1	IN1L_EN	0	Input Path 1 (left) enable 0 = Disabled 1 = Enabled
	0	IN1R_EN	0	Input Path 1 (right) enable 0 = Disabled 1 = Enabled

Table 4-2. Input Signal Path Enable *(Cont.)*

Register Address	Bit	Label	Default	Description
R16388 (0x4004) INPUT_STATUS	3	IN2L_STS	0	Input Path 2 (left) enable status 0 = Disabled 1 = Enabled
	2	IN2R_STS	0	Input Path 2 (right) enable status 0 = Disabled 1 = Enabled
	1	IN1L_STS	0	Input Path 1 (left) enable status 0 = Disabled 1 = Enabled
	0	IN1R_STS	0	Input Path 1 (right) enable status 0 = Disabled 1 = Enabled

4.2.5 Input Signal Path Sample-Rate Control

The input signal paths may be selected as input to the digital mixers or signal-processing functions within the CS48L32 digital core. The sample rate for the input signal paths can be set globally, or can be configured independently for each input channel.

The IN_RATE_MODE bit (defined in Table 4-3) controls whether the input sample rates are set globally using IN_RATE, or independently for each input channel using the IN*nx*_RATE fields (where *n* is 1–2 and *x* is L or R for the left/right channels respectively). The IN_RATE and IN*nx*_RATE fields are defined in Table 4-21.

Note that sample-rate conversion is required when routing the input signal paths to any signal chain that is configured for a different sample rate.

4.2.6 Input Signal Path Configuration

The CS48L32 supports up to four analog inputs or up to four digital inputs. Selectable combinations of analog (mic or line) and digital inputs are multiplexed into two stereo input signal paths:

- Input path IN1 can be configured for single-ended, differential, or digital (PDM) operation. The analog input configuration and pin selection is controlled using the IN1x_SRC bits; digital input mode is selected by setting IN1_MODE.
- Input path IN2 supports digital inputs only, using the respective IN2_PDMCLK and IN2_PDMDATA pins.

Note: The external pin connections for IN2 are shared with the IN1R analog input paths. If IN2L or IN2R input paths are enabled, the IN1R analog input is restricted to differential (IN1RP_2–IN1RN_2) or single-ended (IN1RP_2) configurations only.

A configurable high-pass filter (HPF) is provided on the left and right channels of each input path. The applicable cut-off frequency is selected using IN_HPF_CUT. The filter can be enabled on each path independently using the IN*nx*_HPF bits.

The analog input signal paths (single-ended or differential) each incorporate a PGA to provide gain in the range 0 dB to +31 dB in 1 dB steps. The analog input PGA gain is controlled using IN1L_PGA_VOL and IN1R_PGA_VOL. Note that the PGAs do not provide pop suppression; it is recommended that the gain should not be adjusted if the respective signal path is enabled.

If digital input mode is selected, the respective PDM clock (IN*n*_PDMCLK) is generated by the CS48L32. The frequency is controlled by IN*n*_OSR.

If a signal path is configured for digital input, the voltage reference for the associated input/output pins is selectable using IN*n*_PDM_SUP—each interface may be referenced to VOUT_MIC or MICBIAS1. For DMIC use cases, the voltage reference for each input path should be set equal to the power supply of the respective microphones.

Note: When writing to IN1_MODE, IN*n*_OSR, or IN*n*_PDM_SUP, take care not to change other nonzero bits that are configured at the same register address. Bit [5] should be set at all times.

The CS48L32 input paths can be configured for power-saving operation, ideal for always-on applications. The low-power configurations allow the power consumption to be optimized with respect to the required audio performance characteristics.

- If a signal path is configured for analog input, low-power operation can be selected by setting the respective IN1*x*_LP_MODE bit.

  The analog input path can be configured for mid-power operation by setting IN*n*_OSR = 010. The IN1*x*_LP_MODE bit should be cleared in the mid-power configuration. The maximum input-signal level is reduced by 6 dB if mid-power operation is selected (see Table 3-4); the minimum PGA gain is 6 dB. The mid-power configuration is deselected by setting IN*n*_OSR = 101.
- If a signal path is configured for digital input, the respective IN*n*_PDMCLK frequency is configured using the IN*n*_OSR bits. Reducing the IN*n*_PDMCLK frequency reduces power consumption at the expense of audio performance. The IN*n*_OSR field also supports high performance PDM mode whenever 6.144 MHz IN*n*_PDMCLK is selected.

  If 384 kHz or 768 kHz CLK frequency is selected, the maximum sample rate for the respective paths is restricted as described in Table 4-1. If the input sample rates are set globally using IN_RATE (i.e., IN_RATE_MODE = 0), all input paths are affected similarly.

The VOUT_MIC voltage is generated by an internal charge pump and LDO regulator. The MICBIAS1*x* outputs are derived from VOUT_MIC; see Section 4.12.

The input signal paths are configured using the fields described in Table 4-3.

Table 4-3. Input Signal Path Configuration

Register Address	Bit	Label	Default	Description
R16392 (0x4008) INPUT_RATE_CONTROL	10	IN_RATE_MODE	1	Input Path Sample Rate Configuration 0 = Global control (all input paths configured using IN_RATE) 1 = Individual channel control (using the respective INnx_RATE fields)
R16416 (0x4020) INPUT1_CONTROL1	18:16	IN1_OSR[2:0]	101	Input Path 1 Oversample Rate Control If analog input is selected, this field is used to select Mid-Power Mode. 010 = Mid Power Mode All other codes are reserved 101 = Normal If digital input is selected, this field controls the IN1_PDMCLK frequency. 000 = 384 kHz 100 = 2.4576 MHz 001 = 768 kHz 101 = 3.072 MHz 010 = 1.536 MHz 110 = 6.144 MHz 011 = 2.048 MHz 111 = Reserved
	9:8	IN1_PDM_SUP[1:0]	00	Input Path 1 PDM Reference Select Sets the IN1_PDMDATA and IN1_PDMCLK logic levels 00 = VOUT_MIC All other codes are reserved 01 = MICBIAS1
	0	IN1_MODE	0	Input Path 1 Mode 0 = Analog input 1 = Digital input
R16420 (0x4024) IN1L_CONTROL1	29:28	IN1L_SRC[1:0]	00	Input Path 1 (Left) Source 00 = Differential (IN1LP_1–IN1LN_1) 10 = Differential (IN1LP_2–IN1LN_2) 01 = Single-ended (IN1LP_1) 11 = Single-ended (IN1LP_2)
	2	IN1L_HPF	0	Input Path 1 (Left) HPF Enable 0 = Disabled 1 = Enabled
	0	IN1L_LP_MODE	0	Input Path 1 (Left) Low-Power Mode (applicable to analog input only) 0 = High Performance Mode 1 = Low Power Mode

Table 4-3. Input Signal Path Configuration *(Cont.)*

Register Address	Bit	Label	Default	Description
R16424 (0x4028) IN1L_CONTROL2	7:1	IN1L_PGA_VOL[6:0]	0x40	Input Path 1 (Left) PGA Volume (applicable to analog input only) 0x00 to 0x3F = Reserved 0x40 = 0 dB 0x41 = 1 dB 0x42 = 2 dB … (1 dB steps) 0x5F = 31 dB 0x60 to 0x7F = Reserved **Note:** In Mid-Power Mode, a minimum gain of 6 dB is used. Volume selections of 5 dB or less are overridden to 6 dB.
R16452 (0x4044) IN1R_CONTROL1	29:28	IN1R_SRC[1:0]	00	Input Path 1 (Right) Source 00 = Differential (IN1RP_1–IN1RN_1) 01 = Single-ended (IN1RP_1) 10 = Differential (IN1RP_1–IN1LN_1) 11 = Single-ended (IN1RP_1)
	2	IN1R_HPF	0	Input Path 1 (Right) HPF Enable 0 = Disabled 1 = Enabled
	0	IN1R_LP_MODE	0	Input Path 1 (Right) Low-Power Mode (applicable to analog input only) 0 = High Performance Mode 1 = Low Power Mode
R16456 (0x4048) IN1R_CONTROL2	7:1	IN1R_PGA_VOL[6:0]	0x40	Input Path 1 (Right) PGA Volume (applicable to analog input only) 0x00 to 0x3F = Reserved 0x40 = 0 dB 0x41 = 1 dB 0x42 = 2 dB … (1 dB steps) 0x5F = 31 dB 0x60 to 0x7F = Reserved **Note:** In Mid-Power Mode, a minimum gain of 6 dB is used. Volume selections of 5 dB or less are overridden to 6 dB.
R16480 (0x4060) INPUT2_CONTROL1	18:16	IN2_OSR[2:0]	101	Input Path 2 Oversample Rate Control - selects the IN2_PDMCLK frequency. 000 = 384 kHz 001 = 768 kHz 010 = 1.536 MHz 011 = 2.048 MHz 100 = 2.4576 MHz 101 = 3.072 MHz 110 = 6.144 MHz 111 = Reserved
	9:8	IN2_PDM_SUP[1:0]	00	Input Path 2 PDM Reference Select Sets the IN2_PDMDATA and IN2_PDMCLK logic levels 00 = VOUT_MIC 01 = MICBIAS1 All other codes are reserved
R16484 (0x4064) IN2L_CONTROL1	2	IN2L_HPF	0	Input Path 2 (Left) HPF Enable 0 = Disabled 1 = Enabled
R16516 (0x4084) IN2R_CONTROL1	2	IN2R_HPF	0	Input Path 2 (Right) HPF Enable 0 = Disabled 1 = Enabled
R16964 (0x4244) INPUT_HPF_CONTROL	2:0	IN_HPF_CUT[2:0]	010	Input Path IN1–IN2 HPF select Controls the cut-off frequency of the input path HPF circuits. 000 = 2.5 Hz 001 = 5 Hz 010 = 10 Hz 011 = 20 Hz 100 = 40 Hz All other codes are reserved

4.2.7 Input Signal Path Digital Volume Control

A digital volume control is provided on each input signal path, providing –64 dB to +31.5 dB gain control in 0.5 dB steps. An independent mute control is also provided for each input signal path.

Updates to the digital-volume and mute functions are gated by the IN_VU bit: writing to the volume- or mute-control fields does not become effective until a 1 is written to IN_VU. This makes it possible to apply changes to multiple signal paths simultaneously.

Whenever the gain or mute setting is changed, the signal path gain is ramped up or down to the new settings at a programmable rate. For increasing gain (or unmute), the rate is controlled by IN_VI_RAMP. For decreasing gain (or mute), the rate is controlled by IN_VD_RAMP.

Note: The IN_VI_RAMP and IN_VD_RAMP fields should not be changed while a volume ramp is in progress.

Note that, although the digital-volume controls provide 0.5 dB steps, the internal circuits provide signal gain adjustment in 0.125 dB steps. This allows a very high degree of gain control and smooth volume ramping under all operating conditions.

Note: The 0 dBFS level of the IN1–IN2 digital input paths is not equal to the 0 dBFS level of the CS48L32 digital core. The maximum digital input signal level is –6 dBFS (see Table 3-7). Under 0 dB gain conditions, a –6 dBFS input signal corresponds to a 0 dBFS input to the CS48L32 digital core functions.

The digital volume control registers are described in Table 4-4.

Table 4-4. Input Signal Path Digital Volume Control

Register Address	Bit	Label	Default	Description
R16404 (0x4014) INPUT_ CONTROL3	29	IN_VU	See Footnote 1	Input signal paths volume and mute update. Writing 1 to this bit causes the IN1–IN2 input signal paths volume and mute settings to be updated simultaneously.
R16424 (0x4028) IN1L_CONTROL2	28	IN1L_MUTE	1	Input Path 1 (Left) Digital Mute 0 = Unmute 1 = Mute
	23:16	IN1L_VOL[7:0]	0x80	Input Path 1 (Left) Digital Volume, –64 dB to +31.5 dB in 0.5 dB steps 0x00 = –64 dB 0x80 = 0 dB 0xC0 to 0xFF = Reserved 0x01 = –63.5 dB … (0.5 dB steps) … (0.5 dB steps) 0xBF = +31.5 dB
R16456 (0x4048) IN1R_CONTROL2	28	IN1R_MUTE	1	Input Path 1 (Right) Digital Mute 0 = Unmute 1 = Mute
	23:16	IN1R_VOL[7:0]	0x80	Input Path 1 (Right) Digital Volume, –64 dB to +31.5 dB in 0.5 dB steps 0x00 = –64 dB 0x80 = 0 dB 0xC0 to 0xFF = Reserved 0x01 = –63.5 dB … (0.5 dB steps) … (0.5 dB steps) 0xBF = +31.5 dB
R16488 (0x4068) IN2L_CONTROL2	28	IN2L_MUTE	1	Input Path 2 (Left) Digital Mute 0 = Unmute 1 = Mute
	23:16	IN2L_VOL[7:0]	0x80	Input Path 2 (Left) Digital Volume, –64 dB to +31.5 dB in 0.5 dB steps 0x00 = –64 dB 0x80 = 0 dB 0xC0 to 0xFF = Reserved 0x01 = –63.5 dB … (0.5 dB steps) … (0.5 dB steps) 0xBF = +31.5 dB
R16520 (0x4088) IN2R_CONTROL2	28	IN2R_MUTE	1	Input Path 2 (Right) Digital Mute 0 = Unmute 1 = Mute
	23:16	IN2R_VOL[7:0]	0x80	Input Path 2 (Right) Digital Volume, –64 dB to +31.5 dB in 0.5 dB steps 0x00 = –64 dB 0x80 = 0 dB 0xC0 to 0xFF = Reserved 0x01 = –63.5 dB … (0.5 dB steps) … (0.5 dB steps) 0xBF = +31.5 dB
R16968 (0x4248) INPUT_VOL_ CONTROL	6:4	IN_VD_RAMP[2:0]	010	Input Volume Decreasing Ramp Rate (seconds/6 dB). This field should not be changed while a volume ramp is in progress. 000 = 0 ms 011 = 2 ms 110 = 15 ms 001 = 0.5 ms 100 = 4 ms 111 = 30 ms 010 = 1 ms 101 = 8 ms
	2:0	IN_VI_RAMP[2:0]	010	Input Volume Increasing Ramp Rate (seconds/6 dB). This field should not be changed while a volume ramp is in progress. 000 = 0 ms 011 = 2 ms 110 = 15 ms 001 = 0.5 ms 100 = 4 ms 111 = 30 ms 010 = 1 ms 101 = 8 ms

1. Default is not applicable to these write-only bits

4.2.8 Input Signal Path Signal-Detect Control

The CS48L32 provides a digital signal-detect function for the input signal path. This enables system actions to be triggered by signal detection and allows the device to remain in a low-power state until a valid audio signal is detected. A mute function is integrated with the signal-detect circuit, ensuring the respective digital audio path remains at zero until the detection threshold level is reached. Signal detection is also indicated via the interrupt controller.

The signal-detect function is supported on input paths IN1–IN2 in analog and digital configurations. (For the IN1 input path, digital input is selected by setting IN1_MODE.) Note that the valid operating conditions for this function vary, depending on the applicable signal-path configuration.

- The signal-detect function is supported on analog input paths for sample rates up to 16 kHz.
- The signal-detect function is supported on digital input paths for sample rates up to 16 kHz (if IN*n*_PDMCLK ≥ 768kHz) and up to 48 kHz (if IN*n*_PDMCLK ≥ 2.8224 MHz).

For each input path, the signal-detect function is enabled by setting the respective IN*nx*_SIG_DET_EN bit. The detection threshold level is set using IN_SIG_DET_THR—this applies to all input paths.

If the signal-detect function is enabled, the respective input channel is muted if the signal level is below the configured threshold. If the input signal exceeds the threshold level, the respective channel is immediately unmuted.

If the input signal falls below the threshold level, the mute is applied. To prevent erroneous behavior, a time delay is applied before muting the input signal—the channel is only muted if the signal level remains below the threshold level for longer than the hold time. The hold time is set using IN_SIG_DET_HOLD.

Note that the signal-level detection is performed in the digital domain, after the ADC, PGA, digital mute and digital volume controls—the respective input channel must be enabled and unmuted when using the signal-detect function.

The signal-detect function is an input to the interrupt control circuit and can be used to trigger an interrupt event; see Section 4.9. Note that the respective interrupt event represents the logic OR of the signal detection on all input channels and does not provide indication of which input channel caused the interrupt. To avoid multiple interrupts, the signal-detect interrupt can be reasserted only after all input channels have fallen below the trigger threshold level.

The signal-detect status can be output directly on a GPIO pin as an external indication of the input path signal detection. See Section 4.10 to configure a GPIO pin for this function.

The input path signal-detection control registers are described in Table 4-5.

Table 4-5. Input Signal Path Signal-Detect Control

Register Address	Bit	Label	Default	Description
R16420 (0x4024) IN1L_CONTROL1	1	IN1L_SIG_DET_EN	0	Input Path 1 (Left) Signal-Detect Enable 0 = Disabled 1 = Enabled
R16452 (0x4044) IN1R_CONTROL1	1	IN1R_SIG_DET_EN	0	Input Path 1 (Right) Signal-Detect Enable 0 = Disabled 1 = Enabled
R16484 (0x4064) IN2L_CONTROL1	1	IN2L_SIG_DET_EN	0	Input Path 2 (Left) Signal-Detect Enable 0 = Disabled 1 = Enabled
R16516 (0x4084) IN2R_CONTROL1	1	IN2R_SIG_DET_EN	0	Input Path 2 (Right) Signal-Detect Enable 0 = Disabled 1 = Enabled
R16960 (0x4240) IN_SIG_DET_CONTROL	8:4	IN_SIG_DET_THR[4:0]	0x00	Input Signal Path Signal-Detect Threshold 0x00 = –30.1 dB, 0x05 = –54.2 dB, 0x0A = –72.2 dB 0x01 = –36.1 dB, 0x06 = –56.7 dB, 0x0B = –74.7 dB 0x02 = –42.1 dB, 0x07 = –60.2 dB, 0x0C = –78.3 dB 0x03 = –48.2 dB, 0x08 = –66.2 dB, 0x0D = –80.8 dB 0x04 = –50.7 dB, 0x09 = –68.7 dB, All other codes are reserved
	3:0	IN_SIG_DET_HOLD[3:0]	0001	Input Signal Path Signal-Detect Hold Time (delay before signal detect indication is deasserted) 0000 = Reserved, ... (4 ms steps), 1100 = 96–100 ms 0001 = 4–8 ms, 1001 = 36–40 ms, 1101 = 192–196 ms 0010 = 8–12 ms, 1010 = 40–44 ms, 1110 = 384–388 ms 0011 = 12–16 ms, 1011 = 48–52 ms, 1111 = 768–772 ms

4.2.9 Ultrasonic Signal Detection and Demodulation

The CS48L32 provides ultrasonic signal-processing functions on the input signal paths. Configurable filters and demodulator functions enable ultrasonic signals to be translated down to the audio band and routed through the digital mixer core. Ultrasonic signal detection is also supported, with an interrupt event generated when the detection conditions are met. Two ultrasonic processing blocks are incorporated, with independent configuration controls for each.

The input source for the ultrasonic blocks is configured using the US*n*_SRC fields (where *n* identifies the applicable block US1 or US2). The input signal gain is set using US*n*_GAIN. The input frequency range is selected by US*n*_FREQ.

Note: The input path to the ultrasonic blocks incorporate a gain of –6 dB (in addition to the gain selected by US*n*_GAIN).

The selected input source for ultrasonic signal detection may be either analog or digital (see Section 4.2.6 to configure the input path for analog or digital input). The CLK frequency for the digital (PDM) input signal paths is configured using IN*n*_OSR for the respective path (see Table 4-3); the CLK frequency must be 1.536 MHz or 3.072 MHz if ultrasonic signal detection or demodulation is enabled.

The ultrasonic functions can be supported on any of the input signal paths (IN1–IN2). The inputs to the ultrasonic functions are independent of the enable, high-pass filter, mute, and digital-volume settings of the respective input signal paths—these controls have no effect on the ultrasonic functions.

The system clock, SYSCLK, must be present and enabled when using the ultrasonic functions. The SYSCLK frequency must be a multiple of 6.144 MHz (SYSCLK_FRAC = 0) in this case. See Section 4.8 for details of SYSCLK and the associated registers.

The signal-detection function is enabled by setting US*n*_DET_EN. Note that signal detection can be supported without enabling the ultrasonic demodulator—ideal for low power signal-detection use cases.

The signal-detection algorithm uses an accumulator to count the instances where the input signal exceeds a detection threshold level—the count increases on each valid detection. If the input signal is below the threshold, a delay (hold time) is applied before decreasing the accumulator value. If the accumulator reaches the signal-detect level, an interrupt event is generated to indicate the successful detection. If no valid detection is made for the duration of the hold time, the accumulator value decreases at an exponential rate characterized by a configurable decay time.

A low-pass filter is incorporated in the signal path of the ultrasonic-detection circuit; this can be used to remove unwanted signal content. The low-pass filter is enabled using US*n*_DET_LPF; the cut-off frequency is configured using US*n*_DET_LPF_CUT. Note that the filter characteristics vary with US*n*_FREQ, as described in Table 4-6.

The US*n*_DET_THR field configures the detection threshold level. The signal-detection rate is determined by the US*n*_FREQ setting as described in Table 4-6—this is the frequency at which the input signal is measured against the detection threshold level.

The US*n*_DET_NUM field sets the accumulator count threshold at which a valid detection is indicated. The accumulator hold duration is configured using US*n*_DET_HOLD. The accumulator decay time constant is configured using US*n*_DET_DCY. The hold and decay parameters are defined as a function of the signal-detection rate.

The ultrasonic signal-detection function is an input to the interrupt control circuit and can be used to trigger an interrupt event—see Section 4.9.

The ultrasonic signal-detect status can be output directly on a GPIO pin as an external indication of the signal detection. See Section 4.10 to configure a GPIO pin for this function.

The signal-detection algorithm is illustrated in Fig. 4-12.

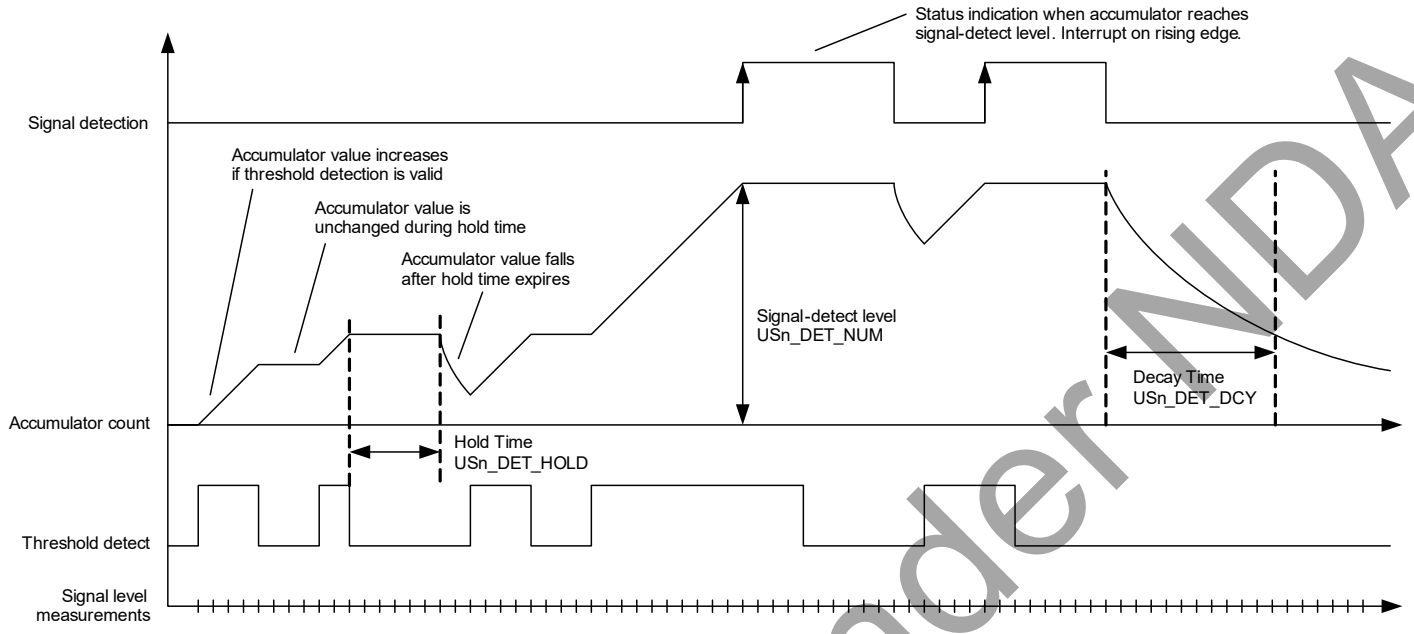


Figure 4-12. Ultrasonic Signal Detection

The ultrasonic demodulator function is enabled by setting US*n*_EN. The frequency band and signal gain are selected using US*n*_FREQ and US*n*_GAIN respectively.

The output from the ultrasonic demodulator is a frequency-modulated image of the selected input frequency range. The folding frequency that characterizes the frequency modulation is set according to the US*n*_FREQ setting—see Table 4-6. The relationship between input and output frequencies is described in Eq. 4-1.

$$F_{OUT} = |F_{IN} - F_{FOLD}|$$

Equation 4-1. Ultrasonic Demodulator Characteristic

Note that, depending on the input frequency range and the folding frequency, F_{FOLD}, the modulated output in respect of certain input frequencies may overlap others. This effect arises if the folding frequency lies within the input frequency range, with the result that two different input frequencies will each be modulated to the same output frequency. This effect is limited to the outer edges of the input frequency range in all cases. Amplitude response across the input frequency range is flat to within 1.5 dB in all cases.

The demodulated ultrasonic outputs can be selected as input to the digital mixers or signal-processing functions within the digital core by setting the respective x_SRC*n* fields as described in Section 4.3.1.

The sample rate for the demodulated ultrasonic output is configured using US*n*_RATE—see Table 4-21. The selected sample rate must be one of the SYSCLK-related rates, and must be equal to the output rate set by US*n*_FREQ (see Table 4-6). Note that sample-rate conversion is required when routing the ultrasonic signals to any signal chain that is configured for a different sample rate.

The characteristics associated with the US*n*_FREQ field setting are shown in Table 4-6.

Table 4-6. Ultrasonic Frequency Control

Condition	Input Frequency Band	Output Sample Rate	Demodulator Folding Frequency (F_{FOLD})	Signal-Detection Rate
US*n*_FREQ = 010	16–24 kHz	16 kHz	16 kHz	80.8 kHz
US*n*_FREQ = 011	20–28 kHz	16 kHz	20.21 kHz	96 kHz

The ultrasonic detection and demodulation control registers are described in Table 4-7.

Table 4-7. Ultrasonic Signal-Detect and Demodulation Control

Register Address	Bit	Label	Default	Description
R47104 (0xB800) US_CONTROL	9	US2_DET_EN	0	Ultrasonic Detect 2 Enable 0 = Disabled 1 = Enabled
	8	US1_DET_EN	0	Ultrasonic Detect 1 Enable 0 = Disabled 1 = Enabled
	1	US2_EN	0	Ultrasonic Demodulator 2 Enable 0 = Disabled 1 = Enabled
	0	US1_EN	0	Ultrasonic Demodulator 1 Enable 0 = Disabled 1 = Enabled
R47108 (0xB804) US1_CONTROL	13:12	US1_GAIN[1:0]	10	Ultrasonic Demodulator 1 Gain 00 = Disabled (no signal) 10 = 1 dB 01 = –5 dB 11 = 7 dB
	11:8	US1_SRC[3:0]	0x0	Ultrasonic Demodulator 1 Source 0x0 = IN1L All other codes are reserved 0x1 = IN1R 0x2 = IN2L 0x3 = IN2R
	6:4	US1_FREQ[2:0]	011	Ultrasonic Demodulator 1 Frequency 010 = 16–24 kHz All other codes are reserved 011 = 20–28 kHz

Table 4-7. Ultrasonic Signal-Detect and Demodulation Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R47112 (0xB808) US1_DET_ CONTROL	30:28	US1_DET_DCY[2:0]	000	Ultrasonic Detect 1 Decay Time Constant Time period (after the hold time, and in the absence of valid detections) for the accumulated count to decrease to 37% of its previous value. The quoted times are valid for US1_FREQ = 010; if US1_FREQ = 011, the time period is multiplied by 0.84. 000 = 0 ms 011 = 3.16 ms 110 = 25.34 ms 001 = 0.79 ms 100 = 6.33 ms 111 = 50.69 ms 010 = 1.58 ms 101 = 12.67 ms
	27:24	US1_DET_HOLD[3:0]	0000	Ultrasonic Detect 1 Hold Time The number of invalid detections required before the accumulated count decreases is $2^{(X+4)} - 1$, where X is US1_DET_HOLD in integer coding and X > 0. If US1_DET_HOLD = 0, the hold time is 0. The detection frequency is set by US1_FREQ. 0000 = 0 0011 = 127 1110 = 262143 0001 = 31 ... 1111 = 524287 0010 = 63 1101 = 131071
	23:20	US1_DET_NUM[3:0]	0000	Ultrasonic Detect 1 Accumulator Count Threshold Accumulated number of detections threshold is 2^X, where X is US1_DET_ NUM in integer coding. The detection frequency is set by US1_FREQ. 0000 = 1 0011 = 8 1110 = 16384 0001 = 2 ... 1111 = 32768 0010 = 4 1101 = 8192
	18:16	US1_DET_THR[2:0	000	Ultrasonic Detect 1 Signal Level Threshold 000 = –6 dBFS 011 = –15 dBFS 110 = –24 dBFS 001 = –9 dBFS 100 = –18 dBFS 111 = –27 dBFS 010 = –12 dBFS 101 = –21 dBFS
	6:5	US1_DET_LPF_ CUT[1:0]	00	Ultrasonic Detect 1 Low-pass Filter Control Selects the cut-off frequency of the low-pass filter, dependent on US1_FREQ. If US1_FREQ = 010 the low-pass filter is set as follows: 00 = 1722 Hz, 01 = 833 Hz, 10 = 408 Hz, 11 = 203 Hz If US1_FREQ = 011 the low-pass filter is set as follows: 00 = 2044 Hz, 01 = 989 Hz, 10 = 484 Hz, 11 = 241 Hz
	4	US1_DET_LPF	0	Ultrasonic Detect 1 Low-pass Filter Enable 0 = Disabled 1 = Enabled
R47124 (0xB814) US2_CONTROL	13:12	US2_GAIN[1:0]	10	Ultrasonic Demodulator 2 Gain 00 = Disabled (no signal) 10 = 1 dB 01 = –5 dB 11 = 7 dB
	11:8	US2_SRC[3:0]	0x0	Ultrasonic Demodulator 2 Source 0x0 = IN1L All other codes are reserved 0x1 = IN1R 0x2 = IN2L 0x3 = IN2R
	6:4	US2_FREQ[2:0]	011	Ultrasonic Demodulator 2 Frequency 010 = 16–24 kHz All other codes are reserved 011 = 20–28 kHz

Table 4-7. Ultrasonic Signal-Detect and Demodulation Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R47128 (0xB818) US2_DET_ CONTROL	14:12	US2_DET_DCY[2:0]	000	Ultrasonic Detect 2 Decay Time Constant Time period (after the hold time, and in the absence of valid detections) for the accumulated count to decrease to 37% of its previous value. The quoted times are valid for US2_FREQ = 010. If US2_FREQ = 011, the time period is multiplied by 0.84. 000 = 0 ms 011 = 3.16 ms 110 = 25.34 ms 001 = 0.79 ms 100 = 6.33 ms 111 = 50.69 ms 010 = 1.58 ms 101 = 12.67 ms
	11:8	US2_DET_HOLD[3:0]	0000	Ultrasonic Detect 2 Hold Time The number of invalid detections required before the accumulated count decreases is $2^{(X+4)} - 1$, where X is US2_DET_HOLD in integer coding and X > 0. If US2_DET_HOLD = 0, the hold time is 0. The detection frequency is set by US2_FREQ. 0000 = 0 0011 = 127 1110 = 262143 0001 = 31 ... 1111 = 524287 0010 = 63 1101 = 131071
	7:4	US2_DET_NUM[3:0]	0000	Ultrasonic Detect 2 Accumulator Count Threshold Accumulated number of detections threshold is 2^X, where X is US2_DET_ NUM in integer coding. The detection frequency is set by US2_FREQ. 0000 = 1 0011 = 8 1110 = 16384 0001 = 2 ... 1111 = 32768 0010 = 4 1101 = 8192
	2:0	US2_DET_THR[2:0	000	Ultrasonic Detect 2 Signal Level Threshold 000 = –6 dBFS 011 = –15 dBFS 110 = –24 dBFS 001 = –9 dBFS 100 = –18 dBFS 111 = –27 dBFS 010 = –12 dBFS 101 = –21 dBFS
	6:5	US2_DET_LPF_ CUT[1:0]	00	Ultrasonic Detect 2 Low-pass Filter Control Selects the cut-off frequency of the low-pass filter, dependent on US2_FREQ. If US2_FREQ = 010 the low-pass filter is set as follows: 00 = 1722 Hz, 01 = 833 Hz, 10 = 408 Hz, 11 = 203 Hz If US2_FREQ = 011 the low-pass filter is set as follows: 00 = 2044 Hz, 01 = 989 Hz, 10 = 484 Hz, 11 = 241 Hz
	4	US2_DET_LPF	0	Ultrasonic Detect 2 Low-pass Filter Enable 0 = Disabled 1 = Enabled

4.2.10 Auxiliary PDM Interface

The CS48L32 provides two auxiliary PDM (AUXPDM) interfaces; each interface supports a digital output derived from one of the analog input paths. This can be used to provide an audio path between a microphone connected to the CS48L32 and a digital input to an external audio processor.

If an analog input source is selected, the AUXPDM provides a one-channel PDM conversion path. If a digital input source is selected, the CS48L32 passes the respective IN*n*_PDMDATA signal directly to the AUXPDM data output pin—the interface can pass either mono or stereo data in this case.

The AUXPDM interface signal paths are shown in Fig. 4-13.

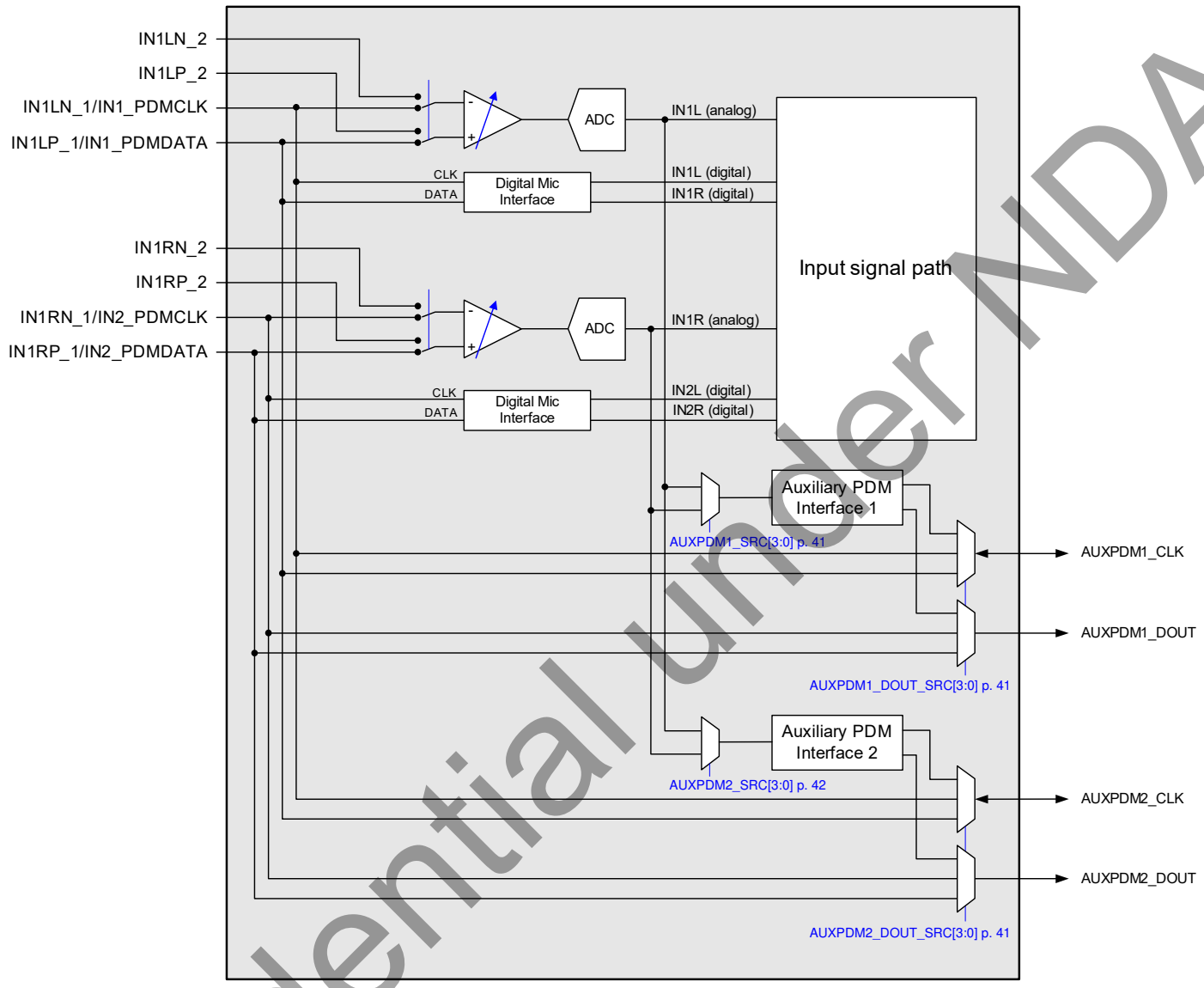


Figure 4-13. Auxiliary PDM Interface

The AUXPDM interfaces can be configured in Master or Slave Mode using AUXPDM*n*_MSTR (where *n* identifies the applicable interface 1 or 2). In Master Mode, the clock (CLK) signal is generated by the CS48L32; in Slave Mode, the CLK signal is an input to the CS48L32.

The CLK frequency is selected using AUXPDM*n*_FREQ. For each setting of this field, the actual frequency depends on whether SYSCLK is configured for 48 kHz- or 44.1 kHz-related sample rates. See Section 4.8 for details of the system clocks. Note that the CLK frequency must be configured in master and slave modes, using the AUXPDM*n*_FREQ field.

In Slave Mode, the CS48L32 system clock (SYSCLK) must be synchronized to the PDM CLK input. The applicable CLK must be selected using PDM_FLLCLK_SRC (see Table 4-8) and configured as FLL reference clock using FLL1_REFCLK_SRC. See Section 4.8 to configure SYSCLK using FLL1 as a clock reference.

Note: If one of the AUXPDM interfaces is configured in Slave Mode, the system clock (SYSCLK) must be synchronized to the respective CLK input. To operate more than one of these interfaces in Slave Mode concurrently, the respective interfaces must all be synchronous (i.e., referenced to a common clock source).

The input source for each AUXPDM interface is selected using AUXPDM*n*_SRC and AUXPDM*n*_DOUT_SRC.

- If analog input is selected (AUXPDM*n*_DOUT_SRC = 0x0), the respective input path and ADC are enabled automatically. Note that the mute and digital-volume settings of the IN1 path have no effect on the AUXPDM output.

  The AUXPDM interface is enabled by setting AUXPDM*n*_EN. Note that the other AUXPDM control fields should be configured before enabling the interface; the AUXPDM*n*_EN bit should be set as the final step of the AUXPDM-enable sequence. The AUXPDM*n*_EN bit should be cleared before changing the interface configuration.

  Note that, in Master Mode, the clock output is undriven (high-impedance) if the AUXPDM interface is disabled; the clock output is enabled by setting AUXPDM*n*_EN. Integrated pull-down resistors can be enabled on the clock pins as described in Section 4.2.11.

  The output signal can be muted and unmuted using AUXPDM*n*_MUTE. The timing of the data (DOUT) signal can be controlled using AUXPDM*n*_TXEDGE—this selects whether DOUT changes on the rising or falling edge of CLK.

  The auxiliary PDM interface timing is shown in Fig. 4-14 (assuming analog input is selected). In Master Mode, the clock and data outputs are driven synchronously by the CS48L32. In Slave Mode, the timing of the output data is controlled by the external clock input. See Table 3-14 for timing information.

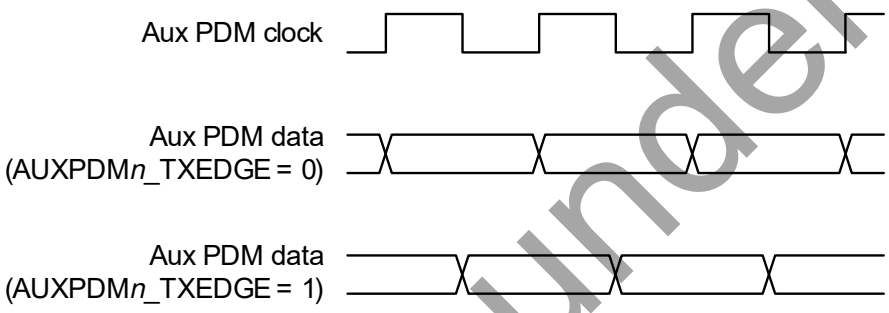


Figure 4-14. Auxiliary PDM Interface Timing (Analog Input Source)

- If digital input is selected (AUXPDM*n*_DOUT_SRC = 0x1 or 0x2), the respective IN*n*_PDMDATA signal is passed directly to the AUXPDM data output pin— note that the interface can pass either mono or stereo data in this case.

  If IN1_PDMDATA is selected as source, IN1_MODE must be set and one or both of IN1L/IN1R must be enabled. If IN2_PDMDATA is selected as source, one or both of IN2L/IN2R must be enabled.

  Note that the AUXPDM interface _EN, _MUTE, and TXEDGE control fields have no effect if digital input is selected.

  The auxiliary PDM interface timing needs to be considered in combination with the DMIC/PDM input path timing, if digital input is selected as the AUXPDM source. The associated signals are subject to propagation delays between the DMIC/PDM interface and the AUXPDM interface, as described in Table 3-14.

  — The AUXPDM*n*_DATA output is sourced directly from the IN*n*_PDMDATA input.

  — In AUXPDM Master Mode, the IN*n*_PDMCLK and AUXPDMn_CLK outputs are generated from SYSCLK. In AUXPDM Slave Mode, the IN*n*_PDMCLK output is sourced directly from the AUXPDM*n*_CLK input.

The auxiliary PDM interface control registers are described in Table 4-8.

Table 4-8. Auxiliary PDM Interface Control

Register Address	Bit	Label	Default	Description
R4188 (0x105C) AUXPDM_CTRL2	7:4	AUXPDM2_DOUT_SRC[3:0]	0x0	Auxiliary PDM 2 data source 0x0 = Analog (mono, selected using AUXPDM2_SRC) 0x1 = Digital (stereo, from IN1_PDMDATA) 0x2 = Digital (stereo, from IN2_PDMDATA) All other codes are reserved
	3:0	AUXPDM1_DOUT_SRC[3:0]	0x0	Auxiliary PDM 1 data source 0x0 = Analog (mono, selected using AUXPDM1_SRC) 0x1 = Digital (stereo, from IN1_PDMDATA) 0x2 = Digital (stereo, from IN2_PDMDATA) All other codes are reserved
R16396 (0x400C) INPUT_CONTROL2	3:0	PDM_FLLCLK_SRC[3:0]	0x0	PDM_CLK source select for FLL input reference (Only valid if the respective interface is configured in Slave Mode) 0x8 = AUXPDM1_CLK 0x9 = AUXPDM2_CLK All other codes are reserved
R17152 (0x4300) AUXPDM_CONTROL1	1	AUXPDM2_EN	0	Auxiliary PDM 2 enable 0 = Disabled 1 = Enabled
	0	AUXPDM1_EN	0	Auxiliary PDM 1 enable 0 = Disabled 1 = Enabled
R17156 (0x4304) AUXPDM_CONTROL2	1	AUXPDM2_MUTE	0	Auxiliary PDM 2 mute 0 = Unmute 1 = Mute
	0	AUXPDM1_MUTE	0	Auxiliary PDM 1 mute 0 = Unmute 1 = Mute
R17160 (0x4308) AUXPDM1_CONTROL1	17:16	AUXPDM1_FREQ[1:0]	01	Auxiliary PDM 1 CLK rate 00 = 3.072 MHz (2.8824 MHz) 10 = 1.536 MHz (1.4112 MHz) 01 = 2.048 MHz (1.8816 MHz) 11 = 768 kHz (705.6 kHz) The frequencies in brackets apply for 44.1 kHz–related sample rates only (i.e., if SYSCLK_FRAC = 1). The Auxiliary PDM interface must be disabled when updating this field.
	11:8	AUXPDM1_SRC[3:0]	0x0	Auxiliary PDM 1 analog source 0x0 = IN1L All other codes are reserved 0x1 = IN1R Only valid if AUXPDM1_DOUT_SRC = 0x0. The Auxiliary PDM interface must be disabled when updating this field.
	4	AUXPDM1_TXEDGE	0	Auxiliary PDM 1 timing 0 = Output data is driven on rising edge of AUXPDM1_CLK 1 = Output data is driven on falling edge of AUXPDM1_CLK The Auxiliary PDM interface must be disabled when updating this field.
	3	AUXPDM1_MSTR	1	Auxiliary PDM 1 Master Mode select 0 = AUXPDM1_CLK Slave Mode (input) 1 = AUXPDM1_CLK Master mode (output) The Auxiliary PDM interface must be disabled when updating this field.

Table 4-8. Auxiliary PDM Interface Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R17168 (0x4310) AUXPDM2_ CONTROL1	17:16	AUXPDM2_FREQ[1:0]	01	Auxiliary PDM 2 CLK rate 00 = 3.072 MHz (2.8824 MHz) 10 = 1.536 MHz (1.4112 MHz) 01 = 2.048 MHz (1.8816 MHz) 11 = 768 kHz (705.6 kHz) The frequencies in brackets apply for 44.1 kHz–related sample rates only (i.e., if SYSCLK_FRAC = 1). The Auxiliary PDM interface must be disabled when updating this field.
	11:8	AUXPDM2_SRC[3:0]	0x0	Auxiliary PDM 2 analog source 0x0 = IN1L All other codes are reserved 0x1 = IN1R Only valid if AUXPDM2_DOUT_SRC = 0x0. The Auxiliary PDM interface must be disabled when updating this field.
	4	AUXPDM2_TXEDGE	0	Auxiliary PDM 2 timing 0 = Output data is driven on rising edge of AUXPDM2_CLK 1 = Output data is driven on falling edge of AUXPDM2_CLK The Auxiliary PDM interface must be disabled when updating this field.
	3	AUXPDM2_MSTR	1	Auxiliary PDM 2 Master Mode select 0 = AUXPDM2_CLK Slave Mode (input) 1 = AUXPDM2_CLK Master mode (output) The Auxiliary PDM interface must be disabled when updating this field.

4.2.11 PDM (DMIC) Pin Configuration

PDM operation on the IN1 input path is selected using IN1_MODE, as described in Table 4-3. If PDM input is selected, the respective analog input functions are disabled and the IN1_PDMCLK and IN1_PDMDATA pins are configured for digital input/output. The IN2 input path supports digital input only; if the IN2L or IN2 inputs paths are enabled, the IN2_ PDMCLK and IN2_PDMDATA pins are configured for digital input/output.

The CS48L32 provides integrated pull-down resistors on the IN*n*_PDMDATA pins. Integrated pull-down resistors are also provided on the AUXPDM*n*_CLK pins. This provides a flexible capability for interfacing with other devices. The pull resistors can be configured independently using the bits described in Table 4-9. Note that, if the PDM input paths are disabled, the pull resistors are disabled on the respective pins.

The output drive strength of AUXPDM*n*_CLK and AUXPDM*n*_DOUT is selectable using the respective _DRV_STR bits described in Table 4-9.

Table 4-9. PDM (DMIC) Pin Control

Register Address	Bit	Label	Default	Description
R4148 (0x1034) DMIC_PAD_CTRL	5	IN2_PDMDATA_PD	0	IN2_PDMDATA pull-down control 0 = Disabled, 1 = Enabled
	4	IN1_PDMDATA_PD	0	IN1_PDMDATA pull-down control 0 = Disabled, 1 = Enabled
R4164 (0x1044) AUXPDM_CTRL	18	AUXPDM2_CLK_PD	0	AUXPDM2_CLK pull-down control 0 = Disabled, 1 = Enabled
	16	AUXPDM1_CLK_PD	0	AUXPDM1_CLK pull-down control 0 = Disabled, 1 = Enabled
	3	AUXPDM2_CLK_DRV_STR	1	AUXPDM2_CLK output drive strength 0 = 4 mA, 1 = 8 mA
	2	AUXPDM2_DOUT_DRV_STR	1	AUXPDM2_DOUT output drive strength 0 = 4 mA, 1 = 8 mA
	1	AUXPDM1_CLK_DRV_STR	1	AUXPDM1_CLK output drive strength 0 = 4 mA, 1 = 8 mA
	0	AUXPDM1_DOUT_DRV_STR	1	AUXPDM1_DOUT output drive strength 0 = 4 mA, 1 = 8 mA

4.3 Digital Core

The CS48L32 digital core provides extensive mixing and processing capabilities for multiple signal paths. The configuration is highly flexible and supports virtually every conceivable input/output connection between the available processing blocks.

The digital core provides parametric equalization (EQ) functions, DRC, and low-/high-pass filters (LHPF).

The CS48L32 supports multiple signal paths through the digital core. Stereo full-duplex sample-rate conversion is provided to allow digital audio to be routed between input (ADC/PDM) paths and audio serial ports (ASP1–ASP2) operating at different sample rates.

The DSP functions are programmable, using application-specific control sequences. Note that the DSP configuration data is lost whenever the VDD_D power domain is removed; the DSP configuration data must be downloaded to the CS48L32 each time the device is powered up.

The CS48L32 incorporates a tone generator that can be used for beep functions through any of the audio signal paths. A white-noise generator is incorporated, to provide comfort noise in cases where silence (digital mute) is not desirable.

Two pulse-width modulation (PWM) signal generators are provided; the PWM waveforms can be modulated by an audio source within the digital core and can be output on a GPIO pin.

An overview of the digital-core mixing and signal-processing functions is provided in Fig. 4-15. The control registers associated with the digital-core signal paths are shown in Fig. 4-16 through Fig. 4-27. The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The digital audio core is predominantly a 24-bit architecture, but also provides support for 32-bit signal paths. Audio samples of up to 32 bits are supported by the ASP functions. The respective signal mixers provide full support for 32-bit data words. Note that all other signal paths and signal-processing blocks within the digital core are limited to 24-bit data length; data samples are truncated to 24-bit length if they are routed through any function that does not support 32-bit data words.

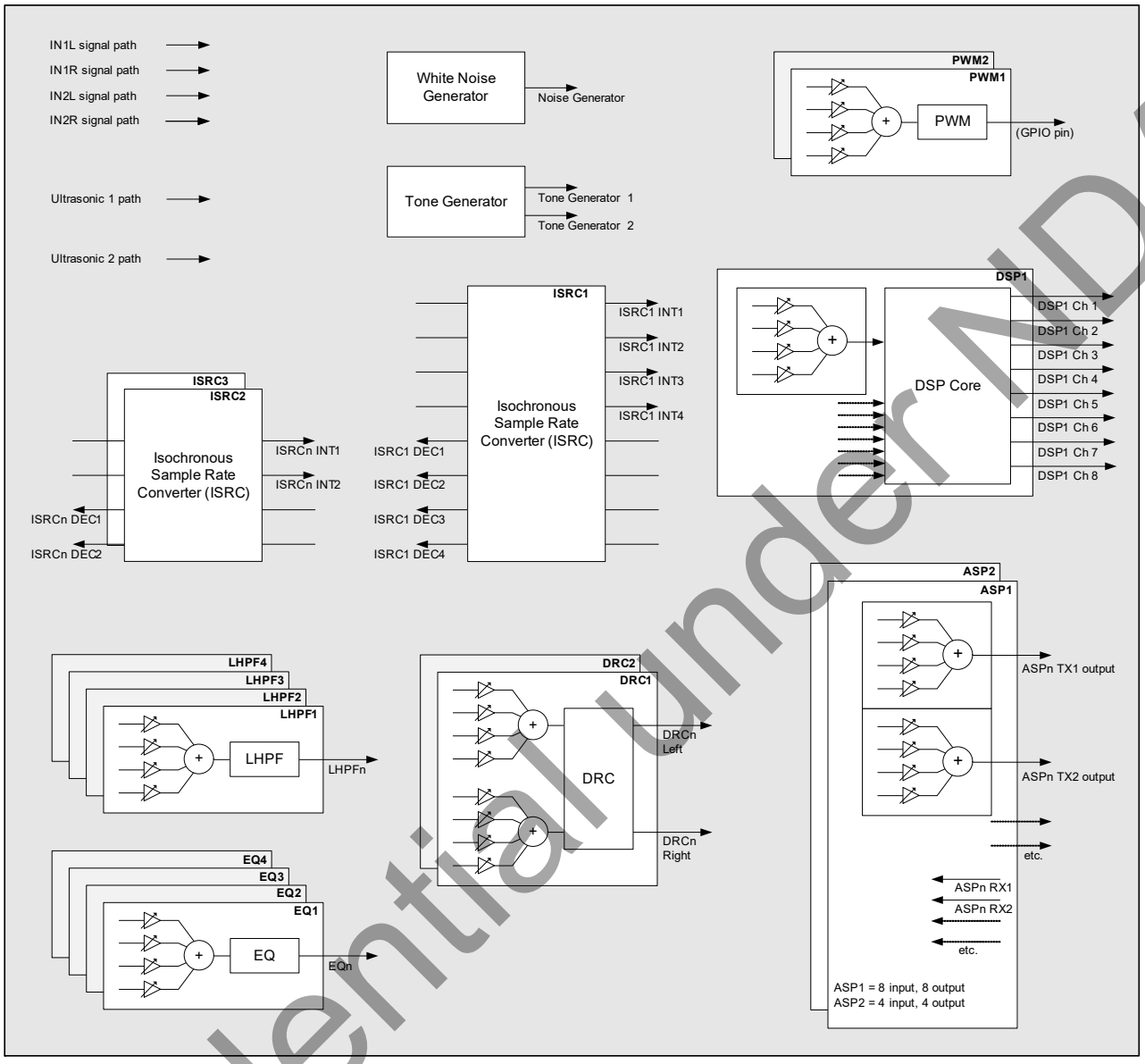


Figure 4-15. Digital Core

4.3.1 Digital-Core Mixers

The CS48L32 provides an extensive digital mixing capability. The digital-core mixing and signal-processing blocks are shown in Fig. 4-15. A four-input digital mixer is associated with many of these functions, as shown. The digital mixer circuit is identical in each instance, providing up to four selectable input sources, with independent volume control on each input.

The control registers associated with the digital-core signal paths are shown in Fig. 4-16–Fig. 4-27. The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6.

Further description of the associated control registers is provided throughout Section 4.3. Generic register field definitions are provided in Table 4-10.

The digital mixer input sources are selected using the associated x_SRC*n* fields; the volume control is implemented via the associated x_VOL*n* fields.

The ISRC input functions support selectable input sources, but do not incorporate any digital mixing. The respective input source (x_SRC*n*) fields are identical to those of the digital mixers.

The x_SRC*n* fields select the input sources for the respective mixer or signal-processing block. Note that the selected input sources must be configured for the same sample rate as the blocks to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

A status bit is associated with each configurable input source, indicating whether the signal path is enabled. If an underclocked error condition occurs, these bits can be used to indicate which signal paths have been enabled.

The generic register field definition for the digital mixers is provided in Table 4-10.

Table 4-10. Digital-Core Mixer Control Registers

Register Address	Bit	Label	Default	Description
R32896 (0x8080) to R39132 (0x907C)	15	x_STS*n*	0	[Digital Core function] input *n* status 0 = Disabled 1 = Enabled
	7:1	x_VOL*n*	0x40	[Digital Core mixer] input *n* volume. (–32 dB to +16 dB in 1 dB steps) 0x00 to 0x20 = –32 dB ... (1 dB steps) 0x50 = +16 dB 0x21 = –31 dB 0x40 = 0 dB 0x51 to 0x7F = +16 dB 0x22 = –30 dB ... (1 dB steps)
	8:0	x_SRC*n*	0x000	[Digital Core function] input *n* source select 0x000 = Silence (mute) 0x098 = ISRC1 INT1 0x0C0 = DRC1 Left 0x004 = Tone generator 1 0x099 = ISRC1 INT2 0x0C1 = DRC1 Right 0x005 = Tone generator 2 0x09A = ISRC1 INT3 0x0C2 = DRC2 Left 0x00C = Noise generator 0x09B = ISRC1 INT4 0x0C3 = DRC2 Right 0x010 = IN1L signal path 0x09C = ISRC1 DEC1 0x0C8 = LHPF1 0x011 = IN1R signal path 0x09D = ISRC1 DEC2 0x0C9 = LHPF2 0x012 = IN2L signal path 0x09E = ISRC1 DEC3 0x0CA = LHPF3 0x013 = IN2R signal path 0x09F = ISRC1 DEC4 0x0CB = LHPF4 0x020 = ASP1 RX1 0x0A0 = ISRC2 INT1 0x0D8 = Ultrasonic 1 0x021 = ASP1 RX2 0x0A1 = ISRC2 INT2 0x0D9 = Ultrasonic 2 0x022 = ASP1 RX3 0x0A4 = ISRC2 DEC1 0x100 = DSP1 channel 1 0x023 = ASP1 RX4 0x0A5 = ISRC2 DEC2 0x101 = DSP1 channel 2 0x024 = ASP1 RX5 0x0A8 = ISRC3 INT1 0x102 = DSP1 channel 3 0x025 = ASP1 RX6 0x0A9 = ISRC3 INT2 0x103 = DSP1 channel 4 0x026 = ASP1 RX7 0x0AC = ISRC3 DEC1 0x104 = DSP1 channel 5 0x027 = ASP1 RX8 0x0AD = ISRC3 DEC2 0x105 = DSP1 channel 6 0x030 = ASP2 RX1 0x0B8 = EQ1 0x106 = DSP1 channel 7 0x031 = ASP2 RX2 0x0B9 = EQ2 0x107 = DSP1 channel 8 0x032 = ASP2 RX3 0x0BA = EQ3 0x033 = ASP2 RX4 0x0BB = EQ4

4.3.2 Digital-Core Inputs

The digital core comprises multiple input paths, as shown in Fig. 4-16. Any of these inputs may be selected as a source to the digital mixers or signal-processing functions within the CS48L32 digital core.

Note that the outputs from other blocks within the digital core may also be selected as input to the digital mixers or signal-processing functions within the CS48L32 digital core. Those input sources, which are not shown in Fig. 4-16, are described separately throughout Section 4.3.

The hexadecimal numbers in Fig. 4-16 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for the input signal paths is configured by using the applicable IN_RATE, ASP*n*_RATE, or US*n*_RATE; see Table 4-21. Note that sample-rate conversion is required when routing the input signal paths to any signal chain that is configured for a different sample rate.

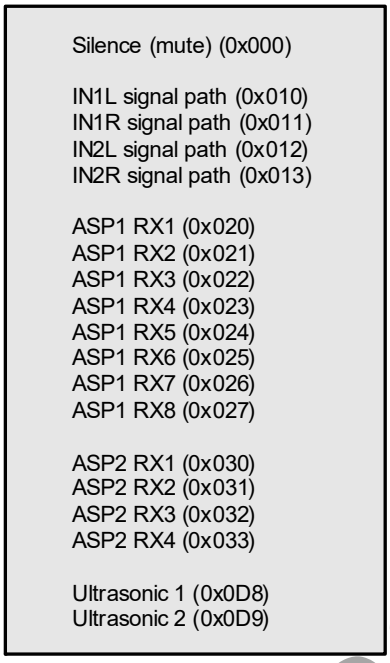


Figure 4-16. Digital-Core Inputs

4.3.3 Digital-Core Output Mixers

The digital core supports two audio serial port (ASP) interfaces. The output paths associated with ASP1–ASP2 are shown in Fig. 4-17. A four-input mixer is associated with each output. The four input sources are selectable in each case, and independent volume control is provided for each path.

The ASP1–ASP2 output mixer control fields (see Fig. 4-17) are located at addresses 0x8200 through 0x833C.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the respective mixers. Note that the selected input sources must be configured for the same sample rate as the mixer to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The sample rate for the output signal paths is configured using the applicable ASP*n*_RATE; see Table 4-21. Note that sample-rate conversion is required when routing the output signal paths to any signal chain that is configured for a different sample rate.

The ASP*n*_RATE fields must not be changed if any of the respective x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing new values to ASP*n*_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to the associated ASP*n*_RATE fields. See Table 4-21 for details.

The ASP*n* output mixers provide full support for 32-bit data words. Audio samples of up to 32 bits are supported by the ASP functions. Note that other signal paths and signal-processing blocks within the digital core are limited to 24-bit data length; data samples are truncated to 24-bit length if they are routed through any function that does not support 32-bit data words.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the output mixer paths. If the frequency is too low, an attempt to enable an output mixer path fails. Note that active signal paths are not affected under such circumstances.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

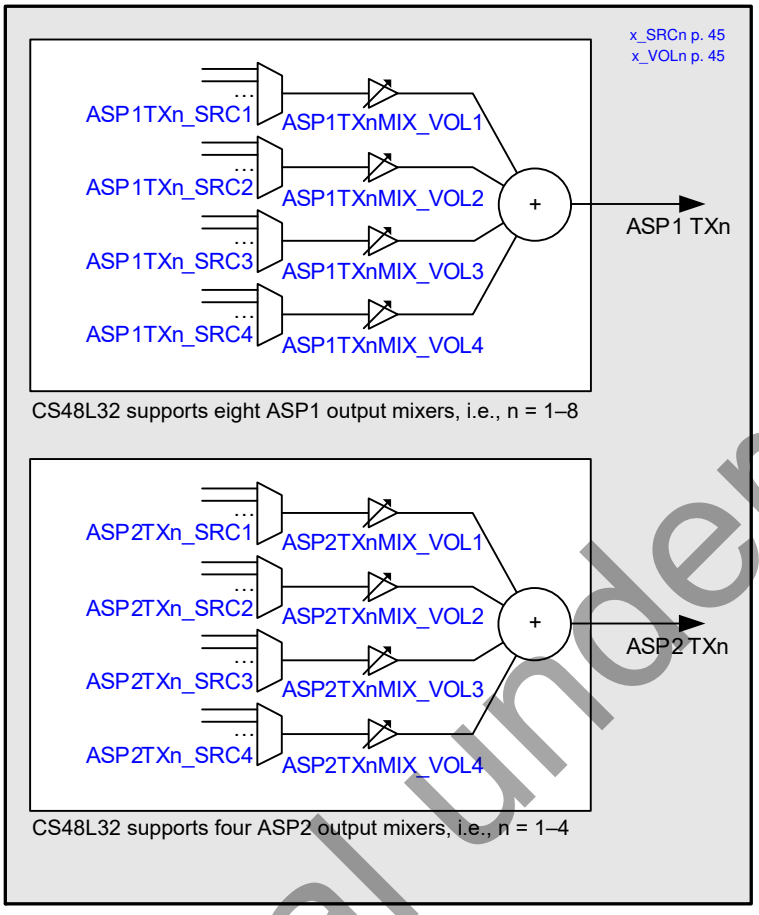


Figure 4-17. Digital-Core ASP Outputs

4.3.4 Five-Band Parametric Equalizer (EQ)

The digital core provides four EQ processing blocks as shown in Fig. 4-18. A four-input mixer is associated with each EQ. The four input sources are selectable in each case, and independent volume control is provided for each path. Each EQ block supports one output.

The EQ provides selective control of five frequency bands as follows:

- The low-frequency band (Band 1) filter can be configured as a peak filter or as a shelving filter. If configured as a shelving filter, it provides adjustable gain below the Band 1 cut-off frequency. As a peak filter, it provides adjustable gain within a defined frequency band that is centered on the Band 1 frequency.
- The midfrequency bands (Band 2–Band 4) filters are peak filters that provide adjustable gain around the respective center frequency.
- The high-frequency band (Band 5) filter is a shelving filter that provides adjustable gain above the Band 5 cut-off frequency.

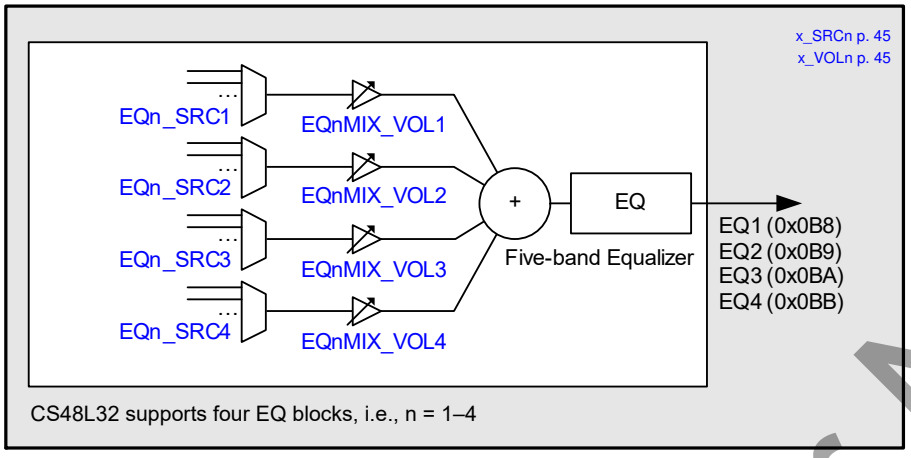


Figure 4-18. Digital-Core EQ Blocks

The EQ1–EQ4 mixer control fields (see Fig. 4-18) are located at addresses 0x8B80 through 0x8BBC.

The full list of digital-mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the respective EQ processing blocks. Note that the selected input sources must be configured for the same sample rate as the EQ to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The hexadecimal numbers in Fig. 4-18 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for the EQ function is configured using FX_RATE; see Table 4-21. Note that the EQ, DRC, and LHPF functions must be configured for the same sample rate. Sample-rate conversion is required when routing the EQ signal paths to any signal chain that is configured for a different sample rate.

The FX_RATE field must not be changed if any of the associated x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing a new value to FX_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to FX_RATE. See Table 4-21 for details.

The cut-off or center frequencies for the five-band EQ are set by using the coefficients held in the registers identified in Table 4-11. These coefficients are derived using tools provided in Cirrus Logic's WISCE™ evaluation-board control software; please contact your Cirrus Logic representative for details.

Table 4-11. EQ Coefficient Registers

EQ	Register Addresses
EQ1	0xA818–0xA850
EQ2	0xA85C–0xA894
EQ3	0xA8A0–0xA8D8
EQ4	0xA8E4–0xA91C

The control registers associated with the EQ functions are described in Table 4-12.

Table 4-12. EQ Enable and Gain Control

Register Address	Bit	Label	Default	Description
R43012 (0xA804) FX_STATUS	11:0	FX_STS[11:0]	0x00	LHPF, DRC, EQ Enable Status. Indicates the status of each respective signal-processing function. Each bit is coded as follows: 0 = Disabled 1 = Enabled [11] = EQ4 [7] = DRC2 (Right) [3] = LHPF4 [10] = EQ3 [6] = DRC2 (Left) [2] = LHPF3 [9] = EQ2 [5] = DRC1 (Right) [1] = LHPF2 [8] = EQ1 [4] = DRC1 (Left) [0] = LHPF1
R43016 (0xA808) EQ_CONTROL1	3	EQ4_EN	0	EQ4 Enable 0 = Disabled 1 = Enabled
	2	EQ3_EN	0	EQ3 Enable 0 = Disabled 1 = Enabled
	1	EQ2_EN	0	EQ2 Enable 0 = Disabled 1 = Enabled
	0	EQ1_EN	0	EQ1 Enable 0 = Disabled 1 = Enabled
R43020 (0xA80C) EQ_CONTROL2	3	EQ4_B1_MODE	0	EQ4 Band 1 Mode 0 = Shelving filter 1 = Peak filter
	2	EQ3_B1_MODE	0	EQ3 Band 1 Mode 0 = Shelving filter 1 = Peak filter
	1	EQ2_B1_MODE	0	EQ2 Band 1 Mode 0 = Shelving filter 1 = Peak filter
	0	EQ1_B1_MODE	0	EQ1 Band 1 Mode 0 = Shelving filter 1 = Peak filter
R43024 (0xA810) EQ1_GAIN1	28:24	EQ1_B4_GAIN[4:0]	0x0C	EQ1 Band *n* Gain (–12 dB to +12 dB in 1 dB steps) 0x00 = –12 dB 0x0C = 0 dB 0x18 = 12 dB 0x01 = –11 dB ... (1 dB steps) All other codes are reserved ... (1 dB steps) 0x17 = 11 dB
	20:16	EQ1_B3_GAIN[4:0]	0x0C	
	12:8	EQ1_B2_GAIN[4:0]	0x0C	
	4:0	EQ1_B1_GAIN[4:0]	0x0C	
R43028 (0xA814) EQ1_GAIN2	4:0	EQ1_B5_GAIN[4:0]	0x0C	
R43032 (0xA818) to R43088 (0xA850)	—	EQ1_*	—	EQ1 Frequency Coefficients. Refer to WISCE evaluation board control software for the derivation of these field values.
R43092 (0xA854) EQ2_GAIN1	28:24	EQ2_B4_GAIN[4:0]	0x0C	EQ2 Band *n* Gain (–12 dB to +12 dB in 1 dB steps) 0x00 = –12 dB 0x0C = 0 dB 0x18 = 12 dB 0x01 = –11 dB ... (1 dB steps) All other codes are reserved ... (1 dB steps) 0x17 = 11 dB
	20:16	EQ2_B3_GAIN[4:0]	0x0C	
	12:8	EQ2_B2_GAIN[4:0]	0x0C	
	4:0	EQ2_B1_GAIN[4:0]	0x0C	
R43096 (0xA858) EQ2_GAIN2	4:0	EQ2_B5_GAIN[4:0]	0x0C	
R43100 (0xA85C) to R43156 (0xA89C)	—	EQ2_*	—	EQ2 Frequency Coefficients. Refer to WISCE evaluation board control software for the derivation of these field values.

Table 4-12. EQ Enable and Gain Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R43160 (0xA898) EQ3_GAIN1	28:24	EQ3_B4_GAIN[4:0]	0x0C	EQ3 Band *n* Gain (–12 dB to +12 dB in 1 dB steps) 0x00 = –12 dB 0x01 = –11 dB ... (1 dB steps) 0x0C = 0 dB ... (1 dB steps) 0x17 = 11 dB 0x18 = 12 dB All other codes are reserved
	20:16	EQ3_B3_GAIN[4:0]	0x0C	
	12:8	EQ3_B2_GAIN[4:0]	0x0C	
	4:0	EQ3_B1_GAIN[4:0]	0x0C	
R43164 (0xA89C) EQ3_GAIN2	4:0	EQ3_B5_GAIN[4:0]	0x0C	
R43168 (0xA8A0) to R43224 (0xA8D8)	—	EQ3_*	—	EQ3 Frequency Coefficients. Refer to WISCE evaluation board control software for the derivation of these field values.
R43228 (0xA8DC) EQ4_GAIN1	28:24	EQ4_B4_GAIN[4:0]	0x0C	EQ4 Band *n* Gain (–12 dB to +12 dB in 1 dB steps) 0x00 = –12 dB 0x01 = –11 dB ... (1 dB steps) 0x0C = 0 dB ... (1 dB steps) 0x17 = 11 dB 0x18 = 12 dB All other codes are reserved
	20:16	EQ4_B3_GAIN[4:0]	0x0C	
	12:8	EQ4_B2_GAIN[4:0]	0x0C	
	4:0	EQ4_B1_GAIN[4:0]	0x0C	
R43232 (0xA8E0) EQ4_GAIN2	4:0	EQ4_B5_GAIN[4:0]	0x0C	
R43236 (0xA8E4) to R43292 (0xA91C)	—	EQ4_*	—	EQ4 Frequency Coefficients. Refer to WISCE evaluation board control software for the derivation of these field values.

The CS48L32 automatically checks to confirm whether the SYSCLK frequency is high enough to support the commanded EQ and digital mixing functions. If an attempt is made to enable an EQ signal path, and there are insufficient SYSCLK cycles to support it, the attempt does not succeed. Note that any signal paths that are already active are not affected under such circumstances.

The FX_STS field in register 0xA804 indicates the status of each EQ, DRC, and LHPF signal path. If an underclocked error condition occurs, this field can be used to indicate which EQ, DRC, or LHPF signal paths have been enabled.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

4.3.5 Dynamic Range Control (DRC)

The digital core provides two stereo DRC processing blocks, as shown in Fig. 4-19. A four-input mixer is associated with each DRC input channel. The input sources are selectable in each case, and independent volume control is provided for each path. The stereo DRC blocks support two outputs each.

The function of the DRC is to adjust the signal gain in conditions where the input amplitude is unknown or varies over a wide range, for example, when recording from microphones built into a handheld system or to restrict the dynamic range of an output signal path.

To improve intelligibility in the presence of loud impulsive noises, the DRC can apply compression and automatic level control to the signal path. It incorporates anticlip and quick-release features for handling transients.

The DRC also incorporates a noise-gate function that provides additional attenuation of very low-level input signals. This means that the signal path is quiet when no signal is present, giving an improvement in background noise level under these conditions.

A signal-detect function is provided within the DRC; this can be used to detect the presence of an audio signal and to trigger other events. The DRC provides inputs to the interrupt control circuit for this purpose.

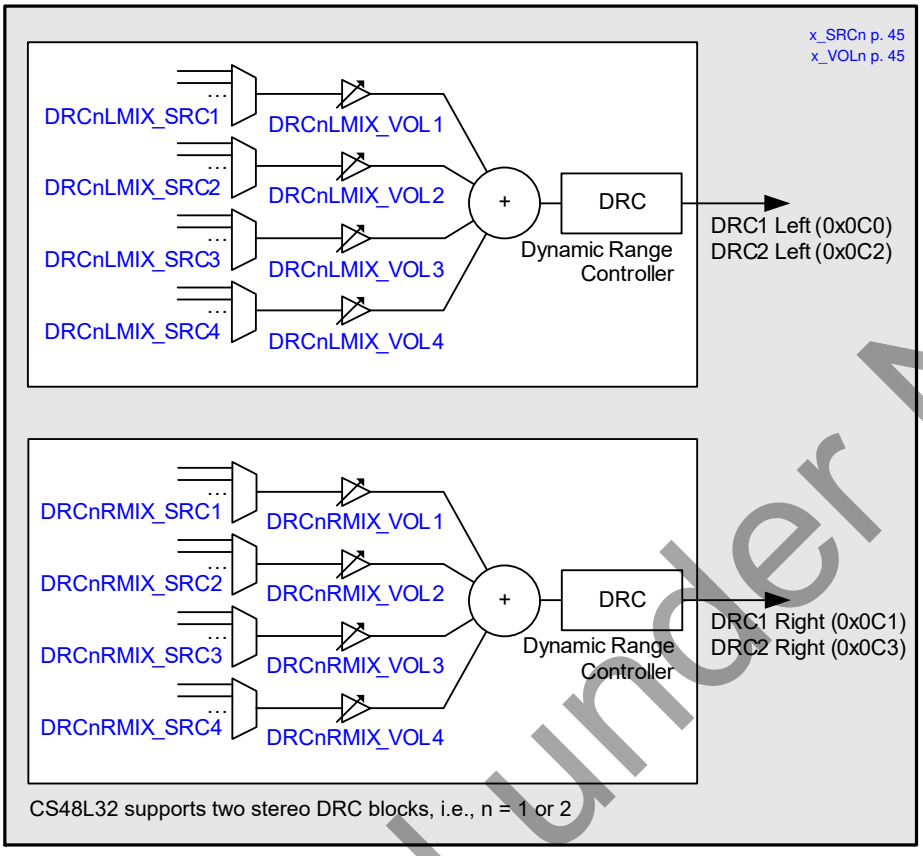


Figure 4-19. Dynamic Range Control (DRC) Block

The DRC1 and DRC2 mixer control fields (see Fig. 4-19) are located at addresses 0x8C00 through 0x8C3C.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the respective DRC processing blocks. Note that the selected input sources must be configured for the same sample rate as the DRC to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The hexadecimal numbers in Fig. 4-19 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for the DRC function is configured using FX_RATE; see Table 4-21. Note that the EQ, DRC, and LHPF functions must all be configured for the same sample rate. Sample-rate conversion is required when routing the DRC signal paths to any signal chain that is configured for a different sample rate.

The FX_RATE field must not be changed if any of the associated x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing a new value to FX_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to FX_RATE. See Table 4-21 for details.

The DRC functions are enabled using the control bits described in Table 4-13.

Table 4-13. DRC Enable

Register Address	Bit	Label	Default	Description
R43776 (0xAB00) DRC1_CONTROL1	1	DRC1L_EN	0	DRC1 (left) enable 0 = Disabled 1 = Enabled
	0	DRC1R_EN	0	DRC1 (right) enable 0 = Disabled 1 = Enabled
R43796 (0xAB14) DRC2_CONTROL1	1	DRC2L_EN	0	DRC2 (left) enable 0 = Disabled 1 = Enabled
	0	DRC2R_EN	0	DRC2 (right) enable 0 = Disabled 1 = Enabled

The following description of the DRC is applicable to each DRC. The associated control fields are described in Table 4-15 and Table 4-16 for DRC1 and DRC2 respectively.

4.3.5.1 DRC Compression, Expansion, and Limiting

The DRC supports two different compression regions, separated by a knee at a specific input amplitude (shown as Knee 1 in Fig. 4-20). In the region above the knee, the compression slope DRC*n*_HI_COMP applies; in the region below the knee, the compression slope DRC*n*_LO_COMP applies. Note that *n* identifies the applicable DRC 1 or 2.

The DRC also supports a noise-gate region, where low-level input signals are heavily attenuated. This function can be enabled or disabled according to the application requirements. The DRC response in this region is defined by the expansion slope DRC*n*_NG_EXP.

For additional attenuation of signals in the noise-gate region, an additional knee can be defined (shown as Knee 2 in Fig. 4-20). If this knee is enabled, there is an infinitely steep drop-off in the DRC response pattern between the DRC*n*_LO_COMP and DRC*n*_NG_EXP regions.

The overall DRC compression characteristic in steady state (i.e., where the input amplitude is near constant) is shown in Fig. 4-20.

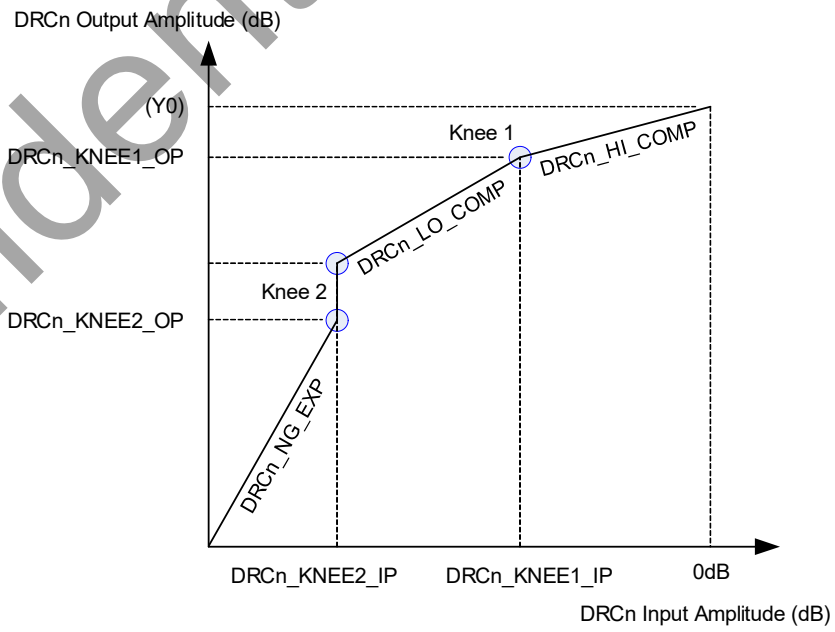


Figure 4-20. DRC Response Characteristic

The slope of the DRC response is determined by DRC*n*_HI_COMP and DRC*n*_LO_COMP. A slope of 1 indicates constant gain in this region. A slope less than 1 represents compression (i.e., a change in input amplitude produces only a smaller change in output amplitude). A slope of 0 indicates that the target output amplitude is the same across a range of input amplitudes; this is infinite compression.

If the noise gate is enabled, the DRC response in this region is determined by DRC*n*_NG_EXP. A slope of 1 indicates constant gain in this region. A slope greater than 1 represents expansion (i.e., a change in input amplitude produces a larger change in output amplitude).

If the DRC*n*_KNEE2_OP knee is enabled (Knee 2 in Fig. 4-20), this introduces the vertical line in the response pattern shown, resulting in infinitely steep attenuation at this point in the response.

The DRC parameters are listed in Table 4-14.

Table 4-14. DRC Response Parameters

Parameters	Parameter	Description
1	DRC*n*_KNEE1_IP	Input level at Knee 1 (dB)
2	DRC*n*_KNEE1_OP	Output level at Knee 1 (dB)
3	DRC*n*_HI_COMP	Compression ratio above Knee 1
4	DRC*n*_LO_COMP	Compression ratio below Knee 1
5	DRC*n*_KNEE2_IP	Input level at Knee 2 (dB)
6	DRC*n*_NG_EXP	Expansion ratio below Knee 2
7	DRC*n*_KNEE2_OP	Output level at Knee 2 (dB)

The noise gate is enabled by setting DRC*n*_NG_EN. When the noise gate is not enabled, Parameters 5–7 (see Table 4-14) are ignored, and the DRC*n*_LO_COMP slope applies to all input signal levels below Knee 1.

The DRC*n*_KNEE2_OP knee is enabled by setting DRC*n*_KNEE2_OP_EN. If this bit is not set, Parameter 7 is ignored and the Knee 2 position always coincides with the low end of the DRC*n*_LO_COMP region.

The Knee 1 point in Fig. 4-20 is determined by DRC*n*_KNEE1_IP and DRC*n*_KNEE1_OP.

Parameter Y0, the output level for a 0 dB input, is not specified directly but can be calculated from the other parameters using Eq. 4-2.

$$Y0 = DRCn\_KNEE1\_OP - (DRCn\_KNEE1\_IP \times DRCn\_HI\_COMP)$$

Equation 4-2. DRC Compression Calculation

4.3.5.2 Gain Limits

The minimum and maximum gain applied by the DRC is set by DRC*n*_MINGAIN, DRC*n*_MAXGAIN, and DRC*n*_NG_MINGAIN. These limits can be used to alter the DRC response from that shown in Fig. 4-20. If the range between maximum and minimum gain is reduced, the extent of the dynamic range control is reduced.

The minimum gain in the compression regions of the DRC response is set by DRC*n*_MINGAIN. The minimum gain in the noise-gate region is set by DRC*n*_NG_MINGAIN. The minimum gain limit prevents excessive attenuation of the signal path.

The maximum gain limit set by DRC*n*_MAXGAIN prevents quiet signals (or silence) from being excessively amplified.

4.3.5.3 Dynamic Characteristics

The dynamic behavior determines how quickly the DRC responds to changing signal levels. Note that the DRC responds to the average (RMS) signal amplitude over a period of time.

The DRC*n*_ATK determines how quickly the DRC gain decreases when the signal amplitude is high. The DRC*n*_DCY determines how quickly the DRC gain increases when the signal amplitude is low.

These fields are described in Table 4-15 and Table 4-16. The register defaults are suitable for general-purpose microphone use.

4.3.5.4 Anticlip Control

The DRC includes an anticlip function to avoid signal clipping when the input amplitude rises very quickly. This function uses a feed-forward technique for early detection of a rising signal level. Signal clipping is avoided by dynamically increasing the gain attack rate when required.

The anticlip function is enabled using the DRC*n*_ANTICLIP bit. Note that the feed-forward processing increases the latency in the input signal path.

The anticlip feature operates entirely in the digital domain; it cannot be used to prevent signal clipping in the analog domain nor in the source signal. Analog clipping can only be prevented by reducing the analog signal gain or by adjusting the source signal.

It is recommended to disable the anticlip function if the quick-release function (see Section 4.3.5.5) is enabled.

4.3.5.5 Quick Release Control

The DRC includes a quick-release function to handle short transient peaks that are not related to the intended source signal. For example, in handheld microphone recording, transient signal peaks sometimes occur due to user handling, key presses or accidental tapping against the microphone. The quick-release function ensures that these transients do not cause the intended signal to be masked by the longer time constant of DRC*n*_DCY.

The quick-release function is enabled by setting the DRC*n*_QR bit. When this bit is enabled, the DRC measures the crest factor (peak to RMS ratio) of the input signal. A high crest factor is indicative of a transient peak that may not be related to the intended source signal. If the crest factor exceeds the level set by DRC*n*_QR_THR, the normal decay rate (DRC*n*_DCY) is ignored and a faster decay rate (DRC*n*_QR_DCY) is used instead.

It is recommended to disable the quick-release function if the anticlip function (see Section 4.3.5.4) is enabled.

4.3.5.6 Signal Activity Detect

The DRC incorporates a configurable signal-detect function, allowing the signal level at the DRC input to be monitored and to be used to trigger other events. This can be used to detect the presence of a signal on a microphone-input channel, or to detect a signal received over the audio serial ports.

The DRC signal-detect function is enabled by setting DRC*n*_SIG_DET. Note that the respective DRC*n* must also be enabled. The detection threshold is either a peak level (crest factor) or an RMS level, depending on DRC*n*_SIG_DET_MODE. When peak level is selected, the threshold is determined by DRC*n*_SIG_DET_PK, which defines the applicable crest factor (peak-to-RMS ratio) threshold. If RMS level is selected, the threshold is set using DRC*n*_SIG_DET_RMS.

The DRC signal-detect function is an input to the interrupt control circuit and can be used to trigger an interrupt event—see Section 4.9.

4.3.5.7 DRC Register Controls

The DRC1 control registers are described in Table 4-15.

Table 4-15. DRC1 Control Registers

Register Address	Bit	Label	Default	Description		
R43012 (0xA804) FX_STATUS	11:0	FX_STS[11:0]	0x00	LHPF, DRC, EQ enable status. Indicates the status of each respective signal-processing function. Each bit is coded as follows: 0 = Disabled 1 = Enabled		
				[11] = EQ4	[7] = DRC2 (Right)	[3] = LHPF4
				[10] = EQ3	[6] = DRC2 (Left)	[2] = LHPF3
				[9] = EQ2	[5] = DRC1 (Right)	[1] = LHPF2
				[8] = EQ1	[4] = DRC1 (Left)	[0] = LHPF1

Table 4-15. DRC1 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R43780 (0xAB04) DRC1_CONTROL2	31:28	DRC1_ATK[3:0]	0100	DRC1 Gain attack rate (seconds/6 dB) 0000 = Reserved 0001 = 181 µs 0010 = 363 µs 0011 = 726 µs 0100 = 1.45 ms 0101 = 2.9 ms 0110 = 5.8 ms 0111 = 11.6 ms 1000 = 23.2 ms 1001 = 46.4 ms 1010 = 92.8 ms 1011 = 185.6 ms 1100 to 1111 = Reserved
	27:24	DRC1_DCY[3:0]	1001	DRC1 Gain decay rate (seconds/6 dB) 0000 = 1.45 ms 0001 = 2.9 ms 0010 = 5.8 ms 0011 = 11.6 ms 0100 = 23.25 ms 0101 = 46.5 ms 0110 = 93 ms 0111 = 186 ms 1000 = 372 ms 1001 = 743 ms 1010 = 1.49 s 1011 = 2.97 s 1100 to 1111 = Reserved
	20:18	DRC1_ MINGAIN[2:0]	100	DRC1 Minimum gain to attenuate audio signals 000 = 0 dB 001 = –12 dB 010 = –18 dB 011 = –24 dB 100 = –36 dB 101 = Reserved 11X = Reserved
	17:16	DRC1_ MAXGAIN[1:0]	11	DRC1 Maximum gain to boost audio signals (dB) 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 36 dB
	15:11	DRC1_SIG_ DET_RMS[4:0]	0x00	DRC1 Signal-Detect RMS Threshold. RMS signal level for signal-detect to be indicated when DRC1_SIG_DET_MODE = 1. 0x00 = –30 dB 0x01 = –31.5 dB …. (1.5 dB steps) 0x1E = –75 dB 0x1F = –76.5 dB
	10:9	DRC1_SIG_ DET_PK[1:0]	00	DRC1 Signal-Detect Peak Threshold. This is the Peak/RMS ratio, or Crest Factor, level for signal-detect to be indicated when DRC1_SIG_DET_MODE = 0. 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 30 dB
	8	DRC1_NG_EN	0	DRC1 Noise-Gate Enable 0 = Disabled 1 = Enabled
	7	DRC1_SIG_ DET_MODE	0	DRC1 Signal-Detect Mode 0 = Peak threshold mode 1 = RMS threshold mode
	6	DRC1_SIG_DET	0	DRC1 Signal-Detect Enable 0 = Disabled 1 = Enabled
	5	DRC1_KNEE2_ OP_EN	0	DRC1 KNEE2_OP Enable 0 = Disabled 1 = Enabled
	4	DRC1_QR	1	DRC1 Quick-release Enable 0 = Disabled 1 = Enabled
	3	DRC1_ANTICLIP	1	DRC1 Anticlip Enable 0 = Disabled 1 = Enabled

Table 4-15. DRC1 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R43784 (0xAB08) DRC1_CONTROL3	15:12	DRC1_NG_ MINGAIN[3:0]	0000	DRC1 Minimum gain to attenuate audio signals when the Noise Gate is active. 0000 = –36 dB 0001 = –30 dB 0010 = –24 dB 0011 = –18 dB 0100 = –12 dB 0101 = –6 dB 0110 = 0 dB 0111 = 6 dB 1000 = 12 dB 1001 = 18 dB 1010 = 24 dB 1011 = 30 dB 1100 = 36 dB 1101 to 1111 = Reserved
	11:10	DRC1_NG_ EXP[1:0]	00	DRC1 Noise-Gate slope 00 = 1 (no expansion) 01 = 2 10 = 4 11 = 8
	9:8	DRC1_QR_ THR[1:0]	00	DRC1 Quick-release threshold (crest factor in dB) 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 30 dB
	7:6	DRC1_QR_ DCY[1:0]	00	DRC1 Quick-release decay rate (seconds/6 dB) 00 = 0.725 ms 01 = 1.45 ms 10 = 5.8 ms 11 = Reserved
	5:3	DRC1_HI_ COMP[2:0]	011	DRC1 Compressor slope (upper region) 000 = 1 (no compression) 001 = 1/2 010 = 1/4 011 = 1/8 100 = 1/16 101 = 0 11X = Reserved
	2:0	DRC1_LO_ COMP[2:0]	000	DRC1 Compressor slope (lower region) 000 = 1 (no compression) 001 = 1/2 010 = 1/4 011 = 1/8 100 = 0 101 = Reserved 11X = Reserved
R43788 (0xAB0C) DRC1_CONTROL4	28:24	DRC1_KNEE2_ IP[4:0]	0x00	DRC1 Input signal level at the noise-gate threshold (Knee 2). 0x00 = –36 dB 0x01 = –37.5 dB 0x02 = –39 dB … (-1.5 dB steps) 0x1E = –81 dB 0x1F = –82.5 dB Applicable if DRC1_NG_EN = 1
	20:16	DRC1_KNEE2_ OP[4:0]	0x00	DRC1 Output signal at the noise-gate threshold (Knee 2). 0x00 = –30 dB 0x01 = –31.5 dB 0x02 = –33 dB … (–1.5 dB steps) 0x1E = –75 dB 0x1F = –76.5 dB Applicable only if DRC1_KNEE2_OP_EN = 1
	13:8	DRC1_KNEE1_ IP[5:0]	0x00	DRC1 Input signal level at the compressor knee (Knee 1). 0x00 = 0 dB 0x01 = –0.75 dB 0x02 = –1.5 dB … (–0.75 dB steps) 0x3C = –45 dB 0x3D–0x3F = Reserved
	4:0	DRC1_KNEE1_ OP[4:0]	0x00	DRC1 Output signal at the compressor knee (Knee 1). 0x00 = 0 dB 0x01 = –0.75 dB 0x02 = –1.5 dB … (–0.75 dB steps) 0x1E = –22.5 dB 0x1F = Reserved

The DRC2 control registers are described in Table 4-16.

Table 4-16. DRC2 Control Registers

Register Address	Bit	Label	Default	Description
R43012 (0xA804) FX_STATUS	15:4	FX_STS[11:0]	0x00	LHPF, DRC, EQ Enable Status. Indicates the status of each respective signal-processing function. Each bit is coded as follows: 0 = Disabled 1 = Enabled [11] = EQ4 [10] = EQ3 [9] = EQ2 [8] = EQ1 [7] = DRC2 (Right) [6] = DRC2 (Left) [5] = DRC1 (Right) [4] = DRC1 (Left) [3] = LHPF4 [2] = LHPF3 [1] = LHPF2 [0] = LHPF1

Table 4-16. DRC2 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R43800 (0xAB18) DRC2_CONTROL2	31:28	DRC2_ATK[3:0]	0100	DRC2 Gain attack rate (seconds/6 dB) 0000 = Reserved 0001 = 181 µs 0010 = 363 µs 0011 = 726 µs 0100 = 1.45 ms 0101 = 2.9 ms 0110 = 5.8 ms 0111 = 11.6 ms 1000 = 23.2 ms 1001 = 46.4 ms 1010 = 92.8 ms 1011 = 185.6 ms 1100 to 1111 = Reserved
	27:24	DRC2_DCY[3:0]	1001	DRC2 Gain decay rate (seconds/6 dB) 0000 = 1.45 ms 0001 = 2.9 ms 0010 = 5.8 ms 0011 = 11.6 ms 0100 = 23.25 ms 0101 = 46.5 ms 0110 = 93 ms 0111 = 186 ms 1000 = 372 ms 1001 = 743 ms 1010 = 1.49 s 1011 = 2.97 s 1100 to 1111 = Reserved
	20:18	DRC2_ MINGAIN[2:0]	100	DRC2 Minimum gain to attenuate audio signals 000 = 0 dB 001 = –12 dB (default) 010 = –18 dB 011 = –24 dB 100 = –36 dB 101 = Reserved 11X = Reserved
	17:16	DRC2_ MAXGAIN[1:0]	11	DRC2 Maximum gain to boost audio signals (dB) 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 36 dB
	15:11	DRC2_SIG_ DET_RMS[4:0]	0x00	DRC2 Signal-Detect RMS Threshold. This is the RMS signal level for signal-detect to be indicated when DRC2_SIG_DET_MODE = 1. 0x00 = –30 dB 0x01 = –31.5 dB …. (1.5 dB steps) 0x1E = –75 dB 0x1F = –76.5 dB
	10:9	DRC2_SIG_ DET_PK[1:0]	00	DRC2 Signal-Detect Peak Threshold. Peak/RMS ratio, or Crest Factor, level for signal-detect to be indicated when DRC2_SIG_DET_MODE = 0. 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 30 dB
	8	DRC2_NG_EN	0	DRC2 Noise-Gate Enable 0 = Disabled 1 = Enabled
	7	DRC2_SIG_ DET_MODE	0	DRC2 Signal-Detect Mode 0 = Peak threshold mode 1 = RMS threshold mode
	6	DRC2_SIG_DET	0	DRC2 Signal-Detect Enable 0 = Disabled 1 = Enabled
	5	DRC2_KNEE2_ OP_EN	0	DRC2 KNEE2_OP Enable 0 = Disabled 1 = Enabled
	4	DRC2_QR	1	DRC2 Quick-release Enable 0 = Disabled 1 = Enabled
	3	DRC2_ANTICLIP	1	DRC2 Anticlip Enable 0 = Disabled 1 = Enabled

Table 4-16. DRC2 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R43808 (0xAB1C) DRC2_CONTROL3	15:12	DRC2_NG_MINGAIN[3:0]	0000	DRC2 Minimum gain to attenuate audio signals when the Noise Gate is active. 0000 = –36 dB 0001 = –30 dB 0010 = –24 dB 0011 = –18 dB 0100 = –12 dB 0101 = –6 dB 0110 = 0 dB 0111 = 6 dB 1000 = 12 dB 1001 = 18 dB 1010 = 24 dB 1011 = 30 dB 1100 = 36 dB 1101 to 1111 = Reserved
	11:10	DRC2_NG_EXP[1:0]	00	DRC2 Noise-Gate slope 00 = 1 (no expansion) 01 = 2 10 = 4 11 = 8
	9:8	DRC2_QR_THR[1:0]	00	DRC2 Quick-release threshold (crest factor in dB) 00 = 12 dB 01 = 18 dB 10 = 24 dB 11 = 30 dB
	7:6	DRC2_QR_DCY[1:0]	00	DRC2 Quick-release decay rate (seconds/6 dB) 00 = 0.725 ms 01 = 1.45 ms 10 = 5.8 ms 11 = Reserved
	5:3	DRC2_HI_COMP[2:0]	011	DRC2 Compressor slope (upper region) 000 = 1 (no compression) 001 = 1/2 010 = 1/4 011 = 1/8 100 = 1/16 101 = 0 11X = Reserved
	2:0	DRC2_LO_COMP[2:0]	000	DRC2 Compressor slope (lower region) 000 = 1 (no compression) 001 = 1/2 010 = 1/4 011 = 1/8 100 = 0 101 = Reserved 11X = Reserved
R43808 (0xAB20) DRC2_CONTROL4	28:24	DRC2_KNEE2_IP[4:0]	0x00	DRC2 Input signal level at the noise-gate threshold (Knee 2). 0x00 = –36 dB 0x01 = –37.5 dB 0x02 = –39 dB … (-1.5 dB steps) 0x1E = –81 dB 0x1F = –82.5 dB Applicable only if DRC2_NG_EN = 1.
	20:16	DRC2_KNEE2_OP[4:0]	0x00	DRC2 Output signal at the noise-gate threshold (Knee 2). 0x00 = –30 dB 0x01 = –31.5 dB 0x02 = –33 dB … (–1.5 dB steps) 0x1E = –75 dB 0x1F = –76.5 dB Applicable only if DRC2_KNEE2_OP_EN = 1.
	13:8	DRC2_KNEE1_IP[5:0]	0x00	DRC2 Input signal level at the compressor knee (Knee 1). 0x00 = 0 dB 0x01 = –0.75 dB 0x02 = –1.5 dB … (–0.75 dB steps) 0x3C = –45 dB 0x3D–0x3F = Reserved
	4:0	DRC2_KNEE1_OP[4:0]	0x00	DRC2 Output signal at the compressor knee (Knee 1). 0x00 = 0 dB 0x01 = –0.75 dB 0x02 = –1.5 dB … (–0.75 dB steps) 0x1E = –22.5 dB 0x1F = Reserved

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the commanded DRC and digital mixing functions. If the frequency is too low, an attempt to enable a DRC signal path fails. Note that active signal paths are not affected under such circumstances.

The FX_STS field in register 0xA804 indicates the status of each EQ, DRC, and LHPF signal path. If an underclocked error condition occurs, this field can be used to indicate which EQ, DRC, or LHPF signal paths have been enabled.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

4.3.6 Low-/High-Pass Digital Filter (LHPF)

The digital core provides four LHPF processing blocks as shown in Fig. 4-21. A four-input mixer is associated with each filter. The four input sources are selectable in each case, and independent volume control is provided for each path. Each LHPF block supports one output.

The LHPF block can be used to remove unwanted out-of-band noise from a signal path. Each filter can be configured either as a low-pass filter (LPF) or a high-pass filter (HPF).

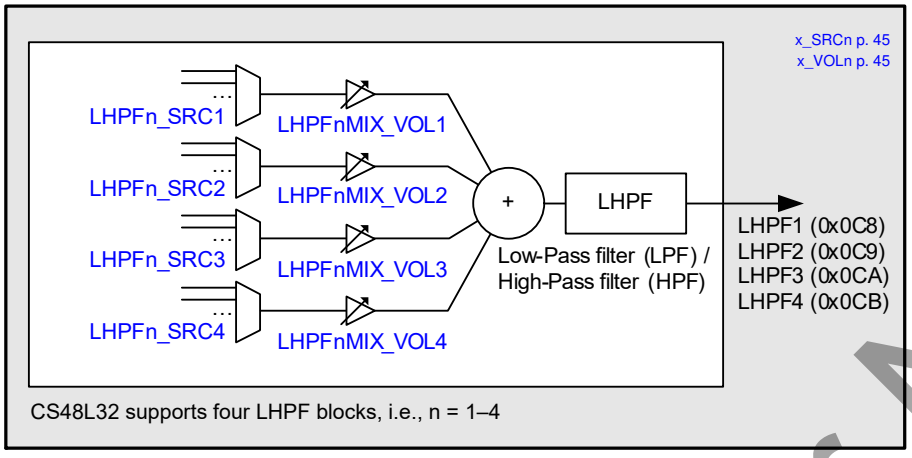


Figure 4-21. Digital-Core LPF/HPF Blocks

The LHPF1–LHPF4 mixer control fields (see Fig. 4-21), are located at addresses 0x8C80 through 0x8CBC.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the respective LHPF processing blocks. Note that the selected input sources must be configured for the same sample rate as the LHPF to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The hexadecimal numbers in Fig. 4-21 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for the LHPF function is configured using FX_RATE; see Table 4-21. Note that the EQ, DRC, and LHPF functions must all be configured for the same sample rate. Sample-rate conversion is required when routing the LHPF signal paths to any signal chain that is configured for a different sample rate.

The FX_RATE field must not be changed if any of the associated x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing a new value to FX_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to FX_RATE. See Table 4-21 for details.

The control registers associated with the LHPF functions are described in Table 4-17.

The cut-off frequencies for the LHPF blocks are set by using the coefficients held in registers 0xAA38, 0xAA3C, 0xAA40, and 0xAA44 for LHPF1, LHPF2, LHPF3 and LHPF4 respectively. These coefficients are derived using tools provided in Cirrus Logic's WISCE evaluation board control software; please contact your Cirrus Logic representative for details.

Table 4-17. Low-Pass Filter/High-Pass Filter

Register Address	Bit	Label	Default	Description
R43012 (0xA804) FX_STATUS	11:0	FX_STS[11:0]	0x00	LHPF, DRC, EQ Enable Status. Indicates the status of the respective signal-processing functions. Each bit is coded as follows: 0 = Disabled 1 = Enabled [11] = EQ4 [7] = DRC2 (Right) [3] = LHPF4 [10] = EQ3 [6] = DRC2 (Left) [2] = LHPF3 [9] = EQ2 [5] = DRC1 (Right) [1] = LHPF2 [8] = EQ1 [4] = DRC1 (Left) [0] = LHPF1

Table 4-17. Low-Pass Filter/High-Pass Filter *(Cont.)*

Register Address	Bit	Label	Default	Description
R43568 (0xAA30) LHPF_CONTROL1	3	LHPF4_EN	0	Low-/High-Pass Filter 4 Enable 0 = Disabled 1 = Enabled
	2	LHPF3_EN	0	Low-/High-Pass Filter 3 Enable 0 = Disabled 1 = Enabled
	1	LHPF2_EN	0	Low-/High-Pass Filter 2 Enable 0 = Disabled 1 = Enabled
	0	LHPF1_EN	0	Low-/High-Pass Filter 1 Enable 0 = Disabled 1 = Enabled
R43572 (0xAA34) LHPF_CONTROL2	3	LHPF4_MODE	0	Low-/High-Pass Filter 4 Mode 0 = Low Pass 1 = High Pass
	2	LHPF3_MODE	0	Low-/High-Pass Filter 3 Mode 0 = Low Pass 1 = High Pass
	1	LHPF2_MODE	0	Low-/High-Pass Filter 2 Mode 0 = Low Pass 1 = High Pass
	0	LHPF1_MODE	0	Low-/High-Pass Filter 1 Mode 0 = Low Pass 1 = High Pass
R43576 (0xAA38) LHPF1_COEFF	15:0	LHPF1_COEFF[15:0]	0x0000	Low-/High-Pass Filter 1 Frequency Coefficient Refer to WISCE evaluation board control software for the derivation of this field value.
R43580 (0xAA3C) LHPF2_COEFF	15:0	LHPF2_COEFF[15:0]	0x0000	Low-/High-Pass Filter 2 Frequency Coefficient Refer to WISCE evaluation board control software for the derivation of this field value.
R43584 (0xAA40) LHPF3_COEFF	15:0	LHPF3_COEFF[15:0]	0x0000	Low-/High-Pass Filter 3 Frequency Coefficient Refer to WISCE evaluation board control software for the derivation of this field value.
R43588 (0xAA44) LHPF4_COEFF	15:0	LHPF4_COEFF[15:0]	0x0000	Low-/High-Pass Filter 4 Frequency Coefficient Refer to WISCE evaluation board control software for the derivation of this field value.

The CS48L32 performs automatic checks to confirm whether the SYSCLK frequency is high enough to support the commanded LHPF and digital mixing functions. If the frequency is too low, an attempt to enable an LHPF signal path fails. Note that active signal paths are not affected under such circumstances.

The FX_STS field in register 0xA804 indicates the status of each EQ, DRC, and LHPF signal path. If an underclocked error condition occurs, this field can be used to indicate which EQ, DRC, or LHPF signal paths have been enabled.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

4.3.7 Digital-Core DSP

The digital core provides a programmable DSP processing block as shown in Fig. 4-22. The DSP supports eight input channels. A four-input mixer is associated with each DSP input channel, providing further expansion of the input paths. The input sources are fully selectable, and independent volume controls are provided. The DSP block supports eight outputs.

The functionality of the DSP processing block is not fixed; application-specific algorithms can be implemented according to different customer requirements. The procedure for configuring the CS48L32 DSP functions is tailored to each customer's application; please contact your Cirrus Logic representative for details.

For details of the DSP firmware requirements relating to clocking, register access, and code execution, refer to Section 4.4.

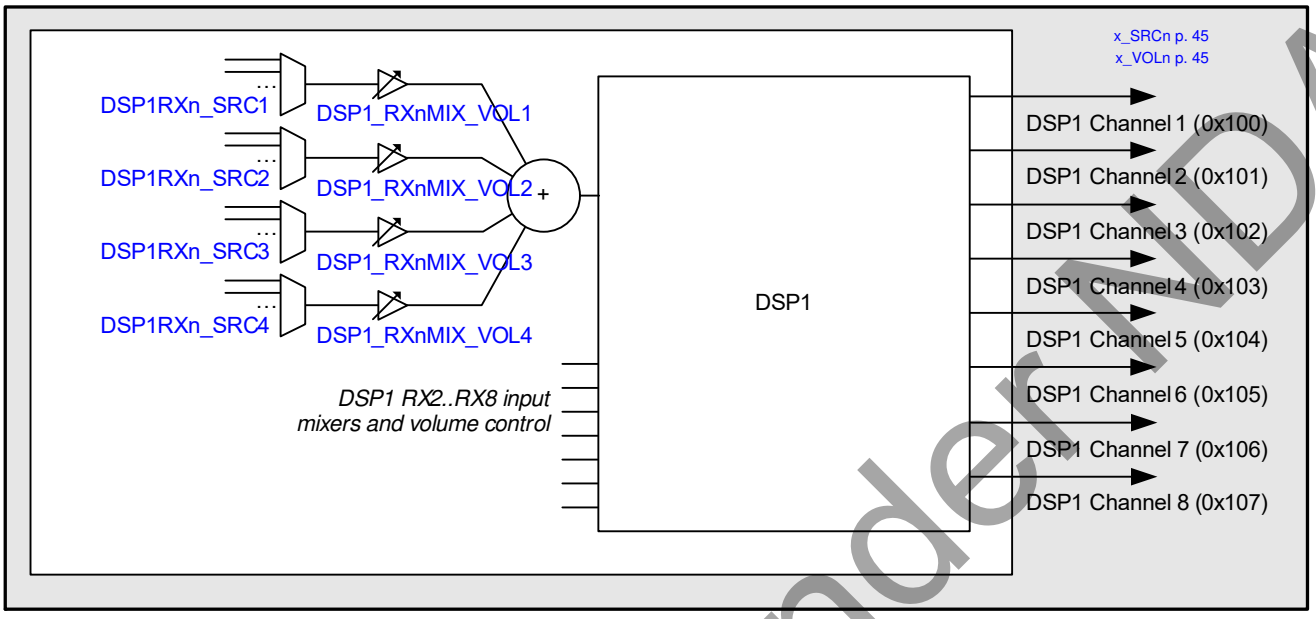


Figure 4-22. Digital-Core DSP Block

The DSP1 mixer input control fields (see Fig. 4-22) are located at addresses 0x9000 through 0x907C.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the DSP processing block. Note that the selected input sources must be configured for the same sample rate as the DSP. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The hexadecimal numbers in Fig. 4-22 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for each DSP input channel is configured using DSP1_RX*m*_RATE. The sample rate for each DSP output channel is configured using DSP1_TX*m*_RATE. See Table 4-21 for a definition of these fields. Sample-rate conversion is required when routing the DSP signal paths to any signal chain that is configured for a different sample rate.

The DSP1_RX*m*_RATE fields must not be changed if any of the respective x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing new values to DSP1_RX*m*_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to the DSP1_RX*m*_RATE field. See Table 4-21 for details.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the required DSP mixing functions. If the frequency is too low, an attempt to enable a DSP mixer path fails. Note that active signal paths are not affected under such circumstances.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

4.3.8 Tone Generator

The CS48L32 incorporates a tone generator that can be used for beep functions through any of the audio signal paths. The tone generator provides two 1 kHz outputs, with configurable phase relationship, offering flexibility to create differential signals or test scenarios.

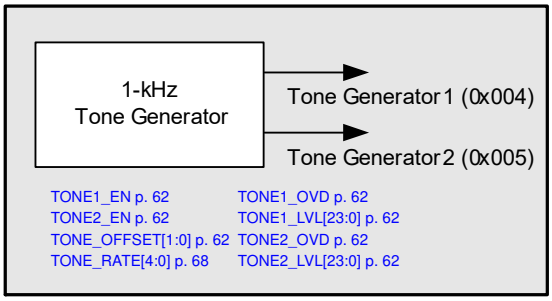


Figure 4-23. Digital-Core Tone Generator

The tone generator outputs can be selected as input to any of the digital mixers or signal-processing functions within the CS48L32 digital core. The hexadecimal numbers in Fig. 4-23 indicate the corresponding x_SRC*n* setting for selection of that signal as an input to another digital-core function.

The sample rate for the tone generator is configured using TONE_RATE. See Table 4-21. Note that sample-rate conversion is required when routing the tone generator outputs to any signal chain that is configured for a different sample rate.

The tone generator outputs are enabled by setting the TONE1_EN and TONE2_EN bits as described in Table 4-18. The phase relationship is configured using TONE_OFFSET.

The tone generator outputs can also provide a configurable DC signal level, for use as a test signal. The DC output is selected using the TONE*n*_OVD bits, and the DC signal amplitude is configured using the TONE*n*_LVL fields, as described in Table 4-18.

Table 4-18. Tone Generator Control

Register Address	Bit	Label	Default	Description
R45056 (0xB000) TONE_GENERATOR1	9:8	TONE_OFFSET[1:0]	00	Tone Generator Phase Offset. Sets the phase of Tone Generator 2 relative to Tone Generator 1 00 = 0° (in phase) 01 = 90° ahead 10 = 180° ahead 11 = 270° ahead
	5	TONE2_OVD	0	Tone Generator 2 Override 0 = Disabled (1 kHz tone output) 1 = Enabled (DC signal output) The DC signal level, when selected, is configured using TONE2_LVL[23:0]
	4	TONE1_OVD	0	Tone Generator 1 Override 0 = Disabled (1 kHz tone output) 1 = Enabled (DC signal output) The DC signal level, when selected, is configured using TONE1_LVL[23:0]
	1	TONE2_EN	0	Tone Generator 2 Enable 0 = Disabled 1 = Enabled
	0	TONE1_EN	0	Tone Generator 1 Enable 0 = Disabled 1 = Enabled
R45060 (0xB004) TONE_GENERATOR2	23:0	TONE1_LVL[23:0]	0x10_0000	Tone Generator 1 DC output level TONE1_LVL[23:0] is coded as 2's complement—bits [23:20] contain the integer portion, bits [19:0] contain the fractional portion. The digital core 0 dBFS level corresponds to 0x10_0000 (+1) or 0xF0_0000 (–1).
R45064 (0xB008) TONE_GENERATOR3	23:0	TONE2_LVL[23:0]	0x10_0000	Tone Generator 2 DC output level TONE2_LVL[23:0] is coded as 2's complement—bits [23:20] contain the integer portion, bits [19:0] contain the fractional portion. The digital core 0 dBFS level corresponds to 0x10_0000 (+1) or 0xF0_0000 (–1).

4.3.9 Noise Generator

The CS48L32 incorporates a white-noise generator that can be routed within the digital core. The main purpose of the noise generator is to provide comfort noise in cases where silence (digital mute) is not desirable.

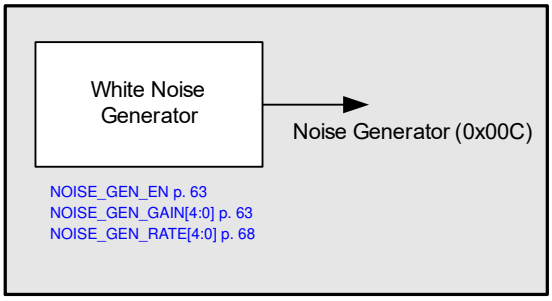


Figure 4-24. Digital-Core Noise Generator

The noise generator can be selected as input to any of the digital mixers or signal-processing functions within the CS48L32 digital core. The hexadecimal number (0x00C) in Fig. 4-24 indicates the corresponding x_SRC*n* setting for selection of the noise generator as an input to another digital-core function.

The sample rate for the noise generator is configured using NOISE_GEN_RATE. See Table 4-21. Note that sample-rate conversion is required when routing the noise generator output to any signal chain that is configured for a different sample rate.

The noise generator is enabled by setting NOISE_GEN_EN, described in Table 4-19. The signal level is configured using NOISE_GEN_GAIN.

Table 4-19. Noise Generator Control

Register Address	Bit	Label	Default	Description
R46080 (0xB400) Comfort_Noise_ Generator	5	NOISE_GEN_EN	0	Noise Generator Enable 0 = Disabled 1 = Enabled
	4:0	NOISE_GEN_ GAIN[4:0]	0x00	Noise generator signal level 0x00 = –114 dBFS …(6 dB steps) All other codes are reserved 0x01 = –108 dBFS 0x12 = –6 dBFS 0x02 = –102 dBFS 0x13 = 0 dBFS

4.3.10 PWM Generator

The CS48L32 incorporates two PWM signal generators as shown in Fig. 4-25. The duty cycle of each PWM signal can be modulated by an audio source, or can be set to a fixed value using a control register setting.

A four-input mixer is associated with each PWM generator. The four input sources are selectable in each case, and independent volume control is provided for each path.

PWM signal generators can be output directly on a GPIO pin. See Section 4.10 to configure a GPIO pin for this function.

Note that the PWM signal generators cannot be selected as input to the digital mixers or signal-processing functions within the CS48L32 digital core.

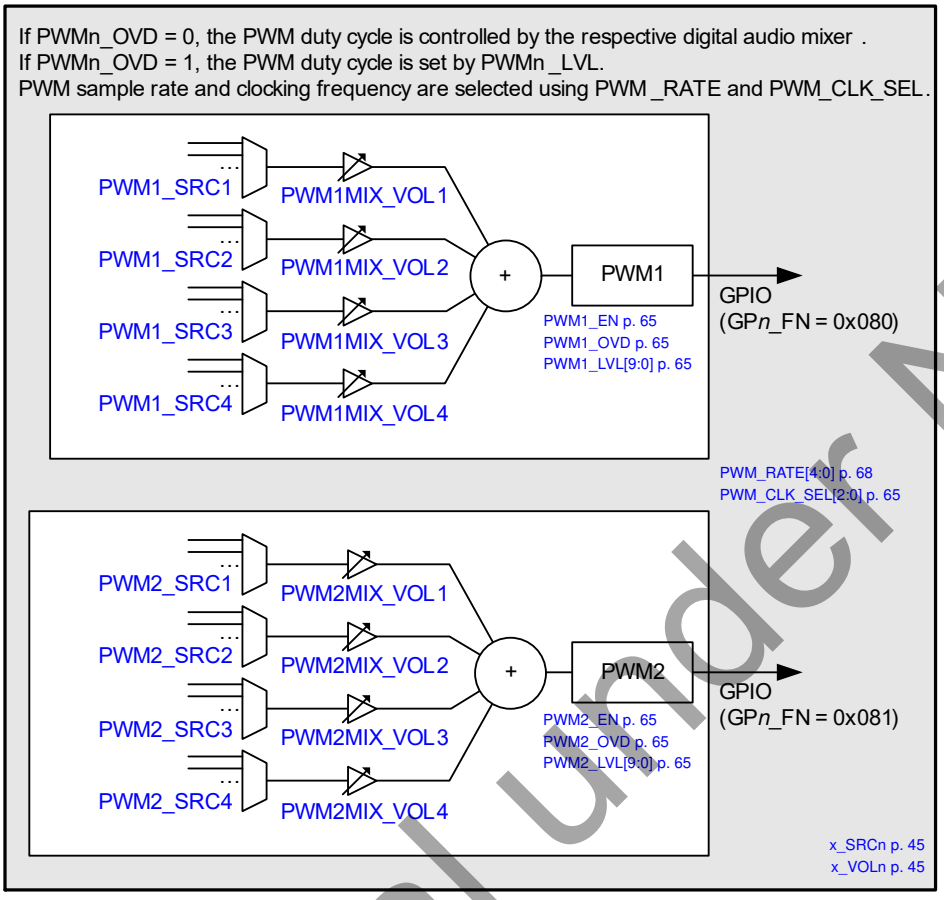


Figure 4-25. Digital-Core PWM Generator

The PWM1 and PWM2 mixer control fields (see Fig. 4-25) are located at addresses 0x8080 through 0x809C.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC*n* fields select the input sources for the respective mixers. Note that the selected input sources must be configured for the same sample rate as the mixer to which they are connected. Sample-rate conversion functions are available to support flexible interconnectivity; see Section 4.3.12.

The PWM sample rate (cycle time) is configured using PWM_RATE. See Table 4-21. Note that sample-rate conversion is required when linking the PWM generators to any signal chain that is configured for a different sample rate.

The PWM_RATE field must not be changed if any of the associated x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing a new value to PWM_RATE. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to PWM_RATE. See Table 4-21 for details.

The PWM generators are enabled by setting PWM1_EN and PWM2_EN, respectively, as described in Table 4-20.

Under default conditions (PWM*n*_OVD = 0), the duty cycle of the PWM generators is controlled by an audio signal path; a 4-input mixer is associated with each PWM generator, as shown in Fig. 4-25.

When the PWM*n*_OVD bit is set, the duty cycle of the respective PWM generator is set to a fixed ratio; in this case, the duty cycle ratio is configurable using the PWM*n*_LVL fields.

The PWM generator clock frequency is selected using PWM_CLK_SEL. For best performance, the highest available setting should be used. Note that the PWM generator clock must not be set to a higher frequency than SYSCLK.

Table 4-20. PWM Generator Control

Register Address	Bit	Label	Default	Description
R49152 (0xC000) PWM_Drive_1	10:8	PWM_CLK_SEL[2:0]	000	PWM Clock Select 000 = 6.144 MHz (5.6448 MHz) 001 = 12.288 MHz (11.2896 MHz) 010 = 24.576 MHz (22.5792 MHz) All other codes are reserved. The frequencies in brackets apply for 44.1 kHz–related sample rates only. PWM_CLK_SEL controls the resolution of the PWM generator; higher settings correspond to higher resolution. The PWM Clock must be less than or equal to the SYSCLK frequency.
	5	PWM2_OVD	0	PWM2 Generator Override 0 = Disabled (PWM duty cycle is controlled by audio source) 1 = Enabled (PWM duty cycle is controlled by PWM2_LVL).
	4	PWM1_OVD	0	PWM1 Generator Override 0 = Disabled (PWM1 duty cycle is controlled by audio source) 1 = Enabled (PWM1 duty cycle is controlled by PWM1_LVL).
	1	PWM2_EN	0	PWM2 Generator Enable 0 = Disabled 1 = Enabled
	0	PWM1_EN	0	PWM1 Generator Enable 0 = Disabled 1 = Enabled
R49156 (0xC004) PWM_Drive_2	9:0	PWM1_LVL[9:0]	0x100	PWM1 Override Level. Sets the PWM1 duty cycle (only valid if PWM1_OVD = 1). Coded as 2's complement. 0x000 = 50% duty cycle 0x200 = 0% duty cycle
R49160 (0xC008) PWM_Drive_3	9:0	PWM2_LVL[9:0]	0x100	PWM2 Override Level. Sets the PWM2 duty cycle (only valid if PWM2_OVD = 1). Coded as 2's complement. 0x000 = 50% duty cycle 0x200 = 0% duty cycle

The CS48L32 automatically checks to confirm that the SYSCLK frequency is high enough to support the digital mixer paths. If an attempt is made to enable a PWM signal mixer path, without sufficient SYSCLK cycles to support it, the attempt fails. Note that any signal paths that are already active are not affected under such circumstances.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

4.3.11 Sample-Rate Control

The CS48L32 supports multiple signal paths through the digital core. Stereo full-duplex sample-rate conversion is provided to allow digital audio to be routed between interfaces operating at different sample rates.

The master clock reference for the audio signal paths is SYSCLK, as described in Section 4.8. Every digital signal path must be synchronized to SYSCLK.

Up to four different sample rates may be in use at any time on the CS48L32; all of these sample rates must be synchronized to SYSCLK. Sample-rate conversion is required when routing any audio path between digital functions that are configured for different sample rates.

There are three isochronous sample-rate converters (ISRCs). ISRC1 provides two-way, four-channel conversion paths between two different sample rates; ISRC2 and ISRC3 provide two-way, two-channel conversion paths. The ISRCs are described in Section 4.3.12.

The sample rate of different blocks within the CS48L32 digital core are controlled as shown in Fig. 4-26. The x_RATE fields select the applicable sample rate for each respective group of digital functions.

The x_RATE fields must not be changed if any of the x_SRC*n* fields associated with the respective functions is nonzero. The associated x_SRC*n* fields must be cleared before writing new values to the x_RATE fields. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to the associated x_RATE fields. See Table 4-21 for details.

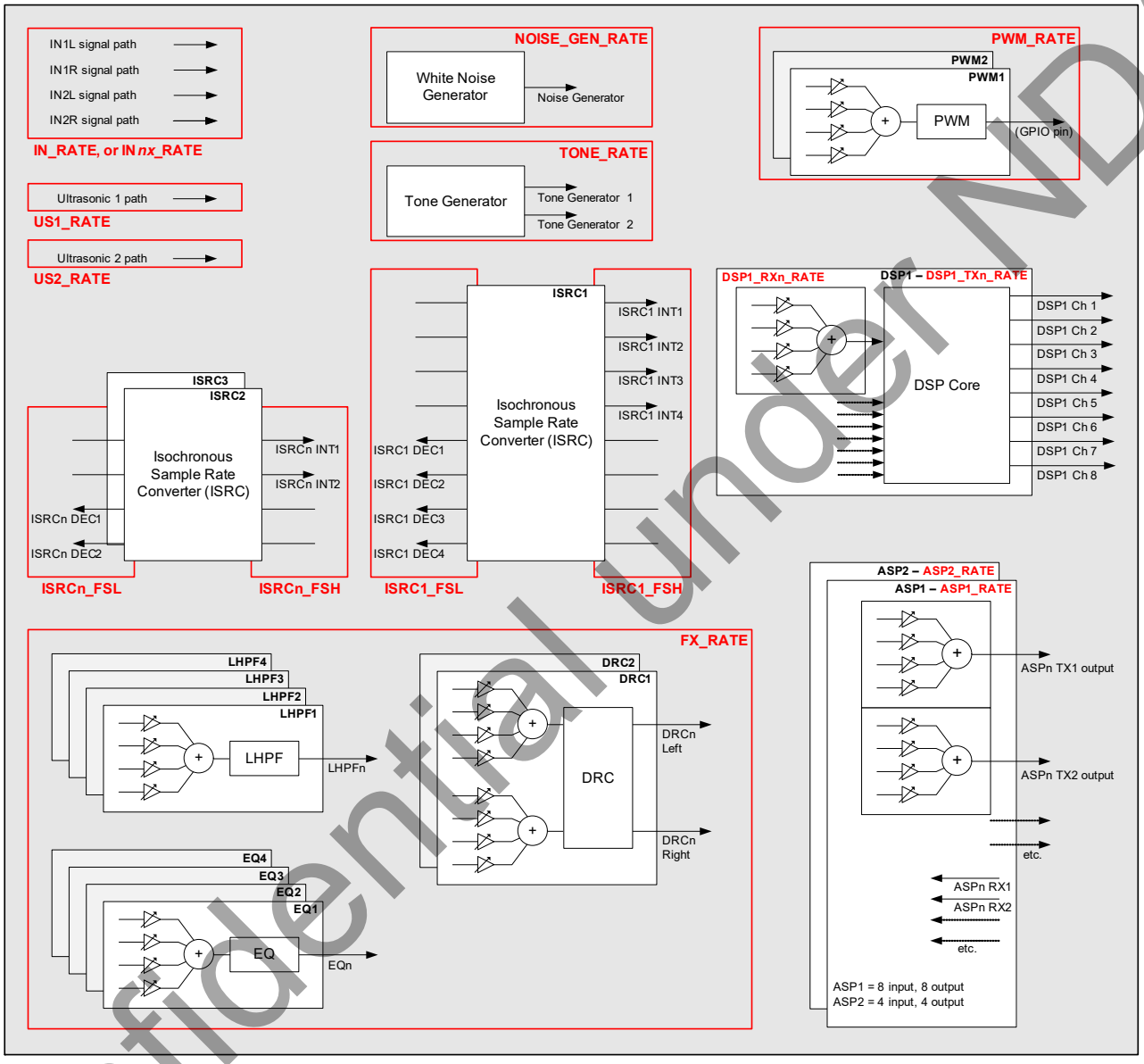


Figure 4-26. Digital-Core Sample-Rate Control

The input signal paths may be selected as input to the digital mixers or signal-processing functions. The sample rate for the input signal paths can either be set globally (using IN_RATE), or can be configured independently for each input channel (using the respective IN*nx*_RATE fields). The applicable mode depends on IN_RATE_MODE, as described in Table 4-3.

The ultrasonic demodulator circuits can be selected as input to the digital mixers or signal-processing functions. The sample rate for these signals are configured using US1_RATE and US2_RATE. The selected sample rate must be equal to the output rate of the demodulator function, set by the respective US*n*_FREQ field—see Section 4.2.9.

The ASP*n* RX inputs may be selected as input to the digital mixers or signal-processing functions. The ASP*n* TX outputs are derived from the respective output mixers. The sample rates for audio serial ports (ASP1–ASP2) are configured using the ASP*n*_RATE fields (where *n* identifies the applicable ASP 1 or 2) respectively.

The EQ, DRC, and LHPF functions can be enabled in any signal path within the digital core. The sample rate for these functions is configured using FX_RATE. Note that the EQ, DRC, and LHPF functions must all be configured for the same sample rate.

The DSP functions can be enabled in any signal path within the digital core. The DSP supports up to eight input channels and eight output channels. The sample rate of each input/output path can be configured independently, using DSP1_TX*n*_RATE and DSP1_RX*n*_RATE.

The tone generator and noise generator can be selected as input to any of the digital mixers or signal-processing functions. The sample rates for these sources are configured using the TONE_RATE and NOISE_GEN_RATE fields, respectively.

The PWM signal generators can be modulated by an audio source, derived from the associated signal mixers. The sample rate (cycle time) for the PWM signal generators is configured using PWM_RATE.

The sample-rate control registers are described in Table 4-21. Refer to the field descriptions for details of the valid selections in each case. Note that the input (ADC/PDM) signal paths must always be associated with the SYSCLK clocking domain; different sample rates may be selected concurrently for different channels, but each sample rate must be synchronized to SYSCLK.

The control registers associated with the ISRCs are described in Table 4-22.

Table 4-21. Digital-Core Sample-Rate Control

Register Address	Bit	Label	Default	Description
R16392 (0x4008) INPUT_RATE_CONTROL	15:11	IN_RATE[4:0]	0x00	Input Signal Paths Sample Rate (valid if IN_RATE_MODE = 0) 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. If 384 kHz/768 kHz PDM clock rate is selected on any of the input paths (INn_OSR = 01X), the input paths sample rate is valid up to 48 kHz/96 kHz respectively.
R16420 (0x4024) IN1L_CONTROL1	15:11	IN1L_RATE[4:0]	0x00	Input Path *n* (Left/Right) Sample Rate (valid if IN_RATE_MODE = 1) 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. If 384 kHz/768 kHz PDM clock rate is selected (IN*n*_OSR = 01X), the IN*n*L/IN*n*R sample rate is valid up to 48 kHz/96 kHz respectively.
R16452 (0x4044) IN1R_CONTROL1	15:11	IN1R_RATE[4:0]	0x00	
R16484 (0x4064) IN2L_CONTROL1	15:11	IN2L_RATE[4:0]	0x00	
R16516 (0x4084) IN2R_CONTROL1	15:11	IN2R_RATE[4:0]	0x00	
R24580 (0x6004) ASP1_CONTROL1	12:8	ASP1_RATE[4:0]	0x00	ASP*n* Audio Serial Port Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ASP*n*TX*m*_SRC*x* fields must be cleared before changing ASP*n*_RATE.
R24708 (0x6084) ASP2_CONTROL1	12:8	ASP2_RATE[4:0]	0x00	

Table 4-21. Digital-Core Sample-Rate Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R43008 (0xA800) FX_SAMPLE_RATE	15:11	FX_RATE[4:0]	0x00	FX Sample Rate (EQ, LHPF, DRC) 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All EQ*n*_SRC*m*, DRC*nx*_SRC*m*, and LHPF*n*_SRC*m* fields must be cleared before changing FX_RATE.
R45056 (0xB000) TONE_GENERATOR1	15:11	TONE_RATE[4:0]	0x00	Tone Generator Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz.
R46080 (0xB400) Comfort_Noise_Generator	15:11	NOISE_GEN_RATE[4:0]	0x00	Noise Generator Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz.
R47108 (0xB804) US1_CONTROL	31:27	US1_RATE[4:0]	0x00	Ultrasonic Demodulator 1 Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate must be the same as the output rate set by US1_FREQ (i.e., 16 kHz).
R47124 (0xB814) US2_CONTROL	31:27	US2_RATE[4:0]	0x00	Ultrasonic Demodulator 2 Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate must be the same as the output rate set by US2_FREQ (i.e., 16 kHz).
R49152 (0xC000) PWM_Drive_1	15:11	PWM_RATE[4:0]	0x00	PWM Frequency (sample rate) 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All PWM*n*_SRC*m* fields must be cleared before changing PWM_RATE.

Table 4-21. Digital-Core Sample-Rate Control *(Cont.)*

Register Address	Bit	Label	Default	Description
0x2B80080 DSP1_SAMPLE_RATE_RX1	4:0	DSP1_RX1_RATE[4:0]	0x00	DSP1 RX Channel *n* Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All DSP1RX*n*_SRC*x* fields must be cleared before changing DSP1_RX*n*_RATE.
0x2B80088 DSP1_SAMPLE_RATE_RX2	4:0	DSP1_RX2_RATE[4:0]	0x00	
0x2B80090 DSP1_SAMPLE_RATE_RX3	4:0	DSP1_RX3_RATE[4:0]	0x00	
0x2B80098 DSP1_SAMPLE_RATE_RX4	4:0	DSP1_RX4_RATE[4:0]	0x00	
0x2B800A0 DSP1_SAMPLE_RATE_RX5	4:0	DSP1_RX5_RATE[4:0]	0x00	
0x2B800A8 DSP1_SAMPLE_RATE_RX6	4:0	DSP1_RX6_RATE[4:0]	0x00	
0x2B800B0 DSP1_SAMPLE_RATE_RX7	4:0	DSP1_RX7_RATE[4:0]	0x00	
0x2B800B8 DSP1_SAMPLE_RATE_RX8	4:0	DSP1_RX8_RATE[4:0]	0x00	
0x2B80280 DSP1_SAMPLE_RATE_TX1	4:0	DSP1_TX1_RATE[4:0]	0x00	DSP1 TX Channel *n* Sample Rate 0x00 = SAMPLE_RATE_1 0x01 = SAMPLE_RATE_2 0x02 = SAMPLE_RATE_3 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz.
0x2B80288 DSP1_SAMPLE_RATE_TX2	4:0	DSP1_TX2_RATE[4:0]	0x00	
0x2B80290 DSP1_SAMPLE_RATE_TX3	4:0	DSP1_TX3_RATE[4:0]	0x00	
0x2B80298 DSP1_SAMPLE_RATE_TX4	4:0	DSP1_TX4_RATE[4:0]	0x00	
0x2B802A0 DSP1_SAMPLE_RATE_TX5	4:0	DSP1_TX5_RATE[4:0]	0x00	
0x2B802A8 DSP1_SAMPLE_RATE_TX6	4:0	DSP1_TX6_RATE[4:0]	0x00	
0x2B802B0 DSP1_SAMPLE_RATE_TX7	4:0	DSP1_TX7_RATE[4:0]	0x00	
0x2B802B8 DSP1_SAMPLE_RATE_TX8	4:0	DSP1_TX8_RATE[4:0]	0x00	

4.3.12 Isochronous Sample-Rate Converter (ISRC)

The CS48L32 supports multiple signal paths through the digital core. The ISRCs provide sample-rate conversion between synchronized sample rates on the SYSCLK clock domain.

There are three ISRCs on the CS48L32. ISRC1 provides four signal paths between two different sample rates; ISRC2 and ISRC3 provide two signal paths between two different sample rates, as shown in Fig. 4-27. The sample rates associated with each ISRC can each be set equal to SAMPLE_RATE_1, SAMPLE_RATE_2, SAMPLE_RATE_3, or SAMPLE_RATE_4. See Section 4.8 for details of the sample-rate control registers.

Each ISRC converts between a sample rate selected by ISRC*n*_FSL and a sample rate selected by ISRC*n*_FSH, (where *n* identifies the applicable ISRC 1, 2, or 3). The higher of the two sample rates must be selected by ISRC*n*_FSH in each case.

The ISRCs support sample rates in the range 8–192 kHz. The sample-rate conversion ratio must be an integer (1–24) or equal to 1.5.

The ISRC*n*_FSL and ISRC*n*_FSH fields must not be changed if any of the respective x_SRC*n* fields is nonzero. The associated x_SRC*n* fields must be cleared before writing new values to ISRC*n*_FSL or ISRC*n*_FSH. A minimum delay of 125 µs must be allowed between clearing the x_SRC*n* fields and writing to the associated ISRC*n*_FSL or ISRC*n*_FSH fields. See Table 4-22 for details.

The ISRC signal paths are enabled using the ISRC*n*_INT*m*_EN and ISRC*n*_DEC*m*_EN bits, as follows:

- The ISRC*n* interpolation paths (increasing sample rate) are enabled by setting the ISRC*n*_INT*m*_EN bits, (where *m* identifies the applicable channel).
- The ISRC*n* decimation paths (decreasing sample rate) are enabled by setting the ISRC*n*_DEC*m*_EN bits.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the commanded ISRC and digital mixing functions. If the frequency is too low, an attempt to enable an ISRC signal path fails. Note that active signal paths are not affected under such circumstances.

The status bits in registers 0x8080–0x907C indicate the status of each digital mixer. If an underclocked error condition occurs, these bits can be used to indicate which mixer paths have been enabled.

The ISRC signal paths and control registers are shown in Fig. 4-27.

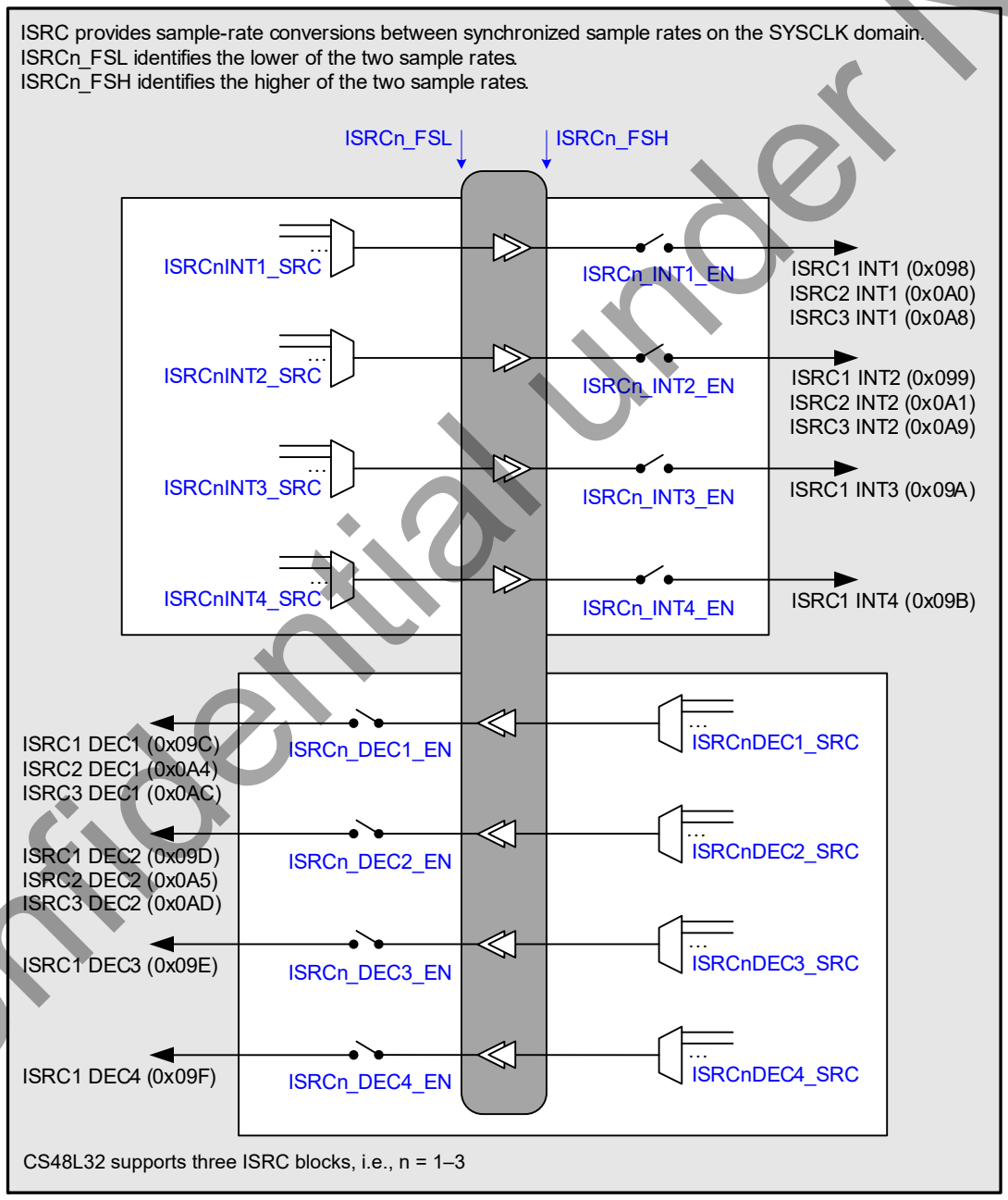


Figure 4-27. Isochronous Sample-Rate Converters (ISRCs)

The ISRC input control fields (see Fig. 4-27) are located at addresses 0x8980 through 0x8AD0.

The full list of digital mixer control registers (0x8080–0x907C) is provided in Section 6. Generic register field definitions are provided in Table 4-10.

The x_SRC fields select the input sources for the respective ISRC processing blocks. Note that the selected input sources must be configured for the same sample rate as the ISRC to which they are connected.

The hexadecimal numbers in Fig. 4-27 indicate the corresponding x_SRC setting for selection of that signal as an input to another digital-core function.

The fields associated with the ISRCs are described in Table 4-22.

Table 4-22. Digital-Core ISRC Control

Register Address	Bit	Label	Default	Description
R41984 (0xA400) ISRC1_CONTROL1	31:27	ISRC1_FSL[4:0]	0x00	ISRC1 Low Sample Rate (Sets the lower of the ISRC1 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC1_INT*n*_SRC fields must be cleared before changing ISRC1_FSL.
	15:11	ISRC1_FSH[4:0]	0x00	ISRC1 High Sample Rate (Sets the higher of the ISRC1 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC1_DEC*n*_SRC fields must be cleared before changing ISRC1_FSH.
R41988 (0xA404) ISRC1_CONTROL2	11	ISRC1_INT4_EN	0	ISRC1 INT4 Enable Interpolation Channel 4 path from ISRC1_FSL rate to ISRC1_FSH rate 0 = Disabled, 1 = Enabled
	10	ISRC1_INT3_EN	0	ISRC1 INT3 Enable Interpolation Channel 3 path from ISRC1_FSL rate to ISRC1_FSH rate 0 = Disabled, 1 = Enabled
	9	ISRC1_INT2_EN	0	ISRC1 INT2 Enable Interpolation Channel 2 path from ISRC1_FSL rate to ISRC1_FSH rate 0 = Disabled, 1 = Enabled
	8	ISRC1_INT1_EN	0	ISRC1 INT1 Enable Interpolation Channel 1 path from ISRC1_FSL rate to ISRC1_FSH rate 0 = Disabled, 1 = Enabled
	3	ISRC1_DEC4_EN	0	ISRC1 DEC4 Enable Decimation Channel 4 path from ISRC1_FSH rate to ISRC1_FSL rate 0 = Disabled, 1 = Enabled
	2	ISRC1_DEC3_EN	0	ISRC1 DEC3 Enable Decimation Channel 3 path from ISRC1_FSH rate to ISRC1_FSL rate 0 = Disabled, 1 = Enabled
	1	ISRC1_DEC2_EN	0	ISRC1 DEC2 Enable Decimation Channel 2 path from ISRC1_FSH rate to ISRC1_FSL rate 0 = Disabled, 1 = Enabled
	0	ISRC1_DEC1_EN	0	ISRC1 DEC1 Enable Decimation Channel 1 path from ISRC1_FSH rate to ISRC1_FSL rate 0 = Disabled, 1 = Enabled

Table 4-22. Digital-Core ISRC Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R42256 (0xA510) ISRC2_ CONTROL1	31:27	ISRC2_FSH[4:0]	0x00	ISRC2 High Sample Rate (Sets the higher of the ISRC2 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC2_DEC*n*_SRC fields must be cleared before changing ISRC2_FSH.
	15:11	ISRC2_FSL[4:0]	0x00	ISRC2 Low Sample Rate (Sets the lower of the ISRC2 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC2_INT*n*_SRC fields must be cleared before changing ISRC2_FSL.
R42260 (0xA514) ISRC2_ CONTROL2	9	ISRC2_INT2_EN	0	ISRC2 INT2 Enable Interpolation Channel 2 path from ISRC2_FSL rate to ISRC2_FSH rate 0 = Disabled, 1 = Enabled
	8	ISRC2_INT1_EN	0	ISRC2 INT1 Enable Interpolation Channel 1 path from ISRC2_FSL rate to ISRC2_FSH rate 0 = Disabled, 1 = Enabled
	1	ISRC2_DEC2_EN	0	ISRC2 DEC2 Enable Decimation Channel 2 path from ISRC2_FSH rate to ISRC2_FSL rate 0 = Disabled, 1 = Enabled
	0	ISRC2_DEC1_EN	0	ISRC2 DEC1 Enable Decimation Channel 1 path from ISRC2_FSH rate to ISRC2_FSL rate 0 = Disabled, 1 = Enabled
R42528 (0xA620) ISRC3_ CONTROL1	31:27	ISRC3_FSH[4:0]	0x00	ISRC3 High Sample Rate (Sets the higher of the ISRC3 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC3_DEC*n*_SRC fields must be cleared before changing ISRC3_FSH.
	15:11	ISRC3_FSL[4:0]	0x00	ISRC3 Low Sample Rate (Sets the lower of the ISRC3 sample rates) 0x00 = SAMPLE_RATE_1 0x02 = SAMPLE_RATE_3 0x01 = SAMPLE_RATE_2 0x03 = SAMPLE_RATE_4 All other codes are reserved. The selected sample rate is valid in the range 8–192 kHz. All ISRC3_INT*n*_SRC fields must be cleared before changing ISRC3_FSL.
R42532 (0xA624) ISRC3_ CONTROL2	9	ISRC3_INT2_EN	0	ISRC3 INT2 Enable Interpolation Channel 2 path from ISRC3_FSL rate to ISRC3_FSH rate 0 = Disabled, 1 = Enabled
	8	ISRC3_INT1_EN	0	ISRC3 INT1 Enable Interpolation Channel 1 path from ISRC3_FSL rate to ISRC3_FSH rate 0 = Disabled, 1 = Enabled
	1	ISRC3_DEC2_EN	0	ISRC3 DEC2 Enable Decimation Channel 2 path from ISRC3_FSH rate to ISRC3_FSL rate 0 = Disabled, 1 = Enabled
	0	ISRC3_DEC1_EN	0	ISRC3 DEC1 Enable Decimation Channel 1 path from ISRC3_FSH rate to ISRC3_FSL rate 0 = Disabled, 1 = Enabled

4.4 DSP Firmware Control

The CS48L32 digital core incorporates a Halo Core DSP, capable of running a wide range of audio-enhancement functions. Different firmware configurations can be loaded onto the DSP, enabling the CS48L32 to be highly customized for specific application requirements. DSP firmware can be configured using software packages provided by Cirrus Logic, such as the SoundClear suite of audio-processing algorithms.

The DSP is designed specifically for audio applications, employing a small gate-count architecture to support an optimized mix of processing features while fulfilling a low power-consumption requirement. The instruction set is highly efficient and targeted, with a high degree of parallelism and efficient multicore integration to reduce power consumption and increase processing speed.

The DSP core incorporates two data memories supporting high-bandwidth access: parallel memory access can fetch two short (24-bit) operands per memory per cycle; simultaneous memory access enables up to four 24-bit accesses per clock cycle. Multiple data formats are supported, including basic 24-bit register and 56-bit accumulator. Native support for 48-bit double-precision calculations is also provided.

The DSP core is supported by an interrupt controller (up to 24 inputs), JTAG debugger, memory protection unit (MPU) with error-trace stack, and watchdog timer. Arbitrated multiple-access to the program and data memories is provided, with support for configurable FFT, FIR, LMS, and linear/dB-conversion accelerators. Note that different instances of the Halo Core DSP may provide different feature sets; specific details for the CS48L32 are provided in Section 4.4.1.

To use the programmable DSP, the required firmware configuration must first be loaded onto the device by writing the appropriate files to the CS48L32 register map; the firmware configuration comprises program and data memory contents. After loading the DSP firmware, the DSP functions must be enabled using the associated control fields.

Details of the DSP firmware memory registers are provided in Section 4.4.2. Note that the WISCE evaluation board control software provides support for loading the CS48L32 program and data memories. A software programming guide can be provided to assist users in developing their own software algorithms—please contact your Cirrus Logic representative for further information.

The audio signal paths to and from the DSP processing block are configured as described in Section 4.3. Note that the DSP firmware must be loaded and enabled before audio signal paths can be enabled.

4.4.1 DSP Configuration Definition

The Halo Core DSP uses an adaptable design that can be tailored to suit different target applications. Each instance of the DSP (either on a single device, or from one device to another) may offer different capabilities in terms of memory size, hardware accelerators, and other features.

The parameters defining the CS48L32 Halo Core DSP are described in Table 4-23.

Table 4-23. Halo Core DSP Definition

Description	DSP1
Start address in device register map	0x200_0000
X-memory bank size (number of 48-bit words)	4096
Y-memory bank size (number of 48-bit words)	4096
P-memory bank size (number of 40-bit words)	8192
Boot-memory bank size (number of 40-bit words)	8192
Address offset for PM (packed)	0x0180_0000
Address offset for XM (packed, 32-bit)	0x0000_0000
Address offset for YM (packed, 32-bit)	0x00C0_0000
Address offset for XM (unpacked, 24-bit)	0x0080_0000
Address offset for YM (unpacked, 24-bit)	0x0140_0000
Address offset for XM (unpacked, 32-bit)	0x0040_0000
Address offset for YM (unpacked, 32-bit)	0x0100_0000
Number of external debug triggers	0
JTAG debug ID	1
Maximum clock speed	100 MHz
Accelerator functions—dB/linear converters	Yes
LMS (least mean square) filters	5
FIR (finite impulse response) filters	8
FFT (fast Fourier transform) accelerators	Yes
MIPS profiler	Yes

Table 4-23. Halo Core DSP Definition *(Cont.)*

Description	DSP1
Trace buffer	Yes
• Trace buffer depth	16
• Trace stack depth	16
Watchdog timer	Yes
Interrupt controller	Yes
Stream arbiter	Yes
• Number of receive channels	8
• Number of transmit channels	8
• Number of master controllers	6
• Number of interrupt generators	8
• Data width—integer part	4 bits
• Data width—fractional part	31 bits
AHB bus master	Yes
Memory protection unit	Yes
Memory controller	Yes
• Number of X-memory banks	24
• Number of Y-memory banks	8
• Number of P-memory banks	7
• Number of boot-memory banks	0

Status registers describing the Halo Core DSP are provided within the CS48L32 register map, as shown in Table 4-24. The default values of these fields are provided in Section 6.

Table 4-24. DSP Configuration Definition

Register Address	Bit	Label	Description
DSP1 base address = 0x200_0000			
base address + 0x5E_0000 DSP*n*_SYS_INFO_ID	31:0	DSP*n*_SYS_ID[31:0]	DSP identifier
base address + 0x5E_0004 DSP*n*_SYS_INFO_VERSION	31:0	DSP*n*_SYS_VERSION[31:0]	DSP version number
base address + 0x5E_0008 DSP*n*_SYS_INFO_CORE_ID	31:0	DSP*n*_SYS_CORE_ID[31:0]	DSP instance
base address + 0x5E_000C DSP*n*_SYS_INFO_AHB_ADDR	31:0	DSP*n*_SYS_AHB_BASE_ADDR[31:0]	DSP start address in the device register map
base address + 0x5E_0010 DSP*n*_SYS_INFO_XM_SRAM_SIZE	31:0	DSP*n*_SYS_XM_SRAM_SIZE[31:0]	X-memory size (number of 24-bit words)
base address + 0x5E_0018 DSP*n*_SYS_INFO_YM_SRAM_SIZE	31:0	DSP*n*_SYS_YM_SRAM_SIZE[31:0]	Y-memory size (number of 24-bit words)
base address + 0x5E_0020 DSP*n*_SYS_INFO_PM_SRAM_SIZE	31:0	DSP*n*_SYS_PM_SRAM_SIZE[31:0]	P-memory size (number of 20-bit words) Note this includes the boot memory, if present.
base address + 0x5E_0028 DSP*n*_SYS_INFO_PM_BOOT_SIZE	31:0	DSP*n*_SYS_PM_BOOT_SIZE[31:0]	Boot-memory size (number of 20-bit words)
base address + 0x5E_002C DSP*n*_SYS_INFO_FEATURES	31	DSP*n*_SYS_SELF_BOOT	1 = DSP supports self-boot on release from reset
	13	DSP*n*_SYS_DB_RAND_EXISTS	1 = DSP provides dB/linear conversion
	12	DSP*n*_SYS_LMS_EXISTS	1 = DSP provides LMS filters
	11	DSP*n*_SYS_FIR_EXISTS	1 = DSP provides FIR filters
	10	DSP*n*_SYS_FFT_EXISTS	1 = DSP provides FFT accelerator
	9	DSP*n*_SYS_MIPS_EXISTS	1 = DSP provides MIPS profiler
	8	DSP*n*_SYS_TRB_EXISTS	1 = DSP provides trace buffer
	7	DSP*n*_SYS_WDT_EXISTS	1 = DSP provides watchdog timer
	5	DSP*n*_SYS_STREAM_ARB_EXISTS	1 = DSP provides stream arbiter control
	4	DSP*n*_SYS_AHBM_EXISTS	1 = DSP provides AHB bus master
	3	DSP*n*_SYS_MPU_EXISTS	1 = DSP provides MPU function
base address + 0x5E_0030 DSP*n*_SYS_INFO_FIR_FILTERS	5:0	DSP*n*_SYS_NUM_FIR_FILTERS[5:0]	Number of FIR filters

Table 4-24. DSP Configuration Definition *(Cont.)*

Register Address	Bit	Label	Description
base address + 0x5E_0034 DSP*n*_SYS_INFO_LMS_FILTERS	5:0	DSP*n*_SYS_NUM_LMS_FILTERS[5:0]	Number of LMS filters
base address + 0x5E_0038 DSP*n*_SYS_INFO_XM_BANK_SIZE	31:0	DSP*n*_SYS_XM_BANK_SIZE[31:0]	X-memory bank size (number of 24-bit words)
base address + 0x5E_003C DSP*n*_SYS_INFO_YM_BANK_SIZE	31:0	DSP*n*_SYS_YM_BANK_SIZE[31:0]	Y-memory bank size (number of 24-bit words)
base address + 0x5E_0040 DSP*n*_SYS_INFO_PM_BANK_SIZE	31:0	DSP*n*_SYS_PM_BANK_SIZE[31:0]	P-memory bank size (number of 20-bit words)

4.4.2 DSP Firmware Memory and Register Mapping

The DSP firmware memory comprises program memory (P-memory) and two regions of data memory (X-memory and Y-memory). Each memory (X, Y, or P) is arranged as a number of banks; the size of each is defined by the bank size and the number or banks as shown in Table 4-23. The banked configuration enables each memory to support multiple simultaneous read/write accesses.

The program memory is formatted as 40-bit words. Most of the processor functionality uses 20-bit instructions, but some make use of the 40-bit width. Referenced to the CS48L32 register map, blocks of four 40-bit words are packed into five 32-bit registers.

The data memory is formatted as 24-bit words. Each of the data memories is mapped to three different locations of the CS48L32 register map, with a different packing layout used in each case; this provides flexibility to access the data memory in different ways according to the specific task that is being performed. Note that the three sections all represent the same data—data that is written to one section can be read back either at the same address or at the corresponding address within either of the other sections.

- In the packed data-memory, blocks of four 24-bit words are packed into three 32-bit registers. This tightly-packed layout does not include any padding bits; it provides efficient access to the data memory, ideal for transfer of large volumes of audio data.
- In the unpacked 24-bit memory, each 24-bit data word occupies one 32-bit register; the MSBs of each register are unused. This layout is ideal for read/write access to individual 24-bit words.
- In the unpacked 32-bit memory, 32-bit data is supported in 32-bit registers. Each 32-bit data word uses the space of two 24-bit words in the DSP memory. This provides support for 32-bit data within the 24-bit X- or Y-memory regions. Note that the usable capacity of the data memory is reduced in this format, as some bits are not used.

The CS48L32 program- and data-register memory space is described in Table 4-25. The full register map listing is provided in Section 6.

Table 4-25. DSP Program, Data, and Coefficient Registers

DSP Number	Description		Register Address	Number of Registers	DSP Memory Size
DSP1	Program memory		0x380_0000–0x384_5FFC	71680	56k x 40-bit words
	X-memory	Packed	0x200_0000–0x208_FFFC	147456	192k x 24-bit words
		Unpacked-24	0x280_0000–0x28B_FFFC	196608	192k x 24-bit words
		Unpacked-32	0x240_0000–0x245_FFFC	98304	96k x 32-bit words
	Y-memory	Packed	0x2C0_0000–0x2C2_FFFC	49152	64k x 24-bit words
		Unpacked-24	0x340_0000–0x343_FFFC	65536	64k x 24-bit words
		Unpacked-32	0x300_0000–0x301_FFFC	32768	32k x 32-bit words

The DSP firmware memory is configured by writing to the registers referenced in Table 4-25. Note that clocking is not required for access to the firmware registers by the host processor.

4.4.3 DSP Firmware Control

The configuration and control of the DSP firmware is described in the following subsections.

4.4.3.1 DSP Memory

The DSP firmware memory comprises program memory (P-memory) and data memory (X-memory and Y-memory) as described in Section 4.4.2. Each memory (X, Y, or P) is arranged as a number of banks; the banked configuration enables each memory to support multiple simultaneous read/write accesses.

Each bank of memory can be individually enabled or disabled; the power consumption of the firmware memory can be optimized by enabling only the banks that are required for a particular application.

The CS48L32 firmware memory also supports a low-power retention state; in this state, the memory contents are retained, but read/write access is not supported. The low-power retention state is selectable for each memory region (P, X, or Y), and applies to all enabled banks of the respective memory.

The DSP firmware memory is controlled using the x_PWD_N and x_EXT_N_*n* fields described in Table 4-27. Separate controls are provided for odd-numbered and even-numbered words within each memory region.

- x_PWD_N selects the active or data-retention state for the respective memory. In the active state, read/write access is supported. In the data-retention state, the memory contents are maintained, but read/write access is not possible.
- x_EXT_N_*n* selects the enabled or disabled state for the respective memory bank *n*. If the bank is disabled, the contents are lost. If the bank is enabled, read/write access is supported (provided the respective memory is active).

The memory-control fields are summarized in Table 4-26.

Table 4-26. DSP Memory Control

x_PWD_N	x_EXT_N_*n*	Description
0	0	Memory disabled, contents lost
0	1	Memory enabled in data-retention state
1	0	Memory disabled, contents lost
1	1	Memory enabled for read/write access

Notes: If a memory bank is disabled, the contents of this bank are lost—the low-power retention state is not valid for disabled memory banks. The memory is not actively cleared in the disabled state—some contents of the memory may persist in the disabled state, but the integrity of the memory contents is not assured.

If a memory bank is disabled, all higher-numbered banks in the same memory (X, Y, or P) are unavailable. It is recommended to disable the higher-numbered banks by clearing the respective x_EXT_N_*n* bits.

The DSP memory-control fields are not affected by software reset; these bits remain in their previous state under software-reset conditions. The DSP firmware memory contents are maintained through software reset, provided the respective memory bank is enabled and VDD_D is held above its reset threshold.

The DSP1 memory-control fields are defined in Table 4-27.

Table 4-27. DSP Memory Control Registers

Register Address	Bit	Label	Default	Description
R94220 (0x1700C) DSP1_XM_SRAM_IBUS_SETUP_0	1	DSP1_XM_SRAM_IBUS_E_PWD_N	0	X-memory even-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
	0	DSP1_XM_SRAM_IBUS_O_PWD_N	0	X-memory odd-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
R94224 (0x17010) DSP1_XM_SRAM_IBUS_SETUP_1 to R94316 (0x1706C) DSP1_XM_SRAM_IBUS_SETUP_24	1	DSP1_XM_SRAM_IBUS_E_EXT_N_*n*	0	X-memory even-address Bank *n* enable 0 = Disabled 1 = Enabled
	0	DSP1_XM_SRAM_IBUS_O_EXT_N_*n*	0	X-memory odd-address Bank *n* enable 0 = Disabled 1 = Enabled

Table 4-27. DSP Memory Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R94320 (0x17070) DSP1_YM_SRAM_IBUS_SETUP_0	1	DSP1_YM_SRAM_IBUS_E_PWD_N	0	Y-memory even-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
	0	DSP1_YM_SRAM_IBUS_O_PWD_N	0	Y-memory odd-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
R94324 (0x17074) DSP1_YM_SRAM_IBUS_SETUP_1 to R94352 (0x17090) DSP1_YM_SRAM_IBUS_SETUP_8	1	DSP1_YM_SRAM_IBUS_E_EXT_N_*n*	0	Y-memory even-address Bank *n* enable 0 = Disabled 1 = Enabled
	0	DSP1_YM_SRAM_IBUS_O_EXT_N_*n*	0	Y-memory odd-address Bank *n* enable 0 = Disabled 1 = Enabled
R94356 (0x17094) DSP1_PM_SRAM_IBUS_SETUP_0	1	DSP1_PM_SRAM_IBUS_E_PWD_N	0	P-memory even-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
	0	DSP1_PM_SRAM_IBUS_O_PWD_N	0	P-memory odd-address power control 0 = Data-retention state 1 = Memory active Only valid for enabled memory banks
R94360 (0x17098) DSP1_PM_SRAM_IBUS_SETUP_1 to R94384 (0x170B0) DSP1_PM_SRAM_IBUS_SETUP_7	1	DSP1_PM_SRAM_IBUS_E_EXT_N_*n*	0	P-memory even-address Bank *n* enable 0 = Disabled 1 = Enabled
	0	DSP1_PM_SRAM_IBUS_O_EXT_N_*n*	0	P-memory odd-address Bank *n* enable 0 = Disabled 1 = Enabled

The DSP firmware memory contents are not retained under power-on reset, hardware reset, or Sleep Mode conditions. The firmware memory contents are maintained through software reset, provided VDD_D is held above its reset threshold.

Note that the DSP firmware memory is not actively cleared under power-on reset, hardware reset, or Sleep Mode conditions; some contents of the memory may persist through these events, but the integrity of the memory is not assured.

See Section 4.14 for details of the CS48L32 reset functions.

4.4.3.2 DSP Clocking

A clock signal is required when executing software on the DSP core, or if any of the stream-arbiter master controllers is enabled. (Note that clocking is not required for access to the firmware registers by the host processor.)

The clock source for the DSP is derived from SYSCLK. See Section 4.8 for details of how to configure SYSCLK. Note that the internal clock signals within the DSP are enabled and disabled automatically, as required by the DSP-core and stream-arbiter status.

The DSP clock frequency is selected using DSP1_CLK_FREQ_SEL. Note that the clock frequency must be less than or equal to the SYSCLK frequency.

The DSP1_CLK_FREQ_STS field indicates the clock frequency for the DSP core. This can be used to confirm the clock frequency—for example, in cases where code execution has a minimum clock-frequency requirement. Note that DSP1_CLK_FREQ_STS is only valid while the core is running code; typical usage of this field would be for the DSP core to read the clock status and to take action as applicable, in particular, if the available clock does not meet the application requirements.

Note that, depending on the clock-source frequency and the available dividers, the DSP1 clock frequency may differ from the selected frequency. In most cases, the DSP1 clock frequency equals or exceeds the requested frequency. A lower frequency is implemented if limited by either the clock-source frequency or the maximum DSP1 clocking frequency.

The system-clock configuration provides input to the interrupt control circuit and can be used to trigger an interrupt event if the DSP1 clock frequency is less than the requested frequency—see Section 4.9.

4.4.3.3 DSP Core Control

To enable firmware execution on the DSP block, the DSP must be enabled by setting DSP1_CCM_CORE_EN. Note that the DSP firmware should be loaded, and the clocks configured, before the DSP is enabled. The DSP1_CCM_CORE_EN bit must remain set while the program is running—including during the wait state.

The DSP core is held in its reset state if DSP1_CCM_CORE_EN = 0. The DSP core is also reset by writing 1 to DSP1_CCM_CORE_RESET. Following a reset, the DSP commences code execution starting at the base address of the DSP program memory.

Note: The DSP core is disabled by clearing DSP1_CCM_CORE_EN. After disabling the DSP core, it is recommended to reset the entire DSP subsystem using DSP1_CORE_SOFT_RESET as described in Section 4.4.3.4.

4.4.3.4 DSP Subsystem Control

The DSP subsystem (including the core, stream-arbiter controllers, NMI configuration, watchdog timer, and DSP clock-frequency configuration) is reset by writing 1 to DSP1_CORE_SOFT_RESET.

The stream-arbiter controllers are resynchronized by writing 1 to DSP1_STREAM_ARB_RESYNC. This can be used to synchronize two or more controllers. The DSP1_STREAM_ARB_RESYNC_MSK field selects which controllers are affected by the resynchronize action.

4.4.3.5 DSP Control Registers

The DSP clocking, code-execution, and watchdog control registers are described in Table 4-28.

The audio signal paths connecting to/from the DSP processing block are configured as described in Section 4.3. Note that the DSP firmware must be loaded and enabled before audio signal paths can be enabled.

Table 4-28. DSP Control Registers

Register Address	Bit	Label	Default	Description
DSP1 base address = 0x200_0000				
base address + 0xB8_0000 DSP*n*_CLOCK_FREQ	15:0	DSP*n*_CLK_FREQ_SEL[15:0]		DSP clock frequency select Coded as LSB = 1/64 MHz. The DSP clock must be less than or equal to the clock source frequency. The DSP clock is generated by division of the clock source, and may differ from the selected frequency. The DSP clock frequency can be read from DSP*n*_CLK_FREQ_STS.
base address + 0xB8_0008 DSP*n*_CLOCK_STATUS	15:0	DSP*n*_CLK_FREQ_STS[15:0]		DSP clock frequency (read only). Only valid if the DSP core is enabled. Coded as LSB = 1/64 MHz.
base address + 0xB8_0010 DSP*n*_CORE_SOFT_RESET	0	DSP*n*_CORE_SOFT_RESET		Write 1 to reset the DSP subsystem, including the core, stream arbiters, NMI, watchdog timer, and DSP clock-frequency selection.
base address + 0xB8_0050 DSP*n*_STREAM_ARB_CONTROL	0	DSP*n*_STREAM_ARB_RESYNC		Write 1 to reset the stream arbiter controllers. Only affects the controllers that are unmasked in DSP*n*_STREAM_ARB_RESYNC_MSK.
base address + 0xBC_1000 DSP*n*_CCM_CORE_CONTROL	9	DSP*n*_CCM_CORE_RESET		Write 1 to reset the DSP core.
	0	DSP*n*_CCM_CORE_EN		DSP enable. Controls the DSP firmware execution. 0 = Disabled 1 = Enabled
base address + 0xBC_5A00 DSP*n*_STREAM_ARB_RESYNC_MSK1	7:0	DSP*n*_STREAM_ARB_RESYNC_MSK[7:0]		Selects which stream-arbiter masters are reset by DSP*n*_STREAM_ARB_RESYNC. For each master, setting the respective bit enables that master to be reset.

4.4.4 DSP Interrupts

The Halo Core DSP incorporates a comprehensive interrupt controller, supporting a flexible capability to take input from many different events and status indications, and to adapt the program flow according to different priority levels assigned to each event. A high-priority non-maskable interrupt (NMI) is provided in case of a serious failure mode requiring a reset of the DSP.

The DSP also provides input to the device-level interrupt controller. The DSP-derived inputs to the CS48L32 interrupt controller include DSP error indications and general-purpose interrupt signals under control of the DSP firmware.

The following events are supported as inputs to the CS48L32 interrupt controller:

- Memory protection error
- Watchdog timeout
- Memory controller error
- AHB system error
- AHB packing error
- NMI error
- General-purpose IRQ 0–3
- Trace buffer stack error
- MIPS profile 1 done
- MIPS profile 0 done

See Section 4.9 for further details of the CS48L32 interrupt controller.

4.5 DSP Peripheral Control

The CS48L32 incorporates a suite of DSP peripheral functions that can be integrated together to provide an enhanced capability for DSP applications. Configurable event log functions provide multichannel monitoring of internal and external signals. The general-purpose timers provide time-stamp data for the event logger; they also provide input to the alarm-generator circuits, enabling time-dependent interrupt events to be generated. Maskable GPIO provides an efficient mechanism for the Halo Core DSP to access the required input and output signals. The quad-SPI (QSPI) master interface enables high-speed data transfers between the DSP and external components such as flash-memory devices.

The DSP peripherals are designed to provide a comprehensive DSP capability, operating with a high degree of autonomy from the host processor.

4.5.1 Event Logger

The CS48L32 provides an event-log function, supporting multichannel, edge-sensitive monitoring and recording of internal or external signals.

4.5.1.1 Overview

The event logger allows status information to be captured from a large number of sources, to be prioritized and acted upon as required. For the purposes of the event logger, an event is recorded when a logic transition (edge) is detected on a selected signal source.

The logged events are held in a FIFO buffer, which is managed by the application software. A 32-bit time stamp, derived from one of the general-purpose timers, is associated and recorded with each FIFO index, to provide a comprehensive record of the detected events.

The event logger is associated with one of the general-purpose timers (see Section 4.5.3). The selected timer is the source of time stamp data for any logged events.

A maximum of one event per cycle of the clock source can be logged. If more than one event occurs within the cycle time, the highest priority (lowest channel number) event is logged at the rising edge of the clock. In this case, any lower priority events are queued, and are logged as soon as no higher priority events are pending. It is possible for recurring events on a high-priority channel to be logged, while low-priority ones remain queued. Note that recurring instances of queued events are not logged.

The event logger can use a slow clock (e.g., 32 kHz), but higher clock frequencies may also be commonly used, depending on the application and use case. The clock frequency determines the maximum possible event logging rate.

4.5.1.2 Event Logger Control

The event logger is enabled by setting EVENTLOG1_EN. The event logger can be reset by writing 1 to EVENTLOG1_RST—executing this function clears all the event logger status flags and clears the contents of the FIFO buffer.

The associated timer (and time-stamp source) is selected using EVENTLOG1_TIMER_SEL. Note that the event logger must be disabled (EVENTLOG1_EN = 0) when changing the timer source.

4.5.1.3 Input Channel Configuration

The event logger allows up to 16 input channels to be configured for detection and logging. The EVENTLOG1_CH*x*_SRC field selects the applicable input source for each channel (where *x* identifies the channel number, 1 to 16). The polarity selection and debounce options are configured using the EVENTLOG1_CH*x*_POL and EVENTLOG1_CH*x*_DB bits respectively. The debounce time is configurable using EVENTLOG1_DBTIME.

To avoid filling the FIFO buffer with repeated instances of any event, a selectable filter is provided for each input channel. If the EVENTLOG1_CH*x*_FILT bit is set, new events on the respective channel are ignored by the event logger if the unread entries in the FIFO buffer indicate a previous event of the same type (i.e., same input source and same polarity). The read/write pointers of the FIFO buffer (see Section 4.5.1.4) are used to determine which FIFO entries are unread (i.e., have not yet been read by the host processor).

The input channels can be enabled or disabled freely, using EVENTLOG1_CH*x*_EN, without having to disable the event logger entirely. An input channel must be disabled whenever the associated x_SRC, x_FILT, x_POL, or x_DB fields are written. It is possible to reconfigure input channels while the event logger is enabled, provided the channels being reconfigured are disabled when doing so.

The available input sources include FLL-lock status, input-path signal detection, GPIO inputs and signals generated by the integrated Halo Core DSP. A list of the valid input sources for the event logger is provided in Table 4-30. Note that, to log both rising and falling events from any source, two separate input channels must be configured—one for each polarity.

If an input channel is configured for rising edge detection (EVENTLOG1_CH*x*_POL = 0), and the corresponding input signal is asserted (Logic 1) at the time when the event logger is enabled, an event is logged in respect of this initial state. Similarly, if an input channel is configured for falling edge detection, and is deasserted (Logic 0) when the event logger is enabled, a corresponding event is logged. If rising and falling edges are both configured for detection, an event is always logged in respect of the initial condition.

4.5.1.4 FIFO Buffer

Each event (signal transition) that meets the criteria of an enabled channel is written to the 16-stage FIFO buffer. The buffer is filled cyclically, but does not overwrite unread data when full. A status bit is provided to indicate if the buffer fills up completely.

Note that the FIFO behavior is not enforced or fully implemented in the device hardware, but assumes that a compatible software implementation is in place. New events are written to the buffer in a cyclic manner, but the data can be read out in any order, if desired. The designed FIFO behavior requires the software to update the read pointer (RPTR) in the intended manner for smooth operation.

The entire contents of the 16-stage FIFO buffer can be accessed directly in the register map. Each FIFO index (y = 0 to 15) comprises the EVENTLOG1_FIFO*y*_ID (identifying the source signal of the associated log event), the EVENTLOG1_FIFO*y*_POL (the polarity of the respective event transition), and the EVENTLOG1_FIFO*y*_TIME field (containing the 32-bit time stamp from the timer).

The FIFO buffer is managed using EVENTLOG1_FIFO_WPTR and EVENTLOG1_FIFO_RPTR. The write pointer (WPTR) field identifies the index location (0 to 15) in which the next event is logged. The read pointer (RPTR) field identifies the index location of the first set of unread data, if any exists. Both of these fields are initialized to 0 when the event logger is reset.

- If RPTR ≠ WPTR, the buffer contains new data. The number of new events is equal to the difference between the two pointer values (WPTR – RPTR, allowing for wraparound beyond Index 15). For example, if WPTR = 12 and RPTR = 8, this means that there are four unread data sets in the buffer, at index locations 8, 9, 10, and 11.

  After reading the new data from the buffer, the RPTR value should be incremented by the corresponding amount (e.g., increment by 4, in the example described above). Note that the RPTR value can either be incremented once for each read, or can be incremented in larger steps after a batch read.
- If RPTR = WPTR, the buffer is either empty (0 events) or full (16 events). In this case, the status bits described in Section 4.5.1.5 confirm the current status of the buffer.

4.5.1.5 Status Bits

The EVENTLOG1_CHx_STS bits indicate the status of the source signal for the respective input channel.

The EVENTLOG1_NOT_EMPTY bit indicates whether the FIFO buffer is empty. If this bit is set, it indicates one or more new sets of data in the FIFO.

The EVENTLOG1_WMARK_STS bit indicates when the number of FIFO index locations available for new events reaches a configurable threshold, known as the watermark level. The watermark level is held in the EVENTLOG1_FIFO_WMARK field.

The EVENTLOG1_FULL bit indicates when the FIFO buffer is full. If this bit is set, it indicates that there are 16 sets of new event data in the FIFO. Note that this does not mean that a buffer overflow condition has occurred, but further events are not logged or indicated until the buffer has been cleared.

Note: Following a buffer full condition, the FIFO operation resumes as soon as the RPTR field has been updated to a new value. Writing the same value to RPTR does not restart the FIFO operation, even if the entire buffer contents have been read. After all of the required data has been read from the buffer, the RPTR value should be set equal to the WPTR value; an intermediate (different) value must also be written to the RPTR field in order to clear the buffer full status and restart the FIFO operation.

4.5.1.6 Interrupts

The event log status flags are inputs to the interrupt control circuit and can be used to trigger an interrupt event when the FIFO-full condition occurs—see Section 4.9.

4.5.1.7 Event Logger Control Registers

The event logger control registers are described in Table 4-29.

Table 4-29. Event Logger (EVENTLOG1) Control

Register Address	Bit	Label	Default	Description
R1114112 (0x110000) EVENTLOG1_CONTROL	19:16	EVENTLOG1_DBTIME[3:0]	0x0	Event Log input debounce 0x0 = 93.75 µs 0x1 = 1.5 ms 0x2 = 3 ms 0x3 = 6 ms 0x4 = 12 ms 0x5 = 24 ms 0x6 = 48 ms 0x7 = 96 ms 0x8 = 192 ms 0x9 = 384 ms 0xA = 768 ms 0xB–0xF = Reserved
	8	EVENTLOG1_DSP_CLK_EN	0	Event Log clock control 0 = Disabled 1 = Enabled If this bit is set, SYSCLK is enabled whenever the Event Log FIFO buffer is not empty—this allows the Event Log to process events if the system clock is disabled.
	1	EVENTLOG1_RST	0	Event Log Reset Write 1 to reset the status outputs and clear the FIFO buffer.
	0	EVENTLOG1_EN	0	Event Log Enable 0 = Disabled 1 = Enabled
R1114120 (0x110008) EVENTLOG1_TIMER_SEL	0	EVENTLOG1_TIMER_SEL	0	Event Log Timer Source Select 0 = Timer 1 1 = Timer 2 Note that the event log must be disabled when updating this field.
R1114136 (0x110018) EVENTLOG1_FIFO_CONTROL1	3:0	EVENTLOG1_FIFO_WMARK[3:0]	0x1	Event Log FIFO Watermark. The watermark status output is asserted when the number of FIFO locations available for new events is less than or equal to the FIFO watermark. Valid from 0 to 15.
R1114140 (0x11001C) EVENTLOG1_FIFO_POINTER1	18	EVENTLOG1_FULL	0	Event Log FIFO Full Status. This bit, when set, indicates that the FIFO buffer is full. It is cleared when a new value is written to the FIFO read pointer, or when the event log is Reset.
	17	EVENTLOG1_WMARK_STS	0	Event Log FIFO Watermark Status. This bit, when set, indicates that the FIFO space available for new events to be logged is less than or equal to the watermark threshold.
	16	EVENTLOG1_NOT_EMPTY	0	Event Log FIFO Not-Empty Status. This bit, when set, indicates one or more new sets of logged event data in the FIFO.
	11:8	EVENTLOG1_FIFO_WPTR[3:0]	0x0	Event Log FIFO Write Pointer. Indicates the FIFO index location in which the next event is logged. This is a read-only field.
	3:0	EVENTLOG1_FIFO_RPTR[3:0]	0x0	Event Log FIFO Read Pointer. Indicates the FIFO index location of the first set of unread data, if any exists. For the intended FIFO behavior, this field must be incremented after the respective data has been read.

Table 4-29. Event Logger (EVENTLOG1) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R1114176 (0x110040) EVENTLOG1_CH_ENABLE1	15	EVENTLOG1_CH16_EN	0	Event Log Channel 16 Enable 0 = Disabled, 1 = Enabled
	14	EVENTLOG1_CH15_EN	0	Event Log Channel 15 Enable 0 = Disabled, 1 = Enabled
	13	EVENTLOG1_CH14_EN	0	Event Log Channel 14 Enable 0 = Disabled, 1 = Enabled
	12	EVENTLOG1_CH13_EN	0	Event Log Channel 13 Enable 0 = Disabled, 1 = Enabled
	11	EVENTLOG1_CH12_EN	0	Event Log Channel 12 Enable 0 = Disabled, 1 = Enabled
	10	EVENTLOG1_CH11_EN	0	Event Log Channel 11 Enable 0 = Disabled, 1 = Enabled
	9	EVENTLOG1_CH10_EN	0	Event Log Channel 10 Enable 0 = Disabled, 1 = Enabled
	8	EVENTLOG1_CH9_EN	0	Event Log Channel 9 Enable 0 = Disabled, 1 = Enabled
	7	EVENTLOG1_CH8_EN	0	Event Log Channel 8 Enable 0 = Disabled, 1 = Enabled
	6	EVENTLOG1_CH7_EN	0	Event Log Channel 7 Enable 0 = Disabled, 1 = Enabled
	5	EVENTLOG1_CH6_EN	0	Event Log Channel 6 Enable 0 = Disabled, 1 = Enabled
	4	EVENTLOG1_CH5_EN	0	Event Log Channel 5 Enable 0 = Disabled, 1 = Enabled
	3	EVENTLOG1_CH4_EN	0	Event Log Channel 4 Enable 0 = Disabled, 1 = Enabled
	2	EVENTLOG1_CH3_EN	0	Event Log Channel 3 Enable 0 = Disabled, 1 = Enabled
	1	EVENTLOG1_CH2_EN	0	Event Log Channel 2 Enable 0 = Disabled, 1 = Enabled
	0	EVENTLOG1_CH1_EN	0	Event Log Channel 1 Enable 0 = Disabled, 1 = Enabled
R1114184 (0x110048) EVENTLOG1_EVENT_ STATUS	15	EVENTLOG1_CH16_STS	0	Event Log Channel 16 Status
	14	EVENTLOG1_CH15_STS	0	Event Log Channel 15 Status
	13	EVENTLOG1_CH14_STS	0	Event Log Channel 14 Status
	12	EVENTLOG1_CH13_STS	0	Event Log Channel 13 Status
	11	EVENTLOG1_CH12_STS	0	Event Log Channel 12 Status
	10	EVENTLOG1_CH11_STS	0	Event Log Channel 11 Status
	9	EVENTLOG1_CH10_STS	0	Event Log Channel 10 Status
	8	EVENTLOG1_CH9_STS	0	Event Log Channel 9 Status
	7	EVENTLOG1_CH8_STS	0	Event Log Channel 8 Status
	6	EVENTLOG1_CH7_STS	0	Event Log Channel 7 Status
	5	EVENTLOG1_CH6_STS	0	Event Log Channel 6 Status
	4	EVENTLOG1_CH5_STS	0	Event Log Channel 5 Status
	3	EVENTLOG1_CH4_STS	0	Event Log Channel 4 Status
	2	EVENTLOG1_CH3_STS	0	Event Log Channel 3 Status
	1	EVENTLOG1_CH2_STS	0	Event Log Channel 2 Status
	0	EVENTLOG1_CH1_STS	0	Event Log Channel 1 Status

Table 4-29. Event Logger (EVENTLOG1) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R1114240 (0x110080) EVENTLOG1_CH1_DEFINE to R1114300 (0x1100BC) EVENTLOG1_CH16_DEFINE	15	EVENTLOG1_CH*n*_DB	0	Event Log Channel *n* debounce 0 = Disabled, 1 = Enabled Note that channel must be disabled when updating this field.
	14	EVENTLOG1_CH*n*_POL	0	Event Log Channel *n* polarity 0 = Rising edge triggered, 1 = Falling edge triggered Note that channel must be disabled when updating this field.
	13	EVENTLOG1_CH*n*_FILT	0	Event Log Channel *n* filter 0 = Disabled, 1 = Enabled If the filter is enabled, the channel is ignored if the FIFO contains unread events of the same source/polarity. Note that channel must be disabled when updating this field.
	9:0	EVENTLOG1_CH*n*_SRC[9:0]	0x000	Event Log Channel *n* source [1] Note that channel must be disabled when updating this field.
R1114368 (0x110100) EVENTLOG1_FIFO0_READ	12	EVENTLOG1_FIFO0_POL	0	Event Log FIFO Index 0 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO0_ID[9:0]	0x000	Event Log FIFO Index 0 source [1]
R1114372 (0x110104) EVENTLOG1_FIFO0_TIME	31:0	EVENTLOG1_FIFO0_TIME[31:0]	0x0000_0000	Event Log FIFO Index 0 Time
R1114376 (0x110108) EVENTLOG1_FIFO1_READ	12	EVENTLOG1_FIFO1_POL	0	Event Log FIFO Index 1 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO1_ID[9:0]	0x000	Event Log FIFO Index 1 source [1]
R1114380 (0x11010C) EVENTLOG1_FIFO1_TIME	31:0	EVENTLOG1_FIFO1_TIME[31:0]	0x0000_0000	Event Log FIFO Index 1 Time
R1114384 (0x110110) EVENTLOG1_FIFO2_READ	12	EVENTLOG1_FIFO2_POL	0	Event Log FIFO Index 2 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO2_ID[9:0]	0x000	Event Log FIFO Index 2 source [1]
R1114388 (0x110114) EVENTLOG1_FIFO2_TIME	31:0	EVENTLOG1_FIFO2_TIME[31:0]	0x0000_0000	Event Log FIFO Index 2 Time
R1114392 (0x110118) EVENTLOG1_FIFO3_READ	12	EVENTLOG1_FIFO3_POL	0	Event Log FIFO Index 3 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO3_ID[9:0]	0x000	Event Log FIFO Index 3 source [1]
R1114396 (0x11011C) EVENTLOG1_FIFO3_TIME	31:0	EVENTLOG1_FIFO3_TIME[31:0]	0x0000_0000	Event Log FIFO Index 3 Time
R1114400 (0x110120) EVENTLOG1_FIFO4_READ	12	EVENTLOG1_FIFO4_POL	0	Event Log FIFO Index 4 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO4_ID[9:0]	0x000	Event Log FIFO Index 4 source [1]
R1114404 (0x110124) EVENTLOG1_FIFO4_TIME	31:0	EVENTLOG1_FIFO4_TIME[31:0]	0x0000_0000	Event Log FIFO Index 4 Time
R1114408 (0x110128) EVENTLOG1_FIFO5_READ	12	EVENTLOG1_FIFO5_POL	0	Event Log FIFO Index 5 polarity Field description is as above.
	9:0	EVENTLOG1_FIFO5_ID[9:0]	0x000	Event Log FIFO Index 5 source [1]
R1114412 (0x11012C) EVENTLOG1_FIFO5_TIME	31:0	EVENTLOG1_FIFO5_TIME[31:0]	0x0000_0000	Event Log FIFO Index 5 Time
R1114416 (0x110130) EVENTLOG1_FIFO6_READ	12	EVENTLOG1_FIFO6_POL	0	Event Log FIFO Index 6 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO6_ID[9:0]	0x000	Event Log FIFO Index 6 source [1]
R1114420 (0x110134) EVENTLOG1_FIFO6_TIME	31:0	EVENTLOG1_FIFO6_TIME[31:0]	0x0000_0000	Event Log FIFO Index 6 Time
R1114424 (0x110138) EVENTLOG1_FIFO7_READ	12	EVENTLOG1_FIFO7_POL	0	Event Log FIFO Index 7 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO7_ID[9:0]	0x000	Event Log FIFO Index 7 source [1]
R1114428 (0x11013C) EVENTLOG1_FIFO7_TIME	31:0	EVENTLOG1_FIFO7_TIME[31:0]	0x0000_0000	Event Log FIFO Index 7 Time
R1114432 (0x110140) EVENTLOG1_FIFO8_READ	12	EVENTLOG1_FIFO8_POL	0	Event Log FIFO Index 8 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO8_ID[9:0]	0x000	Event Log FIFO Index 8 source [1]

Table 4-29. Event Logger (EVENTLOG1) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R1114436 (0x110144) EVENTLOG1_FIFO8_TIME	31:0	EVENTLOG1_FIFO8_TIME[31:0]	0x0000_0000	Event Log FIFO Index 8 Time
R1114440 (0x110148) EVENTLOG1_FIFO9_READ	12	EVENTLOG1_FIFO9_POL	0	Event Log FIFO Index 9 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO9_ID[9:0]	0x000	Event Log FIFO Index 9 source [1]
R1114444 (0x11014C) EVENTLOG1_FIFO9_TIME	31:0	EVENTLOG1_FIFO9_TIME[31:0]	0x0000_0000	Event Log FIFO Index 9 Time
R1114448 (0x110150) EVENTLOG1_FIFO10_READ	12	EVENTLOG1_FIFO10_POL	0	Event Log FIFO Index 10 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO10_ID[9:0]	0x000	Event Log FIFO Index 10 source [1]
R1114452 (0x110154) EVENTLOG1_FIFO10_TIME	31:0	EVENTLOG1_FIFO10_TIME[31:0]	0x0000_0000	Event Log FIFO Index 10 Time
R1114456 (0x110158) EVENTLOG1_FIFO11_READ	12	EVENTLOG1_FIFO11_POL	0	Event Log FIFO Index 11 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO11_ID[9:0]	0x000	Event Log FIFO Index 11 source [1]
R1114460 (0x11015C) EVENTLOG1_FIFO11_TIME	31:0	EVENTLOG1_FIFO11_TIME[31:0]	0x0000_0000	Event Log FIFO Index 11 Time
R1114464 (0x110160) EVENTLOG1_FIFO12_READ	12	EVENTLOG1_FIFO12_POL	0	Event Log FIFO Index 12 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO12_ID[9:0]	0x000	Event Log FIFO Index 12 source [1]
R1114468 (0x110164) EVENTLOG1_FIFO12_TIME	31:0	EVENTLOG1_FIFO12_TIME[31:0]	0x0000_0000	Event Log FIFO Index 12 Time
R1114472 (0x110168) EVENTLOG1_FIFO13_READ	12	EVENTLOG1_FIFO13_POL	0	Event Log FIFO Index 13 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO13_ID[9:0]	0x000	Event Log FIFO Index 13 source [1]
R1114476 (0x11016C) EVENTLOG1_FIFO13_TIME	31:0	EVENTLOG1_FIFO13_TIME[31:0]	0x0000_0000	Event Log FIFO Index 13 Time
R1114480 (0x110170) EVENTLOG1_FIFO14_READ	12	EVENTLOG1_FIFO14_POL	0	Event Log FIFO Index 14 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO14_ID[9:0]	0x000	Event Log FIFO Index 14 source [1]
R1114484 (0x110174) EVENTLOG1_FIFO14_TIME	31:0	EVENTLOG1_FIFO14_TIME[31:0]	0x0000_0000	Event Log FIFO Index 14 Time
R1114488 (0x110178) EVENTLOG1_FIFO15_READ	12	EVENTLOG1_FIFO15_POL	0	Event Log FIFO Index 15 polarity 0 = Rising edge, 1 = Falling edge
	9:0	EVENTLOG1_FIFO15_ID[9:0]	0x000	Event Log FIFO Index 15 source [1]
R1114492 (0x11017C) EVENTLOG1_FIFO15_TIME	31:0	EVENTLOG1_FIFO15_TIME[31:0]	0x0000_0000	Event Log FIFO Index 15 Time

1.See Table 4-30 for valid channel source selections

4.5.1.8 Event Logger Input Sources

A list of the valid input sources for the event logger is provided in Table 4-30.

Table 4-30. Event Logger Input Sources

ID	Description
0x007	Boot done
0x018	FLL1 lock
0x08C	Input signal path signal detect
0x090	Ultrasonic 1 signal detect
0x092	Ultrasonic 2 signal detect
0x108	GPIO1
0x10A	GPIO2
0x10C	GPIO3
0x10E	GPIO4
0x110	GPIO5
0x112	GPIO6

ID	Description
0x230	Alarm 1 Channel 1
0x231	Alarm 1 Channel 2
0x232	Alarm 1 Channel 3
0x233	Alarm 1 Channel 4
0x250	Timer 1
0x251	Timer 2
0x2E9	DSP1 non-maskable interrupt
0x2EA	DSP1 AHB slave error
0x2EB	DSP1 AHB master error
0x2EC	DSP1 IHB master error
0x2ED	DSP1 profiler Out 0 done

ID	Description
0x2FD	DSP1 FIR Filter 1 done
0x2FE	DSP1 FIR Filter 2 done
0x2FF	DSP1 FIR Filter 3 done
0x300	DSP1 FIR Filter 4 done
0x301	DSP1 FIR Filter 5 done
0x302	DSP1 FIR Filter 6 done
0x303	DSP1 FIR Filter 7 done
0x355	DSP1 LMS coefficient overflow
0x356	DSP1 LMS done
0x357	DSP1 LMS 0 done
0x358	DSP1 LMS 1 done

Table 4-30. Event Logger Input Sources *(Cont.)*

ID	Description
0x114	GPIO7
0x116	GPIO8
0x160	Event Log 1 full
0x168	Event Log 1 watermark
0x1E0	SPI2 done
0x1E1	SPI2 overclocked
0x1E2	SPI2 block
0x1E3	SPI2 stalling

ID	Description
0x2EE	DSP1 profiler Out 1 done
0x2F5	DSP1 watchdog expire
0x2F7	DSP1 memory protection unit error
0x2F8	DSP1 trace buffer stack error
0x2FA	DSP1 FIR error
0x2FB	DSP1 FIR done
0x2FC	DSP1 FIR Filter 0 done

ID	Description
0x359	DSP1 LMS 2 done
0x35A	DSP1 LMS 3 done
0x35B	DSP1 LMS 4 done
0x36F	DSP1 GP Interrupt 0
0x370	DSP1 GP Interrupt 1
0x371	DSP1 GP Interrupt 2
0x372	DSP1 GP Interrupt 3

4.5.2 Alarm Generator

The CS48L32 alarm-generator circuit is associated with the general-purpose timers. It can be used to generate interrupt events according to the count value of the timer. The alarm interrupts can be either one-off events, or can be configured for cyclic (repeated) triggers. One alarm generator is provided, supporting up to four outputs.

4.5.2.1 Alarm Control

An alarm is enabled by writing 1 to the ALM1_CH*x*_START bit (where *x* identifies the channel number, 1–4). An alarm is disabled by writing 1 to ALM1_CH*x*_STOP.

The alarm status is indicated using ALM1_CH*x*_STS. Note that this indicates the status of the alarm-generator function only—it does not provide indication of an alarm event.

The timer (and time-stamp source) associated with each alarm generator is selected using ALM1_TIMER_SRC. Note that all ALM1 channels must be stopped (ALM1_CH*x*_STS = 0) when updating the timer source. See Section 4.5.3 for details of the general-purpose timers.

The operating mode of each alarm channel is configured using ALM1_CH*x*_TRIG_MODE. In each case, the alarm events are controlled by the alarm-trigger value, ALM1_CH*x*_TRIG_VAL.

- In Absolute Mode, the alarm output is triggered when the timer count value is equal to the alarm trigger value.
- In Relative Mode, the alarm output is triggered when the timer count value has incremented by a number equal to the alarm trigger value—this mode counts the number of clock cycles after the ALM1_CH*x*_START bit is written.
- In Combination Mode, the alarm output is initially triggered as described for the Absolute Mode; the alarm then operates as described for the Relative Mode.

When the alarm output is triggered, an output signal is asserted for the respective alarm. The alarm output can be used to trigger an interrupt event or to generate an external signal via a GPIO pin, as described in Section 4.5.2.2.

The ALM1_CH*x*_CONT bit configures the alarm channel for once-only event or for continuous/repeated operation.

If an alarm channel is enabled and an update is written to ALM1_CH*x*_TRIG_VAL or ALM1_CH*x*_PULSE_DUR, the new value is loaded into the respective control register, but does not reconfigure the alarm immediately. If the ALM1_CH*x*_UPD bit is set, the alarm-trigger and pulse-duration values are updated when the alarm is next triggered. The alarm-trigger and pulse-duration settings can also be updated by writing 1 to ALM1_CH*x*_START.

Note that, if an alarm channel is enabled, the general-purpose timer associated with that alarm must be configured for continuous, count-up operation. The applicable TIMER*n*_MAX_COUNT value must be greater than the ALM1_CH*x*_TRIG_VAL setting.

4.5.2.2 Interrupts and GPIO Output

The alarm generator provides input to the interrupt control circuit and can be used to trigger an interrupt event when the alarm-trigger conditions are met. An interrupt event is triggered on the rising edge of the alarm output signal. See Section 4.9 for details of the CS48L32 interrupt controller.

The alarm can generate an output via a GPIO pin to provide an external indication of the alarm events. When the alarm output is triggered, the respective GPIO output is asserted for a duration that is configured using ALM1_CH*x*_PULSE_DUR. See Section 4.10 to configure a GPIO pin for this function.

4.5.2.3 Alarm Control Registers

The alarm control registers are described in Table 4-31.

Table 4-31. Alarm (ALM*n*) Control

Register Address	Bit	Label	Default	Description
Alarm 1 Base Address = R1130496 (0x114000)				
base address ALM*n*_TIMER	0	ALM*n*_TIMER_SRC	0	Alarm block ALM*n* timer source select 0 = Timer 1 1 = Timer 2 All ALM*n* channels must be disabled when updating this register.
base address + 0x20 ALM*n*_CONFIG1	4	ALM*n*_CH1_CONT	0	Channel 1 continuous mode select 0 = Single mode 1 = Continuous mode Channel 1 must be disabled (ALM*n*_CH1_STS = 0) when updating this field.
	1:0	ALM*n*_CH1_TRIG_MODE[1:0]	00	Channel 1 trigger mode select 00 = Absolute Mode: Alarm is triggered when the count value of the timer source is equal to ALM*n*_CH1_TRIG_VAL. 01 = Relative Mode: Alarm is triggered when the count value has incremented by a number equal to ALM*n*_CH1_TRIG_VAL. 10 = Combination Mode: Alarm is initially triggered as described for Absolute Mode, the alarm then operates as described for Relative Mode. 11 = Reserved Channel 1 must be disabled (ALM*n*_CH1_STS = 0) when updating this field.
base address + 0x24 ALM*n*_CTRL1	15	ALM*n*_CH1_UPD	0	Channel 1 update control—Write 1 to indicate a new trigger value or pulse duration is ready to be applied. If Channel 1 is enabled and ALM*n*_CH1_UPD is set, the ALM*n*_CH1_TRIG_VAL and ALM*n*_CH1_PULSE_DUR settings are updated when the alarm is next triggered or by writing 1 to ALM*n*_CH1_START. If Channel 1 is disabled, the ALM*n*_CH1_UPD bit has no effect, and the ALM*n*_CH1_TRIG_VAL and ALM*n*_CH1_PULSE_DUR settings are updated immediately when writing to the respective fields.
	4	ALM*n*_CH1_STOP	—	Channel 1 stop control—Write 1 to disable Channel 1
	0	ALM*n*_CH1_START	—	Channel 1 start control—Write 1 to enable or restart Channel 1
base address + 0x28 ALM*n*_TRIG_VAL1	31:0	ALM*n*_CH1_TRIG_VAL[31:0]	0x0000_0000	Channel 1 alarm trigger value
base address + 0x2C ALM*n*_PULSE_DUR1	31:0	ALM*n*_CH1_PULSE_DUR[31:0]	0x0000_0000	Channel 1 alarm output pulse duration Configures the duration of the GPIO alarm output indication. The pulse duration is referenced to the count rate of the selected timer source.
base address + 0x30 ALM*n*_STATUS1	0	ALM*n*_CH1_STS	0	Channel 1 status 0 = Disabled 1 = Enabled

Table 4-31. Alarm (ALM*n*) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
base address + 0x40 ALM*n*_CONFIG2	4	ALM*n*_CH2_CONT	0	Channel 2 continuous mode select 0 = Single mode 1 = Continuous mode Channel 2 must be disabled (ALM*n*_CH2_STS = 0) when updating this field.
	1:0	ALM*n*_CH2_TRIG_MODE[1:0]	00	Channel 2 trigger mode select 00 = Absolute Mode: Alarm is triggered when the count value of the timer source is equal to ALM*n*_CH2_TRIG_VAL. 01 = Relative Mode: Alarm is triggered when the count value has incremented by a number equal to ALM*n*_CH2_TRIG_VAL. 10 = Combination Mode: Alarm is initially triggered as described for Absolute Mode; the alarm then operates as described for Relative Mode. 11 = Reserved Channel 2 must be disabled (ALM*n*_CH2_STS = 0) when updating this field.
base address + 0x44 ALM*n*_CTRL2	15	ALM*n*_CH2_UPD	0	Channel 2 update control—Write 1 to indicate a new trigger value or pulse duration is ready to be applied. If Channel 2 is enabled and ALM*n*_CH2_UPD is set, the ALM*n*_CH2_TRIG_VAL and ALM*n*_CH2_PULSE_DUR settings are updated when the alarm is next triggered or by writing 1 to ALM*n*_CH2_START. If Channel 2 is disabled, the ALM*n*_CH2_UPD bit has no effect, and the ALM*n*_CH2_TRIG_VAL and ALM*n*_CH2_PULSE_DUR settings are updated immediately when writing to the respective fields.
	4	ALM*n*_CH2_STOP	—	Channel 2 stop control—Write 1 to disable Channel 2
	0	ALM*n*_CH2_START	—	Channel 2 start control—Write 1 to enable or restart Channel 2
base address + 0x48 ALM*n*_TRIG_VAL2	31:0	ALM*n*_CH2_TRIG_VAL[31:0]	0x0000_0000	Channel 2 alarm trigger value
base address + 0x4C ALM*n*_PULSE_DUR2	31:0	ALM*n*_CH2_PULSE_DUR[31:0]	0x0000_0000	Channel 2 alarm output pulse duration Configures the duration of the GPIO alarm output indication. The pulse duration is referenced to the count rate of the selected timer source.
base address + 0x50 ALM*n*_STATUS2	0	ALM*n*_CH2_STS	0	Channel 2 status 0 = Disabled 1 = Enabled
base address + 0x60 ALM*n*_CONFIG3	4	ALM*n*_CH3_CONT	0	Channel 3 continuous mode select 0 = Single mode 1 = Continuous mode Channel 3 must be disabled (ALM*n*_CH3_STS = 0) when updating this field.
	1:0	ALM*n*_CH3_TRIG_MODE[1:0]	00	Channel 3 trigger mode select 00 = Absolute Mode: Alarm is triggered when the count value of the timer source is equal to ALM*n*_CH3_TRIG_VAL. 01 = Relative Mode: Alarm is triggered when the count value has incremented by a number equal to ALM*n*_CH3_TRIG_VAL. 10 = Combination Mode: Alarm is initially triggered as described for Absolute Mode; the alarm then operates as described for Relative Mode. 11 = Reserved Channel 3 must be disabled (ALM*n*_CH3_STS = 0) when updating this field.
base address + 0x64 ALM*n*_CTRL3	15	ALM*n*_CH3_UPD	0	Channel 3 update control—Write 1 to indicate a new trigger value or pulse duration is ready to be applied. If Channel 3 is enabled and ALM*n*_CH3_UPD is set, the ALM*n*_CH3_TRIG_VAL and ALM*n*_CH3_PULSE_DUR settings are updated when the alarm is next triggered or by writing 1 to ALM*n*_CH3_START. If Channel 3 is disabled, the ALM*n*_CH3_UPD bit has no effect, and the ALM*n*_CH3_TRIG_VAL and ALM*n*_CH3_PULSE_DUR settings are updated immediately when writing to the respective fields.
	4	ALM*n*_CH3_STOP	—	Channel 3 stop control—Write 1 to disable Channel 3
	0	ALM*n*_CH3_START	—	Channel 3 start control—Write 1 to enable or restart Channel 3
base address + 0x68 ALM*n*_TRIG_VAL3	31:0	ALM*n*_CH3_TRIG_VAL[31:0]	0x0000_0000	Channel 3 alarm trigger value

Table 4-31. Alarm (ALM*n*) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
base address + 0x6C ALM*n*_PULSE_DUR3	31:0	ALM*n*_CH3_PULSE_DUR[31:0]	0x0000_0000	Channel 3 alarm output pulse duration Configures the duration of the GPIO alarm output indication. The pulse duration is referenced to the count rate of the selected timer source.
base address + 0x70 ALM*n*_STATUS3	0	ALM*n*_CH3_STS	0	Channel 3 status 0 = Disabled 1 = Enabled
base address + 0x80 ALM*n*_CONFIG4	4	ALM*n*_CH4_CONT	0	Channel 4 continuous mode select 0 = Single mode 1 = Continuous mode Channel 4 must be disabled (ALM*n*_CH4_STS = 0) when updating this field.
	1:0	ALM*n*_CH4_TRIG_MODE[1:0]	00	Channel 4 trigger mode select 00 = Absolute Mode: Alarm is triggered when the count value of the timer source is equal to ALM*n*_CH4_TRIG_VAL. 01 = Relative Mode: Alarm is triggered when the count value has incremented by a number equal to ALM*n*_CH4_TRIG_VAL. 10 = Combination Mode: Alarm is initially triggered as described for Absolute Mode; the alarm then operates as described for Relative Mode. 11 = Reserved Channel 4 must be disabled (ALM*n*_CH4_STS = 0) when updating this field.
base address + 0x84 ALM*n*_CTRL4	15	ALM*n*_CH4_UPD	0	Channel 4 update control—Write 1 to indicate a new trigger value or pulse duration is ready to be applied. If Channel 4 is enabled and ALM*n*_CH4_UPD is set, the ALM*n*_CH4_TRIG_VAL and ALM*n*_CH4_PULSE_DUR settings are updated when the alarm is next triggered or by writing 1 to ALM*n*_CH4_START. If Channel 4 is disabled, the ALM*n*_CH4_UPD bit has no effect, and the ALM*n*_CH4_TRIG_VAL and ALM*n*_CH4_PULSE_DUR settings are updated immediately when writing to the respective fields.
	4	ALM*n*_CH4_STOP	—	Channel 4 stop control—Write 1 to disable Channel 4
	0	ALM*n*_CH4_START	—	Channel 4 start control—Write 1 to enable or restart Channel 4
base address + 0x88 ALM*n*_TRIG_VAL4	31:0	ALM*n*_CH4_TRIG_VAL[31:0]	0x0000_0000	Channel 4 alarm trigger value
base address + 0x8C ALM*n*_PULSE_DUR4	31:0	ALM*n*_CH4_PULSE_DUR[31:0]	0x0000_0000	Channel 4 alarm output pulse duration Configures the duration of the GPIO alarm output indication. The pulse duration is referenced to the count rate of the selected timer source.
base address + 0x90 ALM*n*_STATUS4	0	ALM*n*_CH4_STS	0	Channel 4 status 0 = Disabled 1 = Enabled

4.5.3 General-Purpose Timer

The CS48L32 incorporates two general-purpose timers, which support a wide variety of uses. The general-purpose timers provide time-stamp data for the event logger; they also provide input to the alarm-generator circuits, enabling time-dependent interrupt events to be generated.

4.5.3.1 Overview

The timers allow time-stamp information to be associated with external signal detection, and other system events, enabling real-time data to be more easily integrated into user applications. The timers allow many advanced functions to be implemented with a high degree of autonomy from a host processor.

The timers can use either internal system clocks, or external clock signals, as a reference. The selected reference is scaled down, using configurable dividers, to the required clock count frequency.

4.5.3.2 Timer Control

The clock source for the timer is selected using TIMER*n*_REFCLK_SRC, (where *n* identifies the applicable timer, 1–2).

If SYSCLK is selected as the source, a lower clocking frequency can be configured using TIMER*n*_REFCLK_FREQ_SEL field (if TIMER*n*_REFCLK_SRC = 0x8) or TIMER*n*_DSPCLK_FREQ_SEL field (if TIMER*n*_REFCLK_SRC = 0x0). The applicable division ratio is determined automatically, assuming the SYSCLK frequency has been correctly configured as described in Section 4.8.

Note that, depending on the SYSCLK frequency and the available clock dividers, the timer reference frequency may differ from the frequency configured by TIMER*n*_DSPCLK_FREQ_SEL. In most cases, the timer reference equals or exceeds the requested frequency; a lower frequency is implemented if limited by either the SYSCLK frequency or the maximum TIMER*n* clocking frequency.

If TIMER*n*_REFCLK_SRC > 0x0, the clock source can be further divided using TIMER*n*_REFCLK_DIV. Division ratios in the range 1 to 128 can be selected.

The reference frequency (after TIMER*n*_REFCLK_FREQ_SEL, TIMER*n*_DSPCLK_FREQ_SEL, and TIMER*n*_REFCLK_DIV) must be compatible with the following constraints:

- The reference frequency must be less than 12 MHz, and close to 50% duty cycle
- If SYSCLK is enabled, the reference frequency must be less than SYSCLK / 3

One final division, controlled by TIMER*n*_PRESCALE, determines the timer count frequency. This field is valid for all clock reference sources; division ratios in the range 1 to 128 can be selected. The output from this division corresponds to the frequency at which the TIMER*n*_COUNT field is incremented (or decremented).

The maximum count value of the timer is determined by TIMER*n*_MAX_COUNT. This is the final count value (if counting up), or the initial count value (if counting down). The current value of the timer counter can be read from the TIMER*n*_CUR_COUNT field.

The timer is started by writing 1 to TIMER*n*_START. Note that, if the timer is already running, it restarts from its initial value. The timer is stopped by writing 1 to TIMER*n*_STOP. The count direction (up or down) is selected using TIMER*n*_DIR.

The TIMER*n*_CONT bit selects whether the timer automatically restarts after the end-of-count condition has been reached. The TIMER*n*_RUNNING_STS bit indicates whether the timer is running, or if it has stopped.

Note that the timer should be stopped before making any changes to the timer control registers. The timer configuration should only be changed if TIMER*n*_RUNNING_STS = 0.

4.5.3.3 Interrupts and GPIO Output

The timer status is an input to the interrupt control circuit and can be used to trigger an interrupt event after the final count value is reached—see Section 4.9. Note that the interrupt does not occur immediately when the final count value is reached; the interrupt is triggered at the point when the next update to the timer count value would be due.

The timer status can be output directly on a GPIO pin as an external indication of the timer activity. See Section 4.10 to configure a GPIO pin for this function.

4.5.3.4 Timer Block Diagram and Control Registers

The timer block is shown in Fig. 4-28.

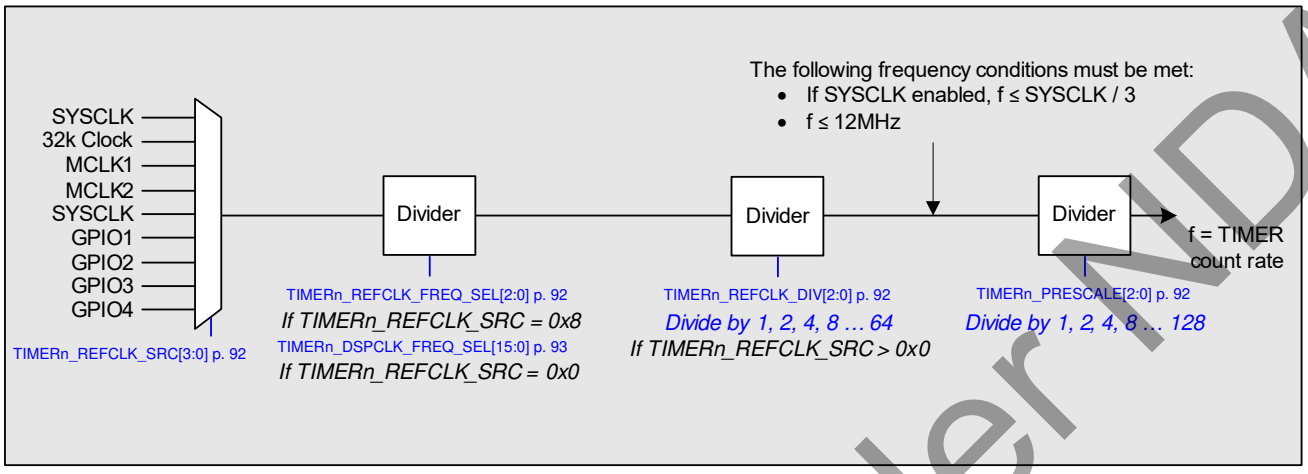


Figure 4-28. General-Purpose Timer

The timer control registers are described in Table 4-32.

Table 4-32. General-Purpose Timer (TIMER*n*) Control

Register Address	Bit	Label	Default	Description
Timer 1 Base Address = R1146880 (0x118000) Timer 2 Base Address = R1147136 (0x118100)				
base address TIMER*n*_CONTROL	21	TIMER*n*_CONT	0	Timer Continuous Mode select 0 = Single mode 1 = Continuous mode Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field
	20	TIMER*n*_DIR	0	Timer Count Direction 0 = Down 1 = Up Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field
	18:16	TIMER*n*_ PRESCALE[2:0]	000	Timer Count Rate Prescale 000 = Divide by 1 011 = Divide by 8 110 = Divide by 64 001 = Divide by 2 100 = Divide by 16 111 = Divide by 128 010 = Divide by 4 101 = Divide by 32 Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field
	14:12	TIMER*n*_ REFCLK_DIV[2:0]	000	Timer Reference Clock Divide (Not valid if TIMER*n*_REFCLK_SRC = 0x0). 000 = Divide by 1 011 = Divide by 8 110 = Divide by 64 001 = Divide by 2 100 = Divide by 16 111 = Divide by 128 010 = Divide by 4 101 = Divide by 32 If SYSCLK is enabled, and is not selected as clock source, the output frequency from this divider must be ≤ SYSCLK / 3, and ≤ 12 MHz. If SYSCLK is disabled, the output of this divider is used as clock reference for the event logger. In this case, the divider output corresponds to the frequency of event logging opportunities on the respective modules. Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field.
	10:8	TIMER*n*_ REFCLK_FREQ_ SEL[2:0]	000	Timer Reference Frequency Select (valid if TIMER*n*_REFCLK_SRC = 0x8) 000 = 6.144 MHz (5.6448 MHz) 010 = 24.576 MHz (22.5792 MHz) 001 = 12.288 MHz (11.2896 MHz) 011 = 49.152 MHz (45.1584 MHz) All other codes are reserved. The selected frequency must be less than or equal to the frequency of the source. Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field.
	3:0	TIMER*n*_ REFCLK_ SRC[3:0]	0x0	Timer Reference Source Select. Timer must be stopped (TIMER*n*_RUNNING_STS=0) when updating this field. 0x0 = SYSCLK 0xC = GPIO1 All other codes are reserved. 0x1 = 32 kHz clock 0xD = GPIO2 0x4 = MCLK1 0xE = GPIO3 0x8 = SYSCLK 0xF = GPIO4
base address + 0x04 TIMER*n*_COUNT_ PRESET	31:0	TIMER*n*_MAX_ COUNT[31:0]	0x0000 _0000	Timer Maximum Count. Final count value (when counting up). Starting count value (when counting down). Timer must be stopped (TIMER*n*_RUNNING_STS = 0) when updating this field.
base address + 0x0C TIMER*n*_START_ AND_STOP	4	TIMER*n*_STOP	0	Timer Stop Control Write 1 to stop.
	0	TIMER*n*_START	0	Timer Start Control Write 1 to start. If the timer is already running, it restarts from its initial value.
base address + 0x10 TIMER*n*_STATUS	0	TIMER*n*_ RUNNING_STS	0	Timer Running Status 0 = Timer stopped 1 = Timer running

Table 4-32. General-Purpose Timer (TIMER*n*) Control *(Cont.)*

Register Address	Bit	Label	Default	Description
base address + 0x14 TIMER*n*_COUNT_READBACK	31:0	TIMER*n*_CUR_COUNT[31:0]	0x0000	Timer Current Count value
base address + 0x18 TIMER*n*_DSP_CLOCK_CONFIG	15:0	TIMER*n*_DSPCLK_FREQ_SEL[15:0]	0x0000	Timer Reference Frequency Select (valid if TIMER*n*_REFCLK_SRC = 0x0) Coded as LSB = 1/64 MHz, Valid from 5.6 MHz to 148 MHz. The timer reference frequency must be less than or equal to the SYSCLK frequency. The timer reference is generated by division of SYSCLK, and may differ from the selected frequency. The timer reference frequency can be read from TIMER*n*_DSPCLK_FREQ_STS. Timer must be stopped (TIMER*n*_RUNNING_STS=0) when updating this field.
base address + 0x1C TIMER*n*_DSP_CLOCK_STATUS	15:0	TIMER*n*_DSPCLK_FREQ_STS[15:0]	0x0000	Timer Reference Frequency (Read only) Only valid if TIMER*n*_REFCLK_SRC = 0x0. Coded as LSB = 1/64 MHz.

4.5.4 DSP GPIO

The DSP GPIO function provides an advanced I/O capability, supporting enhanced flexibility for signal-processing applications.

4.5.4.1 Overview

The CS48L32 supports up to 16 GPIO pins, which can be assigned to application-specific functions. There are two dedicated GPIO pins; the remaining GPIOs are implemented as alternate functions to a pin-specific capability.

The GPIOs can be used to provide status outputs and control signals to external hardware; the supported functions include interrupt output, FLL clock output, and PWM-coded audio channels; see Section 4.10.

The GPIOs can support miscellaneous logic input and output, interfacing directly with the integrated DSP, or with the host application software. A basic level of I/O functionality is described in Section 4.10, under the configuration where GP*n*_FN = 0x001. The GP*n*_FN field selects the functionality for the respective pin, GPIO*n*.

The DSP GPIO pins are accessed using maskable sets of I/O control registers; this allows the selected combinations of GPIOs to be controlled with ease, regardless of how the allocation of GPIO pins has been implemented in hardware. In a typical use case, one GPIO mask is defined for each DSP function; this provides a highly efficient mechanism for the DSP to independently access the respective input and output signals.

4.5.4.2 DSP GPIO Control

The DSP GPIO function is selected by setting GP*n*_FN = 0x002 for the respective GPIO pin (where *n* identifies the applicable GPIO*n* pin).

Each DSP GPIO is controlled using bits that determine the direction (input/output) and the logic state (0/1) of the pin. These bits are replicated in eight control sets; each which can determine the logic level of any DSP GPIO.

Mask bits are provided within each control set, to determine which of the control sets has control of each DSP GPIO. To avoid logic contention, a DSP GPIO output must be controlled (unmasked) in a maximum of one control set at any time.

Note that write access to the direction control bits (DSPGP*n*_SET*x*_DIR) and level control bits (DSPGP*n*_SET*x*_LVL) is only valid when the channel (DSPGP*n*) is unmasked in the respective control set. Writes to these fields are implemented for the unmasked DSP GPIOs, and are ignored in respect of the masked DSP GPIOs. Note that the level control bits (DSPGP*n*_SET*x*_LVL) provide output level control only—they cannot be used to read the status of DSP GPIO inputs.

The logic level of the unmasked DSP GPIO outputs in any control set can be configured using a single register write. Writing to the output level control registers determines the logic level of the unmasked DSP GPIOs in that set only; all other outputs are unaffected.

DSP GPIO status bits are provided, indicating the logic level of every input or output pin that is configured as a DSP GPIO. The DSPGP*n*_STS bits also provide logic-level indication for any pin that is configured as a GPIO input, with GP*n*_FN = 0x001.Note that there is only one set of DSP GPIO status bits.

The status bits indicate the logic level of the DSP GPIO outputs. The respective pins are driven as outputs if configured as a DSP GPIO output, and unmasked in one of the control sets. Note that a DSP GPIO continues to be driven as an output, even if the mask bit is subsequently asserted in that set. The pin only ceases to be driven if it is configured as a DSP GPIO input and is unmasked in one of the control sets, or if the pin is configured as an input under a different GP*n*_FN field selection.

4.5.4.3 Common Functions to Standard GPIOs

The DSP GPIO functions are implemented alongside the standard GPIO capability, providing an alternative method of maskable I/O control for all of the GPIO pins. The DSP GPIO control bits in the register map are implemented in a manner that supports efficient read/write access for multiple GPIOs at once.

The DSP GPIO logic is shown in Fig. 4-29, which also shows the control fields relating to the standard GPIO.

The DSP GPIO function is selected by setting GP*n*_FN = 0x002 for the respective GPIO pin. Integrated pull-up and pull-down resistors are provided on each GPIO pin, which are also valid for DSP GPIO function. A bus keeper function is supported on the GPIO pins; this is enabled using the respective pull-up and pull-down control bits. The bus keeper function holds the logic level unchanged whenever the pin is undriven (e.g., if the signal is tristated). See Table 4-48 for details of the GPIO pull-up and pull-down control bits.

4.5.4.4 DSP GPIO Block Diagram and Control Registers

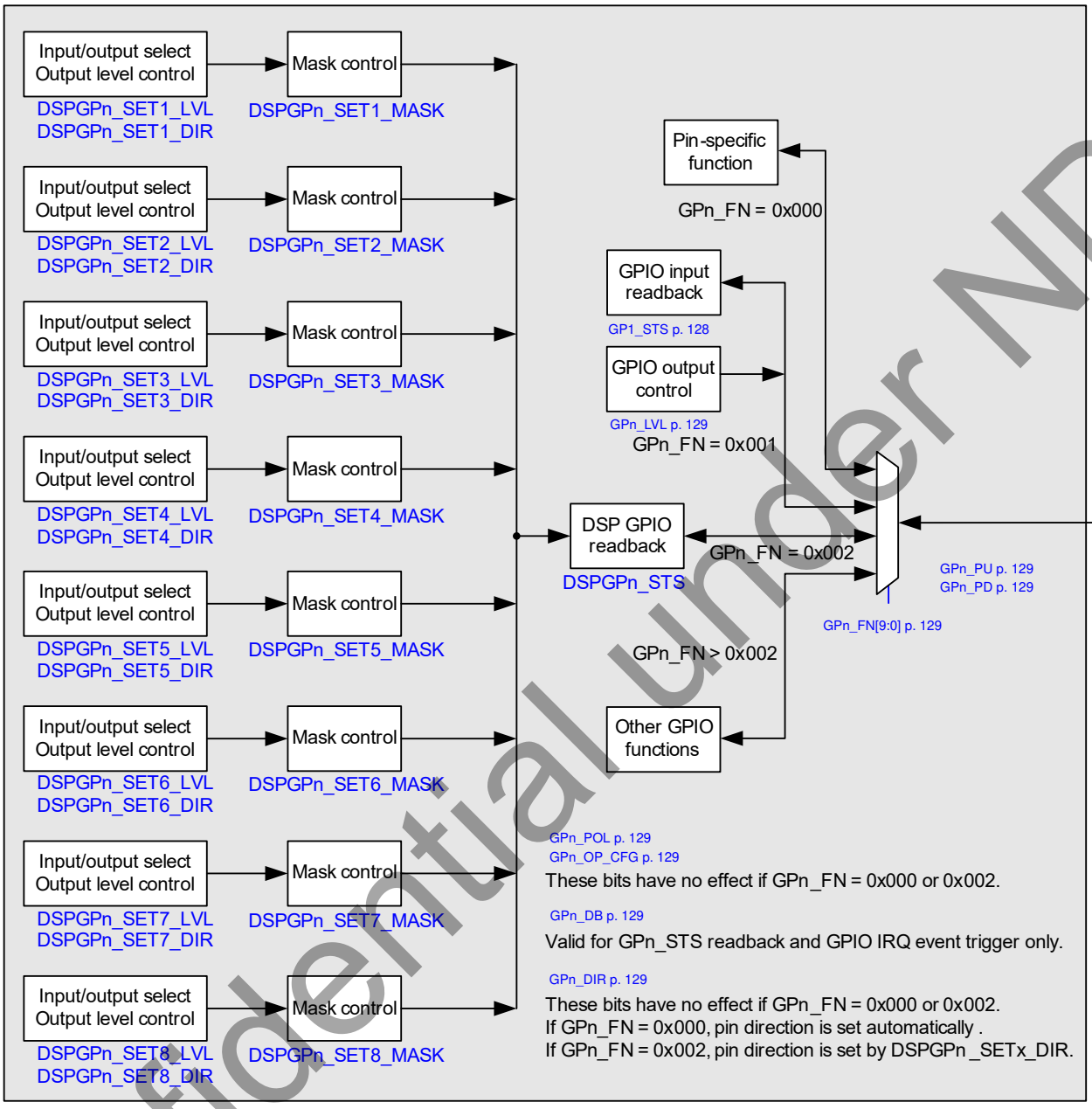


Figure 4-29. DSP GPIO Control

The control registers associated with the DSP GPIO are described in Table 4-33.

Table 4-33. DSP GPIO Control

Register Address	Bit	Label	Default	Description
R1167360 (0x11D000) DSPGP_STATUS1	15	DSPGP16_STS	0	DSPGP16 Status Valid for DSPGP input and output
	14	DSPGP15_STS	0	DSPGP15 Status
	13	DSPGP14_STS	0	DSPGP14 Status
	12	DSPGP13_STS	0	DSPGP13 Status
	11	DSPGP12_STS	0	DSPGP12 Status
	10	DSPGP11_STS	0	DSPGP11 Status
	9	DSPGP10_STS	0	DSPGP10 Status
	8	DSPGP9_STS	0	DSPGP9 Status
	7	DSPGP8_STS	0	DSPGP8 Status
	6	DSPGP7_STS	0	DSPGP7 Status
	5	DSPGP6_STS	0	DSPGP6 Status
	4	DSPGP5_STS	0	DSPGP5 Status
	3	DSPGP4_STS	0	DSPGP4 Status
	2	DSPGP3_STS	0	DSPGP3 Status
	1	DSPGP2_STS	0	DSPGP2 Status
	0	DSPGP1_STS	0	DSPGP1 Status
R1167424 (0x11D040) DSPGP_SET1_MASK1 R1167488 (0x11D080)	15	DSPGP16_SETn_MASK	1	DSP SETn GPIO16 Mask Control 0 = Unmasked, 1 = Masked A GPIO pin should be unmasked in a maximum of one SET at any time.
DSPGP_SET2_MASK1	14	DSPGP15_SETn_MASK	1	DSP SETn GPIO15 Mask Control
R1167552 (0x11D0C0)	13	DSPGP14_SETn_MASK	1	DSP SETn GPIO14 Mask Control
DSPGP_SET3_MASK1	12	DSPGP13_SETn_MASK	1	DSP SETn GPIO13 Mask Control
R1167616 (0x11D100)	11	DSPGP12_SETn_MASK	1	DSP SETn GPIO12 Mask Control
DSPGP_SET4_MASK1	10	DSPGP11_SETn_MASK	1	DSP SETn GPIO11 Mask Control
R1167680 (0x11D140)	9	DSPGP10_SETn_MASK	1	DSP SETn GPIO10 Mask Control
DSPGP_SET5_MASK1	8	DSPGP9_SETn_MASK	1	DSP SETn GPIO9 Mask Control
R1167744 (0x11D180)	7	DSPGP8_SETn_MASK	1	DSP SETn GPIO8 Mask Control
DSPGP_SET6_MASK1	6	DSPGP7_SETn_MASK	1	DSP SETn GPIO7 Mask Control
R1167808 (0x11D1C0)	5	DSPGP6_SETn_MASK	1	DSP SETn GPIO6 Mask Control
DSPGP_SET7_MASK1	4	DSPGP5_SETn_MASK	1	DSP SETn GPIO5 Mask Control
R1167872 (0x11D200)	3	DSPGP4_SETn_MASK	1	DSP SETn GPIO4 Mask Control
DSPGP_SET8_MASK1	2	DSPGP3_SETn_MASK	1	DSP SETn GPIO3 Mask Control
	1	DSPGP2_SETn_MASK	1	DSP SETn GPIO2 Mask Control
	0	DSPGP1_SETn_MASK	1	DSP SETn GPIO1 Mask Control
R1167440 (0x11D050) DSPGP_SET1_DIRECTION1	15	DSPGP16_SETn_DIR	1	DSP SETn GPIO16 Direction Control 0 = Output, 1 = Input
R1167504 (0x11D090)	14	DSPGP15_SETn_DIR	1	DSP SETn GPIO15 Direction Control
DSPGP_SET2_DIRECTION1	13	DSPGP14_SETn_DIR	1	DSP SETn GPIO14 Direction Control
R1167568 (0x11D0D0)	12	DSPGP13_SETn_DIR	1	DSP SETn GPIO13 Direction Control
DSPGP_SET3_DIRECTION1	11	DSPGP12_SETn_DIR	1	DSP SETn GPIO12 Direction Control
R1167632 (0x11D100)	10	DSPGP11_SETn_DIR	1	DSP SETn GPIO11 Direction Control
DSPGP_SET4_DIRECTION1	9	DSPGP10_SETn_DIR	1	DSP SETn GPIO10 Direction Control
R1167696 (0x11D150)	8	DSPGP9_SETn_DIR	1	DSP SETn GPIO9 Direction Control
DSPGP_SET5_DIRECTION1	7	DSPGP8_SETn_DIR	1	DSP SETn GPIO8 Direction Control
R1167760 (0x11D190)	6	DSPGP7_SETn_DIR	1	DSP SETn GPIO7 Direction Control
DSPGP_SET6_DIRECTION1	5	DSPGP6_SETn_DIR	1	DSP SETn GPIO6 Direction Control
R1167824 (0x11D1D0)	4	DSPGP5_SETn_DIR	1	DSP SETn GPIO5 Direction Control
DSPGP_SET7_DIRECTION1	3	DSPGP4_SETn_DIR	1	DSP SETn GPIO4 Direction Control
R1167888 (0x11D200)	2	DSPGP3_SETn_DIR	1	DSP SETn GPIO3 Direction Control
DSPGP_SET8_DIRECTION1	1	DSPGP2_SETn_DIR	1	DSP SETn GPIO2 Direction Control
	0	DSPGP1_SETn_DIR	1	DSP SETn GPIO1 Direction Control

Table 4-33. DSP GPIO Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R1167456 (0x11D060) DSPGP_SET1_LEVEL1	15	DSPGP16_SETn_LVL	0	DSP SETn GPIO16 Output Level 0 = Logic 0, 1 = Logic 1
R1167520 (0x11D0A0)	14	DSPGP15_SETn_LVL	0	DSP SETn GPIO15 Output Level
DSPGP_SET2_LEVEL1	13	DSPGP14_SETn_LVL	0	DSP SETn GPIO14 Output Level
R1167584 (0x11D0E0)	12	DSPGP13_SETn_LVL	0	DSP SETn GPIO13 Output Level
DSPGP_SET3_LEVEL1	11	DSPGP12_SETn_LVL	0	DSP SETn GPIO12 Output Level
R1167648 (0x11D120)	10	DSPGP11_SETn_LVL	0	DSP SETn GPIO11 Output Level
DSPGP_SET4_LEVEL1	9	DSPGP10_SETn_LVL	0	DSP SETn GPIO10 Output Level
R1167712 (0x11D160)	8	DSPGP9_SETn_LVL	0	DSP SETn GPIO9 Output Level
DSPGP_SET5_LEVEL1	7	DSPGP8_SETn_LVL	0	DSP SETn GPIO8 Output Level
R1167776 (0x11D1A0)	6	DSPGP7_SETn_LVL	0	DSP SETn GPIO7 Output Level
DSPGP_SET6_LEVEL1	5	DSPGP6_SETn_LVL	0	DSP SETn GPIO6 Output Level
R1167840 (0x11D1E0)	4	DSPGP5_SETn_LVL	0	DSP SETn GPIO5 Output Level
DSPGP_SET7_LEVEL1	3	DSPGP4_SETn_LVL	0	DSP SETn GPIO4 Output Level
R1167904 (0x11D220)	2	DSPGP3_SETn_LVL	0	DSP SETn GPIO3 Output Level
DSPGP_SET8_LEVEL1	1	DSPGP2_SETn_LVL	0	DSP SETn GPIO2 Output Level
	0	DSPGP1_SETn_LVL	0	DSP SETn GPIO1 Output Level

4.5.5 Quad SPI Master Interface

The CS48L32 incorporates a quad-SPI master interface, offering flexible capability to support external components such as flash-memory devices.

4.5.5.1 Overview

The SPI master interface (SPI2) supports high-speed data transfers to/from external components or accessories. It is ideally suited to controlling flash-memory components. The interface supports four slave-select ($\overline{SS}$) outputs and quad (four-bit) data input/output. High-bandwidth transfers are supported at clock (SCK) frequencies up to 24.576 MHz.

The interface supports write, read, and write-then-read commands, enabling compatibility with a wide variety of control protocols for external devices. In Host Mode, 64-byte data buffers are used to support continuous transfers (up to 4 GB) across the external interface. In DMA Mode, the interface transfers data to/from a configurable location within the register map; circular-buffer operation can be configured, accessing one region of address on a cyclic basis.

4.6 Audio Serial Port

The CS48L32 provides two audio serial ports, ASP1–ASP2. Each interface is independently configurable on the respective transmit (TX) and receive (RX) paths. ASP1 supports up to eight channels of input and output signal paths; ASP2 supports up to four channels of input and output signal paths.

The data sources for the audio serial port transmit (TX) paths can be selected from any of the CS48L32 input signal paths, or from the digital-core processing functions. The audio serial port receive (RX) paths can be selected as inputs to any of the digital-core processing functions or digital-core outputs. See Section 4.3 for details of the digital-core routing options.

The ASPs provide flexible connectivity for multiple processors and other audio devices. Typical connections include applications processor, baseband processor, and wireless transceiver. A typical configuration is shown in Fig. 4-30.

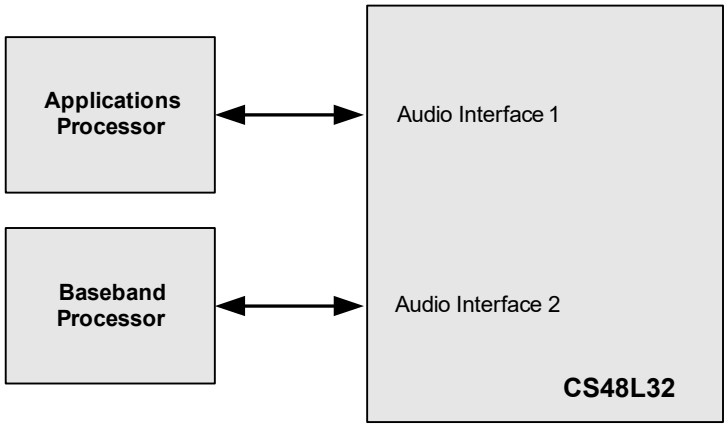


Figure 4-30. Typical ASP Connections

In the general case, the ASP uses four pins:

- DOUT: data output
- DIN: data input
- BCLK: bit clock, for synchronization
- FSYNC: left/right data-alignment clock

In Master Mode, the clock signals BCLK and FSYNC are outputs from the CS48L32. In Slave Mode, these signals are inputs, as shown in Section 4.6.1.

The following interface formats are supported on ASP1–ASP2:

- TDM 0
- TDM 1
- I²S
- Left-justified
- TDM 1.5

The left-justified, TDM 0, and TDM 1.5 formats are valid in Master Mode only (i.e., BCLK and FSYNC are outputs from the CS48L32). These modes cannot be supported in Slave Mode.

The ASP interface formats are described in Section 4.6.2. The bit order is MSB-first in each case; data words are encoded in 2's complement (signed, fixed-point) format. Mono PCM operation can be supported using the TDM modes. Refer to Table 3-15 through Table 3-17 for signal timing information.

4.6.1 Master and Slave Mode Operation

The CS48L32 audio serial ports can operate as a master or slave, as shown in Fig. 4-31 and Fig. 4-32. The associated control bits are described in Section 4.7. Note that the BCLK and FSYNC signals are independently configurable as inputs or outputs, enabling mixed master/slave operation.

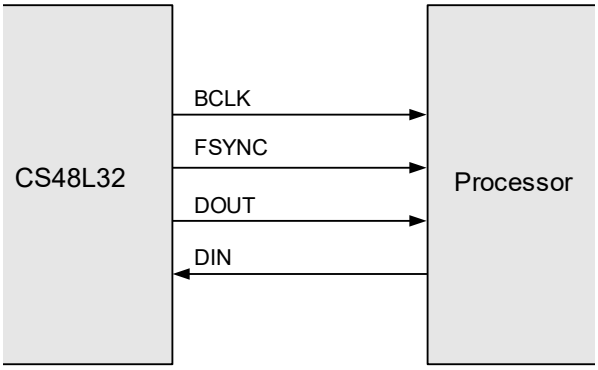


Figure 4-31. Master Mode

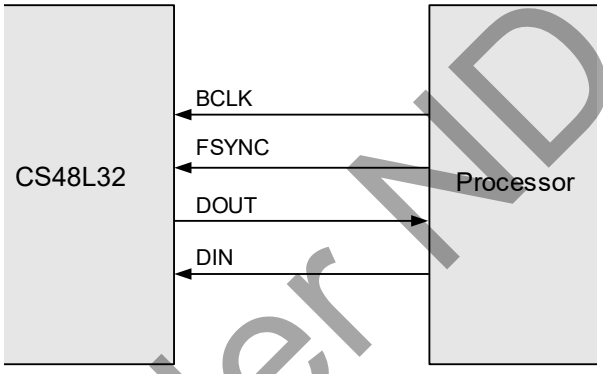


Figure 4-32. Slave Mode

4.6.2 Audio Data Formats

The CS48L32 audio serial ports can be configured to operate in I²S, left-justified, TDM 0, TDM 1, or TDM 1.5 interface modes. Note that left-justified, TDM 0, and TDM 1.5 modes are valid in Master Mode only (i.e., BCLK and FSYNC are outputs from the CS48L32).

The ASPs also provide flexibility to support multiple slots of audio data within each FSYNC frame. This flexibility allows multiple audio channels to be supported within a single FSYNC frame.

The data formats described in this section are generic descriptions, assuming only one stereo pair of audio samples per FSYNC frame. In these cases, the ASP is configured to transmit (or receive) in the first available position in each frame (i.e., the Slot 0 position). The options for multichannel operation are described in Section 4.6.3.

The audio data modes supported by the CS48L32 are described as follows. Note that the polarity of the BCLK and FSYNC signals can be inverted if required; unless otherwise noted, the following descriptions assume the default, noninverted polarity of these signals.

- In TDM modes, the left channel MSB is available 0, 1, or 1.5 BCLK cycles following a rising edge of FSYNC. Right-channel data immediately follows left channel data. Depending on word length, BCLK frequency, and sample rate, there may be unused BCLK cycles between the LSB of the right channel data and the next sample.

  In Master Mode, the FSYNC output resembles the frame pulse shown in Fig. 4-33 through Fig. 4-35. In Slave Mode, it is possible to use any length of frame pulse less than 1/Fs, providing the falling edge of the frame pulse occurs at least one BCLK period before the rising edge of the next frame pulse.

  TDM mode is suited to mono PCM operation—data that is output at the start of the FSYNC frame is read as mono data by the receiving equipment. Mono PCM data received by the CS48L32 can be routed and mixed with stereo signal paths using the control fields described in Section 4.3.

TDM 0 Mode data format is shown in Fig. 4-33.

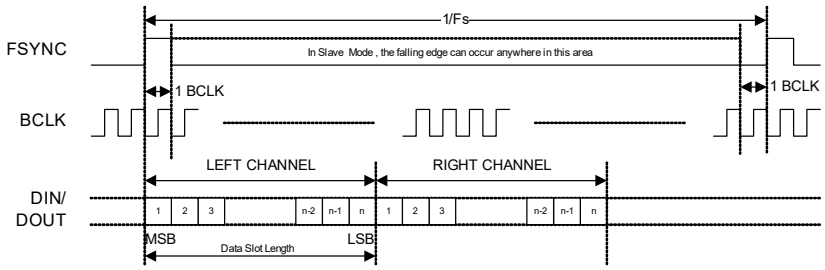


Figure 4-33. TDM 0 Data Format

TDM 1 Mode data format is shown in Fig. 4-34.

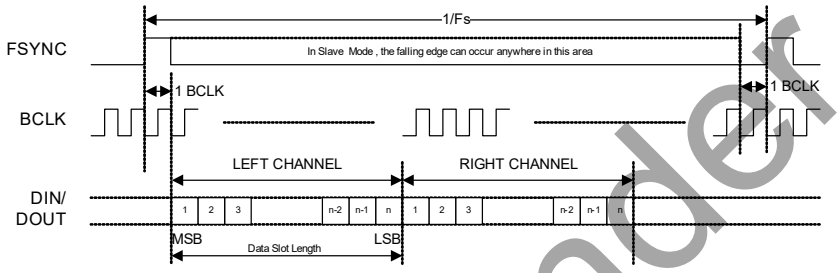


Figure 4-34. TDM 1 Data Format

TDM 1.5 Mode data format is shown in Fig. 4-34. Note that, in TDM 1.5 Mode, the BCLK polarity must be inverted, as shown.

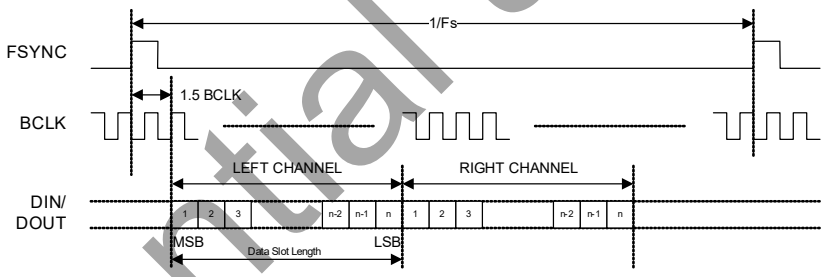


Figure 4-35. TDM 1.5 Data Format

- In I²S Mode, the MSB is available on the second rising edge of BCLK following a FSYNC transition. The other bits up to the LSB are then transmitted in order. Depending on word length, BCLK frequency, and sample rate, there may be unused BCLK cycles between the LSB of one sample and the MSB of the next.

  I²S Mode data format is shown in Fig. 4-36.

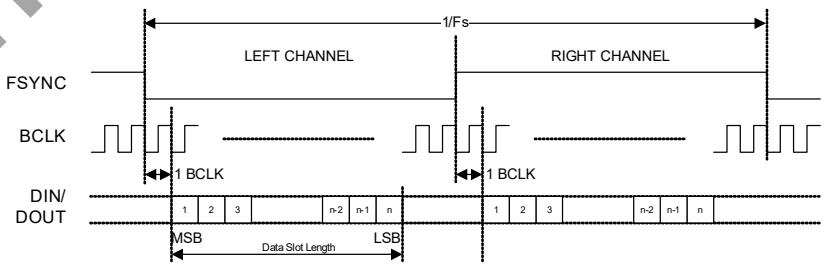


Figure 4-36. I²S Data Format

- In Left-Justified Mode, the MSB is available on the first rising edge of BCLK following a FSYNC transition. The other bits up to the LSB are then transmitted in order. Depending on word length, BCLK frequency, and sample rate, there may be unused BCLK cycles before each FSYNC transition.

Left-Justified Mode data format is shown in Fig. 4-37.

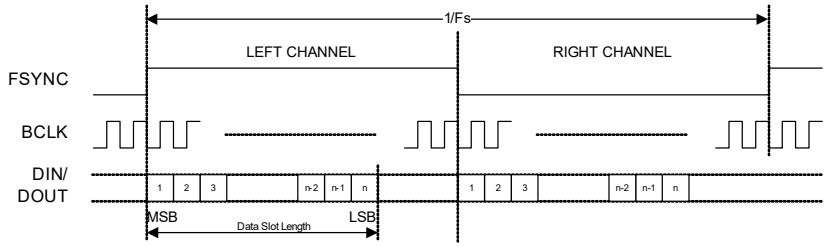


Figure 4-37. Left-Justified Data Format

4.6.3 ASP Time-Slot Configuration

Multichannel operation is supported on ASP1–ASP2, with up to eight channels of input and output on ASP1, and up to four channels of input and output on ASP2. A high degree of flexibility is provided to define the position of the audio samples within each FSYNC frame; the audio channel samples may be arranged in any order within the frame. Note that, on each interface, all input and output channels must operate at the same sample rate (Fs).

Each audio channel can be enabled or disabled independently on the transmit (TX) and receive (RX) signal paths. For each enabled channel, the audio samples are assigned to one time slot within the FSYNC frame.

In TDM modes, the time slots are ordered consecutively from the start of the FSYNC frame. In I²S and left-justified modes, the even-numbered time slots are arranged in the first half of the FSYNC frame, and the odd-numbered time slots are arranged in the second half of the frame.

The time slots are assigned independently for the transmit (TX) and receive (RX) signal paths. There is no requirement to assign every available time slot to an audio sample; slots may be left unused, if desired. Care is required, however, to ensure that no time slot is allocated to more than one audio channel.

The number of BCLK cycles within a slot is configurable; this is the slot length. The number of valid data bits within a slot is also configurable; this is the word length. The number of BCLK cycles per FSYNC frame must be configured; it must be ensured that there are enough BCLK cycles within each FSYNC frame to transmit or receive all of the enabled audio channels.

Examples of the ASP time-slot configurations are shown in Fig. 4-38 through Fig. 4-40.

Fig. 4-38 shows an example of TDM 1 Mode data format. Four enabled audio channels are shown, allocated to time slots 0 through 3.

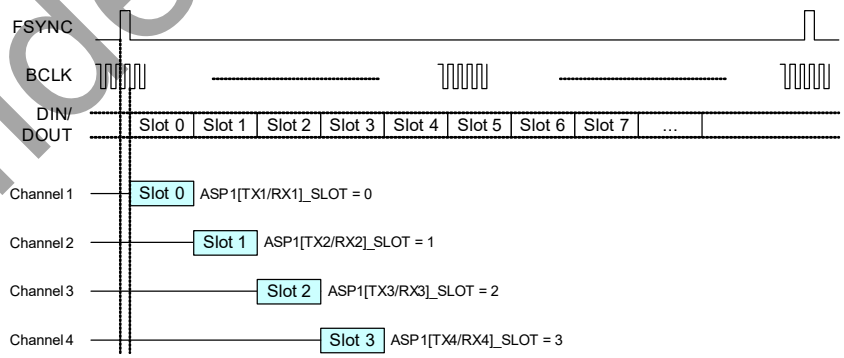


Figure 4-38. TDM 1 Mode Example

Fig. 4-39 shows an example of I²S format. Four enabled channels are shown, allocated to time slots 0 through 3.

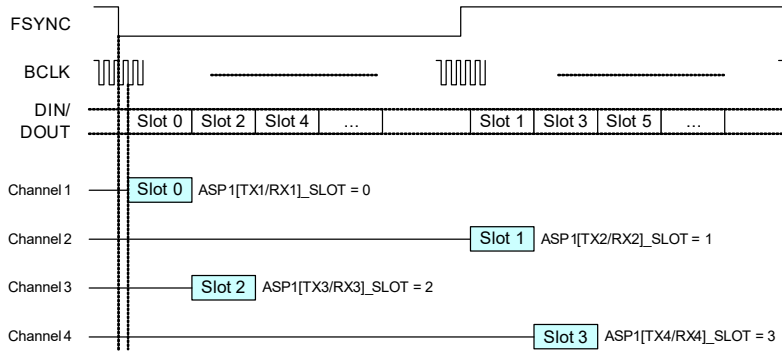


Figure 4-39. I²S Example

Fig. 4-40 shows an example of left-justified format. Six enabled channels are shown.

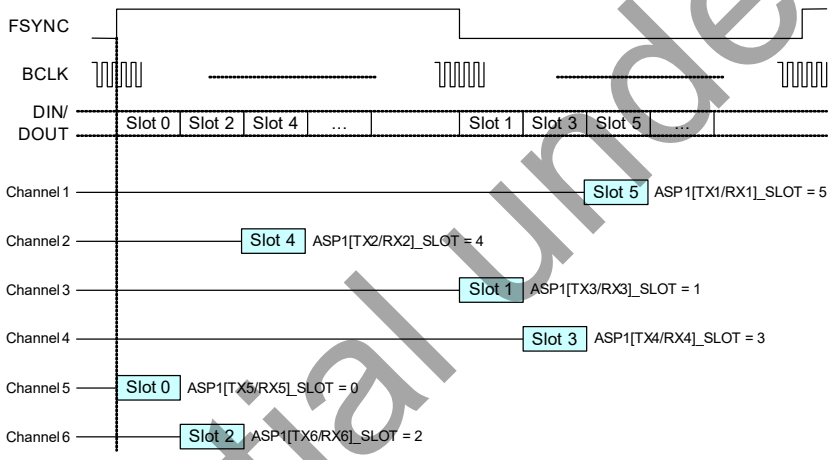


Figure 4-40. Left-Justified Example

4.6.4 ASP Operation Between Three or More Devices

The ASP operation described in Section 4.6.3 illustrates how multiple audio channels can be interleaved on a single DIN or DOUT pin. The interface allocates time slots, for use by each audio channel in turn. This configuration is implemented between two devices using the electrical connections shown Fig. 4-31 and Fig. 4-32.

It is also possible for the ASPs to operate between three or more devices. This allows one codec to transmit or receive audio data between two other devices simultaneously on a single ASP, as shown in Fig. 4-41, Fig. 4-42, and Fig. 4-43.

The CS48L32 provides full support for ASP operation between multiple devices. The DOUT pin can be tristated when not transmitting data, in order to allow other devices to transmit on the same wire. The behavior of the DOUT pin is configurable, to allow maximum flexibility to interface with other devices in this way.

Typical configurations of ASP operation between three devices are shown in Fig. 4-41, Fig. 4-42, and Fig. 4-43.

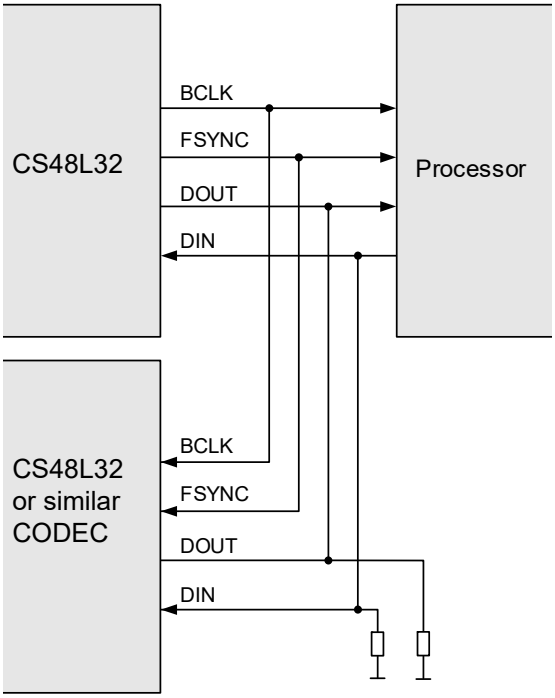


Figure 4-41. ASP Operation with CS48L32 as Master

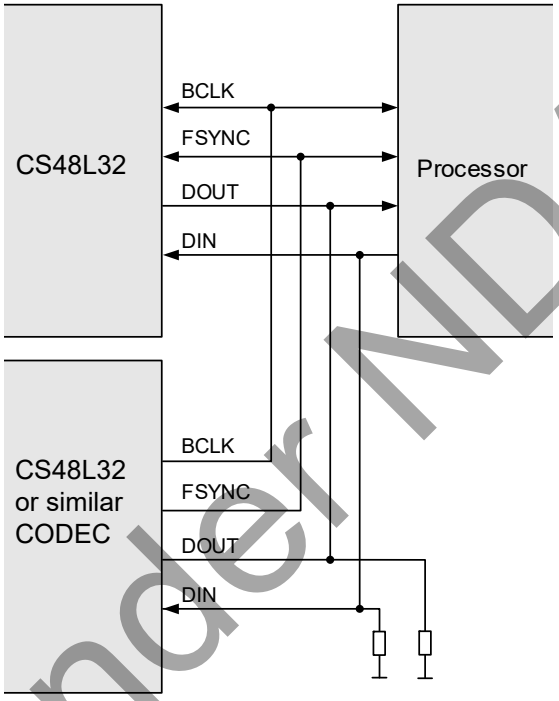


Figure 4-42. ASP Operation with Other Codec as Master

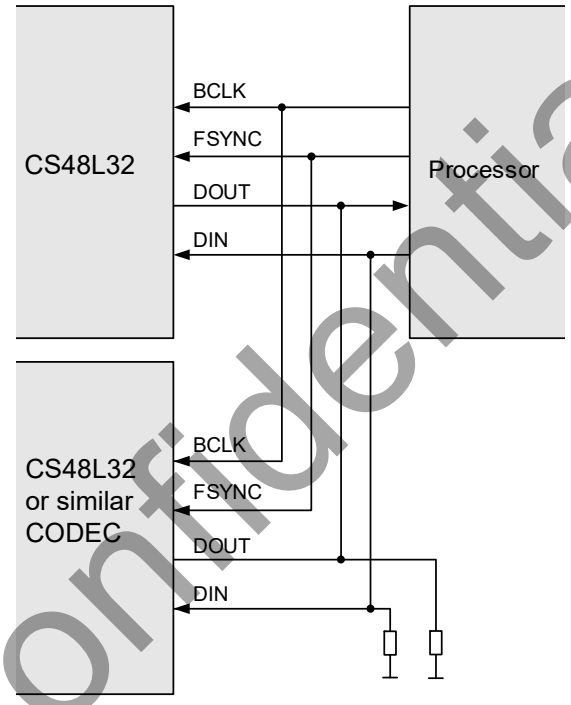


Figure 4-43. ASP Operation with Processor as Master

4.7 Audio Serial Port Control

This section describes the configuration of the ASP signal paths.

ASP1 supports up to eight input signal paths and up to eight output signal paths. ASP2 supports up to four input signal paths and up to four output signal paths. The ASPs can be configured as master or slave interfaces; mixed master/slave configurations are also possible.

Each input and output signal path can be independently enabled or disabled. The ASP output (TX) and ASP input (RX) paths use shared BCLK and FSYNC control signals. The ASPs support flexible data formats, selectable word length, configurable time-slot allocations, and data-output (DOUT) tristate control.

The ASP interfaces provide full support for 32-bit data words (input and output). Audio data samples up to 32 bits can be routed to the ASP paths. Note that other signal paths and signal-processing blocks within the digital core are limited to 24-bit data length; data samples are truncated to 24-bit length if they are routed through any function that does not support 32-bit data words.

The audio serial ports can be reconfigured on-the-fly (i.e., while input/output channels are enabled), though some restrictions must be observed. Care is required to ensure that any on-the-fly reconfiguration does not cause corruption to the active signal paths.

4.7.1 ASP Sample-Rate Control

The ASP RX inputs may be selected as input to the digital mixers or signal-processing functions within the CS48L32 digital core. The ASP TX outputs are derived from the respective output mixers.

The sample rate for each audio serial port ASP*n* is configured using the respective ASP*n*_RATE field—see Table 4-21. The ASP supports on-the-fly changes to the sample-rate selection, but seamless transition of active channels is not possible.

Note that sample-rate conversion is required when routing the ASP paths to any signal chain that is configured for a different sample rate.

4.7.2 ASP Pin Configuration

The external connections associated with each ASP are implemented on multifunction GPIO pins, which must be configured for the respective ASP functions when required. The ASP connections are pin-specific alternative functions available on specific GPIO pins. See Section 4.10 to configure the GPIO pins for ASP operation.

The CS48L32 supports configurable drive-strength control for the digital-output pins. The drive strength of the ASP1–ASP2 output pins is configured using the respective GPIO control fields described in Table 4-48.

Integrated pull-up and pull-down resistors can be enabled on the ASP*n*_FSYNC, ASP*n*_BCLK and ASP*n*_DIN pins. This is provided as part of the GPIO functionality, and provides a flexible capability for interfacing with other devices. The CS48L32 also provides a bus-keeper function on the GPIO pins; the bus-keeper holds the logic level unchanged whenever the pin is undriven (e.g., if the signal is tristated)—see Section 4.10 for further details.

4.7.3 ASP Master/Slave Control

The audio serial ports can operate in master or slave modes and also in mixed master/slave configurations. In Master Mode, the BCLK and FSYNC signals are generated by the CS48L32 when any of the respective audio serial port channels is enabled. In Slave Mode, the BCLK and FSYNC pins are configured as inputs, to allow another device to drive the respective signals.

The BCLK master/slave configuration is set as follows:

- Master Mode is selected on the ASP*n*_BCLK pin by setting ASP*n*_BCLK_MSTR. In Master Mode, the ASP*n*_BCLK signal is generated by the CS48L32 if one or more ASP*n* channels is enabled.
- If the ASP*n*_BCLK_FRC bit is set in BCLK Master Mode, the ASP*n*_BCLK signal is output at all times, including when none of the ASP*n* channels is enabled.
- The ASP*n*_BCLK signal can be inverted in master or slave modes using the ASP*n*_BCLK_INV bit.

Note: BCLK inversion must be enabled (ASP*n*_BCLK_INV = 1) if TDM 1.5 Mode is selected.

The FSYNC master/slave configuration is set as follows:

- Master Mode is selected on the ASP*n*_FSYNC pin by setting ASP*n*_FSYNC_MSTR. In Master Mode, the ASP*n*_FSYNC signal is generated by the CS48L32 if one or more ASP*n* channels is enabled.
- If ASP*n*_FSYNC_FRC is set in FSYNC Master Mode, the ASP*n*_FSYNC signal is output at all times, including when none of the ASP*n* channels is enabled. Note that ASP*n*_FSYNC is derived from ASP*n*_BCLK, and an internal or external ASP*n*_BCLK signal must be present to generate ASP*n*_FSYNC.
- The ASP*n*_FSYNC signal can be inverted in master or slave modes using the ASP*n*_FSYNC_INV bit.

The ASP master/slave control registers are described in Table 4-34. Note that all ASP*n* channels should be disabled when changing the master/slave configuration of the respective ASP.

Table 4-34. ASP Master/Slave Control

Register Address	Bit	Label	Default	Description
R24584 (0x6008) ASP1_CONTROL2	6	ASP1_BCLK_INV	0	ASP1 Audio Serial Port BCLK Invert 0 = ASP1_BCLK not inverted 1 = ASP1_BCLK inverted
	5	ASP1_BCLK_FRC	0	ASP1 Audio Serial Port BCLK Output Control 0 = Normal 1 = ASP1_BCLK always enabled in Master Mode
	4	ASP1_BCLK_MSTR	0	ASP1 Audio Serial Port BCLK Master Select 0 = ASP1_BCLK Slave Mode 1 = ASP1_BCLK Master Mode
	2	ASP1_FSYNC_INV	0	ASP1 Audio Serial Port FSYNC Invert 0 = ASP1_FSYNC not inverted 1 = ASP1_FSYNC inverted
	1	ASP1_FSYNC_FRC	0	ASP1 Audio Serial Port FSYNC Output Control 0 = Normal 1 = ASP1_FSYNC always enabled in Master Mode
	0	ASP1_FSYNC_MSTR	0	ASP1 Audio Serial Port FSYNC Master Select 0 = ASP1_FSYNC Slave Mode 1 = ASP1_FSYNC Master Mode
R24712 (0x6088) ASP2_CONTROL2	6	ASP2_BCLK_INV	0	ASP2 Audio Serial Port BCLK Invert 0 = ASP2_BCLK not inverted 1 = ASP2_BCLK inverted
	5	ASP2_BCLK_FRC	0	ASP2 Audio Serial Port BCLK Output Control 0 = Normal 1 = ASP2_BCLK always enabled in Master Mode
	4	ASP2_BCLK_MSTR	0	ASP2 Audio Serial Port BCLK Master Select 0 = ASP2_BCLK Slave Mode 1 = ASP2_BCLK Master Mode
	2	ASP2_FSYNC_INV	0	ASP2 Audio Serial Port FSYNC Invert 0 = ASP2_FSYNC not inverted 1 = ASP2_FSYNC inverted
	1	ASP2_FSYNC_FRC	0	ASP2 Audio Serial Port FSYNC Output Control 0 = Normal 1 = ASP2_FSYNC always enabled in Master Mode
	0	ASP2_FSYNC_MSTR	0	ASP2 Audio Serial Port FSYNC Master Select 0 = ASP2_FSYNC Slave Mode 1 = ASP2_FSYNC Master Mode

4.7.4 ASP Signal Path Enable

The ASP1 interface supports up to eight input (RX) channels and up to eight output (TX) channels. The ASP2 interface supports up to four input (RX) channels and up to four output (TX) channels. Each channel is enabled or disabled using the bits defined in Table 4-35.

The system clock, SYSCLK, must be configured and enabled before any audio path is enabled. See Section 4.8 for details of the system clocks.

The audio serial ports can be reconfigured on-the-fly (i.e., while input/output channels are enabled), though some restrictions must be observed, as noted in the respective functional descriptions. Care is required to ensure that any on-the-fly reconfiguration does not cause corruption to the active signal paths.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the commanded signal paths and processing functions. If the frequency is too low, an attempt to enable an ASP signal path fails. Note that active signal paths are not affected under such circumstances.

The ASP signal-path-enable registers are described in Table 4-35.

Table 4-35. ASP Signal Path Enable

Register Address	Bit	Label	Default	Description
R24576 (0x6000) ASP1_ENABLES1	23	ASP1_RX8_EN	0	ASP1 Audio Serial Port RX Channel *n* Enable
	22	ASP1_RX7_EN	0	0 = Disabled
	21	ASP1_RX6_EN	0	1 = Enabled
	20	ASP1_RX5_EN	0	
	19	ASP1_RX4_EN	0	
	18	ASP1_RX3_EN	0	
	17	ASP1_RX2_EN	0	
	16	ASP1_RX1_EN	0	
	7	ASP1_TX8_EN	0	ASP1 Audio Serial Port TX Channel *n* Enable
	6	ASP1_TX7_EN	0	0 = Disabled
	5	ASP1_TX6_EN	0	1 = Enabled
	4	ASP1_TX5_EN	0	
	3	ASP1_TX4_EN	0	
	2	ASP1_TX3_EN	0	
	1	ASP1_TX2_EN	0	
	0	ASP1_TX1_EN	0	
R24704 (0x6080) ASP2_ENABLES1	19	ASP2_RX4_EN	0	ASP2 Audio Serial Port RX Channel *n* Enable
	18	ASP2_RX3_EN	0	0 = Disabled
	17	ASP2_RX2_EN	0	1 = Enabled
	16	ASP2_RX1_EN	0	
	3	ASP2_TX4_EN	0	ASP2 Audio Serial Port TX Channel *n* Enable
	2	ASP2_TX3_EN	0	0 = Disabled
	1	ASP2_TX2_EN	0	1 = Enabled
	0	ASP2_TX1_EN	0	

4.7.5 ASP BCLK and FSYNC Control

The ASP*n*_FSYNC frequency is configured using ASP*n*_RATE (see Table 4-21). This field selects one of up to four sample rates as described in Section 4.8.2. The four available sample rates are configured using SAMPLE_RATE_*n* (where *n* = 1, 2, 3, or 4).

The ASP*n*_BCLK frequency is configured using ASP*n*_BCLK_FREQ, as described in Table 4-36. Note that the BCLK frequency must be configured if ASP*n*_BCLK_MSTR = 1 or ASP*n*_FSYNC_MSTR = 1. In Slave Mode (ASP*n*_BCLK_MSTR = 0 and ASP*n*_FSYNC_MSTR = 0), the ASP*n*_BCLK_FREQ field is not used.

Note that, if BCLK_MSTR = 1, the selected ASP*n*_BCLK frequency must be less than or equal to SYSCLK / 2. See Section 4.8 for details of SYSCLK and the associated control registers.

Note that all ASP*n* channels should be disabled when changing the BCLK frequency of the respective ASP.

Table 4-36. ASP BCLK Control

Register Address	Bit	Label	Default	Description		
R24580 (0x6004) ASP1_ CONTROL1	5:0	ASP1_BCLK_ FREQ[5:0]	0x28	ASP1_BCLK Rate		
				0x0C = 128 kHz	0x15 = 768 kHz	0x26 = 5.6448 MHz
				0x0D = 176.4 kHz	0x17 = 1.024 MHz	0x28 = 6.144 MHz
				0x0E = 192 kHz	0x19 = 1.4112 MHz	0x2F = 8.192 MHz
				0x0F = 256 kHz	0x1B = 1.536 MHz	0x31 = 11.2896 MHz
				0x10 = 352.8 kHz	0x1D = 2.048 MHz	0x33 = 12.288 MHz
				0x11 = 384 kHz	0x1F = 2.8824 MHz	0x39 = 22.5792 MHz
				0x12 = 512 kHz	0x21 = 3.072 MHz	0x3B = 24.576 MHz
				0x13 = 705.6 kHz	0x24 = 4.096 MHz	All other codes are reserved
R24708 (0x6084) ASP2_ CONTROL1	5:0	ASP2_BCLK_ FREQ[5:0]	0x28	ASP2_BCLK Rate		
				0x0C = 128 kHz	0x15 = 768 kHz	0x26 = 5.6448 MHz
				0x0D = 176.4 kHz	0x17 = 1.024 MHz	0x28 = 6.144 MHz
				0x0E = 192 kHz	0x19 = 1.4112 MHz	0x2F = 8.192 MHz
				0x0F = 256 kHz	0x1B = 1.536 MHz	0x31 = 11.2896 MHz
				0x10 = 352.8 kHz	0x1D = 2.048 MHz	0x33 = 12.288 MHz
				0x11 = 384 kHz	0x1F = 2.8824 MHz	0x39 = 22.5792 MHz
				0x12 = 512 kHz	0x21 = 3.072 MHz	0x3B = 24.576 MHz
				0x13 = 705.6 kHz	0x24 = 4.096 MHz	All other codes are reserved

4.7.6 ASP Digital Audio Data Control

The fields controlling the audio data format, word length, and slot configurations for ASP1–ASP2 are described in Table 4-37 and Table 4-38 respectively.

The ASP*n* data format is configured using ASP*n*_FMT. Note that left-justified, TDM 0, and TDM 1.5 modes are valid in Master Mode only (i.e., BCLK and FSYNC are outputs from the CS48L32). BCLK inversion must be enabled (ASP*n*_BCLK_INV = 1) if TDM 1.5 Mode is selected.

The ASP*n* slot width is the number of BCLK cycles in each time slot within the overall FSYNC frame. This is configured using the ASP*n*_TX*m*_WIDTH and ASP*n*_RX*m*_WIDTH fields. In typical use cases, the slot width is equal to the data width (i.e., number of data bits per sample).

The data width (number of valid data bits within each time slot) is configurable using ASP*n*_TX*m*_WL and ASP*n*_RX*m*_WL. If the data width is less than the slot width, there are unused BCLK cycles at the end of each time slot; the unused data bits in these cycles are set to 0 on the TX paths and are ignored on the RX paths.

For each ASP input (RX) and ASP output (TX) channel, the position of the audio data sample within the FSYNC frame is configurable. The x_SLOT fields define the time-slot position of the audio sample for the associated audio channel. Valid selections are Slot 0 upwards. The time slots are numbered as shown in Fig. 4-38 through Fig. 4-40.

Note that, in TDM modes, the time slots are ordered consecutively from the start of the FSYNC frame. In I²S and left-justified modes, the even-numbered time slots are arranged in the first half of the FSYNC frame, and the odd-numbered time slots are arranged in the second half of the frame.

The ASP1 data control fields are described in Table 4-37. Note that all ASP*n* channels should be disabled when changing the ASP*n* data format. The slot-configuration fields can be updated on-the-fly, subject to the conditions noted in Table 4-37.

Table 4-37. ASP1 Digital Audio Data Control

Register Address	Bit	Label	Default	Description
R24584 (0x6008) ASP1_CONTROL2	31:24	ASP1_RX_WIDTH[7:0]	0x18	ASP1 RX Slot Width (Number of BCLK cycles per slot) Integer (LSB = 1); Valid from 16 to 128. All ASP1 RX channels must be disabled when writing to this field.
	23:16	ASP1_TX_WIDTH[7:0]	0x18	ASP1 TX Slot Width (Number of BCLK cycles per slot) Integer (LSB = 1); Valid from 16 to 128. All ASP1 TX channels must be disabled when writing to this field.
	10:8	ASP1_FMT[2:0]	010	ASP1 Audio Serial Port Format 000 = TDM 1 Mode 001 = TDM 0 Mode 010 = I²S Mode 011 = Left-Justified Mode 100 = TDM 1.5 Mode Other codes are reserved. All ASP1 channels must be disabled when writing to this field.
R24592 (0x6010) ASP1_FRAME_ CONTROL1	29:24	ASP1_TX4_SLOT[5:0]	0x3	ASP1 TX Channel n Slot position Defines the TX time slot position of the Channel n audio sample. Integer (LSB=1); Valid from 0 to 63. TX Channel n must be disabled when configuring the respective slot-position field.
	21:16	ASP1_TX3_SLOT[5:0]	0x2	
	13:8	ASP1_TX2_SLOT[5:0]	0x1	
	5:0	ASP1_TX1_SLOT[5:0]	0x0	
R24596 (0x6014) ASP1_FRAME_ CONTROL2	29:24	ASP1_TX8_SLOT[5:0]	0x7	
	21:16	ASP1_TX7_SLOT[5:0]	0x6	
	13:8	ASP1_TX6_SLOT[5:0]	0x5	
	5:0	ASP1_TX5_SLOT[5:0]	0x4	
R24608 (0x6020) ASP1_FRAME_ CONTROL5	29:24	ASP1_RX4_SLOT[5:0]	0x3	ASP1 RX Channel n Slot position Defines the RX time slot position of the Channel n audio sample. Integer (LSB=1); Valid from 0 to 63. RX Channel n must be disabled when configuring the respective slot-position field.
	21:16	ASP1_RX3_SLOT[5:0]	0x2	
	13:8	ASP1_RX2_SLOT[5:0]	0x1	
	5:0	ASP1_RX1_SLOT[5:0]	0x0	
R24612 (0x6024) ASP1_FRAME_ CONTROL6	29:24	ASP1_RX8_SLOT[5:0]	0x7	
	21:16	ASP1_RX7_SLOT[5:0]	0x6	
	13:8	ASP1_RX6_SLOT[5:0]	0x5	
	5:0	ASP1_RX5_SLOT[5:0]	0x4	
R24624 (0x6030) ASP1_DATA_ CONTROL1	5:0	ASP1_TX_WL[5:0]	0x20	ASP1 TX Data Width (Number of valid data bits per slot) Integer (LSB = 1); Valid from 16 to 32. All ASP1 TX channels must be disabled when writing to this field.
R24640 (0x6040) ASP1_DATA_ CONTROL5	5:0	ASP1_RX_WL[5:0]	0x20	ASP1 RX Data Width (Number of valid data bits per slot) Integer (LSB = 1); Valid from 16 to 32. All ASP1 RX channels must be disabled when writing to this field.

The ASP2 data control fields are described in Table 4-38.

Table 4-38. ASP2 Digital Audio Data Control

Register Address	Bit	Label	Default	Description
R24712 (0x6088) ASP2_CONTROL2	31:24	ASP2_RX_WIDTH[7:0]	0x18	ASP2 RX Slot Width (Number of BCLK cycles per slot) Integer (LSB = 1); Valid from 16 to 128. All ASP2 RX channels must be disabled when writing to this field.
	23:16	ASP2_TX_WIDTH[7:0]	0x18	ASP2 TX Slot Width (Number of BCLK cycles per slot) Integer (LSB = 1); Valid from 16 to 128. All ASP2 TX channels must be disabled when writing to this field.
	10:8	ASP2_FMT[2:0]	010	ASP2 Audio Serial Port Format 000 = TDM 1 Mode 001 = TDM 0 Mode 010 = I²S Mode 011 = Left-Justified Mode 100 = TDM 1.5 Mode Other codes are reserved.
R24720 (0x6090) AS2_FRAME_ CONTROL1	29:24	ASP2_TX4_SLOT[5:0]	0x3	ASP2 TX Channel n Slot position Defines the TX time slot position of the Channel n audio sample. Integer (LSB=1); Valid from 0 to 63. TX Channel n must be disabled when configuring the respective slot-position field.
	21:16	ASP2_TX3_SLOT[5:0]	0x2	
	13:8	ASP2_TX2_SLOT[5:0]	0x1	
	5:0	ASP2_TX1_SLOT[5:0]	0x0	
R24736 (0x60A0) ASP2_FRAME_ CONTROL5	29:24	ASP2_RX4_SLOT[5:0]	0x3	ASP2 RX Channel n Slot position Defines the RX time slot position of the Channel n audio sample. Integer (LSB=1); Valid from 0 to 63. RX Channel n must be disabled when configuring the respective slot-position field.
	21:16	ASP2_RX3_SLOT[5:0]	0x2	
	13:8	ASP2_RX2_SLOT[5:0]	0x1	
	5:0	ASP2_RX1_SLOT[5:0]	0x0	
R24752 (0x60B0) ASP2_DATA_ CONTROL1	5:0	ASP2_TX_WL[5:0]	0x20	ASP2 TX Data Width (Number of valid data bits per slot) Integer (LSB = 1); Valid from 16 to 32. All ASP2 TX channels must be disabled when writing to this field.
R24768 (0x60C0) ASP2_DATA_ CONTROL5	5:0	ASP2_RX_WL[5:0]	0x20	ASP2 RX Data Width (Number of valid data bits per slot) Integer (LSB = 1); Valid from 16 to 32. All ASP2 RX channels must be disabled when writing to this field.

4.7.7 DOUT Tristate Control

If the CS48L32 is not transmitting data, the DOUT signal is either held at Logic 0 or is undriven (high impedance). The behavior is configured using ASP*n*_DOUT_HIZ_CTRL.

- If one or more TX channels is enabled, the DOUT drive status during unused time slots is controlled by Bit 0 of ASP*n*_DOUT_HIZ_CTRL.
- If all TX channels are disabled, the DOUT drive status is controlled by Bit 1 of ASP*n*_DOUT_HIZ_CTRL.

The ASP*n*_DOUT tristate-control fields are described in Table 4-39.

Table 4-39. ASP TDM and Tristate Control

Register Address	Bit	Label	Default	Description
R24588 (0x600C) ASP1_CONTROL3	1:0	ASP1_DOUT_HIZ_CTRL[1:0]	10	ASP1_DOUT Tristate Control 00 = Logic 0 during unused time slots, Logic 0 if all transmit channels are disabled 01 = High impedance during unused time slots, Logic 0 if all transmit channels are disabled 10 = Logic 0 during unused time slots, High impedance if all transmit channels are disabled 11 = High impedance during unused time slots, High impedance if all transmit channels are disabled
R24716 (0x608C) ASP2_CONTROL3	1:0	ASP2_DOUT_HIZ_CTRL[1:0]	10	ASP2_DOUT Tristate Control 00 = Logic 0 during unused time slots, Logic 0 if all transmit channels are disabled 01 = High impedance during unused time slots, Logic 0 if all transmit channels are disabled 10 = Logic 0 during unused time slots, High impedance if all transmit channels are disabled 11 = High impedance during unused time slots, High impedance if all transmit channels are disabled

4.8 Clocking and Sample Rates

The CS48L32 requires a clock reference for its internal functions and also for the input (ADC) paths and audio serial ports. Under typical clocking configurations, all commonly used audio sample rates can be derived directly from the external reference; for additional flexibility, the CS48L32 incorporates an FLL circuit to perform frequency conversion and filtering.

External clock signals may be connected via the MCLK1 input pin. In ASP Slave Modes, the BCLK signals may be used as a reference for the system clocks. The input-path PDM interfaces can also provide the clock reference, when used as the input to one of the FLLs. To avoid audible glitches, all clock configurations must be set up before enabling playback.

4.8.1 System Clocking Overview

The SYSCLK system clock is the reference clocks for all the audio signal paths on the CS48L32. Up to four different sample rates may be independently selected for audio interfaces and other input/output signal paths; each selected sample rate must be synchronized to SYSCLK as described in Section 4.8.2.

The SYSCLK system clock is also the reference clock for the programmable Halo Core DSP on the CS48L32. A wide range of frequencies can be supported; a programmable clock divider is provided for the DSP, allowing the clocking (and power consumption) to be optimized according to the applicable processing requirements. See Section 4.3 for further details.

Excluding the DSP, each subsystem within the CS48L32 digital core is clocked at a dynamically controlled rate, limited by the SYSCLK frequency. For maximum signal mixing and processing capacity, it is recommended that the highest possible SYSCLK frequency is configured.

The DSP is clocked at the SYSCLK rate (or supported divisions of the SYSCLK frequency). The SYSCLK configuration must ensure that sufficient clock cycles are available for the processing requirements of the DSP. The requirements vary, according to the particular software that is in use.

4.8.2 Sample-Rate Control

The CS48L32 audio signal paths are synchronized to the SYSCLK system clock. Different sample rates may be selected for each of the digital audio interfaces (ASP*n*) and for the input (ADC/PDM) paths, but each enabled interface must still be synchronized to SYSCLK.

The CS48L32 supports a maximum of four different sample rates at any time, configured using SAMPLE_RATE_1, SAMPLE_RATE_2, SAMPLE_RATE_3, and SAMPLE_RATE_4. The sample rates must each be numerically related to each other and to the SYSCLK frequency (further details of these requirements are provided in Table 4-40 and the accompanying text).

Each of the audio interfaces, input paths, and output paths is associated with one of the sample rates selected by the SAMPLE_RATE_*n* fields.

When any of the SAMPLE_RATE_*n* fields is written to, the activation of the new setting is automatically synchronized by the CS48L32 to ensure continuity of all active signal paths. The SAMPLE_RATE_*n*_STS bits provide indication of the sample rate selections that have been implemented.

The following restrictions must be observed regarding the sample-rate control configuration:

- If 384 kHz or 768 kHz PDM clock rate is selected, the supported sample rate for the respective input paths is restricted as described in Table 4-1. The sample rate for the input signal paths can be set globally, or can be configured independently for each input channel—see Section 4.2.5.
- The isochronous sample-rate converters (ISRCs) support sample rates 8–192 kHz. The sample-rate conversion ratio must be an integer (1–24) or equal to 1.5.
- All external clock references (MCLK input or Slave Mode ASP input) must be within 1% of the applicable register field settings.

4.8.3 SYSCLK Configuration

The SYSCLK clock may be provided directly from external inputs (MCLK, or Slave Mode BCLK inputs). Alternatively, SYSCLK can be derived using the integrated FLL, with MCLK, BCLK, or PDM_CLK as a reference. The SYSCLK must be configured and enabled before any audio path is enabled.

The required SYSCLK frequency is dependent on the SAMPLE_RATE_*n* fields. Table 4-40 illustrates the valid SYSCLK frequencies for every supported sample rate.

The SYSCLK frequency must be valid for all of the SAMPLE_RATE_*n* fields. It follows that all of the SAMPLE_RATE_*n* fields must select numerically-related values, that is, all from the same group of sample rates as represented in Table 4-40.

Table 4-40. SYSCLK Frequency Selection

SYSCLK Frequency (MHz)	SYSCLK_FREQ	SYSCLK_FRAC	Sample Rate (kHz)	SAMPLE_RATE_*n*
6.144 12.288 24.576 49.152 98.304	000 001 010 011 100	0	12	0x01
			24	0x02
			48	0x03
			96	0x04
			192	0x05
			8	0x11
			16	0x12
			32	0x13
5.6448 11.2896 22.5792 45.1584 90.3168	000 001 010 011 100	1	11.025	0x09
			22.05	0x0A
			44.1	0x0B
			88.2	0x0C
			176.4	0x0D

Note: The SAMPLE_RATE_*n* fields must each be set to a value from the same group of sample rates, and from the same group as the SYSCLK frequency.

SYSCLK_SRC is used to select the SYSCLK source, as described in Table 4-41. The source may be MCLK1, ASP*n*_BCLK, or FLL1. If FLL1 is selected as the source, the FLL must be enabled and configured, as described in Section 4.8.7.

Note: If FLL1 is selected as SYSCLK source, two different clock frequencies are available. Typical use cases should select a SYSCLK frequency equal to $F_{FLL1} \times 2$ (i.e., in the range 90–100 MHz). A lower frequency selection, equal to F_{FLL1}, is provided to support low-power always-on use cases.

SYSCLK_FREQ and SYSCLK_FRAC must be set according to the frequency of the selected SYSCLK source.

The SYSCLK-referenced circuits within the digital core are clocked at a dynamically controlled rate that is limited by the SYSCLK frequency. For maximum signal mixing and processing capacity, the highest possible SYSCLK frequency should be used.

The SAMPLE_RATE_*n* fields are set according to the sample rates that are required by one or more of the CS48L32 audio interfaces. The CS48L32 supports sample rates ranging from 8–192 kHz. See Section 4.8.2 for further details of the supported sample rates for each of the digital-core functions.

The SYSCLK signal is enabled by setting SYSCLK_EN. The applicable clock source (MCLK1, ASP*n*_BCLK, or FLL1) must be enabled before setting SYSCLK_EN. This bit should be cleared before stopping or removing the applicable clock source.

The CS48L32 supports seamless switching between clock sources. To change the SYSCLK configuration while SYSCLK is enabled, the SYSCLK_FRAC, SYSCLK_FREQ, and SYSCLK_SRC fields must be updated together in one register write operation. Note that, if changing the frequency only (not the source), SYSCLK_EN should be cleared before the clock frequency is updated. The current SYSCLK frequency and source can be read from the SYSCLK_FREQ_STS, SYSCLK_FREQ_FINE_STS, and SYSCLK_SRC_STS fields.

The CS48L32 performs automatic checks to confirm that the SYSCLK frequency is high enough to support the commanded signal paths and processing functions. If the frequency is too low, an attempt to enable a signal path or processing function fails. Note that active signal paths are not affected under such circumstances.

The SYSCLK frequency check provides input to the interrupt-control circuit and can be used to trigger an interrupt event if the frequency is not high enough to support the commanded functionality—see Section 4.9.

4.8.4 Miscellaneous Clock Controls

The CS48L32 incorporates a 32 kHz clock circuit, which is required for input-signal debounce. The 32 kHz clock is also used to support the DSP-watchdog function. The 32 kHz clock must be configured and enabled whenever either of these features is used.

The 32 kHz clock can be generated automatically from SYSCLK, or may be provided externally via the MCLK1 input pin. The 32 kHz clock source is selected using CLK_32K_SRC. The 32 kHz clock is enabled by setting CLK_32K_EN.

A clock output (OPCLK, derived from SYSCLK) can be configured and output on GPIO pins—see Section 4.10 for details on configuring a GPIO pin for this function.

The CS48L32 provides an integrated pull-down resistor on the MCLK1 pin. This provides a flexible capability for interfacing with other devices.

The clocking scheme for the CS48L32 is shown in Fig. 4-44.

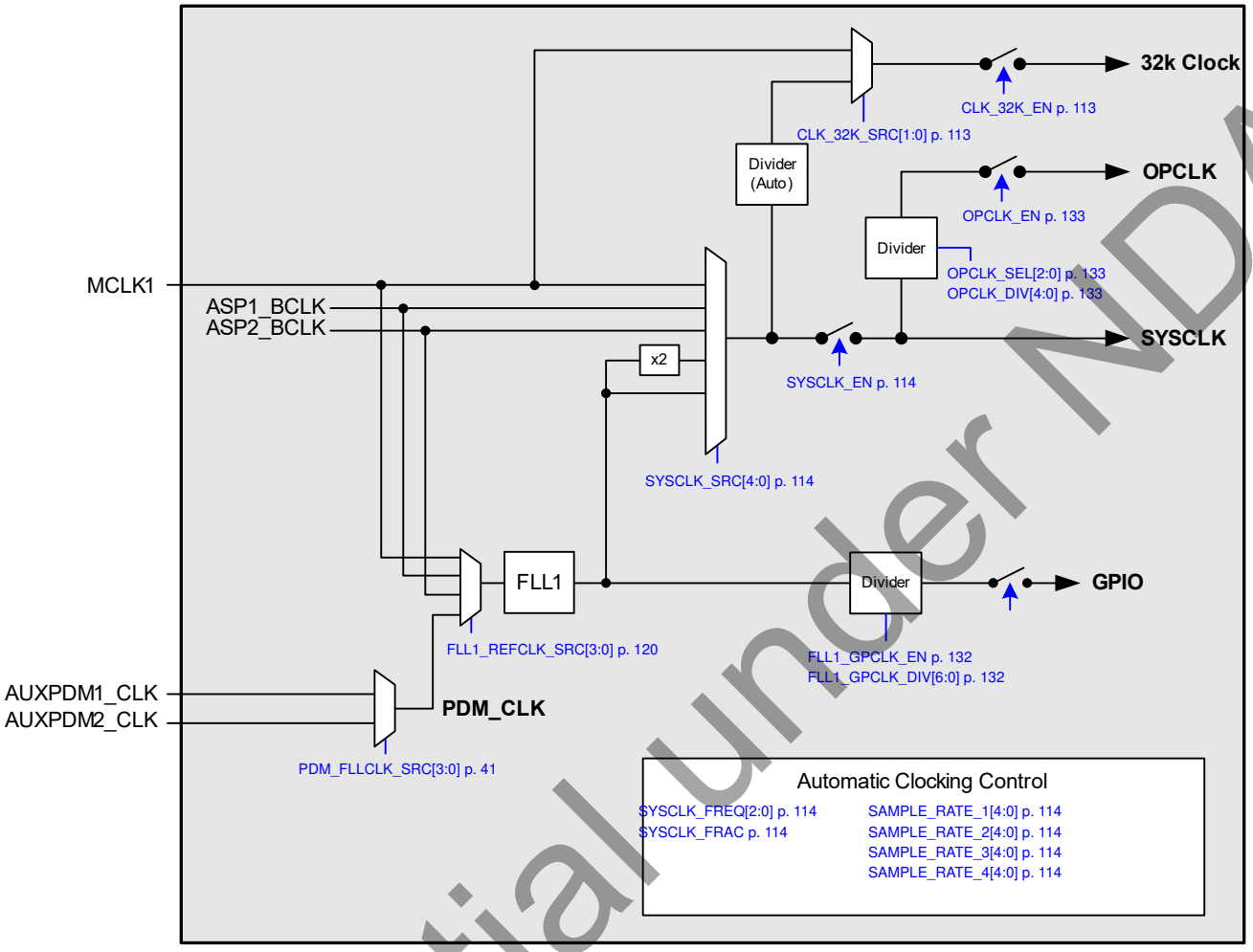


Figure 4-44. System Clocking

The CS48L32 clocking control registers are described in Table 4-41.

Table 4-41. Clocking Control

Register Address	Bit	Label	Default	Description
R4144 (0x1030) CLKGEN_PAD_CTRL	7	MCLK1_PD	0	MCLK1 Pull-Down Control 0 = Disabled 1 = Enabled
R5120 (0x1400) CLOCK32K	6	CLK_32K_EN	0	32kHz Clock Enable 0 = Disabled 1 = Enabled
	1:0	CLK_32K_SRC[1:0]	10	32kHz Clock Source 00 = MCLK1 (direct) All other codes are reserved 10 = SYSCLK (auto divided)

Table 4-41. Clocking Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R5124 (0x1404) SYSTEM_CLOCK1	15	SYSCLK_FRAC	0	SYSCLK Frequency 0 = SYSCLK is a multiple of 6.144 MHz 1 = SYSCLK is a multiple of 5.6448 MHz
	10:8	SYSCLK_FREQ[2:0]	100	SYSCLK Frequency 000 = 6.144 MHz (5.6448 MHz) 011 = 49.152 MHz (45.1584 MHz) 001 = 12.288 MHz (11.2896 MHz) 100 = 98.304 MHz (90.3168 MHz) 010 = 24.576 MHz (22.5792 MHz) All other codes are reserved The frequencies in brackets apply for 44.1 kHz–related sample rates only (i.e., SAMPLE_RATE_*n* = 0x09–0x0D).
	6	SYSCLK_EN	0	SYSCLK Control 0 = Disabled 1 = Enabled SYSCLK should only be enabled if the selected clock source is available at the selected frequency. Clear this bit before stopping the reference clock or changing the frequency of the selected source. Note that the SYSCLK source and SYSCLK frequency can be changed using a single register write; this can be used to change the clock source without disabling SYSCLK.
	4:0	SYSCLK_SRC[4:0]	0x04	SYSCLK Source 0x00 = MCLK1 0x09 = ASP2_BCLK 0x04 = FLL1 × 2 (90–100 MHz) 0x0C = FLL1 (45–50 MHz) 0x08 = ASP1_BCLK All other codes are reserved
R5128 (0x1408) SYSTEM_CLOCK2	31:16	SYSCLK_FREQ_ FINE_STS[15:0]	0x0000	SYSCLK Frequency (Read only) Coded as LSB = 1/64 MHz.
	10:8	SYSCLK_FREQ_ STS[2:0]	000	SYSCLK Frequency (Read only) 000 = 6.144 MHz (5.6448 MHz) 011 = 49.152 MHz (45.1584 MHz) 001 = 12.288 MHz (11.2896 MHz) 100 = 98.304 MHz (90.3168 MHz) 010 = 24.576 MHz (22.5792 MHz) All other codes are reserved The frequencies in brackets apply for 44.1 kHz–related sample rates only (i.e., SAMPLE_RATE_*n* = 0x09–0x0D).
	4:0	SYSCLK_SRC_ STS[4:0]	0x00	SYSCLK Source (Read only) 0x00 = MCLK1 0x09 = ASP2_BCLK 0x04 = FLL1 × 2 (90–100 MHz) 0x0C = FLL1 (45–50 MHz) 0x08 = ASP1_BCLK All other codes are reserved
R5152 (0x1420) SAMPLE_RATE1	4:0	SAMPLE_RATE_1[4:0]	0x03	Sample Rate *n* select 0x00 = None 0x0B = 44.1 kHz 0x01 = 12 kHz 0x0C = 88.2 kHz 0x02 = 24 kHz 0x0D = 176.4 kHz 0x03 = 48 kHz 0x11 = 8 kHz 0x04 = 96 kHz 0x12 = 16 kHz 0x05 = 192 kHz 0x13 = 32 kHz 0x09 = 11.025 kHz All other codes are reserved 0x0A = 22.05 kHz
R5156 (0x1424) SAMPLE_RATE2	4:0	SAMPLE_RATE_2[4:0]	0x03	
R5160 (0x1428) SAMPLE_RATE3	4:0	SAMPLE_RATE_3[4:0]	0x03	
R5164 (0x142C) SAMPLE_RATE4	4:0	SAMPLE_RATE_4[4:0]	0x03	
R5184 (0x1440) SAMPLE_RATE_ STATUS1	4:0	SAMPLE_RATE_1_ STS[4:0]	0x00	Sample Rate *n* status (read only) 0x00 = None 0x0B = 44.1 kHz 0x01 = 12 kHz 0x0C = 88.2 kHz 0x02 = 24 kHz 0x0D = 176.4 kHz 0x03 = 48 kHz 0x11 = 8 kHz 0x04 = 96 kHz 0x12 = 16 kHz 0x05 = 192 kHz 0x13 = 32 kHz 0x09 = 11.025 kHz All other codes are reserved 0x0A = 22.05 kHz
R5188 (0x1444) SAMPLE_RATE_ STATUS2	4:0	SAMPLE_RATE_2_ STS[4:0]	0x00	
R5192 (0x1448) SAMPLE_RATE_ STATUS3	4:0	SAMPLE_RATE_3_ STS[4:0]	0x00	
R5196 (0x144C) SAMPLE_RATE_ STATUS4	4:0	SAMPLE_RATE_4_ STS[4:0]	0x00	

In ASP Slave Modes, it is important to ensure SYSCLK is synchronized with the associated external FSYNC. This can be achieved by selecting MCLK1 as the SYSCLK source (provided it is derived from the same reference as the FSYNC), or else by selecting the BCLK signal as a reference input to one of the FLLs, as a source for SYSCLK.

If the ASP clock domain is not synchronized with the FSYNC, clicks arising from dropped or repeated audio samples occur, due to the inherent tolerances of multiple, asynchronous, system clocks. See Section 5.2 for further details on valid clocking configurations.

4.8.5 BCLK and FSYNC Control

The audio serial ports (ASP1–ASP2) use BCLK and FSYNC signals for synchronization. In Master Mode, these are output signals, generated by the CS48L32. In Slave Mode, these are input signals to the CS48L32. It is also possible to support mixed master/slave operation.

The BCLK and FSYNC signals are controlled as shown in Fig. 4-45. See Section 4.7 for details of the associated control fields.

Note that the BCLK and FSYNC signals are synchronized to SYSCLK. See Section 4.3.11 for further details.

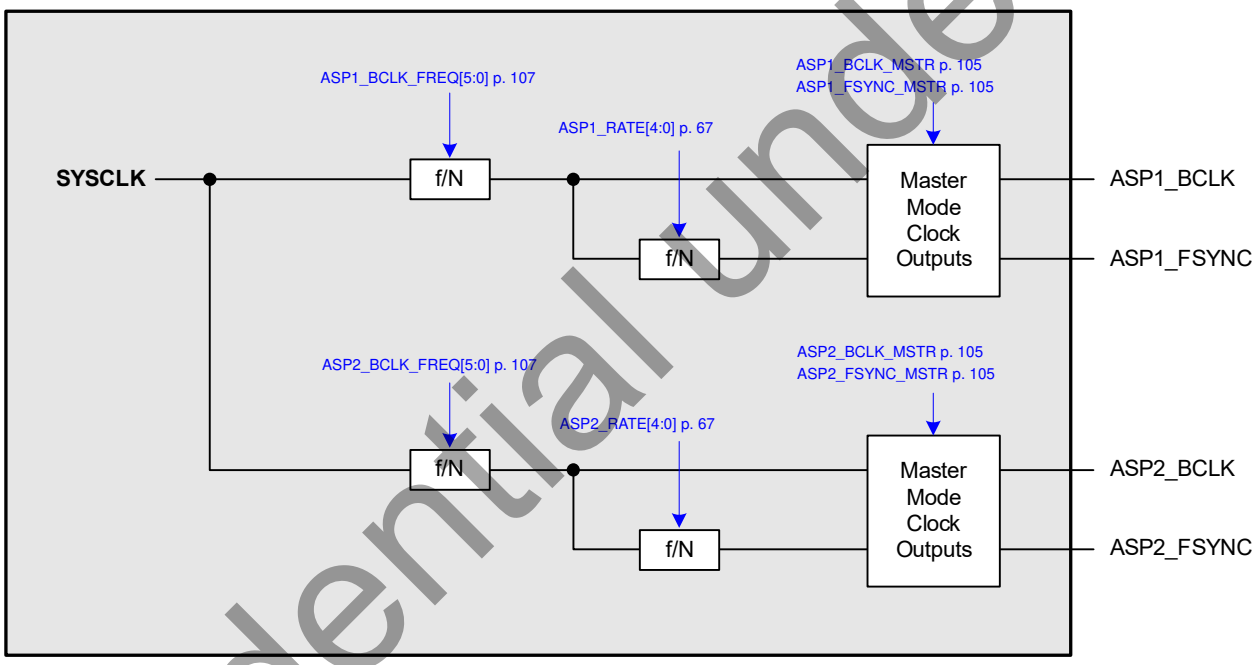


Figure 4-45. BCLK and FSYNC Control

4.8.6 Control Interface Clocking

Register map access is possible with or without a system clock—there is no requirement for SYSCLK to be enabled when accessing the register map. See Section 4.11 for details of control-register access.

Timing specifications for the control interface is provided in Table 3-18. In some applications, additional system-wide constraints must be observed to ensure control interface limits are not exceeded. These constraints need to be considered if any of the following conditions is true:

- SYSCLK is enabled and is < 11.2896 MHz
- Control-register access is scheduled at register address 0x80000 or above

The control interface limits vary depending on the system clock (SYSCLK) configuration, the address of the control register access, and on which control interfaces are being used.

Table 4-42 describes valid system conditions for accessing the codec registers (0x0000–0x7FFFC). The control interfaces must operate within the limits represented by one of the permitted configurations shown, in accordance with the applicable SYSCLK frequency.

Table 4-42. Maximum Control Interface Speeds—Codec Register Access

SYSCLK Condition	SPI Interface
SYSCLK is disabled	50 MHz
SYSCLK < 11.2896 MHz	26 MHz
SYSCLK ≥ 11.2896 MHz	50 MHz

Table 4-43 describes valid system conditions for accessing the DSP firmware registers (0x80000 and above). The control interfaces must operate within the limits represented by one of the permitted configurations shown, in accordance with the applicable SYSCLK frequency.

Table 4-43. Maximum Control Interface Speeds—DSP Firmware Register Access

SYSCLK Condition	SPI Interface
SYSCLK is disabled	50 MHz
SYSCLK < 11.2896 MHz	11 MHz
SYSCLK < 22.5792 MHz	13 MHz
SYSCLK < 45.1584 MHz	26 MHz
SYSCLK ≥ 45.1584 MHz	50 MHz

4.8.7 Frequency-Locked Loop

The integrated FLL supports the clocking requirements of the CS48L32. It can be configured according to the available reference clocks and the application requirements. The reference clock may use a high frequency (e.g., 12.288 MHz) or low frequency (e.g., 32.768 kHz). The FLL is tolerant of jitter and may be used to generate a stable output clock from a less stable input reference.

4.8.7.1 Overview

The FLL characteristics are summarized in Table 3-10. In normal operation, the FLL output is frequency locked to an input clock reference. The FLL can be used to generate a free-running clock in the absence of any external reference, as described in Section 4.8.7.6.

4.8.7.2 FLL Enable

The FLL is enabled by setting FLL1_EN. Note that the other FLL fields should be configured before enabling the FLL; the FLL1_EN bit should be set as the final step of the FLL1-enable sequence.

The FLL supports configurable free-running operation in FLL Hold Mode, using the FLL1_HOLD bit described in Section 4.8.7.6. If the FLL is enabled and FLL Hold Mode is selected, the configured output frequency is maintained without any input reference required. Note that, once the FLL output has been established, the FLL is always free running if the input reference clock is stopped, regardless of the FLL1_HOLD bit.

Note that, to disable the FLL while the input reference clock has stopped, FLL1_HOLD must be set before clearing FLL1_EN.

When changing FLL settings, it is recommended to disable the FLL by clearing FLL1_EN before updating the other register fields. It is possible to configure the FLL while the FLL is enabled, as described in Section 4.8.7.4. As a general rule, however, it is recommended to configure the FLL before setting FLL1_EN.

The procedure for configuring the FLL is described in the following subsections. The description is applicable to each of the FLLs; the associated control fields are described in Table 4-45.

4.8.7.3 Input Frequency Control

The main input reference is selected using FLL1_REFCLK_SRC. The available options are MCLK1, PDM_CLK, and ASP*n*_BCLK.

- The PDM_CLK reference can be derived from auxiliary PDM interfaces. The applicable source is selected using PDM_FLLCLK_SRC (see Table 4-8). Note that the PDM_CLK reference is only valid if the applicable PDM interface is operating in Slave Mode. See Section 4.2.10 for details of the auxiliary PDM interfaces.

The FLL1_REFCLK_DIV field controls a programmable divider on the selected input reference. The input can be divided by 1, 2, 4 or 8. The divider should be configured to bring the reference down to 13 MHz or below. For best performance, it is recommended that the highest possible frequency—within the 13 MHz limit—should be selected.

The FLL incorporates a reference-detection circuit for the main input clock. This ensures best FLL performance in the event of the main input clock being interrupted. If there is a possibility of the main input being interrupted while the FLL is enabled, then the reference-detection circuit must be enabled by setting FLL1_REFDET. The reference detection also provides input to the interrupt control circuit and can be used to trigger an interrupt event when the input reference is stopped—see Section 4.9.

4.8.7.4 Output Frequency Control

The FLL output frequency, F_{FLL}, relative to the main input reference F_{REF}, is a function of:

- The frequency ratio set by FLL1_FB_DIV
- The real number represented by N.K. (N = integer; K = fractional portion, i.e., < 1)

The output frequency must be in the range 45–50 MHz.

If the FLL is selected as SYSCLK source, the F_{FLL} frequency must be exactly 49.152 MHz (for 48 kHz–related sample rates) or 45.1584 MHz (for 44.1 kHz–related sample rates).

If the FLL is selected as SYSCLK source, two different frequencies are available. Typical use cases should select the higher frequency ($F_{FLL} \times 2$); a lower frequency (F_{FLL}) is available to support low-power always-on use cases.

The FLL clock can be used to provide a GPIO output (see Section 4.8.7.8); a programmable divider supports division ratios in the range 1–127, enabling a wide range of GPIO clock output frequencies.

To configure the FLL output frequency, it must be determined whether Integer Mode or Fractional Mode is required.

- If the ratio F_{FLL} / F_{REF} is an integer, then Integer Mode applies
- If the ratio F_{FLL} / F_{REF} is not an integer, then Fractional Mode applies

The input reference must be identified in one of three frequency ranges:

- If $F_{REF} < 192$ kHz, this is *low* clock frequency
- If $F_{REF} \geq 192$ kHz and $F_{REF} < 1.152$ MHz, this is *mid* clock frequency
- If $F_{REF} \geq 1.152$ MHz, this is *high* clock frequency

Note: F_{REF} is the input frequency, after division by FLL1_REFCLK_DIV, where applicable.

The FLL output frequency, F_{FLL}, is set according to the following equation:

$$F_{FLL} = (F_{REF} \times N.K \times FLL1\_FB\_DIV)$$

The FLL1_FB_DIV value should be configured according to the applicable mode and input reference frequency.

- If Integer Mode is used and F_{REF} is low frequency, then FLL1_FB_DIV should be set to 4
- If Integer Mode is used and F_{REF} is mid frequency, then FLL1_FB_DIV should be set to 2
- If Fractional Mode is used and F_{REF} is low frequency, then FLL1_FB_DIV should be set to 256
- If Fractional Mode is used and F_{REF} is mid frequency, then FLL1_FB_DIV should be set to 16
- Otherwise, FLL1_FB_DIV should be set to 1

The value of N.K can be determined as follows:

$$N.K = F_{FLL} / (FLL1\_FB\_DIV \times F_{REF})$$

The calculated value of N must lie within a valid range, according to the applicable mode.

- If Integer Mode is used, N is valid in the range 1–1023
- If Fractional Mode is used, N is valid in the range 2–255

If the calculated value of N is too high, a higher FLL1_FB_DIV is required. If the calculated value of N is too low, a lower FLL1_FB_DIV is required. It is recommended to adjust the FLL1_FB_DIV value by multiplying or dividing by 2 until a valid N is achieved.

The value of N is held in FLL1_N.

The value of K is determined by the ratio FLL1_THETA / FLL1_LAMBDA. In Fractional Mode, the FLL1_THETA and FLL1_LAMBDA fields can be derived as described in Section 4.8.7.5.

The FLL1_N, FLL1_THETA, and FLL1_LAMBDA fields are all coded as integers (LSB = 1).

When changing FLL settings, it is recommended to disable the FLL by clearing FLL1_EN before updating the other register fields. If the FLL settings or input reference are changed without disabling the FLL, the FLL Hold Mode must be selected before writing to any other FLL control fields. FLL Hold Mode is selected by setting FLL1_HOLD.

If the FLL control fields are written while the FLL is enabled (FLL1_EN = 1), the new values are only effective when a 1 is written to FLL1_CTRL_UPD. This makes it possible to update the FLL configuration fields simultaneously, without disabling the FLL.

To change FLL settings without disabling the FLL, the recommended control sequence is:

- Select FLL Hold Mode (FLL1_HOLD = 1)
- Write to the FLL control fields
- Update the FLL control registers (write 1 to FLL1_CTRL_UPD)
- Disable FLL Hold Mode (FLL1_HOLD = 0)

Note that, if the FLL is disabled, the FLL control fields can be updated without writing to FLL1_CTRL_UPD.

The FLL1_PD_GAIN_FINE, FLL1_PD_GAIN_COARSE, FLL1_FD_GAIN_FINE, FLL1_FD_GAIN_COARSE, and FLL1_HP fields should be configured as described in Table 4-44.

The FLL1_INTEG_DLY_MODE bit must be set (default) in all cases.

The FLL1_FB_DIV_SDM_ORD2_EN bit must be set in all cases.

Note: When writing to FLL1_FB_DIV_SDM_ORD2_EN, take care not to change other nonzero bits that are configured at the same register address.

Table 4-44. FLL Control Field Settings

Condition	FLL1_PD_GAIN_FINE	FLL1_PD_GAIN_COARSE	FLL1_FD_GAIN_FINE	FLL1_FD_GAIN_COARSE	FLL1_LOCKDET_THR	FLL1_HP
Low clock frequency	0x2	0x3	0xF	0x0	0x2	—
Mid clock frequency	0x2	0x2	0xF	0x2	0x8	
High clock frequency	0x2	0x1	0xF	0x0	0x8	
Integer Mode	—	—	—	—	—	0x1
Fractional Mode						0x3

4.8.7.5 Calculation of Theta and Lambda

In Fractional Mode, FLL1_THETA and FLL1_LAMBDA are calculated with the following steps:

1. Calculate GCD(FLL) using the Greatest Common Denominator function:
   GCD(FLL) = GCD(FLL1_FB_DIV × F_{REF}, F_{FLL}),
   where GCD(x, y) is the greatest common denominator of x and y.
   F_{REF} is the input frequency, after division by FLL1_REFCLK_DIV, where applicable.
2. Calculate FLL1_THETA and FLL1_LAMBDA using the following equations:
   FLL1_THETA = (F_{FLL} – (FLL1_N × FLL1_FB_DIV × F_{REF})) / GCD(FLL)
   FLL1_LAMBDA = (FLL1_FB_DIV × F_{REF}) / GCD(FLL)

Notes: The values of GCD(FLL), FLL1_THETA, and FLL1_LAMBDA should be calculated using the applicable frequency values in Hz (i.e., not kHz or MHz).

In Fractional Mode, the values of FLL1_THETA and FLL1_LAMBDA must be coprime (i.e., not divisible by any common integer). The calculation above ensures that the values are coprime.

The value of K must be less than 1 (i.e., FLL1_THETA must be less than FLL1_LAMBDA).

4.8.7.6 FLL Hold Mode

FLL Hold Mode enables the FLL to generate a clock signal even if no external reference is available, such as when the normal input reference has been interrupted during a standby or start-up period. FLL Hold Mode is selected by setting FLL1_HOLD.

If the FLL is enabled and FLL Hold Mode is selected, the normal feedback mechanism of the FLL is halted and the FLL oscillates independently of the external input references—the FLL output frequency remains unchanged if FLL Hold Mode is enabled.

If the FLL is enabled and the input reference clock is stopped, the loop always runs freely, regardless of the FLL1_HOLD setting. If FLL1_HOLD = 0, the FLL relocks to the input reference whenever it is available.

If the FLL configuration or input reference are changed without disabling the FLL, the FLL Hold Mode must be selected before writing to any other FLL control fields—see Section 4.8.7.4.

The free-running FLL clock may be selected as the SYSCLK source, as shown in Fig. 4-44.

4.8.7.7 FLL Control Registers

The FLL1 control registers are described in Table 4-45.

Example settings for a variety of reference frequencies and output frequencies are shown in Section 4.8.7.10.

Table 4-45. FLL1 Register Map

Register Address	Bit	Label	Default	Description
R7168 (0x1C00) FLL1_CONTROL1	2	FLL1_CTRL_UPD	0	FLL1 Control Update Write 1 to apply the FLL1 configuration field settings. (Only valid if FLL1_EN = 1)
	1	FLL1_HOLD	1	FLL1 Hold Mode Enable 0 = Disabled 1 = Enabled The FLL feedback mechanism is halted in FLL Hold Mode, and the latest integrator setting is maintained.
	0	FLL1_EN	0	FLL1 Enable 0 = Disabled 1 = Enabled This should be set as the final step of the FLL1 enable sequence.

Table 4-45. FLL1 Register Map *(Cont.)*

Register Address	Bit	Label	Default	Description
R7172 (0x1C04) FLL1_CONTROL2	31:28	FLL1_LOCKDET_THR[3:0]	0x8	FLL1 Lock Detect threshold Valid from 0x0 (low threshold) to 0xF (high threshold)
	27	FLL1_LOCKDET	1	FLL1 Lock Detect enabled 0 = Disabled 1 = Enabled
	22	FLL1_PHASEDET	0	FLL1 Phase Detect control 0 = Disabled 1 = Enabled
	21	FLL1_REFDET	1	FLL1 Reference Detect control 0 = Disabled 1 = Enabled
	17:16	FLL1_REFCLK_DIV[1:0]	00	FLL1 Clock Reference divider 00 = 1 10 = 4 01 = 2 11 = 8 MCLK (or other input reference) must be divided down to ≤ 13 MHz.
	15:12	FLL1_REFCLK_SRC[3:0]	0000	FLL1 Clock source 0000 = MCLK1 1000 = ASP1_BCLK 0101 = PDM_CLK 1001 = ASP2_BCLK All other codes are reserved
	9:0	FLL1_N[9:0]	0x004	FLL1 Integer multiply for F_{REF} Coded as LSB = 1.
R7176 (0x1C08) FLL1_CONTROL3	31:16	FLL1_LAMBDA[15:0]	0x0000	FLL1 Fractional multiply for F_{REF}. Sets the denominator (dividing) part of the FLL1_THETA/FLL1_LAMBDA ratio. Coded as LSB = 1.
	15:0	FLL1_THETA[15:0]	0x0000	FLL1 Fractional multiply for F_{REF}. Sets the numerator (multiply) part of the FLL1_THETA/FLL1_LAMBDA ratio. Coded as LSB = 1.

Table 4-45. FLL1 Register Map *(Cont.)*

Register Address	Bit	Label	Default	Description
R7180 (0x1C0C) FLL1_CONTROL4	31:28	FLL1_PD_GAIN_FINE[3:0]	0x2	FLL1 Phase Detector Gain 2 Gain is 2^{-X}, where X is FLL1_PD_GAIN_FINE in 2's complement coding. 0000 = 1 0110 = 2^{-6} 1100 = 16 0001 = 0.5 0111 = 2^{-7} 1101 = 8 0010 = 0.25 1000 = 256 1110 = 4 0011 = 0.125 1001 = 128 1111 = 2 0100 = 2^{-4} 1010 = 64 0101 = 2^{-5} 1011 = 32
	27:24	FLL1_PD_GAIN_COARSE[3:0]	0x1	FLL1 Phase Detector Gain 1 Gain is 2^{-X}, where X is FLL1_PD_GAIN_COARSE in 2's complement coding. 0000 = 1 0110 = 2^{-6} 1100 = 16 0001 = 0.5 0111 = 2^{-7} 1101 = 8 0010 = 0.25 1000 = 256 1110 = 4 0011 = 0.125 1001 = 128 1111 = 2 0100 = 2^{-4} 1010 = 64 0101 = 2^{-5} 1011 = 32
	23:20	FLL1_FD_GAIN_FINE[3:0]	0xF	FLL1 Frequency Detector Gain 2 Gain is 2^{-X}, where X is FLL1_FD_GAIN_FINE in integer coding. 0000 = 1 0011 = 0.125 1110 = 2^{-14} 0001 = 0.5 ... 1111 = Disabled 0010 = 0.25 1101 = 2^{-13}
	19:16	FLL1_FD_GAIN_COARSE[3:0]	0x0	FLL1 Frequency Detector Gain 1 Gain is 2^{-X}, where X is FLL1_FD_GAIN_COARSE in 2's complement coding. 0000 = 1 0110 = 2^{-6} 1100 = 16 0001 = 0.5 0111 = 2^{-7} 1101 = 8 0010 = 0.25 1000 = 256 1110 = 4 0011 = 0.125 1001 = 128 1111 = 2 0100 = 2^{-4} 1010 = 64 0101 = 2^{-5} 1011 = 32
	14	FLL1_INTEG_DLY_MODE	1	FLL1 Integrator Delay control This bit should be set at all times.
	13:12	FLL1_HP[1:0]	01	FLL1 Fractional Mode control 00 = Reserved 10 = Reserved 01 = Integer Mode 11 = Fractional Mode
	9:0	FLL1_FB_DIV[9:0]	0x001	FLL1 Clock Feedback ratio Coded as LSB = 1.
R7220 (0x1C34) FLL1_DIGITAL_TEST2	10	FLL1_FB_DIV_SDM_ORD2_EN	0	FLL1 Fractional divider control 0 = Disabled, 1 = Enabled This bit should be set at all times.

4.8.7.8 FLL Interrupts and GPIO Output

The CS48L32 provides status signals that indicate whether the input reference is present and whether FLL lock has been achieved (i.e., the FLL is locked to the input reference signal).

To enable the FLL lock indication, the FLL1_LOCKDET bit must be set. The FLL lock condition is measured with respect to a configurable threshold that is set using FLL1_LOCKDET_THR. Note that the FLL1_LOCKDET_THR field controls the lock indication only—it does not control the behavior of the FLL.

To enable the FLL input reference indication, the FLL1_REFDET bit must be set.

The FLL status signals are inputs to the interrupt control circuit and can be used to trigger an interrupt event when the input reference is stopped or when the FLL lock status changes—see Section 4.9.

The FLL lock signal can be output directly on a GPIO pin as an external indication of the FLL status. See Section 4.10 to configure a GPIO pin for these functions.

Clock output signals derived from the FLL can be output on a GPIO pin. See Section 4.10 to configure a GPIO pin for this function.

4.8.7.9 Example FLL Calculation

The following example illustrates how to derive the FLL1 register fields to generate an FLL output frequency (F_{FLL}) of 49.152 MHz from a 12.000 MHz reference clock (F_{REF}). This is suitable for generating SYSCLK at 98.304 MHz.

1. Set FLL1_REFCLK_DIV to generate $F_{REF} \leq 13$ MHz:
   FLL1_REFCLK_DIV = 00 (divide by 1)
2. Determine if Integer Mode or Fractional Mode is required:
   F_{FLL} / F_{REF} is 4.096. Therefore, Fractional Mode applies.
3. Identify the input clock frequency range:
   $F_{REF} \geq 1.152$ MHz. This is *high* clock frequency.
4. Select the required value of FLL1_FB_DIV:
   In Fractional Mode, with high clock frequency input, FLL1_FB_DIV = 1
5. Calculate N.K as given by N.K = F_{FLL} / (FLL1_FB_DIV × F_{REF}):
   N.K = 49152000 / (1 × 12000000) = 4.096
6. Confirm that the calculated value of N is within the valid range for fractional mode (2–255).
7. Determine FLL1_N from the integer portion of N.K:
   FLL1_N = 4 (0x004)
8. Determine GCD(FLL), as given by GCD(FLL) = GCD(FLL1_FB_DIV × F_{REF}, F_{FLL}):
   GCD(FLL) = GCD(1 × 12000000, 49152000) = 96000
9. Determine FLL1_THETA, as given by FLL1_THETA = (F_{FLL} – (FLL1_N × FLL1_FB_DIV × F_{REF})) / GCD(FLL):
   FLL1_THETA = (49152000 – (4 × 1 × 12000000)) / 96000
   FLL1_THETA = 12 (0x000C)
10. Determine FLL1_LAMBDA, as given by FLL1_LAMBDA = (FLL1_FB_DIV x F_{REF}) / GCD(FLL):
    FLL1_LAMBDA = (1 × 12000000) / 96000
    FLL1_LAMBDA = 125 (0x007D)
11. Determine other FLL settings (see Table 4-44) for Fractional Mode and high clock-frequency input:
    FLL1_PD_GAIN_FINE = 0x2
    FLL1_PD_GAIN_COARSE = 0x1
    FLL1_FD_GAIN_FINE = 0xF
    FLL1_FD_GAIN_COARSE = 0x0
    FLL1_HP = 0x3
    FLL1_INTEG_DLY_MODE = 1
    FLL1_FB_DIV_SDM_ORD2_EN = 1

4.8.7.10 Example FLL Settings

Table 4-46 shows FLL settings for generating an output frequency (F_{FLL}) of 49.152 MHz from a variety of low- and high-frequency reference inputs. This is suitable for generating SYSCLK at 98.304 MHz.

Note that FLL1_INTEG_DLY_MODE, FLL1_FB_DIV_SDN_ORD2_EN, and other fields referenced in Table 4-44 must also be configured according to the required FLL operation.

Table 4-46. Example FLL Settings

F_{SOURCE}	F_{FLL} (MHz)	F_{REF} Divider[1]	FB_DIV[1]	N.K [2]	FLL1_N	FLL1_THETA	FLL1_LAMBDA
32.000 kHz	49.152	1	4	384	0x180	0x0000	0x0001
32.768 kHz	49.152	1	4	375	0x177	0x0000	0x0001
44.100 kHz	49.152	1	256	4.3537415	0x004	0x0034	0x0093
48 kHz	49.152	1	4	256	0x100	0x0000	0x0001
128 kHz	49.152	1	4	96	0x060	0x0000	0x0001
9.6 MHz	49.152	1	1	5.12	0x005	0x0003	0x0019
10 MHz	49.152	1	1	4.9152	0x004	0x023C	0x0271
11.2896 MHz	49.152	1	1	4.3537415	0x004	0x0034	0x0093
12.000 MHz	49.152	1	1	4.096	0x004	0x000C	0x007D
12.288 MHz	49.152	1	1	4	0x004	0x0000	0x0001
13.000 MHz	49.152	1	1	3.7809231	0x003	0x04F5	0x0659
19.200 MHz	49.152	2	1	5.12	0x005	0x0003	0x0019
22.5792 MHz	49.152	2	1	4.3537415	0x004	0x0034	0x0093
24 MHz	49.152	2	1	4.096	0x004	0x000C	0x007D
24.576 MHz	49.152	2	1	4	0x004	0x0000	0x0001
26 MHz	49.152	2	1	3.7809231	0x003	0x04F5	0x0659

1.See Table 4-45 for the coding of the FLL1_REFCLK_DIV and FLL1_FB_DIV fields.
2.N.K values are represented in the FLL1_N, FLL1_THETA, and FLL1_LAMBDA fields.

4.9 Interrupts

The interrupt controller has multiple inputs. These include the GPIO input pins, FLL-lock detection, and status flags from DSP peripheral functions. See Table 4-47 for a full definition of the interrupt controller inputs. Any combination of these inputs can be used to trigger an interrupt request event.

An interrupt register field is associated with each interrupt input. All interrupts support edge-sensitive triggering (i.e., the interrupt is asserted when a logic edge is detected on the respective input). Some interrupts are triggered on rising edges of the respective input only; for others, separate rising- and falling-edge interrupts are provided. The interrupt register fields can be polled at any time or in response to the interrupt request output being signaled via the $\overline{IRQ}$ pin or a GPIO pin.

The interrupt-status fields indicate the current value of the corresponding inputs to the interrupt controller. Note that the status of any GPIO (or DSP GPIO) inputs can also be read using the GPIO (or DSP GPIO) control fields, as described in Table 4-48 and Table 4-33.

Mask bits are provided for each interrupt signal, to enable or disable the respective functions from the IRQ output. Note that the interrupt register fields remain valid—even if masked—but the masked interrupts do not cause the IRQ output to be asserted.

The interrupt-request output represents the logical OR of all the unmasked interrupt registers. The interrupt register fields are latching fields and, once they are set, they are not reset until a 1 is written to the respective bits. The interrupt request outputs are not reset until each of the associated interrupts has been reset.

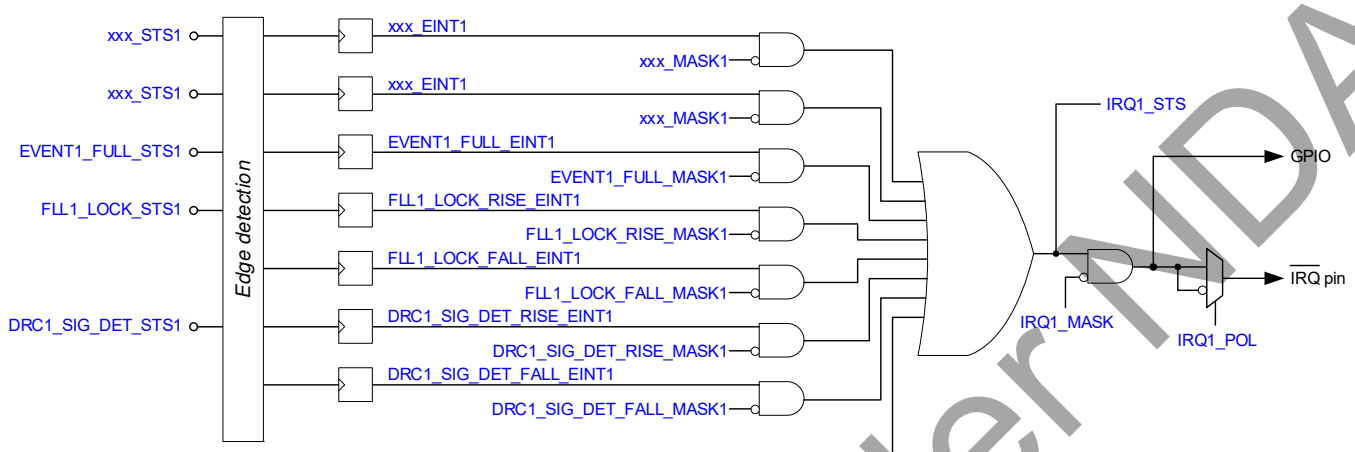
The GPIO interrupts can be configured for edge- or level-triggered behavior using the respective GPIO*n*_FALL_EDGE1 and GPIO*n*_RISE_EDGE1 fields. A debounce circuit can be enabled on the GPIO inputs, to avoid false event triggers; this is enabled on each pin using the fields described in Table 4-48. The GPIO debounce circuit uses the 32 kHz clock, which must be enabled whenever the GPIO debounce function is required.

The IRQ output can be globally masked using IRQ1_MASK. The IRQ status can be read from IRQ1_STS—note that this bit is not affected by IRQ1_MASK.

The IRQ1 output is provided externally on the $\overline{IRQ}$ pin. Under default conditions, this output is active low. The polarity can be inverted using IRQ_POL. The $\overline{IRQ}$ pin can be configured as a CMOS-driven or open-drain output using IRQ_OP_CFG. The $\overline{IRQ}$ output is referenced to the VDD_IO power domain.

The IRQ1 signal can also be output on a GPIO pin—see Section 4.10. Note that the GPIO output is not affected by IRQ_POL; the polarity can, instead, be selected using the GPIO control fields.

The CS48L32 interrupt controller circuit is shown in Fig. 4-46. (Note that not all interrupt inputs are shown.) The control fields associated with IRQ1 are described in Table 4-47. Note that, under default register conditions, the boot done status is the only unmasked interrupt source; a falling edge on the $\overline{\text{IRQ}}$ pin indicates completion of the boot sequence.



Note: Not all available interrupt sources are shown.

Figure 4-46. Interrupt Controller

The IRQ1 control registers are described in Table 4-47.

Table 4-47. Interrupt 1 Control Registers

Register Address	Bit	Label	Default	Description
R10000 (0x2710) IRQ1_CTRL_AOD	11	IRQ1_MASK	0	IRQ1 output interrupt mask. 0 = Do not mask interrupt. 1 = Mask interrupt.
	10	IRQ_POL	1	IRQ output polarity select 0 = Noninverted (active high) 1 = Inverted (active low)
	9	IRQ_OP_CFG	1	IRQ output configuration 0 = CMOS 1 = Open drain
R98308 (0x18004) IRQ1_STATUS	0	IRQ1_STS	0	IRQ1 status Logical OR of all unmasked x_EINT1 interrupts. 0 = Not asserted 1 = Asserted This bit is valid regardless of IRQ1_MASK
R98320 (0x18010) IRQ1_EINT_1	10	SYSCLK_ERR_EINT1	0	SYSCLK Error Interrupt (Rising edge triggered)
	8	SYSCLK_FAIL_EINT1	0	SYSCLK Fail Interrupt (Rising edge triggered)
R98324 (0x18014) IRQ1_EINT_2	3	BOOT_DONE_EINT1	0	Boot Done Interrupt (Rising edge triggered)
R98336 (0x18020) IRQ1_EINT_5	25	US2_SIG_DET_FALL_EINT1	0	US2 Ultrasonic Signal-Detect Interrupt (Falling edge triggered)
	24	US2_SIG_DET_RISE_EINT1	0	US2 Ultrasonic Signal-Detect Interrupt (Rising edge triggered)
	23	US1_SIG_DET_FALL_EINT1	0	US1 Ultrasonic Signal-Detect Interrupt (Falling edge triggered)
	22	US1_SIG_DET_RISE_EINT1	0	US1 Ultrasonic Signal-Detect Interrupt (Rising edge triggered)
	21	INPUTS_SIG_DET_FALL_EINT1	0	Input Path Signal-Detect Interrupt (Falling edge triggered)
	20	INPUTS_SIG_DET_RISE_EINT1	0	Input Path Signal-Detect Interrupt (Rising edge triggered)
	19	DRC2_SIG_DET_FALL_EINT1	0	DRC2 Signal-Detect Interrupt (Falling edge triggered)
	18	DRC2_SIG_DET_RISE_EINT1	0	DRC2 Signal-Detect Interrupt (Rising edge triggered)
	17	DRC1_SIG_DET_FALL_EINT1	0	DRC1 Signal-Detect Interrupt (Falling edge triggered)
	16	DRC1_SIG_DET_RISE_EINT1	0	DRC1 Signal-Detect Interrupt (Rising edge triggered)

Table 4-47. Interrupt 1 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R98340 (0x18024) IRQ1_EINT_6	8	FLL1_REF_LOST_EINT1	0	FLL1 Reference Lost Interrupt (Rising edge triggered)
	1	FLL1_LOCK_FALL_EINT1	0	FLL1 Lock Interrupt (Falling edge triggered)
	0	FLL1_LOCK_RISE_EINT1	0	FLL1 Lock Interrupt (Rising edge triggered)
R98344 (0x18028) IRQ1_EINT_7	21	DSP1_MPU_ERR_EINT1	0	DSP1 memory protection error (rising-edge triggered)
	20	DSP1_WDT_EXPIRE_EINT1	0	DSP1 watchdog timer expiry (rising-edge triggered)
	19	DSP1_IHB_ERR_EINT1	0	DSP1 memory controller error (rising-edge triggered)
	18	DSP1_AHB_SYS_ERR_EINT1	0	DSP1 AHB system error (rising-edge triggered)
	17	DSP1_AHB_PACK_ERR_EINT1	0	DSP1 AHB packing error (rising-edge triggered)
	16	DSP1_NMI_ERR_EINT1	0	DSP1 NMI error (rising-edge triggered)
R98352 (0x18030) IRQ1_EINT_9	31	MCU_HWERR_IRQ_OUT_EINT1	0	Memory control error (rising-edge triggered)
	3	DSP1_IRQ3_EINT1	0	DSP1 IRQ3 interrupt (rising-edge triggered)
	2	DSP1_IRQ2_EINT1	0	DSP1 IRQ2 interrupt (rising-edge triggered)
	1	DSP1_IRQ1_EINT1	0	DSP1 IRQ1 interrupt (rising-edge triggered)
	0	DSP1_IRQ0_EINT1	0	DSP1 IRQ0 interrupt (rising-edge triggered)
R98360 (0x18038) IRQ1_EINT_11	31	GPIO8_FALL_EINT1	0	GPIO8 Interrupt (Falling edge triggered)
	30	GPIO8_RISE_EINT1	0	GPIO7 Interrupt (Rising edge triggered)
	29	GPIO7_FALL_EINT1	0	GPIO6 Interrupt (Falling edge triggered)
	28	GPIO7_RISE_EINT1	0	GPIO5 Interrupt (Rising edge triggered)
	27	GPIO6_FALL_EINT1	0	GPIO4 Interrupt (Falling edge triggered)
	26	GPIO6_RISE_EINT1	0	GPIO3 Interrupt (Rising edge triggered)
	25	GPIO5_FALL_EINT1	0	GPIO2 Interrupt (Falling edge triggered)
	24	GPIO5_RISE_EINT1	0	GPIO1 Interrupt (Rising edge triggered)
	23	GPIO4_FALL_EINT1	0	GPIO8 Interrupt (Falling edge triggered)
	22	GPIO4_RISE_EINT1	0	GPIO7 Interrupt (Rising edge triggered)
	21	GPIO3_FALL_EINT1	0	GPIO6 Interrupt (Falling edge triggered)
	20	GPIO3_RISE_EINT1	0	GPIO5 Interrupt (Rising edge triggered)
	19	GPIO2_FALL_EINT1	0	GPIO4 Interrupt (Falling edge triggered)
	18	GPIO2_RISE_EINT1	0	GPIO3 Interrupt (Rising edge triggered)
	17	GPIO1_FALL_EINT1	0	GPIO2 Interrupt (Falling edge triggered)
	16	GPIO1_RISE_EINT1	0	GPIO1 Interrupt (Rising edge triggered)
R98364 (0x1803C) IRQ1_EINT_12	16	EVENT1_FULL_EINT1	0	Event Log 1 FIFO Full Interrupt (Rising edge triggered)
R98368 (0x18040) IRQ1_EINT_13	3	DSP1_TRB_STACK_ERR_EINT1	0	DSP1 trace buffer stack interrupt (rising-edge triggered)
	1	DSP1_MIPS_PROF1_DONE_EINT1	0	DSP1 MIPS profile 1 done interrupt (rising-edge triggered)
	0	DSP1_MIPS_PROF0_DONE_EINT1	0	DSP1 MIPS profile 0 done interrupt (rising-edge triggered)
R98376 (0x18048) IRQ1_EINT_15	3	SPI2_STALLING_EINT1	0	SPI2 Stall Interrupt (Rising edge triggered)
	2	SPI2_BLOCK_EINT1	0	SPI2 Block Interrupt (Rising edge triggered)
	0	SPI2_DONE_EINT1	0	SPI2 Done Interrupt (Rising edge triggered)
R98384 (0x18050) IRQ1_EINT_17	17	TIMER2_EINT1	0	Timer 1 Interrupt (Rising edge triggered)
	16	TIMER1_EINT1	0	Timer 1 Interrupt (Rising edge triggered)
R98388 (0x18054) IRQ1_EINT_18	3	TIMER_ALM1_CH4_EINT1	0	Alarm 1 Channel 4 Interrupt (Rising edge triggered)
	2	TIMER_ALM1_CH3_EINT1	0	Alarm 1 Channel 3 Interrupt (Rising edge triggered)
	1	TIMER_ALM1_CH2_EINT1	0	Alarm 1 Channel 2 Interrupt (Rising edge triggered)
	0	TIMER_ALM1_CH1_EINT1	0	Alarm 1 Channel 1 Interrupt (Rising edge triggered)
R98448 (0x18090) IRQ1_STS_1	10	SYSCLK_ERR_STS1	0	SYSCLK error interrupt status 0 = Normal, 1 = Insufficient SYSCLK cycles for the requested signal path functionality
R98452 (0x18094) IRQ1_STS_2	3	BOOT_DONE_STS1	0	Boot Status 0 = Busy (boot sequence in progress) 1 = Idle (boot sequence completed) Control register writes should not be attempted until Boot Sequence has completed.

Table 4-47. Interrupt 1 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R98464 (0x180A0) IRQ1_STS_5	24	US2_SIG_DET_STS1	0	US2 ultrasonic signal-detect status 0 = Normal, 1 = Signal detected
	22	US1_SIG_DET_STS1	0	US1 ultrasonic signal-detect status 0 = Normal, 1 = Signal detected
	20	INPUTS_SIG_DET_STS1	0	Input path signal-detect status 0 = Normal, 1 = Signal detected
	18	DRC2_SIG_DET_STS1	0	DRC2 signal-detect status 0 = Normal, 1 = Signal detected
	16	DRC1_SIG_DET_STS1	0	DRC1 signal-detect status 0 = Normal, 1 = Signal detected
R98468 (0x180A4) IRQ1_STS_6	8	FLL1_REF_LOST_STS1	0	FLL1 reference-lost status 0 = Normal, 1 = Reference lost
	0	FLL1_LOCK_STS1	0	FLL1 lock status 0 = Not locked, 1 = Locked
R98472 (0x180A8) IRQ1_STS_7	20	DSP1_WDT_EXPIRE_STS1		DSP1 watchdog timer status 0 = Normal, 1 = Watchdog timer expired
	18	DSP1_AHB_SYS_ERR_STS1		DSP1 AHB system status 0 = Normal, 1 = Error
	17	DSP1_AHB_PACK_ERR_STS1		DSP1 AHB packing status 0 = Normal, 1 = Error
	16	DSP1_NMI_ERR_STS1		DSP1 NMI status 0 = Normal, 1 = NMI asserted
R98480 (0x180B0) IRQ1_STS_9	3	DSP1_IRQ3_STS1	0	DSP1 IRQ3 status 0 = Normal, 1 = Interrupt asserted
	2	DSP1_IRQ2_STS1	0	DSP1 IRQ2 status 0 = Normal, 1 = Interrupt asserted
	1	DSP1_IRQ1_STS1	0	DSP1 IRQ1 status 0 = Normal, 1 = Interrupt asserted
	0	DSP1_IRQ0_STS1	0	DSP1 IRQ0 status 0 = Normal, 1 = Interrupt asserted
R98488 (0x180B8) IRQ1_STS_11	30	GPIO8_STS1	0	GPIO*n* input status. Reads back the logic level of GPIO*n*. Only valid for pins configured as GPIO input (does not include DSPGPIO inputs).
	28	GPIO7_STS1	0	
	26	GPIO6_STS1	0	
	24	GPIO5_STS1	0	
	22	GPIO4_STS1	0	
	20	GPIO3_STS1	0	
	18	GPIO2_STS1	0	
	16	GPIO1_STS1	0	
R98492 (0x180BC) IRQ1_STS_12	16	EVENT1_FULL_STS1	0	Event Log 1 FIFO Full status 0 = FIFO Not Full, 1 = FIFO Full
R98576 (0x18110) to R98644 (0x18154)		x_MASK1	See Footnote [1]	For each x_EINT1 interrupt bit in registers 0x18010–0x18054, a corresponding mask bit (x_MASK1) is provided in registers 0x18110–0x18154. The mask bits are coded as follows: 0 = Do not mask interrupt 1 = Mask interrupt

Table 4-47. Interrupt 1 Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R98872 (0x18238)	31	GPIO8_FALL_EDGE1	0	GPIO*n* interrupt type
IRQ1_EDGE_11	30	GPIO8_RISE_EDGE1	0	0 = Level-triggered
	29	GPIO7_FALL_EDGE1	0	1 = Edge-triggered
	28	GPIO7_RISE_EDGE1	0	
	27	GPIO6_FALL_EDGE1	0	
	26	GPIO6_RISE_EDGE1	0	
	25	GPIO5_FALL_EDGE1	0	
	24	GPIO5_RISE_EDGE1	0	
	23	GPIO4_FALL_EDGE1	0	
	22	GPIO4_RISE_EDGE1	0	
	21	GPIO3_FALL_EDGE1	0	
	20	GPIO3_RISE_EDGE1	0	
	19	GPIO2_FALL_EDGE1	0	
	18	GPIO2_RISE_EDGE1	0	
	17	GPIO1_FALL_EDGE1	0	
	16	GPIO1_RISE_EDGE1	0	

1.The BOOT_DONE_EINT1 interrupt is 0 (unmasked) by default; all other interrupts are 1 (masked) by default.

4.10 General-Purpose I/O

The CS48L32 supports up to 16 GPIO pins, which can be assigned to application-specific functions. The GPIOs enable interfacing and detection of external hardware and can provide logic outputs to other devices. The GPIO input functions can be used to generate an interrupt (IRQ) event.

There are two dedicated GPIO pins; the remaining GPIOs are implemented as alternate functions to a pin-specific capability. The GPIO and interrupt circuits support the following functions:

- Pin-specific alternative functions for external interfaces (ASP, PDM, SPI2)
- Logic input/button detect (GPIO input)
- Logic 1 and Logic 0 output (GPIO output)
- Interrupt (IRQ) status
- Clock output
- Frequency-locked loop (FLL) status
- FLL clock output
- Pulse-width modulation (PWM) signal output
- Input signal-detection status
- Alarm generator output
- General-purpose timer status
- DSP busy/idle status
- SPI master interface

Logic input and output (GPIO) can be supported in two different ways on the CS48L32. The standard mechanism described in this section provides a comprehensive suite of options including input debounce, and selectable output drive configuration. The DSP GPIO circuit is tailored towards more advanced requirements typically demanded by DSP software features. The DSP GPIO functions are described in Section 4.5.4.

4.10.1 GPIO Control

For each GPIO, the selected function is determined by the GP*n*_FN field, where *n* identifies the GPIO pin (1–16). The pin direction, set by GP*n*_DIR, must be set according to function selected by GP*n*_FN.

If a pin is configured as a GPIO input (GP*n*_DIR = 1, GP*n*_FN = 0x001), the logic level at the pin can be read from the respective GP*n*_STS bit. Note that GP*n*_STS is not affected by the polarity-select (GP*n*_POL) bit.

A debounce circuit can be enabled on any GPIO input, to avoid false event triggers. This is enabled on each pin by setting the respective GP*n*_DB bit. The debounce circuit uses the 32 kHz clock, which must be enabled whenever input debounce functions are required. The debounce time is configurable for each GPIO using GP*n*_DBTIME. See Section 4.8 for further details of the CS48L32 clocking configuration.

Each GPIO pin is an input to the interrupt control circuit and can be used to trigger an interrupt event. An interrupt event is triggered on the rising and falling edges of the GPIO input. The associated interrupt bit is latched once set; it can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.

Integrated pull-up and pull-down resistors are provided on each GPIO pin; these can be configured independently using the GP*n*_PU and GP*n*_PD fields. When the pull-up and pull-down control bits are both enabled, the CS48L32 provides a bus keeper function on the respective pin. The bus keeper function holds the logic level unchanged whenever the pin is undriven (e.g., if the signal is tristated).

Note: The bus keeper is enabled by default on all GPIO pins and, if not actively driven, may result in either a Logic 0 or Logic 1 at the respective input on start-up. If an external pull resistor is connected, the chosen resistance should take account of the bus keeper resistance (see Table 3-9). A strong pull resistor (e.g., 10 kΩ) is required, if a specific start-up condition is to be forced by the external pull component.

If a pin is configured as a GPIO output (GP*n*_DIR = 0, GP*n*_FN = 0x001), its level can be set to Logic 0 or Logic 1 using the GP*n*_LVL field. Note that the GP*n*_LVL bits are write-only—they do not provide status indication of GPIO input or output levels.

If a pin is configured as an output (GP*n*_DIR = 0), the polarity can be selected using GP*n*_POL. If GP*n*_POL = 1, the selected output function is inverted. Note that, if GP*n*_FN = 0x000 or 0x002, the GP*n*_POL bit has no effect on the respective GPIO pin.

A GPIO output can be either CMOS driven or open drain. This is selected on each pin using the respective GP*n*_OP_CFG bit. Note that if GP*n*_FN = 0x000 the GP*n*_OP_CFG bit has no effect on the respective GPIO pin—see Table 4-48 for further details. If GP*n*_FN = 0x002, the respective pin output is CMOS.

The output drive strength of GPIOs is selectable using the respective GP*n*_DRV_STR bits.

The register fields that control the GPIO pins are described in Table 4-48.

Table 4-48. GPIO Control

Register Address	Bit	Label	Default	Description
R3072 (0x0C00) GPIO_STATUS1	15	GP16_STS	0	GPIO*n* input level. Read this bit to read GPIO input level.
	14	GP15_STS	0	
	13	GP14_STS	0	
	12	GP13_STS	0	
	11	GP12_STS	0	
	10	GP11_STS	0	
	9	GP10_STS	0	
	8	GP9_STS	0	
	7	GP8_STS	0	
	6	GP7_STS	0	
	5	GP6_STS	0	
	4	GP5_STS	0	
	3	GP4_STS	0	
	2	GP3_STS	0	
	1	GP2_STS	0	
	0	GP1_STS	0	

Table 4-48. GPIO Control *(Cont.)*

Register Address	Bit	Label	Default	Description
R3080 (0x0C08) GPIO1_CTRL1 to R3140 (0x0C44) GPIO16_CTRL1	31	GP*n*_DIR	1	GPIO*n* pin direction 0 = Output 1 = Input Note that, if GP*n*_FN = 0x000 or 0x002, this bit has no effect on the GPIO*n* pin. If GPn_FN = 0x000, the pin direction is set according to the applicable pin-specific function (see Table 4-50). If GPn_FN = 0x002, the pin direction is set according to the DSP GPIO configuration.
	30	GP*n*_PU	1	GPIO*n* pull-up enable 0 = Disabled 1 = Enabled **Note:** If GP*n*_PD and GP*n*_PU are both set, a bus keeper function is enabled on the respective GPIO*n* pin.
	29	GP*n*_PD	1	GPIO*n* pull-down enable 0 = Disabled 1 = Enabled **Note:** If GP*n*_PD and GP*n*_PU are both set, a bus keeper function is enabled on the respective GPIO*n* pin.
	24	GP*n*_DRV_STR	1	GPIO*n* output drive strength 0 = 4 mA 1 = 8 mA
	19:16	GP*n*_DBTIME[3:0]	0x0	GPIO*n* input debounce time 0x0 = 100 µs, 0x3 = 6 ms, 0x6 = 48 ms, 0x9 = 384 ms 0x1 = 1.5 ms, 0x4 = 12 ms, 0x7 = 96 ms, 0xA = 768 ms 0x2 = 3 ms, 0x5 = 24 ms, 0x8 = 192 ms, 0xB–0xF = Reserved
	15	GP*n*_LVL	See Footnote 2	GPIO*n* level (write-only). Write to this bit to set a GPIO output. If GP*n*_POL is set, the GP*n*_LVL bit is the opposite logic level to the external pin.
	14	GP*n*_OP_CFG	0	GPIO*n* output configuration 0 = CMOS 1 = Open drain Note that, if GP*n*_FN = 0x000 or 0x002, this bit has no effect on the GPIO*n* output. If GPn_FN = 0x000, the pin configuration is set according to the applicable pin-specific function (see Table 4-50). If GPn_FN = 0x002, the pin configuration is CMOS.
	13	GP*n*_DB	0	GPIO*n* input debounce select 0 = Disabled 1 = Enabled
	12	GP*n*_POL	0	GPIO*n* output polarity 0 = Noninverted (Active High) 1 = Inverted (Active Low) Note that, if GP*n*_FN = 0x000 or 0x002, this bit has no effect on the GPIO*n* output.
	9:0	GP*n*_FN[9:0]	0x001	GPIO*n* Pin Function (see Table 4-49 for details)

1. *n* is a number (1–16) that identifies the individual GPIO.
2. The default value of GP*n*_LVL depends upon whether the pin is actively driven by another device. If the pin is actively driven, the bus keeper maintains this logic level. If the pin is not actively driven, the bus keeper may establish either a Logic 1 or Logic 0 as the initial input level.

4.10.2 GPIO Function Select

The available GPIO functions are described in Table 4-49. The function of each GPIO is set using GP*n*_FN, where *n* identifies the GPIO pin (1–16). Note that the respective GP*n*_DIR must also be set according to whether the function is an input or output.

Table 4-49. GPIO Function Select

GP*n*_FN	Valid On	Description	Comments
0x000	All GPIOs (1–16)	Pin-specific alternate function	Alternate configuration supporting ASP*n* and SPI2 interface functions.
0x001	All GPIOs (1–16)	Button-detect input/logic-level output	GP*n*_DIR = 0: GPIO pin logic level is set by GP*n*_LVL. GP*n*_DIR = 1: Button detect or logic level input.
0x002	All GPIOs (1–16)	DSP GPIO	Low latency input/output for DSP functions.
0x003	GPIO1–8 only	IRQ1 output	Interrupt (IRQ1) output 0 = IRQ1 not asserted 1 = IRQ1 asserted
0x010	GPIO1–8 only	FLL1 clock	Clock output from FLL1
0x018	GPIO1–8 only	FLL1 lock	Indicates FLL1 lock status 0 = Not locked 1 = Locked
0x048	GPIO1–8 only	OPCLK clock output	Configurable clock output derived from SYSCLK
0x080	All GPIOs (1–16)	PWM1 output	Configurable PWM output PWM1
0x081	All GPIOs (1–16)	PWM2 output	Configurable PWM output PWM2
0x08C	GPIO1–8 only	Input signal path signal detect	Indicates inputs signal path signal detect status 0 = Signal threshold not exceeded 1 = Signal threshold exceeded
0x090	GPIO1–8 only	US1 ultrasonic signal detect	Indicates US1 ultrasonic signal-detect status 0 = Signal threshold not exceeded 1 = Signal threshold exceeded
0x092	GPIO1–8 only	US2 ultrasonic signal detect	Indicates US2 ultrasonic signal-detect status 0 = Signal threshold not exceeded 1 = Signal threshold exceeded
0x158	GPIO1–8 only	Event Log 1 FIFO not-empty status	Event Log 1 FIFO not-empty status 0 = FIFO empty 1 = FIFO not empty
0x230–0x233	All GPIOs (1–16)	Alarm 1 Channel *n* status	Alarm 1 Channel *n* status (*n* is 1–4) A pulse is output when the respective alarm-trigger conditions are met. The pulse duration is configurable.
0x250	All GPIOs (1–16)	Timer 1 status	Timer 1 status A pulse is output after the respective timer reaches its final count value.
0x251	All GPIOs (1–16)	Timer 2 status	Timer 2 status A pulse is output after the respective timer reaches its final count value.
0x373	GPIO1–8 only	DSP1 power status	DSP1 power status 0 = Busy 1 = Idle
0x608–0x60B	GPIO1–10 only	SPI2 Slave Select 1–4	Slave-select outputs controlled by the SPI2 master interface

4.10.3 Pin-Specific Alternate Function—GP*n*_FN = 0x000

The CS48L32 provides two dedicated GPIO pins (GPIO1, GPIO2). The remaining GPIOs are multiplexed with the pin-specific functions listed in Table 4-50. The alternate functions are selected by setting the respective GP*n*_FN fields to 0x000, as described in Section 4.10.1. Note that each function is unique to the associated pin and can be supported only on that pin.

If the alternate function is selected on a GPIO pin, the pin direction (input or output) and the output driver configuration (CMOS or open drain) are set as described in Table 4-50. The respective GP*n*_DIR and GP*n*_OP_CFG bits have no effect in this case.

Table 4-50. GPIO Alternate Functions

GPIO	Alternate Function [1]	Description	Direction	Output Driver Configuration
GPIO3	ASP1_DOUT	Audio Serial Port 1 data output	Digital output	CMOS
GPIO4	ASP1_DIN	Audio Serial Port 1 data input	Digital input	—
GPIO5	ASP1_BCLK	Audio Serial Port 1 bit clock	Digital I/O	CMOS
GPIO6	ASP1_FSYNC	Audio Serial Port 1 frame sync	Digital I/O	CMOS
GPIO7	ASP2_DOUT	Audio Serial Port 2 data output	Digital output	CMOS
GPIO8	ASP2_DIN	Audio Serial Port 2 data input	Digital input	—
GPIO9	ASP2_BCLK	Audio Serial Port 2 bit clock	Digital I/O	CMOS
GPIO10	ASP2_FSYNC	Audio Serial Port 2 frame sync	Digital I/O	CMOS
GPIO11	$\overline{\text{SPI2\_SS}}$	SPI master interface Slave Select 1	Digital output	CMOS
GPIO12	SPI2_SCK	SPI master interface clock	Digital output	CMOS
GPIO13	SPI2_SIO0	SPI master interface Data 0 input/output	Digital I/O	CMOS
GPIO14	SPI2_SIO1	SPI master interface Data 1 input/output	Digital I/O	CMOS
GPIO15	SPI2_SIO2	SPI master interface Data 2 input/output	Digital I/O	CMOS
GPIO16	SPI2_SIO3	SPI master interface Data 3 input/output	Digital I/O	CMOS

1. The alternate function is enabled if the respective GP*n*_FN value is 0x000.

4.10.4 Button Detect input/Logic Level output—GP*n*_FN = 0x001

The GPIO pins can be configured for general-purpose digital input/output by setting the respective GPIO fields as described in Section 4.10.1.

- The GPIO input configuration is suitable for button-detect functionality. Note that it is recommended to enable the GPIO input debounce feature when using GPIOs as button input.

  The GP*n*_STS fields indicate the logic levels on each GPIO input—after the respective debounce function. Note that GP*n*_STS is not affected by the GP*n*_POL bit.

  The debounced GPIO signals are also inputs to the interrupt-control circuit. Separate interrupts are associated with the rising and falling edges of the GPIO input. The associated interrupt bits are latched once set; they can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.
- The GPIO output can be used to drive a logic high or logic low level to provide an indication or control signal to an external circuit.

  The output logic level is selected using the respective GP*n*_LVL bit. Note that the GP*n*_LVL bits are write-only—they do not provide status indication of GPIO input or output levels.

  The polarity of the GPIO output can be inverted using the GP*n*_POL bits. If GP*n*_POL = 1, the external output is the opposite logic level to GP*n*_LVL.

4.10.5 DSP GPIO (Low-Latency DSP Input/Output)—GP*n*_FN = 0x002

The DSP GPIO function provides an advanced I/O capability for signal-processing applications. The DSP GPIO pins are accessed using maskable sets of I/O control registers; this allows the selected combinations of GPIOs to be controlled with ease, regardless of how the allocation of GPIO pins has been implemented in hardware.

The DSP GPIO function is selected by setting the respective GPIO fields as described in Section 4.10.1. A full description of the DSP GPIO function is provided in Section 4.5.4.

Note that, if GP*n*_FN is set to 0x002, the respective pin direction (input or output) is set according to the DSP GPIO configuration for that pin—the GP*n*_DIR control bit has no effect in this case.

4.10.6 Interrupt (IRQ) Status Output—GP*n*_FN = 0x003

The CS48L32 has an interrupt controller, which can be used to indicate when any selected interrupt events occur. Individual interrupts may be masked in order to configure the interrupt as required. See Section 4.9 for a full definition of all supported interrupt events.

The IRQ1 interrupt-request status may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1. Note that the IRQ1 status is output on the IRQ pin at all times.

4.10.7 Frequency-Locked Loop (FLL) Clock Output—GP*n*_FN = 0x010

The FLL clock can be output on a GPIO pin. The GPIO output is controlled by FLL1_GPCLK_DIV and FLL1_GPCLK_EN, as described in Table 4-51.

To support the FLL clock output, the respective FLL1_GPCLK_SRC field must be cleared. If the FLL clock output is not used, it is recommended to set FLL1_GPCLK_SRC = 11 in order to minimize power consumption.

It is recommended to disable the clock output (FLL1_GPCLK_EN = 0) before making any change to FLL1_GPCLK_DIV.

Note that FLL1_GPCLK_DIV and FLL1_GPCLK_EN affect the GPIO output only; they do not affect the FLL frequency. The maximum output frequency supported for GPIO output is noted in Table 3-9.

The FLL clock output is configured by setting the respective GPIO fields as described in Section 4.10.1. See Section 4.8 for details of the CS48L32 system clocking and how to configure the FLL.

Table 4-51. FLL Clock Output Control

Register Address	Bit	Label	Default	Description
R7328 (0x1CA0) FLL1_GPIO_CLOCK	11:10	FLL1_GPCLK_SRC[1:0]	11	FLL1 GPIO Clock Source 00 = FLL 01 = Reserved 10 = Reserved 11 = Disabled
	7:1	FLL1_GPCLK_DIV[6:0]	0x02	FLL1 GPIO Clock Divider 0x00 = Reserved 0x01 = Reserved 0x02 = Divide by 2 0x03 = Divide by 3 0x04 = Divide by 4 … 0x7F = Divide by 127 (F_{GPIO} = F_{FLL}/FLL1_GPCLK_DIV)
	0	FLL1_GPCLK_EN	0	FLL1 GPIO Clock Enable 0 = Disabled 1 = Enabled

4.10.8 Frequency-Locked Loop (FLL) Status Output—GP*n*_FN = 0x018, 0x01A, 0x01C

The CS48L32 provides FLL status flags, which may be used to control other events. The FLL lock signals indicate whether FLL lock has been achieved. See Section 4.8.7 for details of the FLLs.

The FLL lock signals may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1.

The FLL lock signals are inputs to the interrupt controller circuit. Separate interrupts are associated with the rising and falling edges of the FLL-lock status. The associated interrupt bits are latched once set; they can be polled at any time or used to control the IRQ signal. See Section 4.9 for details of the interrupt event handling.

4.10.9 OPCLK Clock Output—GP*n*_FN = 0x048

A clock output (OPCLK) derived from SYSCLK can be output on a GPIO pin. The OPCLK frequency is controlled by OPCLK_DIV and OPCLK_SEL. The OPCLK output is enabled by setting OPCLK_EN, as described in Table 4-52.

It is recommended to disable the clock output before making any change to the respective x_DIV or x_SEL fields.

The source frequency for OPCLK must be selected using the respective x_SEL field. The selected frequency must be less than or equal to the applicable system clock source. The maximum output frequency supported for GPIO output is noted in Table 3-9.

The OPCLK signal can be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1.

See Section 4.8 for details of the system clocks.

Table 4-52. OPCLK Control

Register Address	Bit	Label	Default	Description
R4128 (0x1020) OUTPUT_SYS_CLK	15	OPCLK_EN	0	OPCLK Enable 0 = Disabled 1 = Enabled
	7:3	OPCLK_DIV[4:0]	0x00	OPCLK Divider 0x02 = Divide by 2 0x04 = Divide by 4 0x06 = Divide by 6 … (even numbers only) 0x1E = Divide by 30 Note that only even numbered divisions (2, 4, 6, etc.) are valid selections. All other codes are reserved if the OPCLK signal is enabled.
	2:0	OPCLK_SEL[2:0]	000	OPCLK Source Frequency 000 = 6.144 MHz (5.6448 MHz) 001 = 12.288 MHz (11.2896 MHz) 010 = 24.576 MHz (22.5792 MHz) 011 = 49.152 MHz (45.1584 MHz) All other codes are reserved The frequencies in brackets apply for 44.1 kHz–related SYSCLK rates only (i.e., SAMPLE_RATE_*n* = 0x09–0x0D). The OPCLK source frequency must be less than or equal to the SYSCLK frequency.

4.10.10 Pulse-Width Modulation (PWM) Signal Output—GP*n*_FN = 0x080, 0x081

The CS48L32 incorporates two PWM signal generators, which can be enabled as GPIO outputs. The duty cycle of each PWM signal can be modulated by an audio source, or can be set to a fixed value using a control register setting.

The PWM outputs may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1.

See Section 4.3.10 for details of how to configure the PWM signal generators.

4.10.11 Input Signal Path Signal Detect—GPn_FN = 0x08C

The input path signal-detect function provides an output that indicates the status of one or more selected input channels. The signal-detect status indicates when one or more of the input channels exceeds the configured signal-threshold level. See Section 4.2.8 for details of the input path signal-detect function.

The input path signal-detect status may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1.

The signal-detect function is an input to the interrupt control circuit. Separate interrupts are associated with the rising and falling edges of the signal-detect status. The associated interrupt bits are latched once set; they can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.

4.10.12 Ultrasonic Signal Detect—GPn_FN = 0x090, 0x092

The ultrasonic signal-detect function provides an output that indicates the signal-detection status. The output is asserted if the detection conditions are met. See Section 4.2.9 for details of the ultrasonic signal-detect function.

The input path signal-detect status may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1.

The signal-detect function is an input to the interrupt control circuit. Separate interrupts are associated with the rising and falling edges of the signal-detect status. The associated interrupt bits are latched once set; they can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.

4.10.13 Alarm Generator Status Output—GPn_FN = 0x230–0x233

The CS48L32 alarm-generator circuit is associated with the general-purpose timers. The alarm generator supports up to four output channels; these can be used to indicate one-off events, or can be configured for cyclic (repeated) triggers. See Section 4.5.2 for details of the alarm-control circuits.

The alarm status may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1. The alarm status is asserted when the respective alarm-trigger conditions are met. The signal is asserted for a duration that is configurable as described in Section 4.5.2.1.

The alarm generators also provide input to the interrupt control circuit. An interrupt event is triggered whenever the alarm-trigger conditions are met. The associated interrupt bits are latched once set; they can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.

4.10.14 General-Purpose Timer Status Output—GP*n*_FN = 0x250–0x251

The CS48L32 incorporates two general-purpose timers, which support a wide variety of uses. The timers can count up or down, and support continuous or single count modes. A status output, indicating the progress of each timer, is provided. See Section 4.5.3 for details of the general-purpose timers.

A logic signal from each general-purpose timer may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1. This logic signal is pulsed high whenever the timer reaches its final count value.

The general-purpose timers also provide input to the interrupt control circuit. An interrupt event is triggered whenever the timer reaches its final count value. The associated interrupt bits are latched once set; they can be polled at any time or used to control the $\overline{\text{IRQ}}$ signal. See Section 4.9 for details of the interrupt event handling.

4.10.15 DSP1 Power Status—GPn_FN = 0x373

The Halo Core DSP supports a wide range of audio-enhancement functions. In typical applications, the DSP operates intermittently, waiting for an interrupt or other event before proceeding. A status output, indicating DSP activity, is provided to assist in the development of DSP firmware code. See Section 4.4 for details of the Halo Core DSP.

A logic signal from the DSP may be output directly on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1. The power-status indication is asserted if the DSP is idle.

4.10.16 SPI2 Slave-Select Output—GPn_FN = 0x608, 0x609, 0x60A, 0x60B

The SPI master interface supports four slave-select ($\overline{\text{SS}}$) connections, enabling multiple devices to be accessed on a shared bus. The $\overline{\text{SS}}$ output is asserted (Logic 0) at the start of a SPI transaction and deasserted (Logic 1) at the end. See Section 4.5.5 for details of the SPI master interface.

The slave-select outputs, SS1–SS4, may be configured on a GPIO pin by setting the respective GPIO fields as described in Section 4.10.1. Active-low output is configured by setting the respective GP*n*_POL bit.

Note the Slave Select 1 function (GP*n*_FN = 0x608) is the same signal as the pin-specific $\overline{\text{SS}}$ function on GPIO11 (GP11_FN = 0x000).

4.11 Control Interface

The CS48L32 is controlled by read/write access to its control registers using the SPI1 control interface.

The CS48L32 executes a boot sequence following power-on reset, hardware reset, or software reset. Note that control register writes should not be attempted until the boot sequence has completed. See Section 4.14 for further details.

Note that the control interface function can be supported with or without system clocking—there is no requirement for SYSCLK to be enabled when accessing the register map.

Timing specifications for the control interface is provided in Table 3-18. In some applications, additional system-wide constraints must be observed to ensure control interface limits are not exceeded. Full details of these requirements are provided in Section 4.8.6. These constraints need to be considered if any of the following conditions is true.

- SYSCLK is enabled and is < 11.2896 MHz
- Control-register access is scheduled at register address 0x80000 or above

The SPI1 control interface comprises four pins; each is referenced to the VDD_IO power domain.

- SPI1_MISO—Data output
- SPI1_MOSI—Data input
- SPI1_SCK—Interface clock input
- $\overline{\text{SPI1\_SS}}$—Slave select input

The SPI1 control interface supports selectable drive-strength, pull-down, and phase control using the register fields described in Table 4-53.

Table 4-53. Control Interface Configuration

Register Address	Bit	Label	Default	Description
R144 (0x0090) CTRL_IF_DPHA	0	SPI1_DPHA	0	SPI1 data phase control 0 = MISO driven on falling SCK edge 1 = MISO driven on rising SCK edge
R4100 (0x1004) SPI1_CFG_1	8	SPI1_MISO_ DRV_STR	1	SPI1_MISO output drive strength 0 = 4 mA 1 = 8 mA
	7	SPI1_MISO_PD	0	SPI1_MISO pull-down control 0 = Disabled 1 = Enabled

A detailed description of the SPI1 control interface operation is provided in Section 4.11.1.

Note the CS48L32 also incorporates a quad-SPI master interface (SPI2); this feature is described in Section 4.5.5.

4.11.1 Four-Wire (SPI) Control Mode

The SPI1 control interface mode is supported using the $\overline{\text{SPI1\_SS}}$, SPI1_SCK, SPI1_MOSI, and SPI1_MISO pins.

The MOSI (data-input) pin supports the following behavior:

- In write operations (R/$\overline{\text{W}}$ = 0), the MOSI pin input is driven by the controlling device.
- In read operations (R/$\overline{\text{W}}$ = 1), the MOSI pin is ignored following receipt of the valid register address.

The MISO (data-output) pin supports the following behavior:

- If $\overline{\text{SS}}$ is asserted (Logic 0), the MISO output is actively driven when outputting data and is high impedance at other times. If $\overline{\text{SS}}$ is not asserted, the MISO output is high impedance.
- The timing of the MISO data output is configurable using SPI1_DPHA. Depending on the host-interface behavior and timing requirements, SPI1_DPHA can be used to support a wide range of SCK frequencies. See Table 3-18 for timing information.
- The high-impedance state of the MISO output allows the pin to be shared with other slaves. An internal pull-down resistor can be enabled on the MISO pin, as described in Table 4-53.

The SPI interface uses a 31-bit register address and 32-bit data words. Note that the full SPI message protocol also includes a read/write bit and a 32-bit padding phase (see Fig. 4-47 and Fig. 4-48).

Continuous read and write modes enable multiple register operations to be scheduled faster than is possible with single register operations. In these modes, the CS48L32 automatically increments the register address at the end of each data word, for as long as $\overline{\text{SS}}$ is held low and SCK is toggled. Successive data words can be input/output every 32 clock cycles.

The SPI protocol is shown in Fig. 4-47 and Fig. 4-48.

Fig. 4-47 shows a single register write to a specified address.

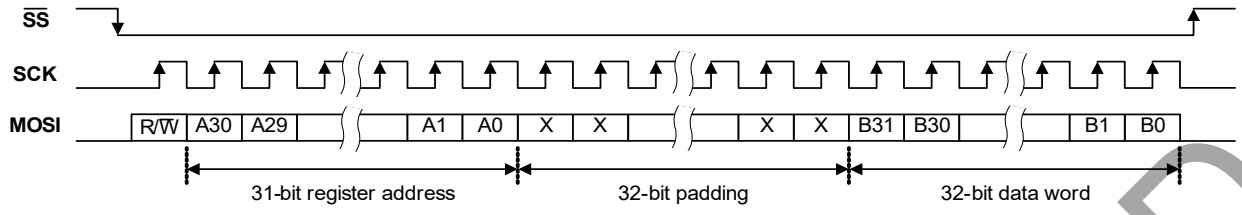


Figure 4-47. Control Interface SPI Register Write

Fig. 4-48 shows a single register read from a specified address. Note that Fig. 4-48 assumes MISO is driven on the falling SCK edge, i.e., SPI1_DPHA = 0.

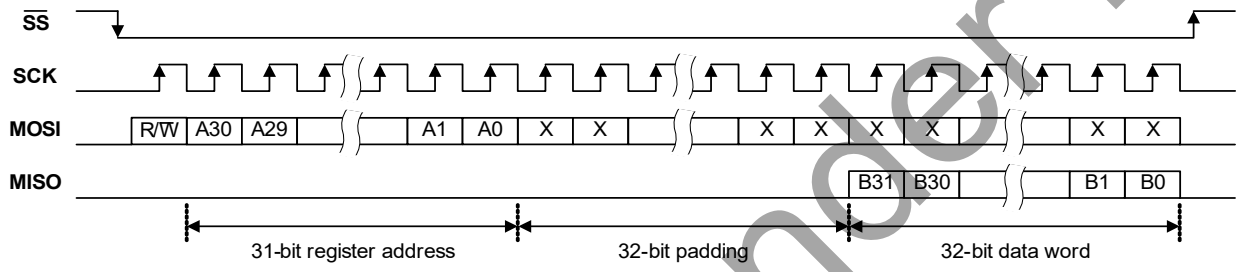


Figure 4-48. Control Interface SPI Register Read

4.12 Charge Pump, Regulators, and Voltage Reference

The CS48L32 incorporates a charge-pump and an LDO-regulator circuit to generate supply rails for internal functions and to support external microphone requirements. The CS48L32 also incorporates a MICBIAS generator (with three switchable outputs), that provides low-noise reference voltages suitable for biasing ECM-type microphones or powering digital microphones.

The VDD_CP (1.8 V) domain powers the Charge Pump circuit. Refer to Section 5.1 for recommended external components.

4.12.1 Charge Pump and LDO Regulator

The charge pump (CP2) powers the regulator (LDO2), which provides the supply rail for analog input circuits and for the MICBIAS generator. CP2 and LDO2 are enabled by setting CP2_EN.

If CP2 and LDO2 are enabled, the VOUT_MIC voltage is selected using the LDO2_VSEL field. Note that if the MICBIAS generator is in normal (regulator) mode, the VOUT_MIC voltage must be at least 200 mV greater than the selected MICBIAS1*x* output voltages.

If CP2 and LDO2 are enabled, an internal bypass path may be selected, connecting the VOUT_MIC pin directly to the VDD_CP supply. This path is controlled using the CP2_BYPASS bit. Note that the bypass path is only supported if CP2 is enabled.

Note: The 32 kHz clock must be configured and enabled if CP2 is enabled in its normal operating mode. The 32 kHz clock is not required in bypass mode (CP2_BYPASS = 1). See Section 4.8 for details of the system clocks.

If CP2 is disabled, the CP_FILT pin can be either floating or actively discharged. The behavior is configured using the CP2_DISCH bit.

If LDO2 is disabled, the VOUT_MIC pin can be either floating or actively discharged. The behavior is configured using the LDO2_DISCH bit.

The charge pump and LDO-regulator circuits are shown in Fig. 4-49. The associated control bits are described in Table 4-54.

Note that decoupling capacitors and flyback capacitors are required for these circuits. Refer to Section 5.1.5 for recommended external components.

4.12.2 Microphone Bias (MICBIAS) Control

The MICBIAS generator provides a low-noise reference voltage suitable for biasing ECM-type microphones or powering digital microphones. Refer to Section 5.1.3 for recommended external components.

The MICBIAS generator is powered from VOUT_MIC, which is generated by an internal charge pump and LDO, as shown in Fig. 4-49.

Switchable outputs from the MICBIAS generator allow three separate reference/supply outputs to be independently controlled. The MICBIAS regulator is enabled using MICB1_EN. The MICBIAS output switches are enabled using MICB1*x*_EN (where *x* is A, B, or C for the respective outputs MICBIAS1A, MICBIAS1B, or MICBIAS1C.

Note that, to enable any of the MICBIAS1*x* outputs, both the output switch and the respective regulator must be enabled.

If a MICBIAS output is disabled, it can be configured to be floating or to be actively discharged. This is configured using the MICB1_DISCH bit (for the MICBIAS regulator), and the MICB1*x*_DISCH bits (for the switched outputs). Each discharge path is only effective when the respective regulator, or switched output, is disabled.

The MICBIAS generator can operate in Regulator Mode or in Bypass Mode. The applicable mode is selected using the MICB1_BYPASS.

- In Regulator Mode (MICB1_BYPASS = 0), the output voltage is selected using the MICB1_LVL field. In this mode, VOUT_MIC must be at least 200 mV greater than the required MICBIAS output voltage. The MICBIAS outputs are powered from the VOUT_MIC pin and use the internal band-gap circuit as a reference.

  In Regulator Mode, the MICBIAS regulators are designed to operate without external decoupling capacitors. The regulators can be configured to support a capacitive load if required, using the MICB1_EXT_CAP bit. (This may be appropriate for a DMIC supply.) It is important that the external capacitance is compatible with the applicable MICB1_EXT_CAP setting. The compatible load conditions are detailed in Table 3-10.
- In Bypass Mode (MICB1_BYPASS = 1), the respective outputs (MICBIAS1*x*), when enabled, are connected directly to VOUT_MIC. This enables a low-power operating state. Note that the MICB1_EXT_CAP setting is not applicable in Bypass Mode—there are no restrictions on the external MICBIAS capacitance in Bypass Mode.

The MICBIAS generator incorporates a pop-free control circuit to ensure smooth transitions when the MICBIAS output is enabled or disabled in Bypass Mode; this feature is enabled using MICB1_RATE.

The MICBIAS generator is shown in Fig. 4-49. The MICBIAS control fields are described in Table 4-54.

The maximum output current for the MICBIAS regulator is noted in Table 3-10. This limit must be observed across all of the MICBIAS1*x* outputs, especially if more than one microphone is connected. Note that the maximum output current differs between Regulator Mode and Bypass Mode.

4.12.3 Voltage-Reference Circuit

The CS48L32 incorporates a voltage-reference circuit, powered by VDD_A. This circuit ensures the accuracy of the LDO-regulator and MICBIAS voltage settings.

4.12.4 Block Diagram and Control Registers

The charge-pump and regulator circuits are shown in Fig. 4-49. Note that decoupling capacitors and flyback capacitors are required for these circuits. Refer to Section 5.1 for recommended external components.

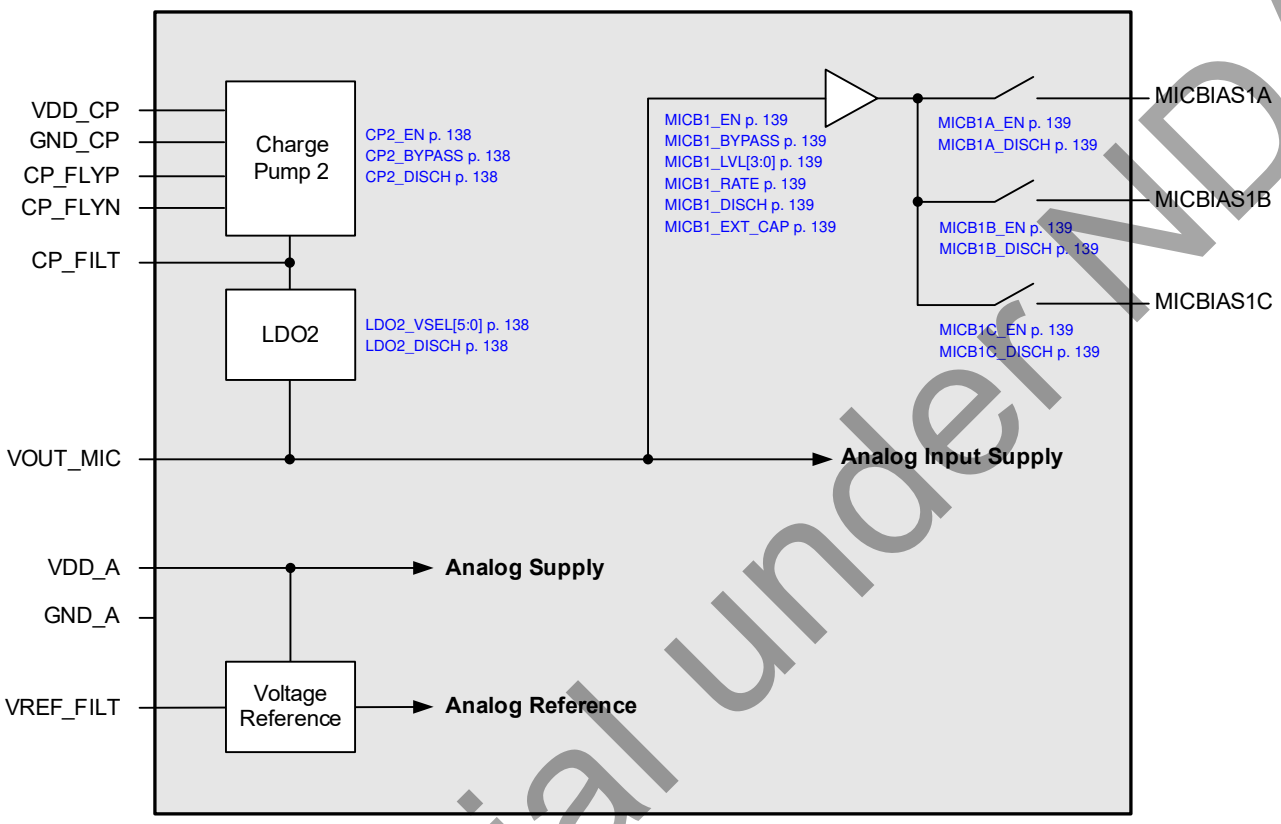


Figure 4-49. Charge Pumps and Regulators

The charge-pump and regulator control registers are described in Table 4-54.

Table 4-54. Charge-Pump and LDO Control Registers

Register Address	Bit	Label	Default	Description
R8192 (0x2000) MIC_CHARGE_PUMP1	2	CP2_DISCH	1	Charge Pump Discharge 0 = CP_FILT floating when disabled 1 = CP_FILT discharged when disabled
	1	CP2_BYPASS	1	Charge Pump and LDO Bypass Mode 0 = Normal 1 = Bypass Mode In Bypass Mode, VDD_CP is connected directly to VOUT_MIC. Note that CP2_EN must also be set.
	0	CP2_EN	0	Charge Pump and LDO2 Control (Provides analog input and VOUT_MIC supplies) 0 = Disabled 1 = Enabled
R9224 (0x2408) LDO2_CTRL1	10:5	LDO2_VSEL[5:0]	0x1F	LDO2 Output Voltage Select 0x00 = 0.900 V; 0x13 = 1.375 V; 0x1F = 2.500 V 0x01 = 0.925 V; 0x14 = 1.400 V; … (100 mV steps) 0x02 = 0.950 V; 0x15 = 1.500 V; 0x26 = 3.200 V … (25 mV steps); … (100 mV steps); 0x27 to 0x3F = 3.300 V
	2	LDO2_DISCH	1	LDO2 Discharge 0 = VOUT_MIC floating when disabled 1 = VOUT_MIC discharged when disabled

Table 4-54. Charge-Pump and LDO Control Registers *(Cont.)*

Register Address	Bit	Label	Default	Description
R9232 (0x2410) MICBIAS_CTRL1	15	MICB1_EXT_CAP	0	Microphone Bias 1 External Capacitor (if MICB1_BYPASS = 0). Configures the MICBIAS1 regulator according to the specified capacitance connected to the MICBIAS1x outputs. 0 = No external capacitor 1 = External capacitor connected
	8:5	MICB1_LVL[3:0]	0x7	Microphone Bias 1 Voltage Control (in Regulator Mode, i.e., MICB1_BYPASS = 0) 0x0 = 1.5 V 0x5 = 2.0 V 0xA = 2.5 V 0x1 = 1.6 V 0x6 = 2.1 V 0xB = 2.6 V 0x2 = 1.7 V 0x7 = 2.2 V 0xC = 2.7 V 0x3 = 1.8 V 0x8 = 2.3 V 0xD = 2.8 V 0x4 = 1.9 V 0x9 = 2.4 V 0xE–0xF = Reserved
	3	MICB1_RATE	0	Microphone Bias 1 Rate (Bypass Mode) 0 = Fast start-up/shutdown 1 = Pop-free start-up/shutdown
	2	MICB1_DISCH	1	Microphone Bias 1 Discharge 0 = MICBIAS1 floating when disabled 1 = MICBIAS1 discharged when disabled
	1	MICB1_BYPASS	1	Microphone Bias 1 Mode 0 = Regulator Mode 1 = Bypass Mode
	0	MICB1_EN	0	Microphone Bias 1 Enable 0 = Disabled 1 = Enabled
R9240 (0x2418) MICBIAS_CTRL5	9	MICB1C_DISCH	1	Microphone Bias 1C Discharge 0 = MICBIAS1C floating when disabled 1 = MICBIAS1C discharged when disabled
	8	MICB1C_EN	0	Microphone Bias 1C Enable 0 = Disabled 1 = Enabled
	5	MICB1B_DISCH	1	Microphone Bias 1B Discharge 0 = MICBIAS1B floating when disabled 1 = MICBIAS1B discharged when disabled
	4	MICB1B_EN	0	Microphone Bias 1B Enable 0 = Disabled 1 = Enabled
	1	MICB1A_DISCH	1	Microphone Bias 1A Discharge 0 = MICBIAS1A floating when disabled 1 = MICBIAS1A discharged when disabled
	0	MICB1A_EN	0	Microphone Bias 1A Enable 0 = Disabled 1 = Enabled

4.13 JTAG Interface

The JTAG interface provides test and debug access to the CS48L32 DSP. The interface comprises five connections that are multiplexed with the GPIO/ASP2 pins as described in Table 4-55.

Table 4-55. JTAG Interface Connections

Pin No	Pin Name	JTAG Function	JTAG Description
D4	ASP2_BCLK/GPIO9	TCK	Clock input
E6	GPIO1	TDI	Data input
F5	ASP2_FSYNC/GPIO10	TDO	Data output
H5	ASP2_DIN/GPIO8	TMS	Mode select input
G5	ASP2_DOUT/GPIO7	TRST	Test access port reset input (active low)

The JTAG interface is selected by setting the DSP_JTAG_MODE bit. If the JTAG interface is selected, the ASP and GPIO functions on the respective pins are disabled.

Note that, under default register conditions, DSP_JTAG_MODE is locked to prevent accidental selection—the user key must be set before writing to DSP_JTAG_MODE. The user key is set by writing 0x55, followed by 0xAA, to the USER_KEY_CTRL field.

It is recommended to clear the user key after writing to DSP_JTAG_MODE. (Note that clearing the user key does not change the value of DSP_JTAG_MODE.) The user key is cleared by writing 0xCC, followed by 0x33, to USER_KEY_CTRL.

For normal operation (test and debug access disabled), the JTAG interface should be disabled or held in reset. If DSP_JTAG_MODE = 0, the JTAG interface is disabled. If DSP_JTAG_MODE = 1, the JTAG interface is held in reset if the TRST pin is Logic 0. An internal pull-down resistor can be used to hold the TRST pin at Logic 0 (i.e., JTAG interface in reset) when not actively driven.

Integrated pull-up and pull-down resistors can be enabled on each of the JTAG pins. This is provided as part of the GPIO functionality, and provides a flexible capability for interfacing with other devices. The pull-up and pull-down resistors can be configured independently using the fields described in Table 4-48. Note that the respective pins must be configured as general-purpose inputs (GP*n*_FN = 0x001, GP*n*_DIR = 1) to support the pull-up/pull-down functions.

If the JTAG interface is enabled (TRST deasserted and TCK active) at the time of any reset, a software reset must be scheduled, with the TCK input stopped or TRST asserted (Logic 0), before using the JTAG interface.

It is recommended to always schedule a software reset before starting the JTAG clock or deasserting the JTAG reset. In this event, the JTAG interface should be held in its reset state until the software reset has completed, BOOT_DONE_STS1 is set, and DSP_JTAG_MODE is set. See Section 4.14.3 for further details of the CS48L32 software reset.

The JTAG interface control registers are described in Table 4-56.

Table 4-56. JTAG Interface Control

Register Address	Bit	Label	Default	Description
R52 (0x0034) USER_KEY_CTRL	7:0	USER_KEY_CTRL[7:0]	0x00	User Key Control Write 0x55, then 0xAA, to set the key. (Registers unlocked.) Write 0xCC, then 0x33, to clear the key. (Registers locked.)
R4156 (0x103C) MISC_TST_CTRL1	16	DSP_JTAG_MODE	0	DSP JTAG Mode Enable 0 = Disabled 1 = Enabled Under default conditions, this bit is locked and cannot be written. To change the value of this bit, the user key must be set before writing to DSP_JTAG_MODE.

4.14 Power-Up and Resets

The CS48L32 incorporates a power-on reset function to control the device start-up procedure. Hardware- and software-controlled reset functions are also supported. The resets each provide similar functionality, and are described in the following subsections.

4.14.1 Power-On Reset (POR)

The CS48L32 remains in the reset state until VDD_A, VDD_IO, and VDD_D are above their respective reset thresholds. Note that specified device performance is not assured outside the voltage ranges defined in Table 3-3.

The POR sequence is scheduled on initial power-up, when VDD_A, VDD_IO, and VDD_D are above their respective reset thresholds. After the initial power-up, the POR is also scheduled following an interrupt to the VDD_IO or VDD_A supplies.

If external bus interfaces (e.g., SPI, I²S/ASP) are in use when POR is scheduled, it is possible that CS48L32 data output pins could disrupt ongoing transactions. To avoid possible disruption to other devices, all interface activity with the CS48L32 should be ceased before scheduling POR.

4.14.2 Hardware Reset

The CS48L32 provides a hardware reset function, which is executed whenever the RESET input is asserted (Logic 0). The RESET input is active low and is referenced to the VDD_IO power domain. A hardware reset causes all of the CS48L32 control registers to be reset to their default states.

An internal pull-up resistor is enabled by default on the RESET pin; this can be configured using the RESET_PU bit. A pull-down resistor is also available, as described in Table 4-57. When the pull-up and pull-down resistors are both enabled, the CS48L32 provides a bus keeper function on the RESET pin. The bus keeper function holds the input logic level unchanged whenever the external circuit removes the drive (e.g., if the signal is tristated).

If external bus interfaces (e.g., SPI, I²S/ASP) are in use when hardware reset is scheduled, it is possible that CS48L32 data output pins could disrupt ongoing transactions. To avoid possible disruption to other devices, all interface activity with the CS48L32 should be ceased before scheduling a hardware reset.

Table 4-57. Reset Pull-Up/Pull-Down Configuration

Register Address	Bit	Label	Default	Description
R10008 (0x2718) AOD_PAD_CTRL	1	RESET_PU	1	RESET pull-up enable 0 = Disabled 1 = Enabled **Note:** If RESET_PD and RESET_PU are both set, a bus keeper function is enabled on the RESET pin.
	0	RESET_PD	0	RESET pull-down enable 0 = Disabled 1 = Enabled **Note:** If RESET_PD and RESET_PU are both set, a bus keeper function is enabled on the RESET pin.

4.14.3 Software Reset

A software reset is executed by writing 0x5A to the SFT_RESET field. A software reset causes the CS48L32 control registers to be reset to their default states.

Note: The DSP firmware-memory control registers (see Table 4-27) are unaffected by software reset. The DSP firmware memory contents are maintained through software reset, provided the respective memory bank is enabled and VDD_D is held above its reset threshold.

Table 4-58. Software Reset

Register Address	Bit	Label	Default	Description
R32 (0x0020) SFT_RESET	31:24	SFT_RESET	0x00	Software reset control. Write 0x5A to reset the device.

4.14.4 Boot Sequence

The CS48L32 executes a boot sequence following power-on reset, hardware reset, or software reset. The boot sequence configures the CS48L32 with factory-set trim (calibration) data.

The BOOT_DONE_STS1 bit is asserted on completion of the boot sequence, as described in Table 4-59. Control-register writes should not be attempted until BOOT_DONE_STS1 has been asserted.

The BOOT_DONE_STS1 signal is an input to the interrupt control circuit and can be used to trigger an interrupt event on completion of the boot sequence; see Section 4.9. Under default register conditions, a falling edge on the IRQ pin indicates completion of the boot sequence.

Table 4-59. Device Boot-Up Status

Register Address	Bit	Label	Default	Description
R98452 (0x18094) IRQ1_STS2	3	BOOT_DONE_STS1	0	Boot Status 0 = Busy (boot sequence in progress) 1 = Idle (boot sequence completed) Control register writes should not be attempted until the boot sequence has completed.

4.14.5 Digital I/O Status in Reset

Table 1-1 describes the default status of the CS48L32 digital I/O pins on completion of power-on reset and before any register writes. The same conditions are also applicable on completion of a hardware reset or software reset.

4.14.6 DSP Firmware Memory Control in Reset

The DSP firmware memory contents are not retained under power-on reset or hardware reset conditions. The firmware memory contents are maintained through software reset, provided the respective memory bank is enabled and VDD_D is held above its reset threshold. See Section 4.4.3.1 to enable the DSP firmware memory.

Note that the DSP firmware memory is not actively cleared under power-on reset or hardware reset conditions; some contents of the memory may persist through these events, but the integrity of the memory is not assured.

4.15 Device ID

The device ID and associated related data can be read from registers 0x0000 and 0x0004, as described in Table 4-60.

Table 4-60. Device ID

Register Address	Bit	Label	Default	Description
R0 (0x0000) DEVID	23:0	DEVID[23:0]	0x048A32	Device ID
R4 (0x0004) REVID	7:4	AREVID[3:0]	—	All-layer device revision. This field is incremented for every all-layer revision of the device.
	3:0	MTLREVID[3:0]	—	Metal-layer device revision. This field is incremented for every metal-layer revision of the device.

5 Applications

5.1 Recommended External Components

This section provides information on the recommended external components for use with the CS48L32.

5.1.1 Analog Input Paths

The CS48L32 supports up to four analog audio input connections. Each input is biased to the internal DC reference, VREF. (Note that this reference voltage is present on the VREF_FILT pin.) A DC-blocking capacitor is required for each analog input pin used in the target application. The choice of capacitor is determined by the filter that is formed between that capacitor and the impedance of the input pin. The circuit is shown in Fig. 5-1.

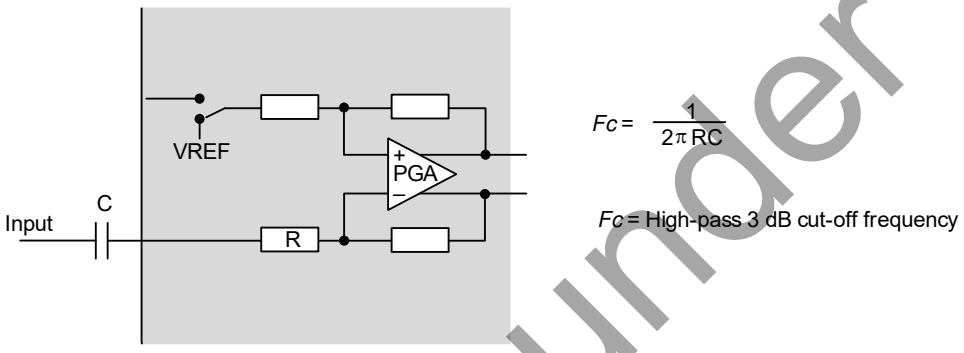


Figure 5-1. Audio Input Path DC-Blocking Capacitor

In accordance with the CS48L32 input pin resistance (see Table 3-5), a 1 µF capacitance for all input connections gives good results in most cases, with a 3 dB cut-off frequency around 13 Hz.

Ceramic capacitors are suitable, but take care to ensure the desired capacitance is maintained at the VDD_A operating voltage. Also, ceramic capacitors may show microphonic effects, where vibrations and mechanical conditions give rise to electrical signals. This is particularly problematic for microphone input paths where a large signal gain is required.

A single capacitor is required for a single-ended line or microphone input connection. For a differential input connection, a DC-blocking capacitor is required on both input pins.

The external connections for single-ended and differential microphones, incorporating the CS48L32 microphone bias circuit, are shown in Fig. 5-2.

5.1.2 PDM (DMIC) Input Paths

The CS48L32 supports as many as four PDM input channels, ideal for use with digital microphone (DMIC) input and other digital interfaces. Two channels of audio data can be multiplexed on each IN*n*_PDMDATA pin; each stereo interface is clocked using the respective IN*n*_PDMCLK pin.

The external connections for digital microphones, incorporating the CS48L32 microphone bias circuit, are shown in Fig. 5-4. Ceramic decoupling capacitors for the digital microphones may be required—refer to the specific recommendations for the application microphones.

If two microphones are connected to a single IN*n*_PDMDATA pin, the microphones must be configured to ensure that the left mic transmits a data bit when IN*n*_PDMCLK is high and the right mic transmits a data bit when IN*n*_PDMCLK is low. The CS48L32 samples the DMIC data at the end of each IN*n*_PDMCLK phase. Each microphone must tristate its data output while the other microphone is transmitting. Integrated pull-down resistors can be enabled on the IN*n*_PDMDATA pins if required.

The voltage reference for the IN1 and IN2 PDM interfaces is selectable. The DMIC use cases, the power supply for each digital microphone should be set equal to the applicable voltage reference.

5.1.3 Microphone Bias Circuit

The CS48L32 is designed to interface easily with analog or digital microphones.

Each microphone requires a bias current (electret condenser microphones) or voltage supply (silicon microphones); these can be provided by the MICBIAS regulator on the CS48L32. The MICBIAS generator supports switchable outputs that allow three separate reference/supply outputs to be independently controlled.

Note that the VOUT_MIC pin can also be used (instead of MICBIAS1*x*) as a reference or power supply for external microphones. The MICBIAS outputs are recommended, as these offer better noise performance and independent enable/disable control.

Analog microphones may be connected in single-ended or differential configurations, as shown in Fig. 5-2. The differential configuration provides better performance due to its rejection of common-mode noise; the single-ended method provides a reduction in external component count.

A bias resistor is required when using an ECM. The bias resistor should be chosen according to the minimum operating impedance of the microphone and MICBIAS voltage so that the maximum bias current of the CS48L32 is not exceeded.

A 2.2 kΩ bias resistor is recommended; this provides compatibility with a wide range of microphone components.

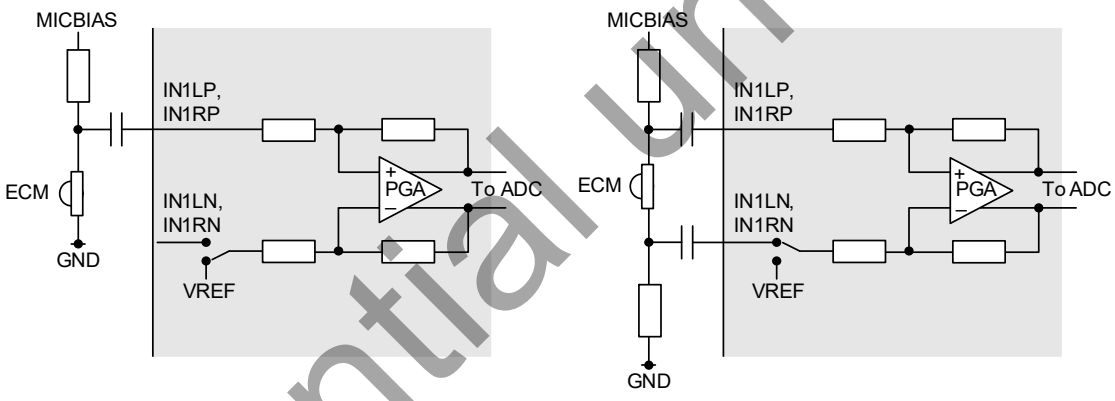


Figure 5-2. Single-Ended and Differential Analog Microphone Connections

Analog MEMS microphones can be connected to the CS48L32 as shown in Fig. 5-3. In this configuration, the MICBIAS generator provides a low-noise supply for the microphones; a bias resistor is not required.

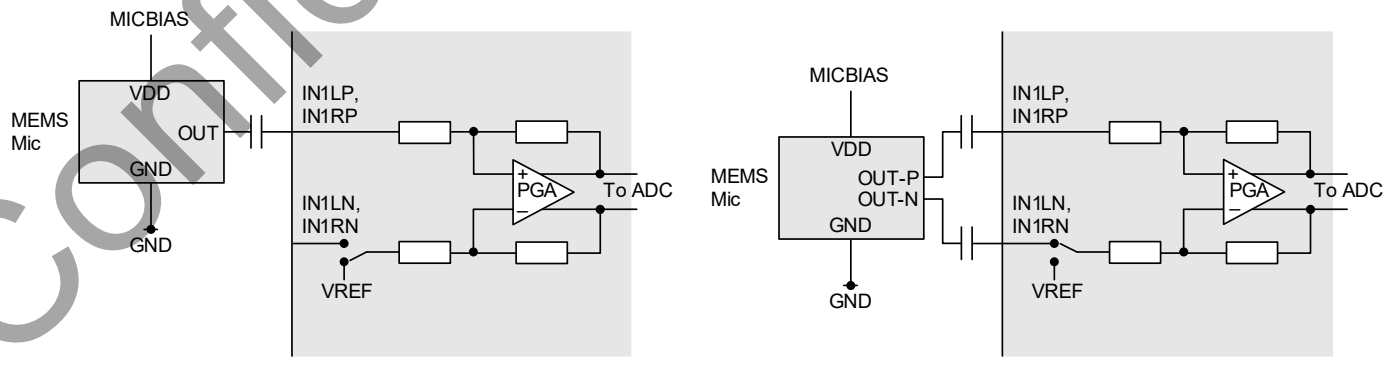


Figure 5-3. Single-Ended and Differential Analog Microphone Connections

DMIC connection to the CS48L32 is shown in Fig. 5-4. Note that ceramic decoupling capacitors at the DMIC power supply pins may be required—refer to the specific recommendations for the application microphones.

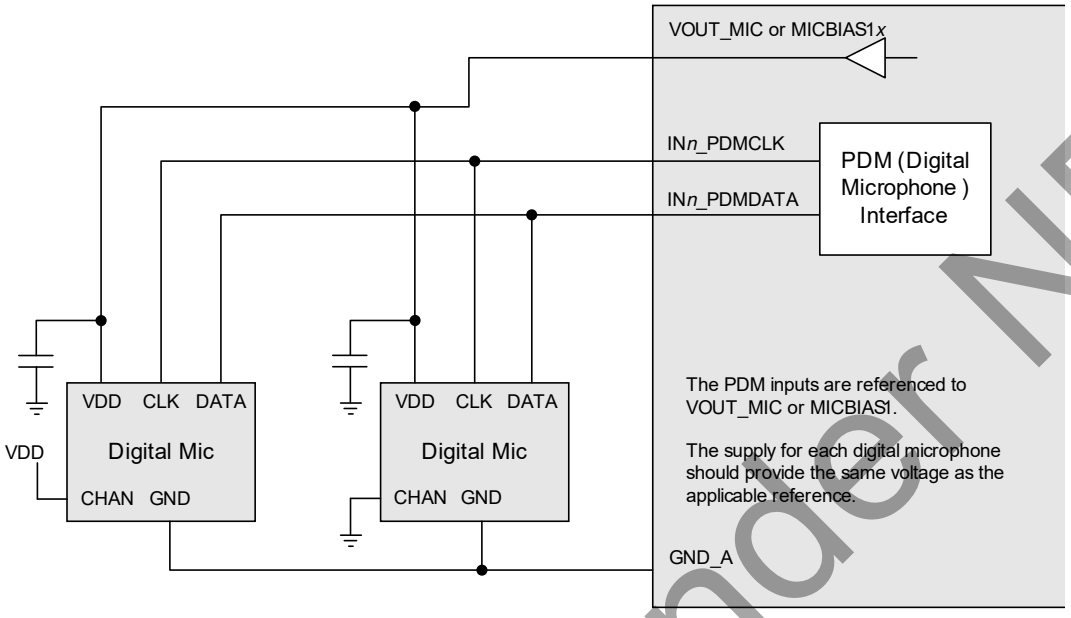


Figure 5-4. DMIC Connection

The MICBIAS generator can operate in Regulator Mode or in Bypass Mode. See Section 4.12 for details of the MICBIAS generators.

In Regulator Mode, the MICBIAS regulator is designed to operate without external decoupling capacitors. The regulator can be configured to support a capacitive load if required (e.g., for DMIC supply decoupling). The compatible load conditions are detailed in Table 3-10.

If the total capacitive load on MICBIAS1 exceeds the specified conditions for Regulator Mode (e.g., due to a decoupling capacitor or long PCB trace), the respective generator must be configured in Bypass Mode.

The maximum output current for the MICBIAS regulator is noted in Table 3-10. This limit must be observed across all of the MICBIAS1*x* outputs, especially if more than one microphone is connected. Note that the maximum output current differs between Regulator Mode and Bypass Mode. The MICBIAS output voltage can be adjusted using register control in Regulator Mode.

5.1.4 Power Supply/Reference Decoupling

Electrical coupling exists particularly in digital logic systems where switching in one subsystem causes fluctuations on the power supply. This effect occurs because the inductance of the power supply acts in opposition to the changes in current flow that are caused by the logic switching. The resultant variations (spikes) in the power-supply voltage can cause malfunctions and unintentional behavior in other components. A decoupling (bypass) capacitor can be used as an energy storage component that provides power to the decoupled circuit for the duration of these power-supply variations, protecting it from malfunctions that could otherwise arise.

Coupling also occurs in a lower frequency form when ripple is present on the power supply rail caused by changes in the load current or by limitations of the power-supply regulation method. In audio components such as the CS48L32, these variations can alter the performance of the signal path, leading to degradation in signal quality. A decoupling capacitor can be used to filter these effects by presenting the ripple voltage with a low-impedance path that does not affect the circuit to be decoupled.

These coupling effects are addressed by placing a capacitor between the supply rail and the corresponding ground reference. In the case of systems comprising multiple power supply rails, decoupling should be provided on each rail.

PCB layout is also a contributory factor for coupling effects. If multiple power supply rails are connected to a single supply source, it is recommended to provide separate PCB tracks connecting each rail to the supply. See Section 5.3 for PCB-layout recommendations.

The recommended decoupling capacitors for CS48L32 are detailed in Table 5-1.

Table 5-1. Power Supply Decoupling Capacitors

Power Supply	Ground [1]	Decoupling Capacitor
VDD_A	GND_A	1.0 µF ceramic
VDD_D	GND_D	2 x 1.0 µF ceramic—one capacitor on each VDD_D pin
VDD_FLL	GND_D	1.0 µF ceramic
VDD_IO	GND_D	0.1 µF ceramic [2]
VDD_CP	GND_CP	1.0 µF ceramic
VOUT_MIC	GND_A	4.7 µF ceramic
VREF_FILT	GND_A	2.2 µF ceramic

1. On the QFN package variant, all of the CS48L32 ground domains are connected to the exposed die pad.
2. Total capacitance of 4.7 µF is required for the VDD_IO domain. This can be provided by dedicated VDD_IO decoupling or by other capacitors on the same power rail.

All decoupling capacitors should be placed as close as possible to the CS48L32 device. The connection between GND_A, the VDD_A decoupling capacitor, and the main system ground should be made at a single point as close as possible to the GND_A ball of the CS48L32.

Due to the wide tolerance of many types of ceramic capacitors, care must be taken to ensure that the selected components provide the required capacitance across the required temperature and voltage ranges in the intended application. For most application the use of ceramic capacitors with capacitor dielectric X7R is recommended.

5.1.5 Charge-Pump Components

The CS48L32 incorporates a charge-pump circuit (CP2), which generates the supply rail for the microphone bias (MICBIAS) regulators.

Decoupling capacitors are required on the charge-pump output (CP_FILT). A fly-back capacitor is also required. The recommended charge-pump capacitors for CS48L32 are detailed in Table 5-2.

Table 5-2. Charge-Pump External Capacitors

Description	Capacitor
CP_FILT decoupling	Required capacitance is 1.0 µF at 3.6 V. Suitable component typically 4.7 µF.
CP2 fly-back (connect between CP_FLYP and CP_FLYN)	Required capacitance is 220 nF at 2 V. Suitable component typically 470 nF.

Ceramic capacitors are recommended for these charge-pump requirements. Note that, due to the wide tolerance of many types of ceramic capacitors, care must be taken to ensure that the selected components provide the required capacitance across the required temperature and voltage ranges in the intended application. Ceramic capacitors with X7R dielectric are recommended.

The positioning of the charge-pump capacitors is important. These capacitors (particularly the fly-back capacitor) must be placed as close as possible to the CS48L32.

5.2 Audio Serial Port Clocking Configurations

The audio serial ports (ASP1–ASP2) can be configured in master or slave modes. In all applications, it is important that the system clocking configuration is correctly designed. Incorrect clock configurations lead to audible clicks arising from dropped or repeated audio samples; this is caused by the inherent tolerances of multiple asynchronous system clocks.

To ensure reliable clocking of the audio serial port functions, the external interface clocks (e.g., BCLK, FSYNC) must be derived from the same clock source as SYSCLK.

In ASP-Master Mode, the external BCLK and FSYNC signals are generated by the CS48L32 and synchronization of these signals with SYSCLK is ensured. In this case, clocking of the ASP is typically derived from the MCLK1 input, either directly or via one of the FLL circuits. Alternatively, another ASP*n* or PDM interface can be used to provide the reference clock to which the ASP master can be synchronized.

In ASP-Slave Mode, the external BCLK and FSYNC signals are generated by another device, as inputs to the CS48L32. In this case, the system clock (SYSCLK) must be generated from a source that is synchronized to the external BCLK and FSYNC inputs.

In a typical ASP-Slave Mode application, the BCLK input is selected as the clock reference, using the FLL to perform frequency shifting. The MCLK1 input can also be used, but only if it is synchronized externally to the BCLK and FSYNC inputs. The PDM interface can also provide the clock reference, via one of the FLLs, provided that the BCLK and FSYNC signals are externally synchronized with the respective clock signal.

The valid ASP clocking configurations are listed in Table 5-3 for ASP-Master and ASP-Slave Modes.

Table 5-3. ASP Clocking Configurations

ASP Mode	Clocking Configuration
Master Mode	SYSCLK_SRC selects MCLK1 as SYSCLK source.
	SYSCLK_SRC selects FLL1 as SYSCLK source; FLL1_REFCLK_SRC selects MCLK1 as FLL1 source.
	SYSCLK_SRC selects FLL1 as SYSCLK source; FLL1_REFCLK_SRC selects a different interface (BCLK, PDM) as FLL1 source.
Slave Mode	SYSCLK_SRC selects FLL1 as SYSCLK source; FLL1_REFCLK_SRC selects BCLK as FLL1 source.
	SYSCLK_SRC selects MCLK1 as SYSCLK source, provided MCLK is externally synchronized to the BCLK input.
	SYSCLK_SRC selects FLL1 as SYSCLK source; FLL1_REFCLK_SRC selects MCLK1 as FLL1 source, provided MCLK is externally synchronized to the BCLK input.
	SYSCLK_SRC selects FLL1 as SYSCLK source; FLL1_REFCLK_SRC selects a different interface (BCLK, PDM) as FLL1 source, provided the other interface is externally synchronized to the BCLK input.

In each case, the SYSCLK frequency must be a valid ratio to the FSYNC frequency; the supported clocking rates are defined by the SYSCLK_FREQ and SAMPLE_RATE_*n* fields.

The valid ASP clocking configurations are shown in Fig. 5-5 to Fig. 5-11.

Fig. 5-5 shows ASP Master Mode operation, using MCLK as the clock reference.

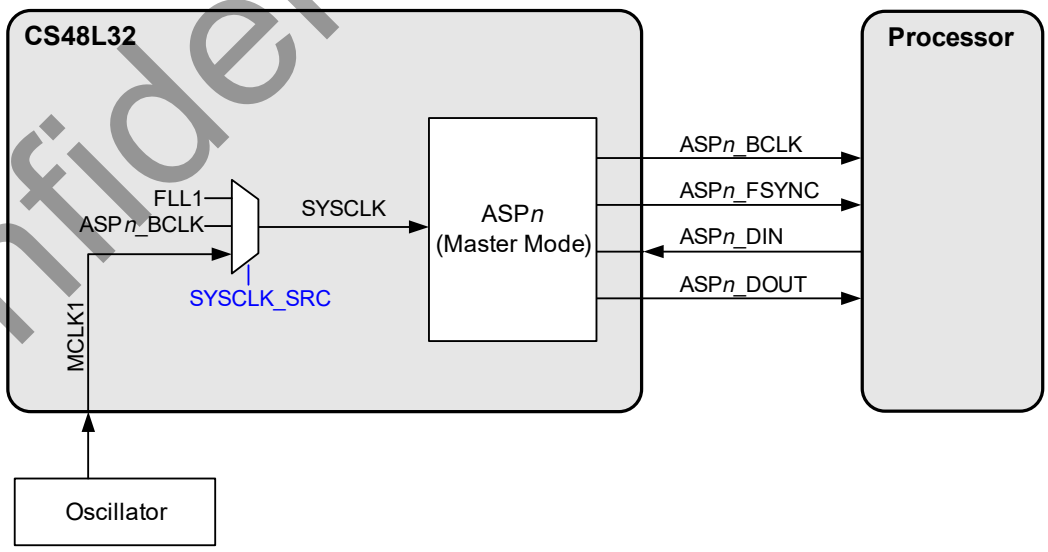


Figure 5-5. ASP Master Mode, Using MCLK as Reference

Fig. 5-6 shows ASP Master Mode operation, using MCLK as the clock reference. In this example, the FLL is used to generate the system clock, with MCLK as the reference.

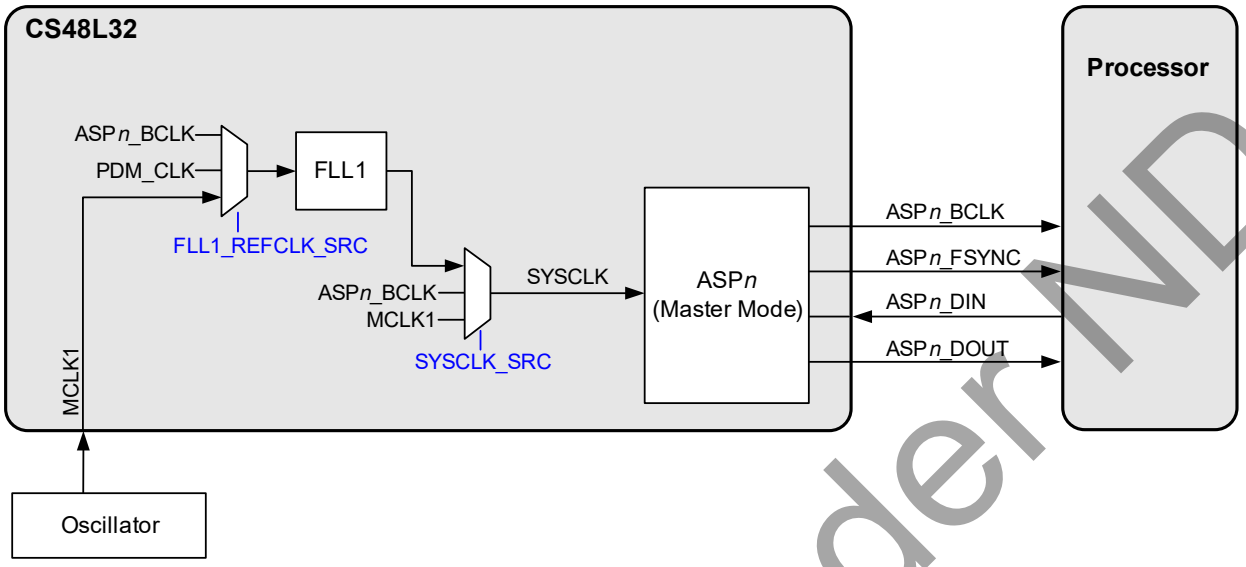


Figure 5-6. ASP Master Mode, Using MCLK and FLL as Reference

Fig. 5-7 shows ASP Master Mode operation, using a separate interface as the clock reference. In this example, the FLL is used to generate the system clock, with PDM_CLK as the reference.

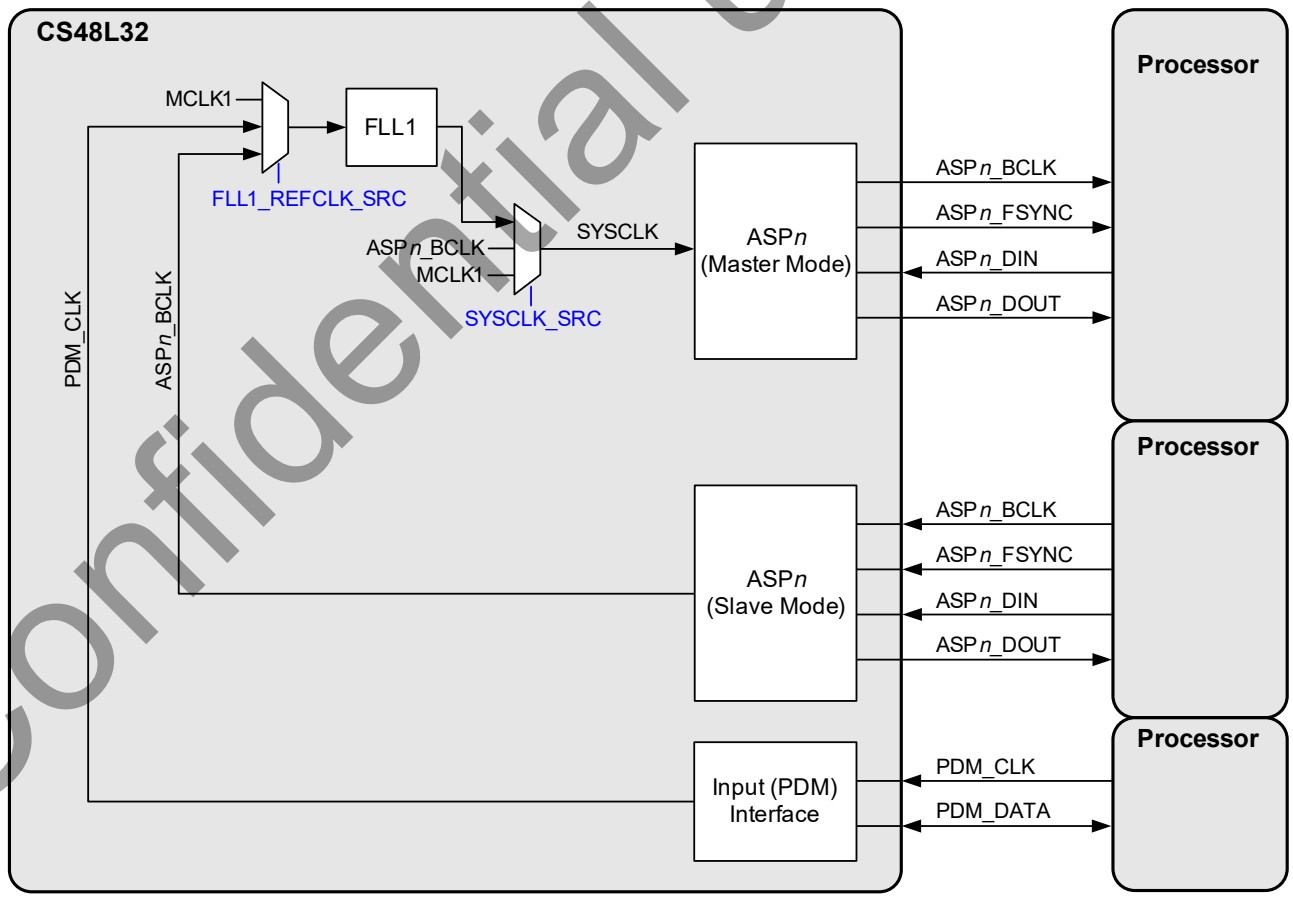


Figure 5-7. ASP Master Mode, Using Another Interface as Reference

Fig. 5-8 shows ASP Slave Mode operation, using BCLK as the clock reference. In this example, the FLL is used to generate the system clock, with BCLK as the reference.

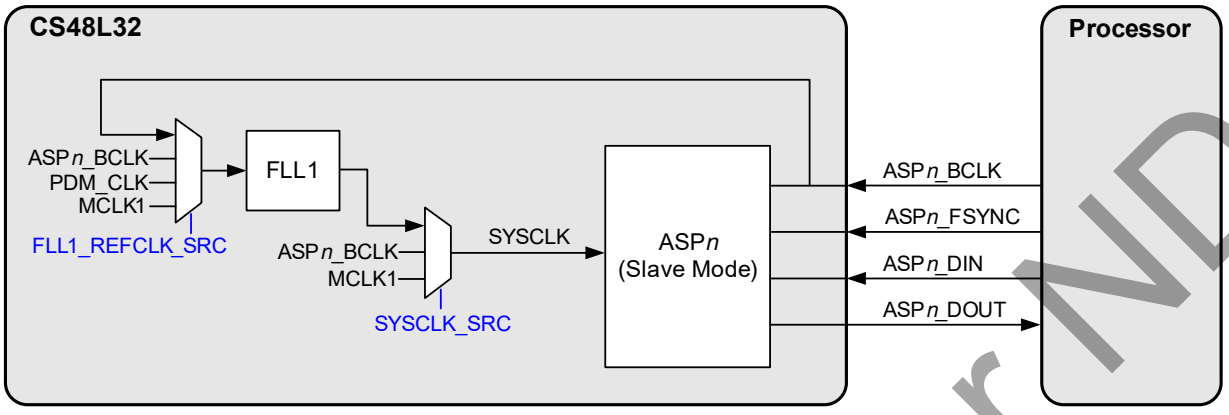


Figure 5-8. ASP Slave Mode, Using BCLK and FLL as Reference

Fig. 5-9 shows ASP Slave Mode operation, using MCLK as the clock reference. For correct operation, the MCLK input must be fully synchronized to the audio serial port.

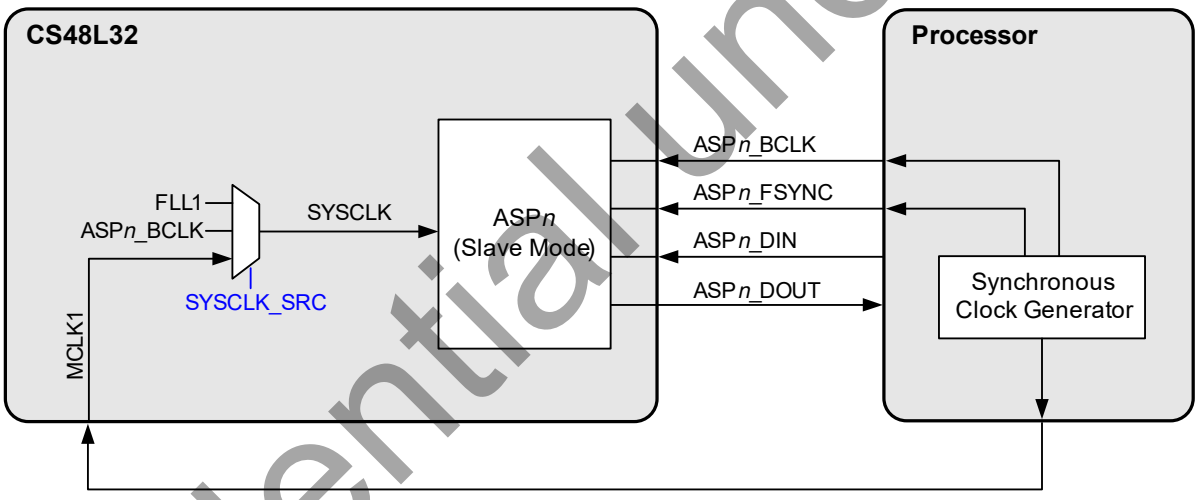


Figure 5-9. ASP Slave Mode, Using MCLK as Reference

Fig. 5-10 shows ASP Slave Mode operation, using MCLK as the clock reference. For correct operation, the MCLK input must be fully synchronized to the audio serial port. In this example, the FLL is used to generate the system clock, with MCLK as the reference.

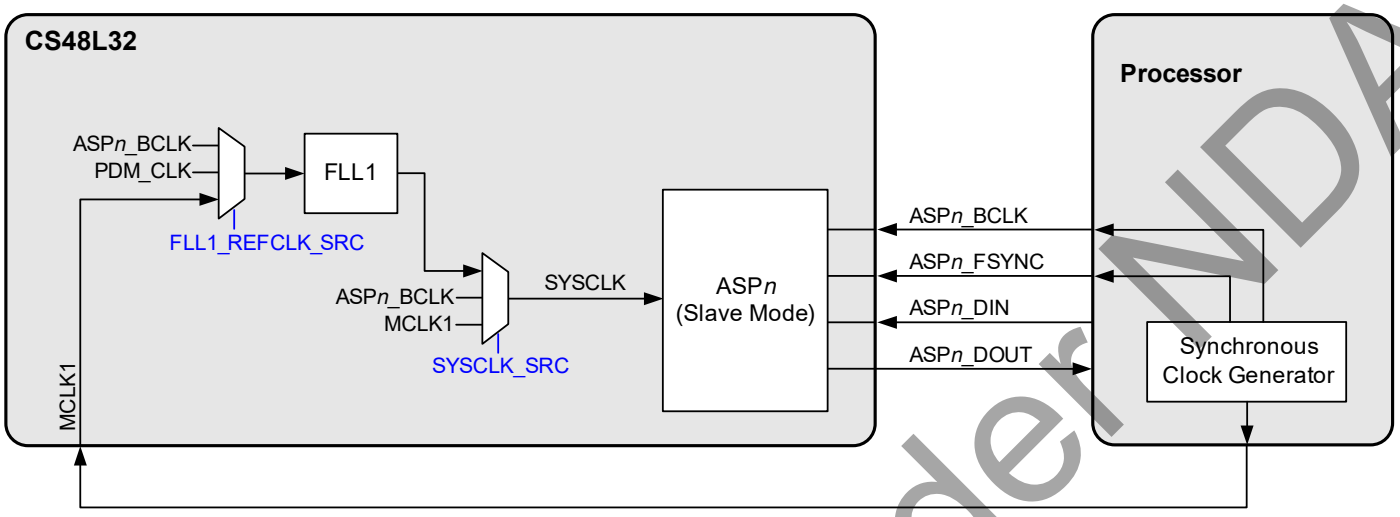


Figure 5-10. ASP Slave Mode, Using MCLK and FLL as Reference

Fig. 5-11 shows ASP Slave Mode operation, using a separate interface as the clock reference. In this example, the FLL is used to generate the system clock, with PDM_CLK as the reference. For correct operation, the PDM_CLK input must be fully synchronized to the other audio serial ports.

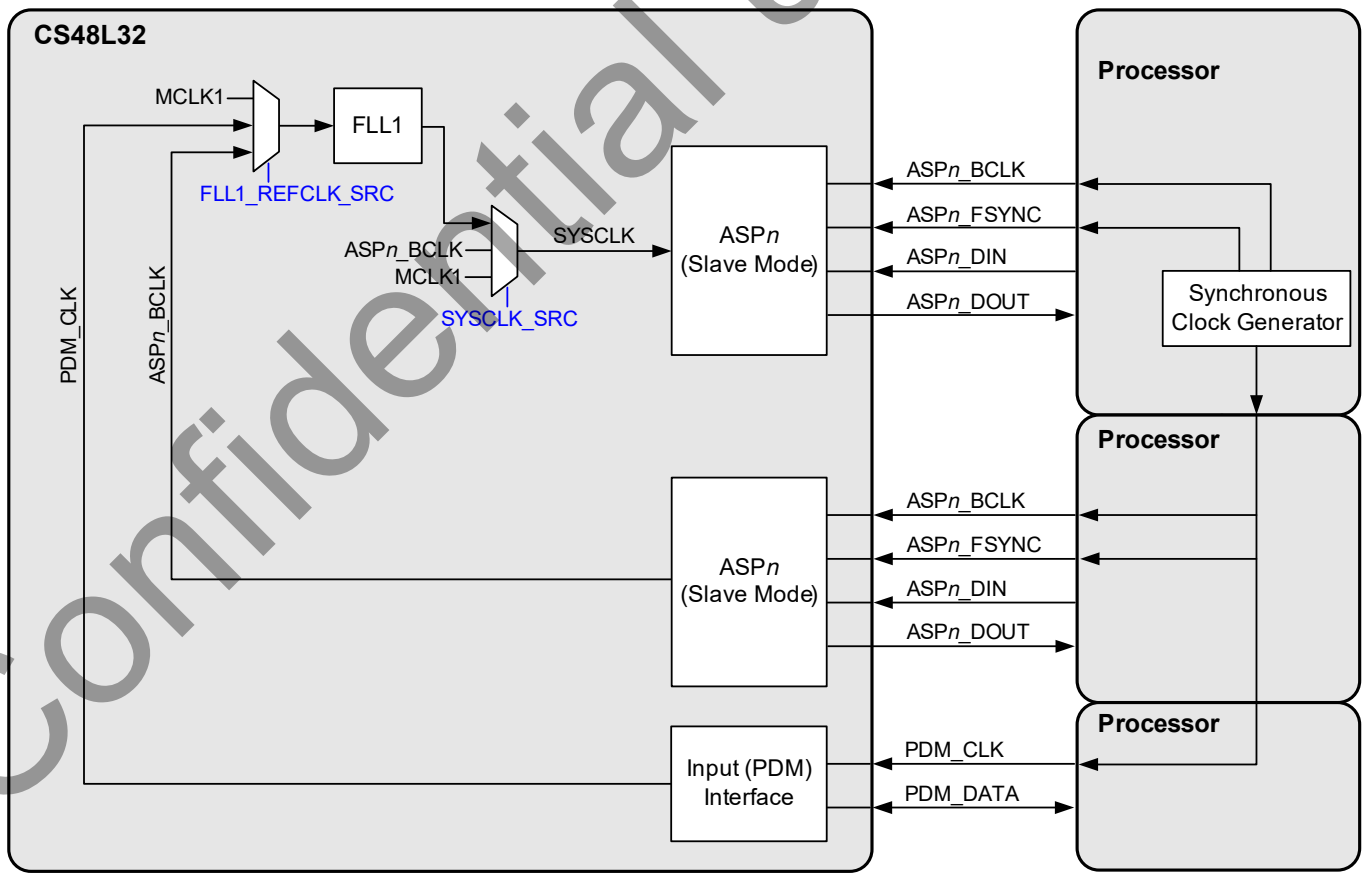


Figure 5-11. ASP Slave Mode, Using Another Interface as Reference

5.3 PCB Layout Considerations

PCB layout should be carefully considered, to ensure optimum performance of the CS48L32. Poor PCB layout degrades the performance and is a contributory factor in EMI, ground bounce, and resistive voltage losses. All external components should be placed close to the CS48L32, with current loop areas kept as small as possible. The following specific considerations should be noted:

- Placement of the charge pump capacitors is a high priority requirement—these capacitors (particularly the fly-back capacitor) must be placed as close as possible to the CS48L32.
- Decoupling capacitors should be placed as close as possible to the CS48L32. The connection between GND_A, the VDD_A decoupling capacitor, and the main system ground should be made at a single point as close as possible to the GND_A ball of the CS48L32.
- The VREF_FILT capacitor should be placed as close as possible to the CS48L32. The ground connection to the VREF_FILT capacitor should be as close as possible to the GND_A ball of the CS48L32.
- If multiple power supply rails are connected to a single supply source, it is recommended to provide separate PCB tracks connecting each rail to the supply. This configuration is also known as *star connection*.
- If power supply rails are routed between different layers of the PCB, it is recommended to use several track vias, in order to minimize resistive voltage losses.
- Differential input signal tracks should be routed as a pair, ensuring similar length/width dimensions on each track. Input signal paths should be kept away from high frequency digital signals.
- Differential output signal tracks should be routed as a pair, ensuring similar length/width dimensions on each track. The tracks should provide a low resistance path from the device output pin to the load (< 1% of the minimum load).

6 Register Map

The CS48L32 control registers are listed in Table 6-1. Note that only the register addresses described here should be accessed; writing to other addresses may result in undefined behavior. Register bits that are not documented should not be changed from the default values.

Table 6-1. Register Map Definition

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R0 (0x0)	DEVID	0	0	0	0	0	0	0	0	DEVID [23:16]								0x00048A32
		DEVID [15:0]																
R4 (0x4)	REVID	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000A0
		0	0	0	0	0	0	0	0	AREVID [3:0]				MTLREVID [3:0]				
R32 (0x20)	SFT_RESET	SFT_RESET [7:0]								0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R52 (0x34)	USER_KEY_CTRL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	USER_KEY_CTRL[7:0]								
R144 (0x90)	CTRL_IF_DPHA	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	SPI1_DPHA	
R3072 (0xC00)	GPIO_STATUS1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		GP16_STS	GP15_STS	GP14_STS	GP13_STS	GP12_STS	GP11_STS	GP10_STS	GP9_STS	GP8_STS	GP7_STS	GP6_STS	GP5_STS	GP4_STS	GP3_STS	GP2_STS	GP1_STS	
R3080 (0xC08)	GPIO1_CTRL1	GP1_DIR	GP1_PU	GP1_PD	0	0	0	0	GP1_DRV_STR	0	0	0	0	GP1_DBTIME [3:0]				0xE1000001
		GP1_LVL	GP1_OP_CFG	GP1_DB	GP1_POL	0	GP1_FN [10:0]											
R3084 (0xC0C)	GPIO2_CTRL1	GP2_DIR	GP2_PU	GP2_PD	0	0	0	0	GP2_DRV_STR	0	0	0	0	GP2_DBTIME [3:0]				0xE1000001
		GP2_LVL	GP2_OP_CFG	GP2_DB	GP2_POL	0	GP2_FN [10:0]											
R3088 (0xC10)	GPIO3_CTRL1	GP3_DIR	GP3_PU	GP3_PD	0	0	0	0	GP3_DRV_STR	0	0	0	0	GP3_DBTIME [3:0]				0xE1000001
		GP3_LVL	GP3_OP_CFG	GP3_DB	GP3_POL	0	GP3_FN [10:0]											
R3092 (0xC14)	GPIO4_CTRL1	GP4_DIR	GP4_PU	GP4_PD	0	0	0	0	GP4_DRV_STR	0	0	0	0	GP4_DBTIME [3:0]				0xE1000001
		GP4_LVL	GP4_OP_CFG	GP4_DB	GP4_POL	0	GP4_FN [10:0]											
R3096 (0xC18)	GPIO5_CTRL1	GP5_DIR	GP5_PU	GP5_PD	0	0	0	0	GP5_DRV_STR	0	0	0	0	GP5_DBTIME [3:0]				0xE1000001
		GP5_LVL	GP5_OP_CFG	GP5_DB	GP5_POL	0	GP5_FN [10:0]											

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R3100 (0xC1C)	GPIO6_CTRL1	GP6_DIR	GP6_PU	GP6_PD	0	0	0	0	GP6_DRV_STR	0	0	0	0	GP6_DBTIME [3:0]				0xE1000001
		GP6_LVL	GP6_OP_CFG	GP6_DB	GP6_POL	0	GP6_FN [10:0]											
R3104 (0xC20)	GPIO7_CTRL1	GP7_DIR	GP7_PU	GP7_PD	0	0	0	0	GP7_DRV_STR	0	0	0	0	GP7_DBTIME [3:0]				0xE1000001
		GP7_LVL	GP7_OP_CFG	GP7_DB	GP7_POL	0	GP7_FN [10:0]											
R3108 (0xC24)	GPIO8_CTRL1	GP8_DIR	GP8_PU	GP8_PD	0	0	0	0	GP8_DRV_STR	0	0	0	0	GP8_DBTIME [3:0]				0xE1000001
		GP8_LVL	GP8_OP_CFG	GP8_DB	GP8_POL	0	GP8_FN [10:0]											
R3112 (0xC28)	GPIO9_CTRL1	GP9_DIR	GP9_PU	GP9_PD	0	0	0	0	GP9_DRV_STR	0	0	0	0	GP9_DBTIME [3:0]				0xE1000001
		GP9_LVL	GP9_OP_CFG	GP9_DB	GP9_POL	0	GP9_FN [10:0]											
R3116 (0xC2C)	GPIO10_CTRL1	GP10_DIR	GP10_PU	GP10_PD	0	0	0	0	GP10_DRV_STR	0	0	0	0	GP10_DBTIME [3:0]				0xE1000001
		GP10_LVL	GP10_OP_CFG	GP10_DB	GP10_POL	0	GP10_FN [10:0]											
R3120 (0xC30)	GPIO11_CTRL1	GP11_DIR	GP11_PU	GP11_PD	0	0	0	0	GP11_DRV_STR	0	0	0	0	GP11_DBTIME [3:0]				0xE1000001
		GP11_LVL	GP11_OP_CFG	GP11_DB	GP11_POL	0	GP11_FN [10:0]											
R3124 (0xC34)	GPIO12_CTRL1	GP12_DIR	GP12_PU	GP12_PD	0	0	0	0	GP12_DRV_STR	0	0	0	0	GP12_DBTIME [3:0]				0xE1000001
		GP12_LVL	GP12_OP_CFG	GP12_DB	GP12_POL	0	GP12_FN [10:0]											
R3128 (0xC38)	GPIO13_CTRL1	GP13_DIR	GP13_PU	GP13_PD	0	0	0	0	GP13_DRV_STR	0	0	0	0	GP13_DBTIME [3:0]				0xE1000001
		GP13_LVL	GP13_OP_CFG	GP13_DB	GP13_POL	0	GP13_FN [10:0]											
R3132 (0xC3C)	GPIO14_CTRL1	GP14_DIR	GP14_PU	GP14_PD	0	0	0	0	GP14_DRV_STR	0	0	0	0	GP14_DBTIME [3:0]				0xE1000001
		GP14_LVL	GP14_OP_CFG	GP14_DB	GP14_POL	0	GP14_FN [10:0]											
R3136 (0xC40)	GPIO15_CTRL1	GP15_DIR	GP15_PU	GP15_PD	0	0	0	0	GP15_DRV_STR	0	0	0	0	GP15_DBTIME [3:0]				0xE1000001
		GP15_LVL	GP15_OP_CFG	GP15_DB	GP15_POL	0	GP15_FN [10:0]											
R3140 (0xC44)	GPIO16_CTRL1	GP16_DIR	GP16_PU	GP16_PD	0	0	0	0	GP16_DRV_STR	0	0	0	0	GP16_DBTIME [3:0]				0xE1000001
		GP16_LVL	GP16_OP_CFG	GP16_DB	GP16_POL	0	GP16_FN [10:0]											
R4100 (0x1004)	SPI1_CFG_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000300
		0	0	0	0	0	0	1	SPI1_MISO_DRV_STR	SPI1_MISO_PD	0	0	0	0	0	0	0	
R4128 (0x1020)	OUTPUT_SYS_CLK	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		OPCLK_EN	0	0	0	0	0	0	0	OPCLK_DIV [4:0]					OPCLK_SEL [2:0]			
R4144 (0x1030)	CLKGEN_PAD_CTRL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	MCLK1_PD	0	0	0	0	0	0	0	
R4148 (0x1034)	PDM_PAD_CTRL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	IN2_PDMDATA_PD	IN1_PDMDATA_PD	0	0	0	0	
R4156 (0x103C)	MISC_TST_CTRL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP_JTAG_MODE (K)	0x0000016D
		0	0	0	0	0	0	0	1	0	1	1	0	1	1	0	1	
R4164 (0x1044)	AUXPDM_CTRL	0	0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM2_CLK_PD	0	AUXPDM1_CLK_PD	0x0000000F
		0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM2_CLK_DRV_STR	AUXPDM2_DOUT_DRV_STR	AUXPDM1_CLK_DRV_STR	AUXPDM1_DOUT_DRV_STR	
R4188 (0x105C)	AUXPDM_CTRL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	AUXPDM2_DOUT_SRC [3:0]				AUXPDM1_DOUT_SRC [3:0]				
R5120 (0x1400)	CLOCK32K	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000002
		0	0	0	0	0	0	0	0	0	CLK_32K_EN	0	0	0	0	CLK_32K_SRC [1:0]		
R5124 (0x1404)	SYSTEM_CLOCK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000404
		SYSCLK_FRAC	0	0	0	0	SYSCLK_FREQ [2:0]			0	SYSCLK_EN	0	SYSCLK_SRC [4:0]					
R5128 (0x1408)	SYSTEM_CLOCK2	SYSCLK_FREQ_FINE_STS [15:0]																0x00000000
		0	0	0	0	0	SYSCLK_FREQ_STS [2:0]			0	0	0	SYSCLK_SRC_STS [4:0]					
R5152 (0x1420)	SAMPLE_RATE1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000003
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_1 [4:0]					
R5156 (0x1424)	SAMPLE_RATE2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000003
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_2 [4:0]					
R5160 (0x1428)	SAMPLE_RATE3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000003
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_3 [4:0]					

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R5164 (0x142C)	SAMPLE_RATE4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000003
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_4 [4:0]					
R5184 (0x1440)	SAMPLE_RATE_ STATUS1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_1_STS [4:0]					
R5188 (0x1444)	SAMPLE_RATE_ STATUS2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_2_STS [4:0]					
R5192 (0x1448)	SAMPLE_RATE_ STATUS3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_3_STS [4:0]					
R5196 (0x144C)	SAMPLE_RATE_ STATUS4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	SAMPLE_RATE_4_STS [4:0]					
R7168 (0x1C00)	FLL1_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000002
		0	0	0	0	0	0	0	0	0	0	0	0	0	FLL1_ CTRL_ UPD	FLL1_ HOLD	FLL1_EN	
R7172 (0x1C04)	FLL1_CONTROL2	FLL1_LOCKDET_THR [3:0]				FLL1_ LOCKDET	0	0	0	0	FLL1_ PHASEDE T	FLL1_ REFDET	0	0	0	FLL1_REFCLK_DIV [1:0]		0x88203004
		FLL1_REFCLK_SRC [3:0]				0	0	FLL1_N [9:0]										
R7176 (0x1C08)	FLL1_CONTROL3	FLL1_LAMBDA [15:0]																0x00000000
		FLL1_THETA [15:0]																
R7180 (0x1C0C)	FLL1_CONTROL4	FLL1_PD_GAIN_FINE [3:0]				FLL1_PD_GAIN_COARSE [3:0]				FLL1_FD_GAIN_FINE [3:0]				FLL1_FD_GAIN_COARSE [3:0]				0x21F05001
		0	1	FLL1_HP [1:0]		0	0	FLL1_FB_DIV [9:0]										
R7328 (0x1CA0)	FLL1_GPIO_CLOCK	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000C04
		0	0	0	0	FLL1_GPCLK_SRC [1:0]		0	0	FLL1_GPCLK_DIV [6:0]							FLL1_ GPCLK_ EN	
R7220 (0x1C34)	FLL1_DIGITAL_TEST2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000033E8
		0	0	1	1	0	FLL1_FB_ DIV_SDM_ ORD2_EN	1	1	1	1	1	0	1	0	0	0	
R8192 (0x2000)	CHARGE_PUMP1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000006
		0	0	0	0	0	0	0	0	0	0	0	0	0	CP2_ DISCH	CP2_ BYPASS	CP2_EN	
R9224 (0x2408)	LDO2_CTRL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000003E4
		0	0	0	0	0	LDO2_VSEL [5:0]						0	0	LDO2_ DISCH	0	0	
R9232 (0x2410)	MICBIAS_CTRL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000E6
		MICB1_ EXT_CAP	0	0	0	0	0	0	MICB1_LVL [3:0]				0	MICB1_ RATE	MICB1_ DISCH	MICB1_ BYPASS	MICB1_EN	
R9240 (0x2418)	MICBIAS_CTRL5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000222
		0	0	0	0	0	0	MICB1C_ DISCH	MICB1C_ EN	0	0	MICB1B_ DISCH	MICB1B_ EN	0	0	MICB1A_ DISCH	MICB1A_ EN	
R10000 (0x2710)	IRQ1_CTRL_AOD	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004600
		0	1	0	0	IRQ1_ MASK	IRQ_POL	IRQ_OP_ CFG	0	0	0	0	0	0	0	0	0	
R10008 (0x2718)	AOD_PAD_CTRL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004002
		0	1	0	0	0	0	0	0	0	0	0	0	0	0	RESET_ PU	RESET_ PD	
R16384 (0x4000)	INPUT_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	IN2L_EN	IN2R_EN	IN1L_EN	IN1R_EN	
R16388 (0x4004)	INPUT_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	IN2L_STS	IN2R_STS	IN1L_STS	IN1R_STS	
R16392 (0x4008)	INPUT_RATE_ CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000400
		IN_RATE [4:0]					IN_RATE_ MODE	0	0	0	0	0	0	0	0	0	0	
R16396 (0x400C)	INPUT_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	PDM_FLLCLK_SRC [3:0]				
R16404 (0x4014)	INPUT_CONTROL3	0	0	IN_VU	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R16416 (0x4020)	INPUT1_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	IN1_OSR [2:0]			0x00050020
		0	0	0	0	0	0	IN1_PDM_SUP [1:0]		0	0	1	0	0	0	0	IN1_ MODE	
R16420 (0x4024)	IN1L_CONTROL1	0	0	IN1L_SRC [1:0]		0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		IN1L_RATE [4:0]					0	0	0	0	0	0	0	0	IN1L_HPF	IN1L_SIG_ DET_EN	IN1L_LP_ MODE	
R16424 (0x4028)	IN1L_CONTROL2	0	0	0	IN1L_ MUTE	0	0	0	0	IN1L_VOL [7:0]								0x10800080
		0	0	0	0	0	0	0	0	IN1L_PGA_VOL [6:0]							0	
R16452 (0x4044)	IN1R_CONTROL1	0	0	IN1R_SRC [1:0]		0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		IN1R_RATE [4:0]					0	0	0	0	0	0	0	0	IN1R_HPF	IN1R_ SIG_DET_ EN	IN1R_LP_ MODE	
R16456 (0x4048)	IN1R_CONTROL2	0	0	0	IN1R_ MUTE	0	0	0	0	IN1R_VOL [7:0]								0x10800080
		0	0	0	0	0	0	0	0	IN1R_PGA_VOL [6:0]							0	
R16480 (0x4060)	INPUT2_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	IN2_OSR [2:0]			0x00050020
		0	0	0	0	0	0	IN2_PDM_SUP [1:0]		0	0	1	0	0	0	0	0	
R16484 (0x4064)	IN2L_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		IN2L_RATE [4:0]					0	0	0	0	0	0	0	0	IN2L_HPF	IN2L_SIG_ DET_EN	0	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R16488 (0x4068)	IN2L_CONTROL2	0	0	0	IN2L_MUTE	0	0	0	0	IN2L_VOL [7:0]								0x10800000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R16516 (0x4084)	IN2R_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		IN2R_RATE [4:0]					0	0	0	0	0	0	0	0	IN2R_HPF	IN2R_SIG_DET_EN	0	
R16520 (0x4088)	IN2R_CONTROL2	0	0	0	IN2R_MUTE	0	0	0	0	IN2R_VOL [7:0]								0x10800000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R16960 (0x4240)	IN_SIG_DET_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000001
		0	0	0	0	0	0	0	IN_SIG_DET_THR [4:0]					IN_SIG_DET_HOLD [3:0]				
R16964 (0x4244)	INPUT_HPF_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000002
		0	0	0	0	0	0	0	0	0	0	0	0	0	IN_HPF_CUT [2:0]			
R16968 (0x4248)	INPUT_VOL_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000022
		0	0	0	0	0	0	0	0	0	IN_VD_RAMP [2:0]			0	IN_VI_RAMP [2:0]			
R17152 (0x4300)	AUXPDM_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM2_EN	AUXPDM1_EN	
R17156 (0x4304)	AUXPDM_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM2_MUTE	AUXPDM1_MUTE	
R17160 (0x4308)	AUXPDM1_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM1_FREQ [1:0]		0x00010008
		0	0	0	0	AUXPDM1_SRC [3:0]				0	0	0	AUXPDM1_TXEDGE	AUXPDM1_MSTR	0	0	0	
R17168 (0x4310)	AUXPDM2_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	AUXPDM2_FREQ [1:0]		0x00010008
		0	0	0	0	AUXPDM2_SRC [3:0]				0	0	0	AUXPDM2_TXEDGE	AUXPDM2_MSTR	0	0	0	
R24576 (0x6000)	ASP1_ENABLES1	0	0	0	0	0	0	0	0	ASP1_RX8_EN	ASP1_RX7_EN	ASP1_RX6_EN	ASP1_RX5_EN	ASP1_RX4_EN	ASP1_RX3_EN	ASP1_RX2_EN	ASP1_RX1_EN	0x00000000
		0	0	0	0	0	0	0	0	ASP1_TX8_EN	ASP1_TX7_EN	ASP1_TX6_EN	ASP1_TX5_EN	ASP1_TX4_EN	ASP1_TX3_EN	ASP1_TX2_EN	ASP1_TX1_EN	
R24580 (0x6004)	ASP1_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000028
		0	0	0	ASP1_RATE [4:0]					0	0	ASP1_BCLK_FREQ [5:0]						
R24584 (0x6008)	ASP1_CONTROL2	ASP1_RX_WIDTH [7:0]								ASP1_TX_WIDTH [7:0]								0x18180200
		0	0	0	0	0	ASP1_FMT [2:0]			0	ASP1_BCLK_INV	ASP1_BCLK_FRC	ASP1_BCLK_MSTR	0	ASP1_FSYNC_INV	ASP1_FSYNC_FRC	ASP1_FSYNC_MSTR	
R24588 (0x600C)	ASP1_CONTROL3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000002
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	ASP1_DOUT_HIZ_CTRL [1:0]		
R24592 (0x6010)	ASP1_FRAME_CONTROL1	0	0	ASP1_TX4_SLOT [5:0]						0	0	ASP1_TX3_SLOT [5:0]						0x03020100
		0	0	ASP1_TX2_SLOT [5:0]						0	0	ASP1_TX1_SLOT [5:0]						
R24596 (0x6014)	ASP1_FRAME_CONTROL2	0	0	ASP1_TX8_SLOT [5:0]						0	0	ASP1_TX7_SLOT [5:0]						0x07060504
		0	0	ASP1_TX6_SLOT [5:0]						0	0	ASP1_TX5_SLOT [5:0]						
R24608 (0x6020)	ASP1_FRAME_CONTROL5	0	0	ASP1_RX4_SLOT [5:0]						0	0	ASP1_RX3_SLOT [5:0]						0x03020100
		0	0	ASP1_RX2_SLOT [5:0]						0	0	ASP1_RX1_SLOT [5:0]						
R24612 (0x6024)	ASP1_FRAME_CONTROL6	0	0	ASP1_RX8_SLOT [5:0]						0	0	ASP1_RX7_SLOT [5:0]						0x07060504
		0	0	ASP1_RX6_SLOT [5:0]						0	0	ASP1_RX5_SLOT [5:0]						
R24624 (0x6030)	ASP1_DATA_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000020
		0	0	0	0	0	0	0	0	0	0	ASP1_TX_WL [5:0]						
R24640 (0x6040)	ASP1_DATA_CONTROL5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000020
		0	0	0	0	0	0	0	0	0	0	ASP1_RX_WL [5:0]						
R24704 (0x6080)	ASP2_ENABLES1	0	0	0	0	0	0	0	0	0	0	0	0	ASP2_RX4_EN	ASP2_RX3_EN	ASP2_RX2_EN	ASP2_RX1_EN	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	ASP2_TX4_EN	ASP2_TX3_EN	ASP2_TX2_EN	ASP2_TX1_EN	
R24708 (0x6084)	ASP2_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000028
		0	0	0	ASP2_RATE [4:0]					0	0	ASP2_BCLK_FREQ [5:0]						
R24712 (0x6088)	ASP2_CONTROL2	ASP2_RX_WIDTH [7:0]								ASP2_TX_WIDTH [7:0]								0x18180200
		0	0	0	0	0	ASP2_FMT [2:0]			0	ASP2_BCLK_INV	ASP2_BCLK_FRC	ASP2_BCLK_MSTR	0	ASP2_FSYNC_INV	ASP2_FSYNC_FRC	ASP2_FSYNC_MSTR	
R24716 (0x608C)	ASP2_CONTROL3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000002
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	ASP2_DOUT_HIZ_CTRL [1:0]		
R24720 (0x6090)	ASP2_FRAME_CONTROL1	0	0	ASP2_TX4_SLOT [5:0]						0	0	ASP2_TX3_SLOT [5:0]						0x03020100
		0	0	ASP2_TX2_SLOT [5:0]						0	0	ASP2_TX1_SLOT [5:0]						
R24736 (0x60A0)	ASP2_FRAME_CONTROL5	0	0	ASP2_RX4_SLOT [5:0]						0	0	ASP2_RX3_SLOT [5:0]						0x03020100
		0	0	ASP2_RX2_SLOT [5:0]						0	0	ASP2_RX1_SLOT [5:0]						
R24752 (0x60B0)	ASP2_DATA_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000020
		0	0	0	0	0	0	0	0	0	0	ASP2_TX_WL [5:0]						
R24768 (0x60C0)	ASP2_DATA_CONTROL5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000020
		0	0	0	0	0	0	0	0	0	0	ASP2_RX_WL [5:0]						
R32896 (0x8080)	PWM1_INPUT1	0	0	0	0	0	0	0	0	PWM1MIX_VOL1 [6:0]							0	0x00800000
		PWM1_SRC1_STS	0	0	0	0	0	0	PWM1_SRC1 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R32900 (0x8084)	PWM1_INPUT2	0	0	0	0	0	0	0	0	PWM1MIX_VOL2 [6:0]							0	0x00800000
		PWM1_SRC2_STS	0	0	0	0	0	0	PWM1_SRC2 [8:0]									
R32904 (0x8088)	PWM1_INPUT3	0	0	0	0	0	0	0	0	PWM1MIX_VOL3 [6:0]							0	0x00800000
		PWM1_SRC3_STS	0	0	0	0	0	0	PWM1_SRC3 [8:0]									
R32908 (0x808C)	PWM1_INPUT4	0	0	0	0	0	0	0	0	PWM1MIX_VOL4 [6:0]							0	0x00800000
		PWM1_SRC4_STS	0	0	0	0	0	0	PWM1_SRC4 [8:0]									
R32912 (0x8090)	PWM2_INPUT1	0	0	0	0	0	0	0	0	PWM2MIX_VOL1 [6:0]							0	0x00800000
		PWM2_SRC1_STS	0	0	0	0	0	0	PWM2_SRC1 [8:0]									
R32916 (0x8094)	PWM2_INPUT2	0	0	0	0	0	0	0	0	PWM2MIX_VOL2 [6:0]							0	0x00800000
		PWM2_SRC2_STS	0	0	0	0	0	0	PWM2_SRC2 [8:0]									
R32920 (0x8098)	PWM2_INPUT3	0	0	0	0	0	0	0	0	PWM2MIX_VOL3 [6:0]							0	0x00800000
		PWM2_SRC3_STS	0	0	0	0	0	0	PWM2_SRC3 [8:0]									
R32924 (0x809C)	PWM2_INPUT4	0	0	0	0	0	0	0	0	PWM2MIX_VOL4 [6:0]							0	0x00800000
		PWM2_SRC4_STS	0	0	0	0	0	0	PWM2_SRC4 [8:0]									
R33280 (0x8200)	ASP1TX1_INPUT1	0	0	0	0	0	0	0	0	ASP1TX1MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX1_SRC1_STS	0	0	0	0	0	0	ASP1TX1_SRC1 [8:0]									
R33284 (0x8204)	ASP1TX1_INPUT2	0	0	0	0	0	0	0	0	ASP1TX1MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX1_SRC2_STS	0	0	0	0	0	0	ASP1TX1_SRC2 [8:0]									
R33288 (0x8208)	ASP1TX1_INPUT3	0	0	0	0	0	0	0	0	ASP1TX1MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX1_SRC3_STS	0	0	0	0	0	0	ASP1TX1_SRC3 [8:0]									
R33292 (0x820C)	ASP1TX1_INPUT4	0	0	0	0	0	0	0	0	ASP1TX1MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX1_SRC4_STS	0	0	0	0	0	0	ASP1TX1_SRC4 [8:0]									
R33296 (0x8210)	ASP1TX2_INPUT1	0	0	0	0	0	0	0	0	ASP1TX2MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX2_SRC1_STS	0	0	0	0	0	0	ASP1TX2_SRC1 [8:0]									
R33300 (0x8214)	ASP1TX2_INPUT2	0	0	0	0	0	0	0	0	ASP1TX2MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX2_SRC2_STS	0	0	0	0	0	0	ASP1TX2_SRC2 [8:0]									
R33304 (0x8218)	ASP1TX2_INPUT3	0	0	0	0	0	0	0	0	ASP1TX2MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX2_SRC3_STS	0	0	0	0	0	0	ASP1TX2_SRC3 [8:0]									
R33308 (0x821C)	ASP1TX2_INPUT4	0	0	0	0	0	0	0	0	ASP1TX2MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX2_SRC4_STS	0	0	0	0	0	0	ASP1TX2_SRC4 [8:0]									
R33312 (0x8220)	ASP1TX3_INPUT1	0	0	0	0	0	0	0	0	ASP1TX3MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX3_SRC1_STS	0	0	0	0	0	0	ASP1TX3_SRC1 [8:0]									
R33316 (0x8224)	ASP1TX3_INPUT2	0	0	0	0	0	0	0	0	ASP1TX3MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX3_SRC2_STS	0	0	0	0	0	0	ASP1TX3_SRC2 [8:0]									
R33320 (0x8228)	ASP1TX3_INPUT3	0	0	0	0	0	0	0	0	ASP1TX3MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX3_SRC3_STS	0	0	0	0	0	0	ASP1TX3_SRC3 [8:0]									
R33324 (0x822C)	ASP1TX3_INPUT4	0	0	0	0	0	0	0	0	ASP1TX3MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX3_SRC4_STS	0	0	0	0	0	0	ASP1TX3_SRC4 [8:0]									
R33328 (0x8230)	ASP1TX4_INPUT1	0	0	0	0	0	0	0	0	ASP1TX4MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX4_SRC1_STS	0	0	0	0	0	0	ASP1TX4_SRC1 [8:0]									
R33332 (0x8234)	ASP1TX4_INPUT2	0	0	0	0	0	0	0	0	ASP1TX4MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX4_SRC2_STS	0	0	0	0	0	0	ASP1TX4_SRC2 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R33336 (0x8238)	ASP1TX4_INPUT3	0	0	0	0	0	0	0	0	ASP1TX4MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX4_SRC3_STS	0	0	0	0	0	0	ASP1TX4_SRC3 [8:0]									
R33340 (0x823C)	ASP1TX4_INPUT4	0	0	0	0	0	0	0	0	ASP1TX4MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX4_SRC4_STS	0	0	0	0	0	0	ASP1TX4_SRC4 [8:0]									
R33344 (0x8240)	ASP1TX5_INPUT1	0	0	0	0	0	0	0	0	ASP1TX5MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX5_SRC1_STS	0	0	0	0	0	0	ASP1TX5_SRC1 [8:0]									
R33348 (0x8244)	ASP1TX5_INPUT2	0	0	0	0	0	0	0	0	ASP1TX5MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX5_SRC2_STS	0	0	0	0	0	0	ASP1TX5_SRC2 [8:0]									
R33352 (0x8248)	ASP1TX5_INPUT3	0	0	0	0	0	0	0	0	ASP1TX5MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX5_SRC3_STS	0	0	0	0	0	0	ASP1TX5_SRC3 [8:0]									
R33356 (0x824C)	ASP1TX5_INPUT4	0	0	0	0	0	0	0	0	ASP1TX5MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX5_SRC4_STS	0	0	0	0	0	0	ASP1TX5_SRC4 [8:0]									
R33360 (0x8250)	ASP1TX6_INPUT1	0	0	0	0	0	0	0	0	ASP1TX6MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX6_SRC1_STS	0	0	0	0	0	0	ASP1TX6_SRC1 [8:0]									
R33364 (0x8254)	ASP1TX6_INPUT2	0	0	0	0	0	0	0	0	ASP1TX6MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX6_SRC2_STS	0	0	0	0	0	0	ASP1TX6_SRC2 [8:0]									
R33368 (0x8258)	ASP1TX6_INPUT3	0	0	0	0	0	0	0	0	ASP1TX6MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX6_SRC3_STS	0	0	0	0	0	0	ASP1TX6_SRC3 [8:0]									
R33372 (0x825C)	ASP1TX6_INPUT4	0	0	0	0	0	0	0	0	ASP1TX6MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX6_SRC4_STS	0	0	0	0	0	0	ASP1TX6_SRC4 [8:0]									
R33376 (0x8260)	ASP1TX7_INPUT1	0	0	0	0	0	0	0	0	ASP1TX7MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX7_SRC1_STS	0	0	0	0	0	0	ASP1TX7_SRC1 [8:0]									
R33380 (0x8264)	ASP1TX7_INPUT2	0	0	0	0	0	0	0	0	ASP1TX7MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX7_SRC2_STS	0	0	0	0	0	0	ASP1TX7_SRC2 [8:0]									
R33384 (0x8268)	ASP1TX7_INPUT3	0	0	0	0	0	0	0	0	ASP1TX7MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX7_SRC3_STS	0	0	0	0	0	0	ASP1TX7_SRC3 [8:0]									
R33388 (0x826C)	ASP1TX7_INPUT4	0	0	0	0	0	0	0	0	ASP1TX7MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX7_SRC4_STS	0	0	0	0	0	0	ASP1TX7_SRC4 [8:0]									
R33392 (0x8270)	ASP1TX8_INPUT1	0	0	0	0	0	0	0	0	ASP1TX8MIX_VOL1 [6:0]							0	0x00800000
		ASP1TX8_SRC1_STS	0	0	0	0	0	0	ASP1TX8_SRC1 [8:0]									
R33396 (0x8274)	ASP1TX8_INPUT2	0	0	0	0	0	0	0	0	ASP1TX8MIX_VOL2 [6:0]							0	0x00800000
		ASP1TX8_SRC2_STS	0	0	0	0	0	0	ASP1TX8_SRC2 [8:0]									
R33400 (0x8278)	ASP1TX8_INPUT3	0	0	0	0	0	0	0	0	ASP1TX8MIX_VOL3 [6:0]							0	0x00800000
		ASP1TX8_SRC3_STS	0	0	0	0	0	0	ASP1TX8_SRC3 [8:0]									
R33404 (0x827C)	ASP1TX8_INPUT4	0	0	0	0	0	0	0	0	ASP1TX8MIX_VOL4 [6:0]							0	0x00800000
		ASP1TX8_SRC4_STS	0	0	0	0	0	0	ASP1TX8_SRC4 [8:0]									
R33536 (0x8300)	ASP2TX1_INPUT1	0	0	0	0	0	0	0	0	ASP2TX1MIX_VOL1 [6:0]							0	0x00800000
		ASP2TX1_SRC1_STS	0	0	0	0	0	0	ASP2TX1_SRC1 [8:0]									
R33540 (0x8304)	ASP2TX1_INPUT2	0	0	0	0	0	0	0	0	ASP2TX1MIX_VOL2 [6:0]							0	0x00800000
		ASP2TX1_SRC2_STS	0	0	0	0	0	0	ASP2TX1_SRC2 [8:0]									
R33544 (0x8308)	ASP2TX1_INPUT3	0	0	0	0	0	0	0	0	ASP2TX1MIX_VOL3 [6:0]							0	0x00800000
		ASP2TX1_SRC3_STS	0	0	0	0	0	0	ASP2TX1_SRC3 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R33548 (0x830C)	ASP2TX1_INPUT4	0	0	0	0	0	0	0	0	ASP2TX1MIX_VOL4 [6:0]							0	0x00800000
		ASP2TX1_SRC4_STS	0	0	0	0	0	0	ASP2TX1_SRC4 [8:0]									
R33552 (0x8310)	ASP2TX2_INPUT1	0	0	0	0	0	0	0	0	ASP2TX2MIX_VOL1 [6:0]							0	0x00800000
		ASP2TX2_SRC1_STS	0	0	0	0	0	0	ASP2TX2_SRC1 [8:0]									
R33556 (0x8314)	ASP2TX2_INPUT2	0	0	0	0	0	0	0	0	ASP2TX2MIX_VOL2 [6:0]							0	0x00800000
		ASP2TX2_SRC2_STS	0	0	0	0	0	0	ASP2TX2_SRC2 [8:0]									
R33560 (0x8318)	ASP2TX2_INPUT3	0	0	0	0	0	0	0	0	ASP2TX2MIX_VOL3 [6:0]							0	0x00800000
		ASP2TX2_SRC3_STS	0	0	0	0	0	0	ASP2TX2_SRC3 [8:0]									
R33564 (0x831C)	ASP2TX2_INPUT4	0	0	0	0	0	0	0	0	ASP2TX2MIX_VOL4 [6:0]							0	0x00800000
		ASP2TX2_SRC4_STS	0	0	0	0	0	0	ASP2TX2_SRC4 [8:0]									
R33568 (0x8320)	ASP2TX3_INPUT1	0	0	0	0	0	0	0	0	ASP2TX3MIX_VOL1 [6:0]							0	0x00800000
		ASP2TX3_SRC1_STS	0	0	0	0	0	0	ASP2TX3_SRC1 [8:0]									
R33572 (0x8324)	ASP2TX3_INPUT2	0	0	0	0	0	0	0	0	ASP2TX3MIX_VOL2 [6:0]							0	0x00800000
		ASP2TX3_SRC2_STS	0	0	0	0	0	0	ASP2TX3_SRC2 [8:0]									
R33576 (0x8328)	ASP2TX3_INPUT3	0	0	0	0	0	0	0	0	ASP2TX3MIX_VOL3 [6:0]							0	0x00800000
		ASP2TX3_SRC3_STS	0	0	0	0	0	0	ASP2TX3_SRC3 [8:0]									
R33580 (0x832C)	ASP2TX3_INPUT4	0	0	0	0	0	0	0	0	ASP2TX3MIX_VOL4 [6:0]							0	0x00800000
		ASP2TX3_SRC4_STS	0	0	0	0	0	0	ASP2TX3_SRC4 [8:0]									
R33584 (0x8330)	ASP2TX4_INPUT1	0	0	0	0	0	0	0	0	ASP2TX4MIX_VOL1 [6:0]							0	0x00800000
		ASP2TX4_SRC1_STS	0	0	0	0	0	0	ASP2TX4_SRC1 [8:0]									
R33588 (0x8334)	ASP2TX4_INPUT2	0	0	0	0	0	0	0	0	ASP2TX4MIX_VOL2 [6:0]							0	0x00800000
		ASP2TX4_SRC2_STS	0	0	0	0	0	0	ASP2TX4_SRC2 [8:0]									
R33592 (0x8338)	ASP2TX4_INPUT3	0	0	0	0	0	0	0	0	ASP2TX4MIX_VOL3 [6:0]							0	0x00800000
		ASP2TX4_SRC3_STS	0	0	0	0	0	0	ASP2TX4_SRC3 [8:0]									
R33596 (0x833C)	ASP2TX4_INPUT4	0	0	0	0	0	0	0	0	ASP2TX4MIX_VOL4 [6:0]							0	0x00800000
		ASP2TX4_SRC4_STS	0	0	0	0	0	0	ASP2TX4_SRC4 [8:0]									
R35200 (0x8980)	ISRC1INT1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1INT1_SRC1_STS	0	0	0	0	0	0	ISRC1INT1_SRC1 [8:0]									
R35216 (0x8990)	ISRC1INT2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1INT2_SRC1_STS	0	0	0	0	0	0	ISRC1INT2_SRC1 [8:0]									
R35232 (0x89A0)	ISRC1INT3_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1INT3_SRC1_STS	0	0	0	0	0	0	ISRC1INT3_SRC1 [8:0]									
R35248 (0x89B0)	ISRC1INT4_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1INT4_SRC1_STS	0	0	0	0	0	0	ISRC1INT4_SRC1 [8:0]									
R35264 (0x89C0)	ISRC1DEC1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1DEC1_SRC1_STS	0	0	0	0	0	0	ISRC1DEC1_SRC1 [8:0]									
R35280 (0x89D0)	ISRC1DEC2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1DEC2_SRC1_STS	0	0	0	0	0	0	ISRC1DEC2_SRC1 [8:0]									
R35296 (0x89E0)	ISRC1DEC3_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1DEC3_SRC1_STS	0	0	0	0	0	0	ISRC1DEC3_SRC1 [8:0]									
R35312 (0x89F0)	ISRC1DEC4_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1DEC4_SRC1_STS	0	0	0	0	0	0	ISRC1DEC4_SRC1 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R35328 (0x8A00)	ISRC2INT1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC2INT1_SRC1_STS	0	0	0	0	0	0	ISRC2INT1_SRC1 [8:0]									
R35344 (0x8A10)	ISRC2INT2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC2INT2_SRC1_STS	0	0	0	0	0	0	ISRC2INT2_SRC1 [8:0]									
R35392 (0x8A40)	ISRC2DEC1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC2DEC1_SRC1_STS	0	0	0	0	0	0	ISRC2DEC1_SRC1 [8:0]									
R35408 (0x8A50)	ISRC2DEC2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC2DEC2_SRC1_STS	0	0	0	0	0	0	ISRC2DEC2_SRC1 [8:0]									
R35456 (0x8A80)	ISRC3INT1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC3INT1_SRC1_STS	0	0	0	0	0	0	ISRC3INT1_SRC1 [8:0]									
R35472 (0x8A90)	ISRC3INT2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC3INT2_SRC1_STS	0	0	0	0	0	0	ISRC3INT2_SRC1 [8:0]									
R35520 (0x8AC0)	ISRC3DEC1_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC3DEC1_SRC1_STS	0	0	0	0	0	0	ISRC3DEC1_SRC1 [8:0]									
R35536 (0x8AD0)	ISRC3DEC2_INPUT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC3DEC2_SRC1_STS	0	0	0	0	0	0	ISRC3DEC2_SRC1 [8:0]									
R35712 (0x8B80)	EQ1_INPUT1	0	0	0	0	0	0	0	0	EQ1MIX_VOL1 [6:0]							0	0x00800000
		EQ1_SRC1_STS	0	0	0	0	0	0	EQ1_SRC1 [8:0]									
R35716 (0x8B84)	EQ1_INPUT2	0	0	0	0	0	0	0	0	EQ1MIX_VOL2 [6:0]							0	0x00800000
		EQ1_SRC2_STS	0	0	0	0	0	0	EQ1_SRC2 [8:0]									
R35720 (0x8B88)	EQ1_INPUT3	0	0	0	0	0	0	0	0	EQ1MIX_VOL3 [6:0]							0	0x00800000
		EQ1_SRC3_STS	0	0	0	0	0	0	EQ1_SRC3 [8:0]									
R35724 (0x8B8C)	EQ1_INPUT4	0	0	0	0	0	0	0	0	EQ1MIX_VOL4 [6:0]							0	0x00800000
		EQ1_SRC4_STS	0	0	0	0	0	0	EQ1_SRC4 [8:0]									
R35728 (0x8B90)	EQ2_INPUT1	0	0	0	0	0	0	0	0	EQ2MIX_VOL1 [6:0]							0	0x00800000
		EQ2_SRC1_STS	0	0	0	0	0	0	EQ2_SRC1 [8:0]									
R35732 (0x8B94)	EQ2_INPUT2	0	0	0	0	0	0	0	0	EQ2MIX_VOL2 [6:0]							0	0x00800000
		EQ2_SRC2_STS	0	0	0	0	0	0	EQ2_SRC2 [8:0]									
R35736 (0x8B98)	EQ2_INPUT3	0	0	0	0	0	0	0	0	EQ2MIX_VOL3 [6:0]							0	0x00800000
		EQ2_SRC3_STS	0	0	0	0	0	0	EQ2_SRC3 [8:0]									
R35740 (0x8B9C)	EQ2_INPUT4	0	0	0	0	0	0	0	0	EQ2MIX_VOL4 [6:0]							0	0x00800000
		EQ2_SRC4_STS	0	0	0	0	0	0	EQ2_SRC4 [8:0]									
R35744 (0x8BA0)	EQ3_INPUT1	0	0	0	0	0	0	0	0	EQ3MIX_VOL1 [6:0]							0	0x00800000
		EQ3_SRC1_STS	0	0	0	0	0	0	EQ3_SRC1 [8:0]									
R35748 (0x8BA4)	EQ3_INPUT2	0	0	0	0	0	0	0	0	EQ3MIX_VOL2 [6:0]							0	0x00800000
		EQ3_SRC2_STS	0	0	0	0	0	0	EQ3_SRC2 [8:0]									
R35752 (0x8BA8)	EQ3_INPUT3	0	0	0	0	0	0	0	0	EQ3MIX_VOL3 [6:0]							0	0x00800000
		EQ3_SRC3_STS	0	0	0	0	0	0	EQ3_SRC3 [8:0]									
R35756 (0x8BAC)	EQ3_INPUT4	0	0	0	0	0	0	0	0	EQ3MIX_VOL4 [6:0]							0	0x00800000
		EQ3_SRC4_STS	0	0	0	0	0	0	EQ3_SRC4 [8:0]									
R35760 (0x8BB0)	EQ4_INPUT1	0	0	0	0	0	0	0	0	EQ4MIX_VOL1 [6:0]							0	0x00800000
		EQ4_SRC1_STS	0	0	0	0	0	0	EQ4_SRC1 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R35764 (0x8BB4)	EQ4_INPUT2	0	0	0	0	0	0	0	0	EQ4MIX_VOL2 [6:0]							0	0x00800000
		EQ4_SRC2_STS	0	0	0	0	0	0	EQ4_SRC2 [8:0]									
R35768 (0x8BB8)	EQ4_INPUT3	0	0	0	0	0	0	0	0	EQ4MIX_VOL3 [6:0]							0	0x00800000
		EQ4_SRC3_STS	0	0	0	0	0	0	EQ4_SRC3 [8:0]									
R35772 (0x8BBC)	EQ4_INPUT4	0	0	0	0	0	0	0	0	EQ4MIX_VOL4 [6:0]							0	0x00800000
		EQ4_SRC4_STS	0	0	0	0	0	0	EQ4_SRC4 [8:0]									
R35840 (0x8C00)	DRC1L_INPUT1	0	0	0	0	0	0	0	0	DRC1LMIX_VOL1 [6:0]							0	0x00800000
		DRC1L_SRC1_STS	0	0	0	0	0	0	DRC1L_SRC1 [8:0]									
R35844 (0x8C04)	DRC1L_INPUT2	0	0	0	0	0	0	0	0	DRC1LMIX_VOL2 [6:0]							0	0x00800000
		DRC1L_SRC2_STS	0	0	0	0	0	0	DRC1L_SRC2 [8:0]									
R35848 (0x8C08)	DRC1L_INPUT3	0	0	0	0	0	0	0	0	DRC1LMIX_VOL3 [6:0]							0	0x00800000
		DRC1L_SRC3_STS	0	0	0	0	0	0	DRC1L_SRC3 [8:0]									
R35852 (0x8C0C)	DRC1L_INPUT4	0	0	0	0	0	0	0	0	DRC1LMIX_VOL4 [6:0]							0	0x00800000
		DRC1L_SRC4_STS	0	0	0	0	0	0	DRC1L_SRC4 [8:0]									
R35856 (0x8C10)	DRC1R_INPUT1	0	0	0	0	0	0	0	0	DRC1RMIX_VOL1 [6:0]							0	0x00800000
		DRC1R_SRC1_STS	0	0	0	0	0	0	DRC1R_SRC1 [8:0]									
R35860 (0x8C14)	DRC1R_INPUT2	0	0	0	0	0	0	0	0	DRC1RMIX_VOL2 [6:0]							0	0x00800000
		DRC1R_SRC2_STS	0	0	0	0	0	0	DRC1R_SRC2 [8:0]									
R35864 (0x8C18)	DRC1R_INPUT3	0	0	0	0	0	0	0	0	DRC1RMIX_VOL3 [6:0]							0	0x00800000
		DRC1R_SRC3_STS	0	0	0	0	0	0	DRC1R_SRC3 [8:0]									
R35868 (0x8C1C)	DRC1R_INPUT4	0	0	0	0	0	0	0	0	DRC1RMIX_VOL4 [6:0]							0	0x00800000
		DRC1R_SRC4_STS	0	0	0	0	0	0	DRC1R_SRC4 [8:0]									
R35872 (0x8C20)	DRC2L_INPUT1	0	0	0	0	0	0	0	0	DRC2LMIX_VOL1 [6:0]							0	0x00800000
		DRC2L_SRC1_STS	0	0	0	0	0	0	DRC2L_SRC1 [8:0]									
R35876 (0x8C24)	DRC2L_INPUT2	0	0	0	0	0	0	0	0	DRC2LMIX_VOL2 [6:0]							0	0x00800000
		DRC2L_SRC2_STS	0	0	0	0	0	0	DRC2L_SRC2 [8:0]									
R35880 (0x8C28)	DRC2L_INPUT3	0	0	0	0	0	0	0	0	DRC2LMIX_VOL3 [6:0]							0	0x00800000
		DRC2L_SRC3_STS	0	0	0	0	0	0	DRC2L_SRC3 [8:0]									
R35884 (0x8C2C)	DRC2L_INPUT4	0	0	0	0	0	0	0	0	DRC2LMIX_VOL4 [6:0]							0	0x00800000
		DRC2L_SRC4_STS	0	0	0	0	0	0	DRC2L_SRC4 [8:0]									
R35888 (0x8C30)	DRC2R_INPUT1	0	0	0	0	0	0	0	0	DRC2RMIX_VOL1 [6:0]							0	0x00800000
		DRC2R_SRC1_STS	0	0	0	0	0	0	DRC2R_SRC1 [8:0]									
R35892 (0x8C34)	DRC2R_INPUT2	0	0	0	0	0	0	0	0	DRC2RMIX_VOL2 [6:0]							0	0x00800000
		DRC2R_SRC2_STS	0	0	0	0	0	0	DRC2R_SRC2 [8:0]									
R35896 (0x8C38)	DRC2R_INPUT3	0	0	0	0	0	0	0	0	DRC2RMIX_VOL3 [6:0]							0	0x00800000
		DRC2R_SRC3_STS	0	0	0	0	0	0	DRC2R_SRC3 [8:0]									
R35900 (0x8C3C)	DRC2R_INPUT4	0	0	0	0	0	0	0	0	DRC2RMIX_VOL4 [6:0]							0	0x00800000
		DRC2R_SRC4_STS	0	0	0	0	0	0	DRC2R_SRC4 [8:0]									
R35968 (0x8C80)	LHPF1_INPUT1	0	0	0	0	0	0	0	0	LHPF1MIX_VOL1 [6:0]							0	0x00800000
		LHPF1_SRC1_STS	0	0	0	0	0	0	LHPF1_SRC1 [8:0]									
R35972 (0x8C84)	LHPF1_INPUT2	0	0	0	0	0	0	0	0	LHPF1MIX_VOL2 [6:0]							0	0x00800000
		LHPF1_SRC2_STS	0	0	0	0	0	0	LHPF1_SRC2 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R35976 (0x8C88)	LHPF1_INPUT3	0	0	0	0	0	0	0	0	LHPF1MIX_VOL3 [6:0]							0	0x00800000
		LHPF1_SRC3_STS	0	0	0	0	0	0	LHPF1_SRC3 [8:0]									
R35980 (0x8C8C)	LHPF1_INPUT4	0	0	0	0	0	0	0	0	LHPF1MIX_VOL4 [6:0]							0	0x00800000
		LHPF1_SRC4_STS	0	0	0	0	0	0	LHPF1_SRC4 [8:0]									
R35984 (0x8C90)	LHPF2_INPUT1	0	0	0	0	0	0	0	0	LHPF2MIX_VOL1 [6:0]							0	0x00800000
		LHPF2_SRC1_STS	0	0	0	0	0	0	LHPF2_SRC1 [8:0]									
R35988 (0x8C94)	LHPF2_INPUT2	0	0	0	0	0	0	0	0	LHPF2MIX_VOL2 [6:0]							0	0x00800000
		LHPF2_SRC2_STS	0	0	0	0	0	0	LHPF2_SRC2 [8:0]									
R35992 (0x8C98)	LHPF2_INPUT3	0	0	0	0	0	0	0	0	LHPF2MIX_VOL3 [6:0]							0	0x00800000
		LHPF2_SRC3_STS	0	0	0	0	0	0	LHPF2_SRC3 [8:0]									
R35996 (0x8C9C)	LHPF2_INPUT4	0	0	0	0	0	0	0	0	LHPF2MIX_VOL4 [6:0]							0	0x00800000
		LHPF2_SRC4_STS	0	0	0	0	0	0	LHPF2_SRC4 [8:0]									
R36000 (0x8CA0)	LHPF3_INPUT1	0	0	0	0	0	0	0	0	LHPF3MIX_VOL1 [6:0]							0	0x00800000
		LHPF3_SRC1_STS	0	0	0	0	0	0	LHPF3_SRC1 [8:0]									
R36004 (0x8CA4)	LHPF3_INPUT2	0	0	0	0	0	0	0	0	LHPF3MIX_VOL2 [6:0]							0	0x00800000
		LHPF3_SRC2_STS	0	0	0	0	0	0	LHPF3_SRC2 [8:0]									
R36008 (0x8CA8)	LHPF3_INPUT3	0	0	0	0	0	0	0	0	LHPF3MIX_VOL3 [6:0]							0	0x00800000
		LHPF3_SRC3_STS	0	0	0	0	0	0	LHPF3_SRC3 [8:0]									
R36012 (0x8CAC)	LHPF3_INPUT4	0	0	0	0	0	0	0	0	LHPF3MIX_VOL4 [6:0]							0	0x00800000
		LHPF3_SRC4_STS	0	0	0	0	0	0	LHPF3_SRC4 [8:0]									
R36016 (0x8CB0)	LHPF4_INPUT1	0	0	0	0	0	0	0	0	LHPF4MIX_VOL1 [6:0]							0	0x00800000
		LHPF4_SRC1_STS	0	0	0	0	0	0	LHPF4_SRC1 [8:0]									
R36020 (0x8CB4)	LHPF4_INPUT2	0	0	0	0	0	0	0	0	LHPF4MIX_VOL2 [6:0]							0	0x00800000
		LHPF4_SRC2_STS	0	0	0	0	0	0	LHPF4_SRC2 [8:0]									
R36024 (0x8CB8)	LHPF4_INPUT3	0	0	0	0	0	0	0	0	LHPF4MIX_VOL3 [6:0]							0	0x00800000
		LHPF4_SRC3_STS	0	0	0	0	0	0	LHPF4_SRC3 [8:0]									
R36028 (0x8CBC)	LHPF4_INPUT4	0	0	0	0	0	0	0	0	LHPF4MIX_VOL4 [6:0]							0	0x00800000
		LHPF4_SRC4_STS	0	0	0	0	0	0	LHPF4_SRC4 [8:0]									
R36864 (0x9000)	DSP1RX1_INPUT1	0	0	0	0	0	0	0	0	DSP1RX1MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX1_SRC1_STS	0	0	0	0	0	0	DSP1RX1_SRC1 [8:0]									
R36868 (0x9004)	DSP1RX1_INPUT2	0	0	0	0	0	0	0	0	DSP1RX1MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX1_SRC2_STS	0	0	0	0	0	0	DSP1RX1_SRC2 [8:0]									
R36872 (0x9008)	DSP1RX1_INPUT3	0	0	0	0	0	0	0	0	DSP1RX1MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX1_SRC3_STS	0	0	0	0	0	0	DSP1RX1_SRC3 [8:0]									
R36876 (0x900C)	DSP1RX1_INPUT4	0	0	0	0	0	0	0	0	DSP1RX1MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX1_SRC4_STS	0	0	0	0	0	0	DSP1RX1_SRC4 [8:0]									
R36880 (0x9010)	DSP1RX2_INPUT1	0	0	0	0	0	0	0	0	DSP1RX2MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX2_SRC1_STS	0	0	0	0	0	0	DSP1RX2_SRC1 [8:0]									
R36884 (0x9014)	DSP1RX2_INPUT2	0	0	0	0	0	0	0	0	DSP1RX2MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX2_SRC2_STS	0	0	0	0	0	0	DSP1RX2_SRC2 [8:0]									
R36888 (0x9018)	DSP1RX2_INPUT3	0	0	0	0	0	0	0	0	DSP1RX2MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX2_SRC3_STS	0	0	0	0	0	0	DSP1RX2_SRC3 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R36892 (0x901C)	DSP1RX2_INPUT4	0	0	0	0	0	0	0	0	DSP1RX2MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX2_SRC4_STS	0	0	0	0	0	0	DSP1RX2_SRC4 [8:0]									
R36896 (0x9020)	DSP1RX3_INPUT1	0	0	0	0	0	0	0	0	DSP1RX3MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX3_SRC1_STS	0	0	0	0	0	0	DSP1RX3_SRC1 [8:0]									
R36900 (0x9024)	DSP1RX3_INPUT2	0	0	0	0	0	0	0	0	DSP1RX3MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX3_SRC2_STS	0	0	0	0	0	0	DSP1RX3_SRC2 [8:0]									
R36904 (0x9028)	DSP1RX3_INPUT3	0	0	0	0	0	0	0	0	DSP1RX3MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX3_SRC3_STS	0	0	0	0	0	0	DSP1RX3_SRC3 [8:0]									
R36908 (0x902C)	DSP1RX3_INPUT4	0	0	0	0	0	0	0	0	DSP1RX3MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX3_SRC4_STS	0	0	0	0	0	0	DSP1RX3_SRC4 [8:0]									
R36912 (0x9030)	DSP1RX4_INPUT1	0	0	0	0	0	0	0	0	DSP1RX4MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX4_SRC1_STS	0	0	0	0	0	0	DSP1RX4_SRC1 [8:0]									
R36916 (0x9034)	DSP1RX4_INPUT2	0	0	0	0	0	0	0	0	DSP1RX4MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX4_SRC2_STS	0	0	0	0	0	0	DSP1RX4_SRC2 [8:0]									
R36920 (0x9038)	DSP1RX4_INPUT3	0	0	0	0	0	0	0	0	DSP1RX4MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX4_SRC3_STS	0	0	0	0	0	0	DSP1RX4_SRC3 [8:0]									
R36924 (0x903C)	DSP1RX4_INPUT4	0	0	0	0	0	0	0	0	DSP1RX4MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX4_SRC4_STS	0	0	0	0	0	0	DSP1RX4_SRC4 [8:0]									
R36928 (0x9040)	DSP1RX5_INPUT1	0	0	0	0	0	0	0	0	DSP1RX5MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX5_SRC1_STS	0	0	0	0	0	0	DSP1RX5_SRC1 [8:0]									
R36932 (0x9044)	DSP1RX5_INPUT2	0	0	0	0	0	0	0	0	DSP1RX5MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX5_SRC2_STS	0	0	0	0	0	0	DSP1RX5_SRC2 [8:0]									
R36936 (0x9048)	DSP1RX5_INPUT3	0	0	0	0	0	0	0	0	DSP1RX5MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX5_SRC3_STS	0	0	0	0	0	0	DSP1RX5_SRC3 [8:0]									
R36940 (0x904C)	DSP1RX5_INPUT4	0	0	0	0	0	0	0	0	DSP1RX5MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX5_SRC4_STS	0	0	0	0	0	0	DSP1RX5_SRC4 [8:0]									
R36944 (0x9050)	DSP1RX6_INPUT1	0	0	0	0	0	0	0	0	DSP1RX6MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX6_SRC1_STS	0	0	0	0	0	0	DSP1RX6_SRC1 [8:0]									
R36948 (0x9054)	DSP1RX6_INPUT2	0	0	0	0	0	0	0	0	DSP1RX6MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX6_SRC2_STS	0	0	0	0	0	0	DSP1RX6_SRC2 [8:0]									
R36952 (0x9058)	DSP1RX6_INPUT3	0	0	0	0	0	0	0	0	DSP1RX6MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX6_SRC3_STS	0	0	0	0	0	0	DSP1RX6_SRC3 [8:0]									
R36956 (0x905C)	DSP1RX6_INPUT4	0	0	0	0	0	0	0	0	DSP1RX6MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX6_SRC4_STS	0	0	0	0	0	0	DSP1RX6_SRC4 [8:0]									
R36960 (0x9060)	DSP1RX7_INPUT1	0	0	0	0	0	0	0	0	DSP1RX7MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX7_SRC1_STS	0	0	0	0	0	0	DSP1RX7_SRC1 [8:0]									
R36964 (0x9064)	DSP1RX7_INPUT2	0	0	0	0	0	0	0	0	DSP1RX7MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX7_SRC2_STS	0	0	0	0	0	0	DSP1RX7_SRC2 [8:0]									
R36968 (0x9068)	DSP1RX7_INPUT3	0	0	0	0	0	0	0	0	DSP1RX7MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX7_SRC3_STS	0	0	0	0	0	0	DSP1RX7_SRC3 [8:0]									
R36972 (0x906C)	DSP1RX7_INPUT4	0	0	0	0	0	0	0	0	DSP1RX7MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX7_SRC4_STS	0	0	0	0	0	0	DSP1RX7_SRC4 [8:0]									

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R36976 (0x9070)	DSP1RX8_INPUT1	0	0	0	0	0	0	0	0	DSP1RX8MIX_VOL1 [6:0]							0	0x00800000
		DSP1RX8_SRC1_STS	0	0	0	0	0	0	DSP1RX8_SRC1 [8:0]									
R36980 (0x9074)	DSP1RX8_INPUT2	0	0	0	0	0	0	0	0	DSP1RX8MIX_VOL2 [6:0]							0	0x00800000
		DSP1RX8_SRC2_STS	0	0	0	0	0	0	DSP1RX8_SRC2 [8:0]									
R36984 (0x9078)	DSP1RX8_INPUT3	0	0	0	0	0	0	0	0	DSP1RX8MIX_VOL3 [6:0]							0	0x00800000
		DSP1RX8_SRC3_STS	0	0	0	0	0	0	DSP1RX8_SRC3 [8:0]									
R36988 (0x907C)	DSP1RX8_INPUT4	0	0	0	0	0	0	0	0	DSP1RX8MIX_VOL4 [6:0]							0	0x00800000
		DSP1RX8_SRC4_STS	0	0	0	0	0	0	DSP1RX8_SRC4 [8:0]									
R41984 (0xA400)	ISRC1_CONTROL1	ISRC1_FSL [4:0]					0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC1_FSH [4:0]					0	0	0	0	0	0	0	0	0	0	0	
R41988 (0xA404)	ISRC1_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	ISRC1_INT4_EN	ISRC1_INT3_EN	ISRC1_INT2_EN	ISRC1_INT1_EN	0	0	0	0	ISRC1_DEC4_EN	ISRC1_DEC3_EN	ISRC1_DEC2_EN	ISRC1_DEC1_EN	
R42256 (0xA510)	ISRC2_CONTROL1	ISRC2_FSL [4:0]					0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC2_FSH [4:0]					0	0	0	0	0	0	0	0	0	0	0	
R42260 (0xA514)	ISRC2_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	ISRC2_INT2_EN	ISRC2_INT1_EN	0	0	0	0	0	0	ISRC2_DEC2_EN	ISRC2_DEC1_EN	
R42528 (0xA620)	ISRC3_CONTROL1	ISRC3_FSL [4:0]					0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ISRC3_FSH [4:0]					0	0	0	0	0	0	0	0	0	0	0	
R42532 (0xA624)	ISRC3_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	ISRC3_INT2_EN	ISRC3_INT1_EN	0	0	0	0	0	0	ISRC3_DEC2_EN	ISRC3_DEC1_EN	
R43008 (0xA800)	FX_SAMPLE_RATE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		FX_RATE [4:0]					0	0	0	0	0	0	0	0	0	0	0	
R43012 (0xA804)	FX_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	FX_STS [11:0]												
R43016 (0xA808)	EQ_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	EQ4_EN	EQ3_EN	EQ2_EN	EQ1_EN	
R43020 (0xA80C)	EQ_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	EQ4_B1_MODE	EQ3_B1_MODE	EQ2_B1_MODE	EQ1_B1_MODE	
R43024 (0xA810)	EQ1_GAIN1	0	0	0	EQ1_B4_GAIN [4:0]					0	0	0	EQ1_B3_GAIN [4:0]					0x0C0C0C0C
		0	0	0	EQ1_B2_GAIN [4:0]					0	0	0	EQ1_B1_GAIN [4:0]					
R43028 (0xA814)	EQ1_GAIN2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000C
		0	0	0	0	0	0	0	0	0	0	0	EQ1_B5_GAIN [4:0]					
R43032 (0xA818)	EQ1_BAND1_COEFF1	EQ1_B1_B [15:0]																0x03FE0FC8
		EQ1_B1_A [15:0]																
R43036 (0xA81C)	EQ1_BAND1_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000B75
		EQ1_B1_C [15:0]																
R43040 (0xA820)	EQ1_BAND1_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000E0
		EQ1_B1_PG [15:0]																
R43044 (0xA824)	EQ1_BAND2_COEFF1	EQ1_B2_B [15:0]																0xF1361EC4
		EQ1_B2_A [15:0]																
R43048 (0xA828)	EQ1_BAND2_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000409
		EQ1_B2_C [15:0]																
R43052 (0xA82C)	EQ1_BAND2_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000004CC
		EQ1_B2_PG [15:0]																
R43056 (0xA830)	EQ1_BAND3_COEFF1	EQ1_B3_B [15:0]																0xF3371C9B
		EQ1_B3_A [15:0]																
R43060 (0xA834)	EQ1_BAND3_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040B
		EQ1_B3_C [15:0]																
R43064 (0xA838)	EQ1_BAND3_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000CBB
		EQ1_B3_PG [15:0]																
R43068 (0xA83C)	EQ1_BAND4_COEFF1	EQ1_B4_B [15:0]																0xF7D916F8
		EQ1_B4_A [15:0]																
R43072 (0xA840)	EQ1_BAND4_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040A
		EQ1_B4_C [15:0]																
R43076 (0xA844)	EQ1_BAND4_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00001F14
		EQ1_B4_PG [15:0]																
R43080 (0xA848)	EQ1_BAND5_COEFF1	EQ1_B5_B [15:0]																0x0563058C
		EQ1_B5_A [15:0]																
R43088 (0xA850)	EQ1_BAND5_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004000
		EQ1_B5_PG [15:0]																
R43092 (0xA854)	EQ2_GAIN1	0	0	0	EQ2_B4_GAIN [4:0]					0	0	0	EQ2_B3_GAIN [4:0]					0x0C0C0C0C
		0	0	0	EQ2_B2_GAIN [4:0]					0	0	0	EQ2_B1_GAIN [4:0]					
R43096 (0xA858)	EQ2_GAIN2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000C
		0	0	0	0	0	0	0	0	0	0	0	EQ2_B5_GAIN [4:0]					

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R43100 (0xA85C)	EQ2_BAND1_COEFF1	EQ2_B1_B [15:0]																0x03FE0FC8
		EQ2_B1_A [15:0]																
R43104 (0xA860)	EQ2_BAND1_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000B75
		EQ2_B1_C [15:0]																
R43108 (0xA864)	EQ2_BAND1_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000E0
		EQ2_B1_PG [15:0]																
R43112 (0xA868)	EQ2_BAND2_COEFF1	EQ2_B2_B [15:0]																0xF1361EC4
		EQ2_B2_A [15:0]																
R43116 (0xA86C)	EQ2_BAND2_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000409
		EQ2_B2_C [15:0]																
R43120 (0xA870)	EQ2_BAND2_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000004CC
		EQ2_B2_PG [15:0]																
R43124 (0xA874)	EQ2_BAND3_COEFF1	EQ2_B3_B [15:0]																0xF3371C9B
		EQ2_B3_A [15:0]																
R43128 (0xA878)	EQ2_BAND3_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040B
		EQ2_B3_C [15:0]																
R43132 (0xA87C)	EQ2_BAND3_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000CBB
		EQ2_B3_PG [15:0]																
R43136 (0xA880)	EQ2_BAND4_COEFF1	EQ2_B4_B [15:0]																0xF7D916F8
		EQ2_B4_A [15:0]																
R43140 (0xA884)	EQ2_BAND4_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040A
		EQ2_B4_C [15:0]																
R43144 (0xA888)	EQ2_BAND4_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00001F14
		EQ2_B4_PG [15:0]																
R43148 (0xA88C)	EQ2_BAND5_COEFF1	EQ2_B5_B [15:0]																0x0563058C
		EQ2_B5_A [15:0]																
R43156 (0xA894)	EQ2_BAND5_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004000
		EQ2_B5_PG [15:0]																
R43160 (0xA898)	EQ3_GAIN1	0	0	0	EQ3_B4_GAIN [4:0]					0	0	0	EQ3_B3_GAIN [4:0]					0x0C0C0C0C
		0	0	0	EQ3_B2_GAIN [4:0]					0	0	0	EQ3_B1_GAIN [4:0]					
R43164 (0xA89C)	EQ3_GAIN2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000C
		0	0	0	0	0	0	0	0	0	0	0	EQ3_B5_GAIN [4:0]					
R43168 (0xA8A0)	EQ3_BAND1_COEFF1	EQ3_B1_B [15:0]																0x03FE0FC8
		EQ3_B1_A [15:0]																
R43172 (0xA8A4)	EQ3_BAND1_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000B75
		EQ3_B1_C [15:0]																
R43176 (0xA8A8)	EQ3_BAND1_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000E0
		EQ3_B1_PG [15:0]																
R43180 (0xA8AC)	EQ3_BAND2_COEFF1	EQ3_B2_B [15:0]																0xF1361EC4
		EQ3_B2_A [15:0]																
R43184 (0xA8B0)	EQ3_BAND2_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000409
		EQ3_B2_C [15:0]																
R43188 (0xA8B4)	EQ3_BAND2_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000004CC
		EQ3_B2_PG [15:0]																
R43192 (0xA8B8)	EQ3_BAND3_COEFF1	EQ3_B3_B [15:0]																0xF3371C9B
		EQ3_B3_A [15:0]																
R43196 (0xA8BC)	EQ3_BAND3_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040B
		EQ3_B3_C [15:0]																
R43200 (0xA8C0)	EQ3_BAND3_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000CBB
		EQ3_B3_PG [15:0]																
R43204 (0xA8C4)	EQ3_BAND4_COEFF1	EQ3_B4_B [15:0]																0xF7D916F8
		EQ3_B4_A [15:0]																
R43208 (0xA8C8)	EQ3_BAND4_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040A
		EQ3_B4_C [15:0]																
R43212 (0xA8CC)	EQ3_BAND4_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00001F14
		EQ3_B4_PG [15:0]																
R43216 (0xA8D0)	EQ3_BAND5_COEFF1	EQ3_B5_B [15:0]																0x0563058C
		EQ3_B5_A [15:0]																
R43224 (0xA8D8)	EQ3_BAND5_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004000
		EQ3_B5_PG [15:0]																
R43228 (0xA8DC)	EQ4_GAIN1	0	0	0	EQ4_B4_GAIN [4:0]					0	0	0	EQ4_B3_GAIN [4:0]					0x0C0C0C0C
		0	0	0	EQ4_B2_GAIN [4:0]					0	0	0	EQ4_B1_GAIN [4:0]					
R43232 (0xA8E0)	EQ4_GAIN2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000C
		0	0	0	0	0	0	0	0	0	0	0	EQ4_B5_GAIN [4:0]					
R43236 (0xA8E4)	EQ4_BAND1_COEFF1	EQ4_B1_B [15:0]																0x03FE0FC8
		EQ4_B1_A [15:0]																
R43240 (0xA8E8)	EQ4_BAND1_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000B75
		EQ4_B1_C [15:0]																
R43244 (0xA8EC)	EQ4_BAND1_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000000E0
		EQ4_B1_PG [15:0]																
R43248 (0xA8F0)	EQ4_BAND2_COEFF1	EQ4_B2_B [15:0]																0xF1361EC4
		EQ4_B2_A [15:0]																

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R43252 (0xA8F4)	EQ4_BAND2_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000409
		EQ4_B2_C [15:0]																
R43256 (0xA8F8)	EQ4_BAND2_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x000004CC
		EQ4_B2_PG [15:0]																
R43260 (0xA8FC)	EQ4_BAND3_COEFF1	EQ4_B3_B [15:0]																0xF3371C9B
		EQ4_B3_A [15:0]																
R43264 (0xA900)	EQ4_BAND3_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040B
		EQ4_B3_C [15:0]																
R43268 (0xA904)	EQ4_BAND3_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000CBB
		EQ4_B3_PG [15:0]																
R43272 (0xA908)	EQ4_BAND4_COEFF1	EQ4_B4_B [15:0]																0xF7D916F8
		EQ4_B4_A [15:0]																
R43276 (0xA90C)	EQ4_BAND4_COEFF2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000040A
		EQ4_B4_C [15:0]																
R43280 (0xA910)	EQ4_BAND4_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00001F14
		EQ4_B4_PG [15:0]																
R43284 (0xA914)	EQ4_BAND5_COEFF1	EQ4_B5_B [15:0]																0x0563058C
		EQ4_B5_A [15:0]																
R43292 (0xA91C)	EQ4_BAND5_PG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00004000
		EQ4_B5_PG [15:0]																
R43568 (0xAA30)	LHPF_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	LHPF4_EN	LHPF3_EN	LHPF2_EN	LHPF1_EN	
R43572 (0xAA34)	LHPF_CONTROL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	LHPF4_MODE	LHPF3_MODE	LHPF2_MODE	LHPF1_MODE	
R43576 (0xAA38)	LHPF1_COEFF	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		LHPF1_COEFF [15:0]																
R43580 (0xAA3C)	LHPF2_COEFF	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		LHPF2_COEFF [15:0]																
R43584 (0xAA40)	LHPF3_COEFF	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		LHPF3_COEFF [15:0]																
R43588 (0xAA44)	LHPF4_COEFF	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		LHPF4_COEFF [15:0]																
R43776 (0xAB00)	DRC1_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DRC1L_EN	DRC1R_EN	
R43780 (0xAB04)	DRC1_CONTROL2	DRC1_ATK [3:0]				DRC1_DCY [3:0]				0	0	0	DRC1_MINGAIN [2:0]			DRC1_MAXGAIN [1:0]		0x49130018
		DRC1_SIG_DET_RMS [4:0]					DRC1_SIG_DET_PK [1:0]		DRC1_NG_EN	DRC1_SIG_DET_MODE	DRC1_SIG_DET	DRC1_KNEE2_OP_EN	DRC1_QR	DRC1_ANTICLIP	0	0	0	
R43784 (0xAB08)	DRC1_CONTROL3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000018
		DRC1_NG_MINGAIN [3:0]				DRC1_NG_EXP [1:0]		DRC1_QR_THR [1:0]		DRC1_QR_DCY [1:0]		DRC1_HI_COMP [2:0]			DRC1_LO_COMP [2:0]			
R43788 (0xAB0C)	DRC1_CONTROL4	0	0	0	DRC1_KNEE2_IP [4:0]					0	0	0	DRC1_KNEE2_OP [4:0]					0x00000000
		0	0	DRC1_KNEE1_IP [5:0]						0	0	0	DRC1_KNEE1_OP [4:0]					
R43796 (0xAB14)	DRC2_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DRC2L_EN	DRC2R_EN	
R43800 (0xAB18)	DRC2_CONTROL2	DRC2_ATK [3:0]				DRC2_DCY [3:0]				0	0	0	DRC2_MINGAIN [2:0]			DRC2_MAXGAIN [1:0]		0x49130018
		DRC2_SIG_DET_RMS [4:0]					DRC2_SIG_DET_PK [1:0]		DRC2_NG_EN	DRC2_SIG_DET_MODE	DRC2_SIG_DET	DRC2_KNEE2_OP_EN	DRC2_QR	DRC2_ANTICLIP	0	0	0	
R43804 (0xAB1C)	DRC2_CONTROL3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000018
		DRC2_NG_MINGAIN [3:0]				DRC2_NG_EXP [1:0]		DRC2_QR_THR [1:0]		DRC2_QR_DCY [1:0]		DRC2_HI_COMP [2:0]			DRC2_LO_COMP [2:0]			
R43808 (0xAB20)	DRC2_CONTROL4	0	0	0	DRC2_KNEE2_IP [4:0]					0	0	0	DRC2_KNEE2_OP [4:0]					0x00000000
		0	0	DRC2_KNEE1_IP [5:0]						0	0	0	DRC2_KNEE1_OP [4:0]					
R45056 (0xB000)	TONE_GENERATOR1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		TONE_RATE [4:0]					0	TONE_OFFSET [1:0]		0	0	TONE2_OVD	TONE1_OVD	0	0	TONE2_EN	TONE1_EN	
R45060 (0xB004)	TONE_GENERATOR2	0	0	0	0	0	0	0	0	TONE1_LVL [23:16]								0x00100000
		TONE1_LVL [15:0]																
R45064 (0xB008)	TONE_GENERATOR3	0	0	0	0	0	0	0	0	TONE2_LVL [23:16]								0x00100000
		TONE2_LVL [15:0]																
R46080 (0xB400)	Comfort_Noise_Generator	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		NOISE_GEN_RATE [4:0]					0	0	0	0	0	NOISE_GEN_EN	NOISE_GEN_GAIN [4:0]					
R47104 (0xB800)	US_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	US2_DET_EN	US1_DET_EN	0	0	0	0	0	0	US2_EN	US1_EN	
R47108 (0xB804)	US1_CONTROL	US1_RATE [4:0]					0	0	0	0	0	0	0	0	0	0	0	0x00002020
		0	0	US1_GAIN [1:0]		US1_SRC [3:0]				0	US1_FREQ [2:0]			0	0	0	0	
R47112 (0xB808)	US1_DET_CONTROL	0	US1_DET_DCY [2:0]			US1_DET_HOLD [3:0]				US1_DET_NUM [3:0]				0	US1_DET_THR [2:0]			0x00000000
		0	0	0	0	0	0	0	0	0	US1_DET_LPF_CUT [1:0]		US1_DET_LPF	0	0	0	0	
R47124 (0xB814)	US2_CONTROL	US2_RATE [4:0]					0	0	0	0	0	0	0	0	0	0	0	0x00002020
		0	0	US2_GAIN [1:0]		US2_SRC [3:0]				0	US2_FREQ [2:0]			0	0	0	0	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R47128 (0xB818)	US2_DET_CONTROL	0	US2_DET_DCY [2:0]			US2_DET_HOLD [3:0]				US2_DET_NUM [3:0]				0	US2_DET_THR [2:0]			0x00000000
		0	0	0	0	0	0	0	0	0	US2_DET_LPF_CUT [1:0]		US2_DET_LPF	0	0	0	0	
R49152 (0xC000)	PWM_Drive_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		PWM_RATE [4:0]					PWM_CLK_SEL [2:0]			0	0	PWM2_OVD	PWM1_OVD	0	0	PWM2_EN	PWM1_EN	
R49156 (0xC004)	PWM_Drive_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000100
		0	0	0	0	0	0	PWM1_LVL [9:0]										
R49160 (0xC008)	PWM_Drive_3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000100
		0	0	0	0	0	0	PWM2_LVL [9:0]										
R94220 (0x1700C)	DSP1_XM_SRAM_ IBUS_SETUP_0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ PWD_N	DSP1_ XM_ SRAM_ IBUS_O_ PWD_N	
R94224 (0x17010)	DSP1_XM_SRAM_ IBUS_SETUP_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_1	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_1	
R94228 (0x17014)	DSP1_XM_SRAM_ IBUS_SETUP_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_2	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_2	
R94232 (0x17018)	DSP1_XM_SRAM_ IBUS_SETUP_3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_3	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_3	
R94236 (0x1701C)	DSP1_XM_SRAM_ IBUS_SETUP_4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_4	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_4	
R94240 (0x17020)	DSP1_XM_SRAM_ IBUS_SETUP_5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_5	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_5	
R94244 (0x17024)	DSP1_XM_SRAM_ IBUS_SETUP_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_6	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_6	
R94248 (0x17028)	DSP1_XM_SRAM_ IBUS_SETUP_7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_7	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_7	
R94252 (0x1702C)	DSP1_XM_SRAM_ IBUS_SETUP_8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_8	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_8	
R94256 (0x17030)	DSP1_XM_SRAM_ IBUS_SETUP_9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_9	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_9	
R94260 (0x17034)	DSP1_XM_SRAM_ IBUS_SETUP_10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_10	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_10	
R94264 (0x17038)	DSP1_XM_SRAM_ IBUS_SETUP_11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_11	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_11	
R94268 (0x1703C)	DSP1_XM_SRAM_ IBUS_SETUP_12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_12	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_12	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R94272 (0x17040)	DSP1_XM_SRAM_ IBUS_SETUP_13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_13	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_13	
R94276 (0x17044)	DSP1_XM_SRAM_ IBUS_SETUP_14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_14	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_14	
R94280 (0x17048)	DSP1_XM_SRAM_ IBUS_SETUP_15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_15	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_15	
R94284 (0x1704C)	DSP1_XM_SRAM_ IBUS_SETUP_16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_16	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_16	
R94288 (0x17050)	DSP1_XM_SRAM_ IBUS_SETUP_17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_17	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_17	
R94292 (0x17054)	DSP1_XM_SRAM_ IBUS_SETUP_18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_18	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_18	
R94296 (0x17058)	DSP1_XM_SRAM_ IBUS_SETUP_19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_19	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_19	
R94300 (0x1705C)	DSP1_XM_SRAM_ IBUS_SETUP_20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_20	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_20	
R94304 (0x17060)	DSP1_XM_SRAM_ IBUS_SETUP_21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_21	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_21	
R94308 (0x17064)	DSP1_XM_SRAM_ IBUS_SETUP_22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_22	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_22	
R94312 (0x17068)	DSP1_XM_SRAM_ IBUS_SETUP_23	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_23	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_23	
R94316 (0x1706C)	DSP1_XM_SRAM_ IBUS_SETUP_24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ XM_ SRAM_ IBUS_E_ EXT_N_24	DSP1_ XM_ SRAM_ IBUS_O_ EXT_N_24	
R94320 (0x17070)	DSP1_YM_SRAM_ IBUS_SETUP_0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ YM_ SRAM_ IBUS_E_ PWD_N	DSP1_ YM_ SRAM_ IBUS_O_ PWD_N	
R94324 (0x17074)	DSP1_YM_SRAM_ IBUS_SETUP_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ YM_ SRAM_ IBUS_E_ EXT_N_1	DSP1_ YM_ SRAM_ IBUS_O_ EXT_N_1	
R94328 (0x17078)	DSP1_YM_SRAM_ IBUS_SETUP_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_ YM_ SRAM_ IBUS_E_ EXT_N_2	DSP1_ YM_ SRAM_ IBUS_O_ EXT_N_2	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R94332 (0x1707C)	DSP1_YM_SRAM_IBUS_SETUP_3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_3	DSP1_YM_SRAM_IBUS_O_EXT_N_3	
R94336 (0x17080)	DSP1_YM_SRAM_IBUS_SETUP_4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_4	DSP1_YM_SRAM_IBUS_O_EXT_N_4	
R94340 (0x17084)	DSP1_YM_SRAM_IBUS_SETUP_5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_5	DSP1_YM_SRAM_IBUS_O_EXT_N_5	
R94344 (0x17088)	DSP1_YM_SRAM_IBUS_SETUP_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_6	DSP1_YM_SRAM_IBUS_O_EXT_N_6	
R94348 (0x1708C)	DSP1_YM_SRAM_IBUS_SETUP_7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_7	DSP1_YM_SRAM_IBUS_O_EXT_N_7	
R94352 (0x17090)	DSP1_YM_SRAM_IBUS_SETUP_8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_YM_SRAM_IBUS_E_EXT_N_8	DSP1_YM_SRAM_IBUS_O_EXT_N_8	
R94356 (0x17094)	DSP1_PM_SRAM_IBUS_SETUP_0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_PWD_N	DSP1_PM_SRAM_IBUS_O_PWD_N	
R94360 (0x17098)	DSP1_PM_SRAM_IBUS_SETUP_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_1	DSP1_PM_SRAM_IBUS_O_EXT_N_1	
R94364 (0x1709C)	DSP1_PM_SRAM_IBUS_SETUP_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_2	DSP1_PM_SRAM_IBUS_O_EXT_N_2	
R94368 (0x170A0)	DSP1_PM_SRAM_IBUS_SETUP_3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_3	DSP1_PM_SRAM_IBUS_O_EXT_N_3	
R94372 (0x170A4)	DSP1_PM_SRAM_IBUS_SETUP_4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_4	DSP1_PM_SRAM_IBUS_O_EXT_N_4	
R94376 (0x170A8)	DSP1_PM_SRAM_IBUS_SETUP_5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_5	DSP1_PM_SRAM_IBUS_O_EXT_N_5	
R94380 (0x170AC)	DSP1_PM_SRAM_IBUS_SETUP_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_6	DSP1_PM_SRAM_IBUS_O_EXT_N_6	
R94384 (0x170B0)	DSP1_PM_SRAM_IBUS_SETUP_7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_PM_SRAM_IBUS_E_EXT_N_7	DSP1_PM_SRAM_IBUS_O_EXT_N_7	
R98308 (0x18004)	IRQ1_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	IRQ1_STS	
R98320 (0x18010)	IRQ1_EINT_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	SYSCLK_ERR_EINT1	0	SYSCLK_FAIL_EINT1	0	0	0	0	0	0	0	0	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R98324 (0x18014)	IRQ1_EINT_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	BOOT_DONE_EINT1	0	0	0	
R98336 (0x18020)	IRQ1_EINT_5	0	0	0	0	0	0	US2_SIG_DET_FALL_EINT1	US2_SIG_DET_RISE_EINT1	US1_SIG_DET_FALL_EINT1	US1_SIG_DET_RISE_EINT1	INPUTS_SIG_DET_FALL_EINT1	INPUTS_SIG_DET_RISE_EINT1	DRC2_SIG_DET_FALL_EINT1	DRC2_SIG_DET_RISE_EINT1	DRC1_SIG_DET_FALL_EINT1	DRC1_SIG_DET_RISE_EINT1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98340 (0x18024)	IRQ1_EINT_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	FLL1_REF_LOST_EINT1	0	0	0	0	0	0	FLL1_LOCK_FALL_EINT1	FLL1_LOCK_RISE_EINT1	
R98344 (0x18028)	IRQ1_EINT_7	0	0	0	0	0	0	0	0	0	0	DSP1_MPU_ERR_EINT1	DSP1_WDT_EXPIRE_EINT1	DSP1_IHB_ERR_EINT1	DSP1_AHB_SYS_ERR_EINT1	DSP1_AHB_PACK_ERR_EINT1	DSP1_NMI_ERR_EINT1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98352 (0x18030)	IRQ1_EINT_9	MCU_HWERR_IRQ_OUT_EINT1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	DSP1_IRQ3_EINT1	DSP1_IRQ2_EINT1	DSP1_IRQ1_EINT1	DSP1_IRQ0_EINT1	
R98360 (0x18038)	IRQ1_EINT_11	GPIO8_FALL_EINT1	GPIO8_RISE_EINT1	GPIO7_FALL_EINT1	GPIO7_RISE_EINT1	GPIO6_FALL_EINT1	GPIO6_RISE_EINT1	GPIO5_FALL_EINT1	GPIO5_RISE_EINT1	GPIO4_FALL_EINT1	GPIO4_RISE_EINT1	GPIO3_FALL_EINT1	GPIO3_RISE_EINT1	GPIO2_FALL_EINT1	GPIO2_RISE_EINT1	GPIO1_FALL_EINT1	GPIO1_RISE_EINT1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98364 (0x1803C)	IRQ1_EINT_12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	EVENT1_FULL_EINT1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98368 (0x18040)	IRQ1_EINT_13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	DSP1_TRB_STACK_ERR_EINT1	0	DSP1_MIPS_PROF1_DONE_EINT1	DSP1_MIPS_PROF0_DONE_EINT1	
R98376 (0x18048)	IRQ1_EINT_15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	SPI2_STALLING_EINT1	SPI2_BLOCK_EINT1	SPI2_OVERCLOCKED_EINT1	SPI2_DONE_EINT1	
R98384 (0x18050)	IRQ1_EINT_17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	TIMER2_EINT1	TIMER1_EINT1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98388 (0x18054)	IRQ1_EINT_18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	TIMER_ALM1_CH4_EINT1	TIMER_ALM1_CH3_EINT1	TIMER_ALM1_CH2_EINT1	TIMER_ALM1_CH1_EINT1	
R98448 (0x18090)	IRQ1_STS_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	SYSCLK_ERR_STS1	0	0	0	0	0	0	0	0	0	0	
R98452 (0x18094)	IRQ1_STS_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	BOOT_DONE_STS1	0	0	0	
R98464 (0x180A0)	IRQ1_STS_5	0	0	0	0	0	0	0	US2_SIG_DET_STS1	0	US1_SIG_DET_STS1	0	INPUTS_SIG_DET_STS1	0	DRC2_SIG_DET_STS1	0	DRC1_SIG_DET_STS1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98468 (0x180A4)	IRQ1_STS_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	FLL1_REF_LOST_STS1	0	0	0	0	0	0	0	FLL1_LOCK_STS1	
R98472 (0x180A8)	IRQ1_STS_7	0	0	0	0	0	0	0	0	0	0	0	DSP1_WDT_EXPIRE_STS1	0	DSP1_AHB_SYS_ERR_STS1	DSP1_AHB_PACK_ERR_STS1	DSP1_NMI_ERR_STS1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98480 (0x180B0)	IRQ1_STS_9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	DSP1_IRQ3_STS1	DSP1_IRQ2_STS1	DSP1_IRQ1_STS1	DSP1_IRQ0_STS1	
R98488 (0x180B8)	IRQ1_STS_11	0	GPIO8_STS1	0	GPIO7_STS1	0	GPIO6_STS1	0	GPIO5_STS1	0	GPIO4_STS1	0	GPIO3_STS1	0	GPIO2_STS1	0	GPIO1_STS1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98492 (0x180BC)	IRQ1_STS_12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	EVENT1_FULL_STS1	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R98504 (0x180C8)	IRQ1_STS_15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	SPI2_STALLING_STS1	SPI2_BLOCK_STS1	SPI2_OVERCLOCKED_STS1	SPI2_DONE_STS1	
R98576 (0x18110)	IRQ1_MASK_1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000700
		0	0	0	0	0	SYSCLK_ERR_MASK1	1	SYSCLK_FAIL_MASK1	0	0	0	0	0	0	0	0	
R98580 (0x18114)	IRQ1_MASK_2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000004
		0	0	0	0	0	0	0	0	0	0	0	0	BOOT_DONE_MASK1	1	0	0	
R98592 (0x18120)	IRQ1_MASK_5	0	0	0	0	0	0	US2_SIG_DET_FALL_MASK1	US2_SIG_DET_RISE_MASK1	US1_SIG_DET_FALL_MASK1	US1_SIG_DET_RISE_MASK1	INPUTS_SIG_DET_FALL_MASK1	INPUTS_SIG_DET_RISE_MASK1	DRC2_SIG_DET_FALL_MASK1	DRC2_SIG_DET_RISE_MASK1	DRC1_SIG_DET_FALL_MASK1	DRC1_SIG_DET_RISE_MASK1	0x03FF0000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98596 (0x18124)	IRQ1_MASK_6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000103
		0	0	0	0	0	0	0	FLL1_REF_LOST_MASK1	0	0	0	0	0	0	FLL1_LOCK_FALL_MASK1	FLL1_LOCK_RISE_MASK1	
R98600 (0x18128)	IRQ1_MASK_7	0	0	0	0	0	0	0	0	0	0	DSP1_MPU_ERR_MASK1	DSP1_WDT_EXPIRE_MASK1	DSP1_IHB_ERR_MASK1	DSP1_AHB_SYS_ERR_MASK1	DSP1_AHB_PACK_ERR_MASK1	DSP1_NMI_ERR_MASK1	0x003F0000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98608 (0x18130)	IRQ1_MASK_9	MCU_HWERR_IRQ_OUT_MASK1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0xFF00000F
		0	0	0	0	0	0	0	0	0	0	0	0	DSP1_IRQ3_MASK1	DSP1_IRQ2_MASK1	DSP1_IRQ1_MASK1	DSP1_IRQ0_MASK1	
R98616 (0x18138)	IRQ1_MASK_11	GPIO8_FALL_MASK1	GPIO8_RISE_MASK1	GPIO7_FALL_MASK1	GPIO7_RISE_MASK1	GPIO6_FALL_MASK1	GPIO6_RISE_MASK1	GPIO5_FALL_MASK1	GPIO5_RISE_MASK1	GPIO4_FALL_MASK1	GPIO4_RISE_MASK1	GPIO3_FALL_MASK1	GPIO3_RISE_MASK1	GPIO2_FALL_MASK1	GPIO2_RISE_MASK1	GPIO1_FALL_MASK1	GPIO1_RISE_MASK1	0xFFFF0000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98620 (0x1813C)	IRQ1_MASK_12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	EVENT1_FULL_MASK1	0x00010000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98624 (0x18140)	IRQ1_MASK_13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000B
		0	0	0	0	0	0	0	0	0	0	0	0	DSP1_TRB_STACK_ERR_MASK1	0	DSP1_MIPS_PROF1_DONE_MASK1	DSP1_MIPS_PROF0_DONE_MASK1	
R98632 (0x18148)	IRQ1_MASK_15	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0x0700000F
		0	0	0	0	0	0	0	0	0	0	0	0	SPI2_STALLING_MASK1	SPI2_BLOCK_MASK1	SPI2_OVERCLOCKED_MASK1	SPI2_DONE_MASK1	
R98640 (0x18150)	IRQ1_MASK_17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	TIMER2_MASK1	TIMER1_MASK1	0x00030000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R98644 (0x18154)	IRQ1_MASK_18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000000F
		0	0	0	0	0	0	0	0	0	0	0	0	TIMER_ALM1_CH4_MASK1	TIMER_ALM1_CH3_MASK1	TIMER_ALM1_CH2_MASK1	TIMER_ALM1_CH1_MASK1	
R98872 (0x18238)	IRQ1_EDGE_11	GPIO8_FALL_EDGE1	GPIO8_RISE_EDGE1	GPIO7_FALL_EDGE1	GPIO7_RISE_EDGE1	GPIO6_FALL_EDGE1	GPIO6_RISE_EDGE1	GPIO5_FALL_EDGE1	GPIO5_RISE_EDGE1	GPIO4_FALL_EDGE1	GPIO4_RISE_EDGE1	GPIO3_FALL_EDGE1	GPIO3_RISE_EDGE1	GPIO2_FALL_EDGE1	GPIO2_RISE_EDGE1	GPIO1_FALL_EDGE1	GPIO1_RISE_EDGE1	0xFFFF0000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
R1114112 (0x110000)	EVENTLOG1_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	EVENTLOG1_DBTIME [3:0]				0x00000000
		0	0	0	0	0	0	0	EVENTLOG1_DSP_CLK_EN	0	0	0	0	0	0	EVENTLOG1_RST	EVENTLOG1_EN	
R1114120 (0x110008)	EVENTLOG1_TIMER_SEL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	EVENTLOG1_TIMER_SEL	
R1114136 (0x110018)	EVENTLOG1_FIFO_CONTROL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000001
		0	0	0	0	0	0	0	0	0	0	0	0	EVENTLOG1_FIFO_WMARK [3:0]				
R1114140 (0x11001C)	EVENTLOG1_FIFO_POINTER1	0	0	0	0	0	0	0	0	0	0	0	0	0	EVENTLOG1_FULL	EVENTLOG1_WMARK_STS	EVENTLOG1_NOT_EMPTY	0x00000000
		0	0	0	0	EVENTLOG1_FIFO_WPTR [3:0]			0	0	0	0	0	EVENTLOG1_FIFO_RPTR [3:0]				
R1114176 (0x110040)	EVENTLOG1_CH_ENABLE1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH16_EN	EVENTLOG1_CH15_EN	EVENTLOG1_CH14_EN	EVENTLOG1_CH13_EN	EVENTLOG1_CH12_EN	EVENTLOG1_CH11_EN	EVENTLOG1_CH10_EN	EVENTLOG1_CH9_EN	EVENTLOG1_CH8_EN	EVENTLOG1_CH7_EN	EVENTLOG1_CH6_EN	EVENTLOG1_CH5_EN	EVENTLOG1_CH4_EN	EVENTLOG1_CH3_EN	EVENTLOG1_CH2_EN	EVENTLOG1_CH1_EN	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R1114184 (0x110048)	EVENTLOG1_EVENT_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH16_STS	EVENTLOG1_CH15_STS	EVENTLOG1_CH14_STS	EVENTLOG1_CH13_STS	EVENTLOG1_CH12_STS	EVENTLOG1_CH11_STS	EVENTLOG1_CH10_STS	EVENTLOG1_CH9_STS	EVENTLOG1_CH8_STS	EVENTLOG1_CH7_STS	EVENTLOG1_CH6_STS	EVENTLOG1_CH5_STS	EVENTLOG1_CH4_STS	EVENTLOG1_CH3_STS	EVENTLOG1_CH2_STS	EVENTLOG1_CH1_STS	
R1114240 (0x110080)	EVENTLOG1_CH1_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH1_DB	EVENTLOG1_CH1_POL	EVENTLOG1_CH1_FILT	0	0	0	EVENTLOG1_CH1_SRC [9:0]										
R1114244 (0x110084)	EVENTLOG1_CH2_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH2_DB	EVENTLOG1_CH2_POL	EVENTLOG1_CH2_FILT	0	0	0	EVENTLOG1_CH2_SRC [9:0]										
R1114248 (0x110088)	EVENTLOG1_CH3_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH3_DB	EVENTLOG1_CH3_POL	EVENTLOG1_CH3_FILT	0	0	0	EVENTLOG1_CH3_SRC [9:0]										
R1114252 (0x11008C)	EVENTLOG1_CH4_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH4_DB	EVENTLOG1_CH4_POL	EVENTLOG1_CH4_FILT	0	0	0	EVENTLOG1_CH4_SRC [9:0]										
R1114256 (0x110090)	EVENTLOG1_CH5_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH5_DB	EVENTLOG1_CH5_POL	EVENTLOG1_CH5_FILT	0	0	0	EVENTLOG1_CH5_SRC [9:0]										
R1114260 (0x110094)	EVENTLOG1_CH6_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH6_DB	EVENTLOG1_CH6_POL	EVENTLOG1_CH6_FILT	0	0	0	EVENTLOG1_CH6_SRC [9:0]										
R1114264 (0x110098)	EVENTLOG1_CH7_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH7_DB	EVENTLOG1_CH7_POL	EVENTLOG1_CH7_FILT	0	0	0	EVENTLOG1_CH7_SRC [9:0]										
R1114268 (0x11009C)	EVENTLOG1_CH8_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH8_DB	EVENTLOG1_CH8_POL	EVENTLOG1_CH8_FILT	0	0	0	EVENTLOG1_CH8_SRC [9:0]										
R1114272 (0x1100A0)	EVENTLOG1_CH9_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH9_DB	EVENTLOG1_CH9_POL	EVENTLOG1_CH9_FILT	0	0	0	EVENTLOG1_CH9_SRC [9:0]										
R1114276 (0x1100A4)	EVENTLOG1_CH10_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH10_DB	EVENTLOG1_CH10_POL	EVENTLOG1_CH10_FILT	0	0	0	EVENTLOG1_CH10_SRC [9:0]										
R1114280 (0x1100A8)	EVENTLOG1_CH11_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH11_DB	EVENTLOG1_CH11_POL	EVENTLOG1_CH11_FILT	0	0	0	EVENTLOG1_CH11_SRC [9:0]										
R1114284 (0x1100AC)	EVENTLOG1_CH12_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH12_DB	EVENTLOG1_CH12_POL	EVENTLOG1_CH12_FILT	0	0	0	EVENTLOG1_CH12_SRC [9:0]										
R1114288 (0x1100B0)	EVENTLOG1_CH13_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH13_DB	EVENTLOG1_CH13_POL	EVENTLOG1_CH13_FILT	0	0	0	EVENTLOG1_CH13_SRC [9:0]										
R1114292 (0x1100B4)	EVENTLOG1_CH14_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH14_DB	EVENTLOG1_CH14_POL	EVENTLOG1_CH14_FILT	0	0	0	EVENTLOG1_CH14_SRC [9:0]										
R1114296 (0x1100B8)	EVENTLOG1_CH15_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH15_DB	EVENTLOG1_CH15_POL	EVENTLOG1_CH15_FILT	0	0	0	EVENTLOG1_CH15_SRC [9:0]										
R1114300 (0x1100BC)	EVENTLOG1_CH16_DEFINE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		EVENTLOG1_CH16_DB	EVENTLOG1_CH16_POL	EVENTLOG1_CH16_FILT	0	0	0	EVENTLOG1_CH16_SRC [9:0]										
R1114368 (0x110100)	EVENTLOG1_FIFO0_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO0_POL	0	0	EVENTLOG1_FIFO0_ID [9:0]										
R1114372 (0x110104)	EVENTLOG1_FIFO0_TIME	EVENTLOG1_FIFO0_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO0_TIME [15:0]																
R1114376 (0x110108)	EVENTLOG1_FIFO1_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO1_POL	0	0	EVENTLOG1_FIFO1_ID [9:0]										
R1114380 (0x11010C)	EVENTLOG1_FIFO1_TIME	EVENTLOG1_FIFO1_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO1_TIME [15:0]																

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R1114384 (0x110110)	EVENTLOG1_FIFO2_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO2_POL	0	0	EVENTLOG1_FIFO2_ID [9:0]										
R1114388 (0x110114)	EVENTLOG1_FIFO2_TIME	EVENTLOG1_FIFO2_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO2_TIME [15:0]																
R1114392 (0x110118)	EVENTLOG1_FIFO3_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO3_POL	0	0	EVENTLOG1_FIFO3_ID [9:0]										
R1114396 (0x11011C)	EVENTLOG1_FIFO3_TIME	EVENTLOG1_FIFO3_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO3_TIME [15:0]																
R1114400 (0x110120)	EVENTLOG1_FIFO4_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO4_POL	0	0	EVENTLOG1_FIFO4_ID [9:0]										
R1114404 (0x110124)	EVENTLOG1_FIFO4_TIME	EVENTLOG1_FIFO4_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO4_TIME [15:0]																
R1114408 (0x110128)	EVENTLOG1_FIFO5_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO5_POL	0	0	EVENTLOG1_FIFO5_ID [9:0]										
R1114412 (0x11012C)	EVENTLOG1_FIFO5_TIME	EVENTLOG1_FIFO5_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO5_TIME [15:0]																
R1114416 (0x110130)	EVENTLOG1_FIFO6_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO6_POL	0	0	EVENTLOG1_FIFO6_ID [9:0]										
R1114420 (0x110134)	EVENTLOG1_FIFO6_TIME	EVENTLOG1_FIFO6_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO6_TIME [15:0]																
R1114424 (0x110138)	EVENTLOG1_FIFO7_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO7_POL	0	0	EVENTLOG1_FIFO7_ID [9:0]										
R1114428 (0x11013C)	EVENTLOG1_FIFO7_TIME	EVENTLOG1_FIFO7_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO7_TIME [15:0]																
R1114432 (0x110140)	EVENTLOG1_FIFO8_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO8_POL	0	0	EVENTLOG1_FIFO8_ID [9:0]										
R1114436 (0x110144)	EVENTLOG1_FIFO8_TIME	EVENTLOG1_FIFO8_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO8_TIME [15:0]																
R1114440 (0x110148)	EVENTLOG1_FIFO9_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO9_POL	0	0	EVENTLOG1_FIFO9_ID [9:0]										
R1114444 (0x11014C)	EVENTLOG1_FIFO9_TIME	EVENTLOG1_FIFO9_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO9_TIME [15:0]																
R1114448 (0x110150)	EVENTLOG1_FIFO10_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO10_POL	0	0	EVENTLOG1_FIFO10_ID [9:0]										
R1114452 (0x110154)	EVENTLOG1_FIFO10_TIME	EVENTLOG1_FIFO10_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO10_TIME [15:0]																
R1114456 (0x110158)	EVENTLOG1_FIFO11_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO11_POL	0	0	EVENTLOG1_FIFO11_ID [9:0]										
R1114460 (0x11015C)	EVENTLOG1_FIFO11_TIME	EVENTLOG1_FIFO11_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO11_TIME [15:0]																
R1114464 (0x110160)	EVENTLOG1_FIFO12_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO12_POL	0	0	EVENTLOG1_FIFO12_ID [9:0]										
R1114468 (0x110164)	EVENTLOG1_FIFO12_TIME	EVENTLOG1_FIFO12_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO12_TIME [15:0]																
R1114472 (0x110168)	EVENTLOG1_FIFO13_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO13_POL	0	0	EVENTLOG1_FIFO13_ID [9:0]										
R1114476 (0x11016C)	EVENTLOG1_FIFO13_TIME	EVENTLOG1_FIFO13_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO13_TIME [15:0]																

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R1114480 (0x110170)	EVENTLOG1_FIFO14_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO14_POL	0	0	EVENTLOG1_FIFO14_ID [9:0]										
R1114484 (0x110174)	EVENTLOG1_FIFO14_TIME	EVENTLOG1_FIFO14_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO14_TIME [15:0]																
R1114488 (0x110178)	EVENTLOG1_FIFO15_READ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	EVENTLOG1_FIFO15_POL	0	0	EVENTLOG1_FIFO15_ID [9:0]										
R1114492 (0x11017C)	EVENTLOG1_FIFO15_TIME	EVENTLOG1_FIFO15_TIME [31:16]																0x00000000
		EVENTLOG1_FIFO15_TIME [15:0]																
R1130496 (0x114000)	ALM1_TIMER	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	ALM1_TIMER_SRC	
R1130528 (0x114020)	ALM1_CONFIG1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	ALM1_CH1_CONT	0	0	ALM1_CH1_TRIG_MODE [1:0]		
R1130532 (0x114024)	ALM1_CTRL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ALM1_CH1_UPD	0	0	0	0	0	0	0	0	0	0	ALM1_CH1_STOP	0	0	0	ALM1_CH1_START	
R1130536 (0x114028)	ALM1_TRIG_VAL1	ALM1_CH1_TRIG_VAL [31:16]																0x00000000
		ALM1_CH1_TRIG_VAL [15:0]																
R1130540 (0x11402C)	ALM1_PULSE_DUR1	ALM1_CH1_PULSE_DUR [31:16]																0x00000000
		ALM1_CH1_PULSE_DUR [15:0]																
R1130544 (0x114030)	ALM1_STATUS1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	ALM1_CH1_STS	
R1130560 (0x114040)	ALM1_CONFIG2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	ALM1_CH2_CONT	0	0	ALM1_CH2_TRIG_MODE [1:0]		
R1130564 (0x114044)	ALM1_CTRL2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ALM1_CH2_UPD	0	0	0	0	0	0	0	0	0	0	ALM1_CH2_STOP	0	0	0	ALM1_CH2_START	
R1130568 (0x114048)	ALM1_TRIG_VAL2	ALM1_CH2_TRIG_VAL [31:16]																0x00000000
		ALM1_CH2_TRIG_VAL [15:0]																
R1130572 (0x11404C)	ALM1_PULSE_DUR2	ALM1_CH2_PULSE_DUR [31:16]																0x00000000
		ALM1_CH2_PULSE_DUR [15:0]																
R1130576 (0x114050)	ALM1_STATUS2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	ALM1_CH2_STS	
R1130592 (0x114060)	ALM1_CONFIG3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	ALM1_CH3_CONT	0	0	ALM1_CH3_TRIG_MODE [1:0]		
R1130596 (0x114064)	ALM1_CTRL3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ALM1_CH3_UPD	0	0	0	0	0	0	0	0	0	0	ALM1_CH3_STOP	0	0	0	ALM1_CH3_START	
R1130600 (0x114068)	ALM1_TRIG_VAL3	ALM1_CH3_TRIG_VAL [31:16]																0x00000000
		ALM1_CH3_TRIG_VAL [15:0]																
R1130604 (0x11406C)	ALM1_PULSE_DUR3	ALM1_CH3_PULSE_DUR [31:16]																0x00000000
		ALM1_CH3_PULSE_DUR [15:0]																
R1130608 (0x114070)	ALM1_STATUS3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	ALM1_CH3_STS	
R1130624 (0x114080)	ALM1_CONFIG4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	ALM1_CH4_CONT	0	0	ALM1_CH4_TRIG_MODE [1:0]		
R1130628 (0x114084)	ALM1_CTRL4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		ALM1_CH4_UPD	0	0	0	0	0	0	0	0	0	0	ALM1_CH4_STOP	0	0	0	ALM1_CH4_START	
R1130632 (0x114088)	ALM1_TRIG_VAL4	ALM1_CH4_TRIG_VAL [31:16]																0x00000000
		ALM1_CH4_TRIG_VAL [15:0]																
R1130636 (0x11408C)	ALM1_PULSE_DUR4	ALM1_CH4_PULSE_DUR [31:16]																0x00000000
		ALM1_CH4_PULSE_DUR [15:0]																
R1130640 (0x114090)	ALM1_STATUS4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	ALM1_CH4_STS	
R1146880 (0x118000)	TIMER1_CONTROL	0	0	0	0	0	0	0	0	0	0	TIMER1_CONT	TIMER1_DIR	0	TIMER1_PRESCALE [2:0]			0x00000000
		0	TIMER1_REFCLK_DIV [2:0]			0	TIMER1_REFCLK_FREQ_SEL [2:0]			0	0	0	0	TIMER1_REFCLK_SRC [3:0]				

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R1146884 (0x118004)	TIMER1_COUNT_PRESET	TIMER1_MAX_COUNT [31:16]																0x00000000
		TIMER1_MAX_COUNT [15:0]																
R1146892 (0x11800C)	TIMER1_START_AND_STOP	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	TIMER1_STOP	0	0	0	TIMER1_START	
R1146896 (0x118010)	TIMER1_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	TIMER1_RUNNING_STS	
R1146900 (0x118014)	TIMER1_COUNT_READBACK	TIMER1_CUR_COUNT [31:16]																0x00000000
		TIMER1_CUR_COUNT [15:0]																
R1146904 (0x118018)	TIMER1_DSP_CLOCK_CONFIG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		TIMER1_DSPCLK_FREQ_SEL [15:0]																
R1146908 (0x11801C)	TIMER1_DSP_CLOCK_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		TIMER1_DSPCLK_FREQ_STS [15:0]																
R1147136 (0x118100)	TIMER2_CONTROL	0	0	0	0	0	0	0	0	0	0	TIMER2_CONT	TIMER2_DIR	0	TIMER2_PRESCALE [2:0]			0x00000000
		0	TIMER2_REFCLK_DIV [2:0]			0	TIMER2_REFCLK_FREQ_SEL [2:0]			0	0	0	0	TIMER2_REFCLK_SRC [3:0]				
R1147140 (0x118104)	TIMER2_COUNT_PRESET	TIMER2_MAX_COUNT [31:16]																0x00000000
		TIMER2_MAX_COUNT [15:0]																
R1147148 (0x11810C)	TIMER2_START_AND_STOP	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	TIMER2_STOP	0	0	0	TIMER2_START	
R1147152 (0x118110)	TIMER2_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	TIMER2_RUNNING_STS	
R1147156 (0x118114)	TIMER2_COUNT_READBACK	TIMER2_CUR_COUNT [31:16]																0x00000000
		TIMER2_CUR_COUNT [15:0]																
R1147160 (0x118118)	TIMER2_DSP_CLOCK_CONFIG	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		TIMER2_DSPCLK_FREQ_SEL [15:0]																
R1147164 (0x11811C)	TIMER2_DSP_CLOCK_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		TIMER2_DSPCLK_FREQ_STS [15:0]																
R1167360 (0x11D000)	DSPGP_STATUS1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_STS	DSPGP15_STS	DSPGP14_STS	DSPGP13_STS	DSPGP12_STS	DSPGP11_STS	DSPGP10_STS	DSPGP9_STS	DSPGP8_STS	DSPGP7_STS	DSPGP6_STS	DSPGP5_STS	DSPGP4_STS	DSPGP3_STS	DSPGP2_STS	DSPGP1_STS	
R1167424 (0x11D040)	DSPGP_SET1_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET1_MASK	DSPGP15_SET1_MASK	DSPGP14_SET1_MASK	DSPGP13_SET1_MASK	DSPGP12_SET1_MASK	DSPGP11_SET1_MASK	DSPGP10_SET1_MASK	DSPGP9_SET1_MASK	DSPGP8_SET1_MASK	DSPGP7_SET1_MASK	DSPGP6_SET1_MASK	DSPGP5_SET1_MASK	DSPGP4_SET1_MASK	DSPGP3_SET1_MASK	DSPGP2_SET1_MASK	DSPGP1_SET1_MASK	
R1167440 (0x11D050)	DSPGP_SET1_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET1_DIR	DSPGP15_SET1_DIR	DSPGP14_SET1_DIR	DSPGP13_SET1_DIR	DSPGP12_SET1_DIR	DSPGP11_SET1_DIR	DSPGP10_SET1_DIR	DSPGP9_SET1_DIR	DSPGP8_SET1_DIR	DSPGP7_SET1_DIR	DSPGP6_SET1_DIR	DSPGP5_SET1_DIR	DSPGP4_SET1_DIR	DSPGP3_SET1_DIR	DSPGP2_SET1_DIR	DSPGP1_SET1_DIR	
R1167456 (0x11D060)	DSPGP_SET1_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET1_LVL	DSPGP15_SET1_LVL	DSPGP14_SET1_LVL	DSPGP13_SET1_LVL	DSPGP12_SET1_LVL	DSPGP11_SET1_LVL	DSPGP10_SET1_LVL	DSPGP9_SET1_LVL	DSPGP8_SET1_LVL	DSPGP7_SET1_LVL	DSPGP6_SET1_LVL	DSPGP5_SET1_LVL	DSPGP4_SET1_LVL	DSPGP3_SET1_LVL	DSPGP2_SET1_LVL	DSPGP1_SET1_LVL	
R1167488 (0x11D080)	DSPGP_SET2_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET2_MASK	DSPGP15_SET2_MASK	DSPGP14_SET2_MASK	DSPGP13_SET2_MASK	DSPGP12_SET2_MASK	DSPGP11_SET2_MASK	DSPGP10_SET2_MASK	DSPGP9_SET2_MASK	DSPGP8_SET2_MASK	DSPGP7_SET2_MASK	DSPGP6_SET2_MASK	DSPGP5_SET2_MASK	DSPGP4_SET2_MASK	DSPGP3_SET2_MASK	DSPGP2_SET2_MASK	DSPGP1_SET2_MASK	
R1167504 (0x11D090)	DSPGP_SET2_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET2_DIR	DSPGP15_SET2_DIR	DSPGP14_SET2_DIR	DSPGP13_SET2_DIR	DSPGP12_SET2_DIR	DSPGP11_SET2_DIR	DSPGP10_SET2_DIR	DSPGP9_SET2_DIR	DSPGP8_SET2_DIR	DSPGP7_SET2_DIR	DSPGP6_SET2_DIR	DSPGP5_SET2_DIR	DSPGP4_SET2_DIR	DSPGP3_SET2_DIR	DSPGP2_SET2_DIR	DSPGP1_SET2_DIR	
R1167520 (0x11D0A0)	DSPGP_SET2_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET2_LVL	DSPGP15_SET2_LVL	DSPGP14_SET2_LVL	DSPGP13_SET2_LVL	DSPGP12_SET2_LVL	DSPGP11_SET2_LVL	DSPGP10_SET2_LVL	DSPGP9_SET2_LVL	DSPGP8_SET2_LVL	DSPGP7_SET2_LVL	DSPGP6_SET2_LVL	DSPGP5_SET2_LVL	DSPGP4_SET2_LVL	DSPGP3_SET2_LVL	DSPGP2_SET2_LVL	DSPGP1_SET2_LVL	
R1167552 (0x11D0C0)	DSPGP_SET3_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET3_MASK	DSPGP15_SET3_MASK	DSPGP14_SET3_MASK	DSPGP13_SET3_MASK	DSPGP12_SET3_MASK	DSPGP11_SET3_MASK	DSPGP10_SET3_MASK	DSPGP9_SET3_MASK	DSPGP8_SET3_MASK	DSPGP7_SET3_MASK	DSPGP6_SET3_MASK	DSPGP5_SET3_MASK	DSPGP4_SET3_MASK	DSPGP3_SET3_MASK	DSPGP2_SET3_MASK	DSPGP1_SET3_MASK	
R1167568 (0x11D0D0)	DSPGP_SET3_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET3_DIR	DSPGP15_SET3_DIR	DSPGP14_SET3_DIR	DSPGP13_SET3_DIR	DSPGP12_SET3_DIR	DSPGP11_SET3_DIR	DSPGP10_SET3_DIR	DSPGP9_SET3_DIR	DSPGP8_SET3_DIR	DSPGP7_SET3_DIR	DSPGP6_SET3_DIR	DSPGP5_SET3_DIR	DSPGP4_SET3_DIR	DSPGP3_SET3_DIR	DSPGP2_SET3_DIR	DSPGP1_SET3_DIR	
R1167584 (0x11D0E0)	DSPGP_SET3_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET3_LVL	DSPGP15_SET3_LVL	DSPGP14_SET3_LVL	DSPGP13_SET3_LVL	DSPGP12_SET3_LVL	DSPGP11_SET3_LVL	DSPGP10_SET3_LVL	DSPGP9_SET3_LVL	DSPGP8_SET3_LVL	DSPGP7_SET3_LVL	DSPGP6_SET3_LVL	DSPGP5_SET3_LVL	DSPGP4_SET3_LVL	DSPGP3_SET3_LVL	DSPGP2_SET3_LVL	DSPGP1_SET3_LVL	
R1167616 (0x11D100)	DSPGP_SET4_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET4_MASK	DSPGP15_SET4_MASK	DSPGP14_SET4_MASK	DSPGP13_SET4_MASK	DSPGP12_SET4_MASK	DSPGP11_SET4_MASK	DSPGP10_SET4_MASK	DSPGP9_SET4_MASK	DSPGP8_SET4_MASK	DSPGP7_SET4_MASK	DSPGP6_SET4_MASK	DSPGP5_SET4_MASK	DSPGP4_SET4_MASK	DSPGP3_SET4_MASK	DSPGP2_SET4_MASK	DSPGP1_SET4_MASK	
R1167632 (0x11D110)	DSPGP_SET4_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET4_DIR	DSPGP15_SET4_DIR	DSPGP14_SET4_DIR	DSPGP13_SET4_DIR	DSPGP12_SET4_DIR	DSPGP11_SET4_DIR	DSPGP10_SET4_DIR	DSPGP9_SET4_DIR	DSPGP8_SET4_DIR	DSPGP7_SET4_DIR	DSPGP6_SET4_DIR	DSPGP5_SET4_DIR	DSPGP4_SET4_DIR	DSPGP3_SET4_DIR	DSPGP2_SET4_DIR	DSPGP1_SET4_DIR	

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R1167648 (0x11D120)	DSPGP_SET4_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET4_LVL	DSPGP15_SET4_LVL	DSPGP14_SET4_LVL	DSPGP13_SET4_LVL	DSPGP12_SET4_LVL	DSPGP11_SET4_LVL	DSPGP10_SET4_LVL	DSPGP9_SET4_LVL	DSPGP8_SET4_LVL	DSPGP7_SET4_LVL	DSPGP6_SET4_LVL	DSPGP5_SET4_LVL	DSPGP4_SET4_LVL	DSPGP3_SET4_LVL	DSPGP2_SET4_LVL	DSPGP1_SET4_LVL	
R1167680 (0x11D140)	DSPGP_SET5_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET5_MASK	DSPGP15_SET5_MASK	DSPGP14_SET5_MASK	DSPGP13_SET5_MASK	DSPGP12_SET5_MASK	DSPGP11_SET5_MASK	DSPGP10_SET5_MASK	DSPGP9_SET5_MASK	DSPGP8_SET5_MASK	DSPGP7_SET5_MASK	DSPGP6_SET5_MASK	DSPGP5_SET5_MASK	DSPGP4_SET5_MASK	DSPGP3_SET5_MASK	DSPGP2_SET5_MASK	DSPGP1_SET5_MASK	
R1167696 (0x11D150)	DSPGP_SET5_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET5_DIR	DSPGP15_SET5_DIR	DSPGP14_SET5_DIR	DSPGP13_SET5_DIR	DSPGP12_SET5_DIR	DSPGP11_SET5_DIR	DSPGP10_SET5_DIR	DSPGP9_SET5_DIR	DSPGP8_SET5_DIR	DSPGP7_SET5_DIR	DSPGP6_SET5_DIR	DSPGP5_SET5_DIR	DSPGP4_SET5_DIR	DSPGP3_SET5_DIR	DSPGP2_SET5_DIR	DSPGP1_SET5_DIR	
R1167712 (0x11D160)	DSPGP_SET5_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET5_LVL	DSPGP15_SET5_LVL	DSPGP14_SET5_LVL	DSPGP13_SET5_LVL	DSPGP12_SET5_LVL	DSPGP11_SET5_LVL	DSPGP10_SET5_LVL	DSPGP9_SET5_LVL	DSPGP8_SET5_LVL	DSPGP7_SET5_LVL	DSPGP6_SET5_LVL	DSPGP5_SET5_LVL	DSPGP4_SET5_LVL	DSPGP3_SET5_LVL	DSPGP2_SET5_LVL	DSPGP1_SET5_LVL	
R1167744 (0x11D180)	DSPGP_SET6_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET6_MASK	DSPGP15_SET6_MASK	DSPGP14_SET6_MASK	DSPGP13_SET6_MASK	DSPGP12_SET6_MASK	DSPGP11_SET6_MASK	DSPGP10_SET6_MASK	DSPGP9_SET6_MASK	DSPGP8_SET6_MASK	DSPGP7_SET6_MASK	DSPGP6_SET6_MASK	DSPGP5_SET6_MASK	DSPGP4_SET6_MASK	DSPGP3_SET6_MASK	DSPGP2_SET6_MASK	DSPGP1_SET6_MASK	
R1167760 (0x11D190)	DSPGP_SET6_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET6_DIR	DSPGP15_SET6_DIR	DSPGP14_SET6_DIR	DSPGP13_SET6_DIR	DSPGP12_SET6_DIR	DSPGP11_SET6_DIR	DSPGP10_SET6_DIR	DSPGP9_SET6_DIR	DSPGP8_SET6_DIR	DSPGP7_SET6_DIR	DSPGP6_SET6_DIR	DSPGP5_SET6_DIR	DSPGP4_SET6_DIR	DSPGP3_SET6_DIR	DSPGP2_SET6_DIR	DSPGP1_SET6_DIR	
R1167776 (0x11D1A0)	DSPGP_SET6_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET6_LVL	DSPGP15_SET6_LVL	DSPGP14_SET6_LVL	DSPGP13_SET6_LVL	DSPGP12_SET6_LVL	DSPGP11_SET6_LVL	DSPGP10_SET6_LVL	DSPGP9_SET6_LVL	DSPGP8_SET6_LVL	DSPGP7_SET6_LVL	DSPGP6_SET6_LVL	DSPGP5_SET6_LVL	DSPGP4_SET6_LVL	DSPGP3_SET6_LVL	DSPGP2_SET6_LVL	DSPGP1_SET6_LVL	
R1167808 (0x11D1C0)	DSPGP_SET7_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET7_MASK	DSPGP15_SET7_MASK	DSPGP14_SET7_MASK	DSPGP13_SET7_MASK	DSPGP12_SET7_MASK	DSPGP11_SET7_MASK	DSPGP10_SET7_MASK	DSPGP9_SET7_MASK	DSPGP8_SET7_MASK	DSPGP7_SET7_MASK	DSPGP6_SET7_MASK	DSPGP5_SET7_MASK	DSPGP4_SET7_MASK	DSPGP3_SET7_MASK	DSPGP2_SET7_MASK	DSPGP1_SET7_MASK	
R1167824 (0x11D1D0)	DSPGP_SET7_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET7_DIR	DSPGP15_SET7_DIR	DSPGP14_SET7_DIR	DSPGP13_SET7_DIR	DSPGP12_SET7_DIR	DSPGP11_SET7_DIR	DSPGP10_SET7_DIR	DSPGP9_SET7_DIR	DSPGP8_SET7_DIR	DSPGP7_SET7_DIR	DSPGP6_SET7_DIR	DSPGP5_SET7_DIR	DSPGP4_SET7_DIR	DSPGP3_SET7_DIR	DSPGP2_SET7_DIR	DSPGP1_SET7_DIR	
R1167840 (0x11D1E0)	DSPGP_SET7_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET7_LVL	DSPGP15_SET7_LVL	DSPGP14_SET7_LVL	DSPGP13_SET7_LVL	DSPGP12_SET7_LVL	DSPGP11_SET7_LVL	DSPGP10_SET7_LVL	DSPGP9_SET7_LVL	DSPGP8_SET7_LVL	DSPGP7_SET7_LVL	DSPGP6_SET7_LVL	DSPGP5_SET7_LVL	DSPGP4_SET7_LVL	DSPGP3_SET7_LVL	DSPGP2_SET7_LVL	DSPGP1_SET7_LVL	
R1167872 (0x11D200)	DSPGP_SET8_MASK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET8_MASK	DSPGP15_SET8_MASK	DSPGP14_SET8_MASK	DSPGP13_SET8_MASK	DSPGP12_SET8_MASK	DSPGP11_SET8_MASK	DSPGP10_SET8_MASK	DSPGP9_SET8_MASK	DSPGP8_SET8_MASK	DSPGP7_SET8_MASK	DSPGP6_SET8_MASK	DSPGP5_SET8_MASK	DSPGP4_SET8_MASK	DSPGP3_SET8_MASK	DSPGP2_SET8_MASK	DSPGP1_SET8_MASK	
R1167888 (0x11D210)	DSPGP_SET8_DIRECTION1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0000FFFF
		DSPGP16_SET8_DIR	DSPGP15_SET8_DIR	DSPGP14_SET8_DIR	DSPGP13_SET8_DIR	DSPGP12_SET8_DIR	DSPGP11_SET8_DIR	DSPGP10_SET8_DIR	DSPGP9_SET8_DIR	DSPGP8_SET8_DIR	DSPGP7_SET8_DIR	DSPGP6_SET8_DIR	DSPGP5_SET8_DIR	DSPGP4_SET8_DIR	DSPGP3_SET8_DIR	DSPGP2_SET8_DIR	DSPGP1_SET8_DIR	
R1167904 (0x11D220)	DSPGP_SET8_LEVEL1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSPGP16_SET8_LVL	DSPGP15_SET8_LVL	DSPGP14_SET8_LVL	DSPGP13_SET8_LVL	DSPGP12_SET8_LVL	DSPGP11_SET8_LVL	DSPGP10_SET8_LVL	DSPGP9_SET8_LVL	DSPGP8_SET8_LVL	DSPGP7_SET8_LVL	DSPGP6_SET8_LVL	DSPGP5_SET8_LVL	DSPGP4_SET8_LVL	DSPGP3_SET8_LVL	DSPGP2_SET8_LVL	DSPGP1_SET8_LVL	
R33554432 (0x2000000)	DSP1_XMEM_PACKED_0	DSP1_XM_P_1 [7:0]								DSP1_XM_P_START [23:16]								0x00000000
		DSP1_XM_P_START [15:0]																
R33554436 (0x2000004)	DSP1_XMEM_PACKED_1	DSP1_XM_P_2 [15:0]																0x00000000
		DSP1_XM_P_1_23_8 [15:0]																
R33554440 (0x2000008)	DSP1_XMEM_PACKED_2	DSP1_XM_P_3 [23:8]																0x00000000
		DSP1_XM_P_3 [7:0]								DSP1_XM_P_2_23_16 [7:0]								
R34144232 (0x208FFE8)	DSP1_XMEM_PACKED_147450	DSP1_XM_P_98299 [7:0]								DSP1_XM_P_98298 [23:16]								0x00000000
		DSP1_XM_P_98298 [15:0]																
R34144236 (0x208FFEC)	DSP1_XMEM_PACKED_147451	DSP1_XM_P_98300 [15:0]																0x00000000
		DSP1_XM_P_98299_23_8 [15:0]																
R34144240 (0x208FFF0)	DSP1_XMEM_PACKED_147452	DSP1_XM_P_END [23:8]																0x00000000
		DSP1_XM_P_END [7:0]								DSP1_XM_P_98300_23_16 [7:0]								
R37748736 (0x2400000)	DSP1_XMEM_UNPACKED32_0	DSP1_XM_UP32_START [31:16]																0x00000000
		DSP1_XM_UP32_START [15:0]																
R37748740 (0x2400004)	DSP1_XMEM_UNPACKED32_1	DSP1_XM_UP32_1_47_16 [31:16]																0x00000000
		DSP1_XM_UP32_1_47_16 [15:0]																
R38141940 (0x245FFF4)	DSP1_XMEM_UNPACKED32_98301	DSP1_XM_UP32_98301_47_16 [31:16]																0x00000000
		DSP1_XM_UP32_98301_47_16 [15:0]																
R38141944 (0x245FFF8)	DSP1_XMEM_UNPACKED32_98302	DSP1_XM_UP32_END [31:16]																0x00000000
		DSP1_XM_UP32_END [15:0]																
R39714816 (0x25E0000)	DSP1_SYS_INFO_ID	DSP1_SYS_ID [31:16]																0x68616C6F
		DSP1_SYS_ID [15:0]																
R39714820 (0x25E0004)	DSP1_SYS_INFO_VERSION	DSP1_SYS_VERSION [31:16]																0x00000001
		DSP1_SYS_VERSION [15:0]																
R39714824 (0x25E0008)	DSP1_SYS_INFO_CORE_ID	DSP1_SYS_CORE_ID [31:16]																0x00000001
		DSP1_SYS_CORE_ID [15:0]																
R39714828 (0x25E000C)	DSP1_SYS_INFO_AHB_ADDR	DSP1_SYS_AHB_BASE_ADDR [31:16]																0x02000000
		DSP1_SYS_AHB_BASE_ADDR [15:0]																

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R39714832 (0x25E0010)	DSP1_SYS_INFO_XM_SRAM_SIZE	DSP1_SYS_XM_SRAM_SIZE [31:16]																0x00030000
		DSP1_SYS_XM_SRAM_SIZE [15:0]																
R39714840 (0x25E0018)	DSP1_SYS_INFO_YM_SRAM_SIZE	DSP1_SYS_YM_SRAM_SIZE [31:16]																0x00010000
		DSP1_SYS_YM_SRAM_SIZE [15:0]																
R39714848 (0x25E0020)	DSP1_SYS_INFO_PM_SRAM_SIZE	DSP1_SYS_PM_SRAM_SIZE [31:16]																0x0001C000
		DSP1_SYS_PM_SRAM_SIZE [15:0]																
R39714856 (0x25E0028)	DSP1_SYS_INFO_PM_BOOT_SIZE	DSP1_SYS_PM_BOOT_SIZE [31:16]																0x00000000
		DSP1_SYS_PM_BOOT_SIZE [15:0]																
R39714860 (0x25E002C)	DSP1_SYS_INFO_FEATURES	DSP1_SYS_SELF_BOOT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00003FB8
		0	0	DSP1_SYS_DB_RAND_EXISTS	DSP1_SYS_LMS_EXISTS	DSP1_SYS_FIR_EXISTS	DSP1_SYS_FFT_EXISTS	DSP1_SYS_MIPS_EXISTS	DSP1_SYS_TRB_EXISTS	DSP1_SYS_WDT_EXISTS	0	DSP1_SYS_STREAM_ARB_EXISTS	DSP1_SYS_AHBM_EXISTS	DSP1_SYS_MPU_EXISTS	0	0	0	
R39714864 (0x25E0030)	DSP1_SYS_INFO_FIR_FILTERS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000008
		0	0	0	0	0	0	0	0	0	0	DSP1_SYS_NUM_FIR_FILTERS [5:0]						
R39714868 (0x25E0034)	DSP1_SYS_INFO_LMS_FILTERS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000005
		0	0	0	0	0	0	0	0	0	0	DSP1_SYS_NUM_LMS_FILTERS [5:0]						
R39714872 (0x25E0038)	DSP1_SYS_INFO_XM_BANK_SIZE	DSP1_SYS_XM_BANK_SIZE [31:16]																0x00002000
		DSP1_SYS_XM_BANK_SIZE [15:0]																
R39714876 (0x25E003C)	DSP1_SYS_INFO_YM_BANK_SIZE	DSP1_SYS_YM_BANK_SIZE [31:16]																0x00002000
		DSP1_SYS_YM_BANK_SIZE [15:0]																
R39714880 (0x25E0040)	DSP1_SYS_INFO_PM_BANK_SIZE	DSP1_SYS_PM_BANK_SIZE [31:16]																0x00004000
		DSP1_SYS_PM_BANK_SIZE [15:0]																
R39723008 (0x25E2000)	DSP1_AHBM_WINDOW0_CONTROL_0	DSP1_AHBM_WIN0_ADDR [31:16]																0x00000000
		DSP1_AHBM_WIN0_ADDR [15:0]																
R41943040 (0x2800000)	DSP1_XMEM_UNPACKED24_0	0	0	0	0	0	0	0	0	DSP1_XM_UP24_START [23:16]								0x00000000
		DSP1_XM_UP24_START [15:0]																
R41943044 (0x2800004)	DSP1_XMEM_UNPACKED24_1	0	0	0	0	0	0	0	0	DSP1_XM_UP24_0_47_24 [23:16]								0x00000000
		DSP1_XM_UP24_0_47_24 [15:0]																
R41943048 (0x2800008)	DSP1_XMEM_UNPACKED24_2	0	0	0	0	0	0	0	0	DSP1_XM_UP24_1 [23:16]								0x00000000
		DSP1_XM_UP24_1 [15:0]																
R41943052 (0x280000C)	DSP1_XMEM_UNPACKED24_3	0	0	0	0	0	0	0	0	DSP1_XM_UP24_1_47_24 [23:16]								0x00000000
		DSP1_XM_UP24_1_47_24 [15:0]																
R42729448 (0x28BFFE8)	DSP1_XMEM_UNPACKED24_196602	0	0	0	0	0	0	0	0	DSP1_XM_UP24_98301 [23:16]								0x00000000
		DSP1_XM_UP24_98301 [15:0]																
R42729452 (0x28BFFEC)	DSP1_XMEM_UNPACKED24_196603	0	0	0	0	0	0	0	0	DSP1_XM_UP24_98301_47_24 [23:16]								0x00000000
		DSP1_XM_UP24_98301_47_24 [15:0]																
R42729456 (0x28BFFF0)	DSP1_XMEM_UNPACKED24_196604	0	0	0	0	0	0	0	0	DSP1_XM_UP24_98302 [23:16]								0x00000000
		DSP1_XM_UP24_98302 [15:0]																
R42729460 (0x28BFFF4)	DSP1_XMEM_UNPACKED24_196605	0	0	0	0	0	0	0	0	DSP1_XM_UP24_END [23:16]								0x00000000
		DSP1_XM_UP24_END [15:0]																
R45613056 (0x2B80000)	DSP1_CLOCK_FREQ	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSP1_CLK_FREQ_SEL [15:0]																
R45613064 (0x2B80008)	DSP1_CLOCK_STATUS	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		DSP1_CLK_FREQ_STS [15:0]																
R45613072 (0x2B80010)	DSP1_CORE_SOFT_RESET	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_CORE_SOFT_RESET	
R45613136 (0x2B80050)	DSP1_STREAM_ARB_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	DSP1_STREAM_ARB_RESYNC	
R45613184 (0x2B80080)	DSP1_SAMPLE_RATE_RX1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX1_RATE [4:0]					
R45613192 (0x2B80088)	DSP1_SAMPLE_RATE_RX2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX2_RATE [4:0]					
R45613200 (0x2B80090)	DSP1_SAMPLE_RATE_RX3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX3_RATE [4:0]					
R45613208 (0x2B80098)	DSP1_SAMPLE_RATE_RX4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX4_RATE [4:0]					
R45613216 (0x2B800A0)	DSP1_SAMPLE_RATE_RX5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX5_RATE [4:0]					
R45613224 (0x2B800A8)	DSP1_SAMPLE_RATE_RX6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX6_RATE [4:0]					
R45613232 (0x2B800B0)	DSP1_SAMPLE_RATE_RX7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX7_RATE [4:0]					
R45613240 (0x2B800B8)	DSP1_SAMPLE_RATE_RX8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_RX8_RATE [4:0]					

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R45613696 (0x2B80280)	DSP1_SAMPLE_RATE_TX1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX1_RATE [4:0]					
R45613704 (0x2B80288)	DSP1_SAMPLE_RATE_TX2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX2_RATE [4:0]					
R45613712 (0x2B80290)	DSP1_SAMPLE_RATE_TX3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX3_RATE [4:0]					
R45613720 (0x2B80298)	DSP1_SAMPLE_RATE_TX4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX4_RATE [4:0]					
R45613728 (0x2B802A0)	DSP1_SAMPLE_RATE_TX5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX5_RATE [4:0]					
R45613736 (0x2B802A8)	DSP1_SAMPLE_RATE_TX6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX6_RATE [4:0]					
R45613744 (0x2B802B0)	DSP1_SAMPLE_RATE_TX7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX7_RATE [4:0]					
R45613752 (0x2B802B8)	DSP1_SAMPLE_RATE_TX8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	0	0	0	DSP1_TX8_RATE [4:0]					
R45879296 (0x2BC1000)	DSP1_CCM_CORE_CONTROL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	DSP1_CCM_CORE_RESET	0	0	0	0	0	0	0	0	DSP1_CCM_CORE_EN	
R45898240 (0x2BC5A00)	DSP1_STREAM_ARB_RESYNC_MSK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x00000000
		0	0	0	0	0	0	0	0	DSP1_STREAM_ARB_RESYNC_MSK [7:0]								
R46137344 (0x2C00000)	DSP1_YMEM_PACKED_0	DSP1_YM_P_1 [7:0]								DSP1_YM_P_START [23:16]								0x00000000
		DSP1_YM_P_START [15:0]																
R46137348 (0x2C00004)	DSP1_YMEM_PACKED_1	DSP1_YM_P_2 [15:0]																0x00000000
		DSP1_YM_P_1_23_8 [15:0]																
R46137352 (0x2C00008)	DSP1_YMEM_PACKED_2	DSP1_YM_P_3 [23:8]																0x00000000
		DSP1_YM_P_3 [7:0]								DSP1_YM_P_2_23_16 [7:0]								
R46333928 (0x2C2FFE8)	DSP1_YMEM_PACKED_49146	DSP1_YM_P_32763 [7:0]								DSP1_YM_P_32762 [23:16]								0x00000000
		DSP1_YM_P_32762 [15:0]																
R46333932 (0x2C2FFEC)	DSP1_YMEM_PACKED_49147	DSP1_YM_P_32764 [15:0]																0x00000000
		DSP1_YM_P_32763_23_8 [15:0]																
R46333936 (0x2C2FFF0)	DSP1_YMEM_PACKED_49148	DSP1_YM_P_END [23:8]																0x00000000
		DSP1_YM_P_END [7:0]								DSP1_YM_P_32764_23_16 [7:0]								
R50331648 (0x3000000)	DSP1_YMEM_UNPACKED32_0	DSP1_YM_UP32_START [31:16]																0x00000000
		DSP1_YM_UP32_START [15:0]																
R50331652 (0x3000004)	DSP1_YMEM_UNPACKED32_1	DSP1_YM_UP32_1_47_16 [31:16]																0x00000000
		DSP1_YM_UP32_1_47_16 [15:0]																
R50462708 (0x301FFF4)	DSP1_YMEM_UNPACKED32_32765	DSP1_YM_UP32_32765_47_16 [31:16]																0x00000000
		DSP1_YM_UP32_32765_47_16 [15:0]																
R50462712 (0x301FFF8)	DSP1_YMEM_UNPACKED32_32766	DSP1_YM_UP32_END [31:16]																0x00000000
		DSP1_YM_UP32_END [15:0]																
R54525952 (0x3400000)	DSP1_YMEM_UNPACKED24_0	0	0	0	0	0	0	0	0	DSP1_YM_UP24_START [23:16]								0x00000000
		DSP1_YM_UP24_START [15:0]																
R54525956 (0x3400004)	DSP1_YMEM_UNPACKED24_1	0	0	0	0	0	0	0	0	DSP1_YM_UP24_0_47_24 [23:16]								0x00000000
		DSP1_YM_UP24_0_47_24 [15:0]																
R54525960 (0x3400008)	DSP1_YMEM_UNPACKED24_2	0	0	0	0	0	0	0	0	DSP1_YM_UP24_1 [23:16]								0x00000000
		DSP1_YM_UP24_1 [15:0]																
R54525964 (0x340000C)	DSP1_YMEM_UNPACKED24_3	0	0	0	0	0	0	0	0	DSP1_YM_UP24_1_47_24 [23:16]								0x00000000
		DSP1_YM_UP24_1_47_24 [15:0]																
R54788072 (0x343FFE8)	DSP1_YMEM_UNPACKED24_65530	0	0	0	0	0	0	0	0	DSP1_YM_UP24_32765 [23:16]								0x00000000
		DSP1_YM_UP24_32765 [15:0]																
R54788076 (0x343FFEC)	DSP1_YMEM_UNPACKED24_65531	0	0	0	0	0	0	0	0	DSP1_YM_UP24_32765_47_24 [23:16]								0x00000000
		DSP1_YM_UP24_32765_47_24 [15:0]																
R54788080 (0x343FFF0)	DSP1_YMEM_UNPACKED24_65532	0	0	0	0	0	0	0	0	DSP1_YM_UP24_32766 [23:16]								0x00000000
		DSP1_YM_UP24_32766 [15:0]																
R54788084 (0x343FFF4)	DSP1_YMEM_UNPACKED24_65533	0	0	0	0	0	0	0	0	DSP1_YM_UP24_END [23:16]								0x00000000
		DSP1_YM_UP24_END [15:0]																
R58720256 (0x3800000)	DSP1_PMEM_0	DSP1_PM_START [31:16]																0x00000000
		DSP1_PM_START [15:0]																
R58720260 (0x3800004)	DSP1_PMEM_1	DSP1_PM_1 [23:8]																0x00000000
		DSP1_PM_1 [7:0]								DSP1_PM_0_39_32 [7:0]								
R58720264 (0x3800008)	DSP1_PMEM_2	DSP1_PM_2 [15:0]																0x00000000
		DSP1_PM_1_39_24 [15:0]																
R58720268 (0x380000C)	DSP1_PMEM_3	DSP1_PM_3 [7:0]								DSP1_PM_2_39_16 [23:16]								0x00000000
		DSP1_PM_2_39_16 [15:0]																
R58720272 (0x3800010)	DSP1_PMEM_4	DSP1_PM_3_39_8 [31:16]																0x00000000
		DSP1_PM_3_39_8 [15:0]																
R59006936 (0x3845FD8)	DSP1_PMEM_71670	DSP1_PM_57336 [31:16]																0x00000000
		DSP1_PM_57336 [15:0]																
R59006940 (0x3845FDC)	DSP1_PMEM_71671	DSP1_PM_57337 [23:8]																0x00000000
		DSP1_PM_57337 [7:0]								DSP1_PM_57336_39_32 [7:0]								

Table 6-1. Register Map Definition *(Cont.)*

Register	Name	31 15	30 14	29 13	28 12	27 11	26 10	25 9	24 8	23 7	22 6	21 5	20 4	19 3	18 2	17 1	16 0	Default
R59006944 (0x3845FE0)	DSP1_PMEM_71672	DSP1_PM_57338 [15:0]																0x00000000
		DSP1_PM_57337_39_24 [15:0]																
R59006948 (0x3845FE4)	DSP1_PMEM_71673	DSP1_PM_57339 [7:0]								DSP1_PM_57338_39_16 [23:16]								0x00000000
		DSP1_PM_57338_39_16 [15:0]																
R59006952 (0x3845FE8)	DSP1_PMEM_71674	DSP1_PM_END [31:16]																0x00000000
		DSP1_PM_END [15:0]																

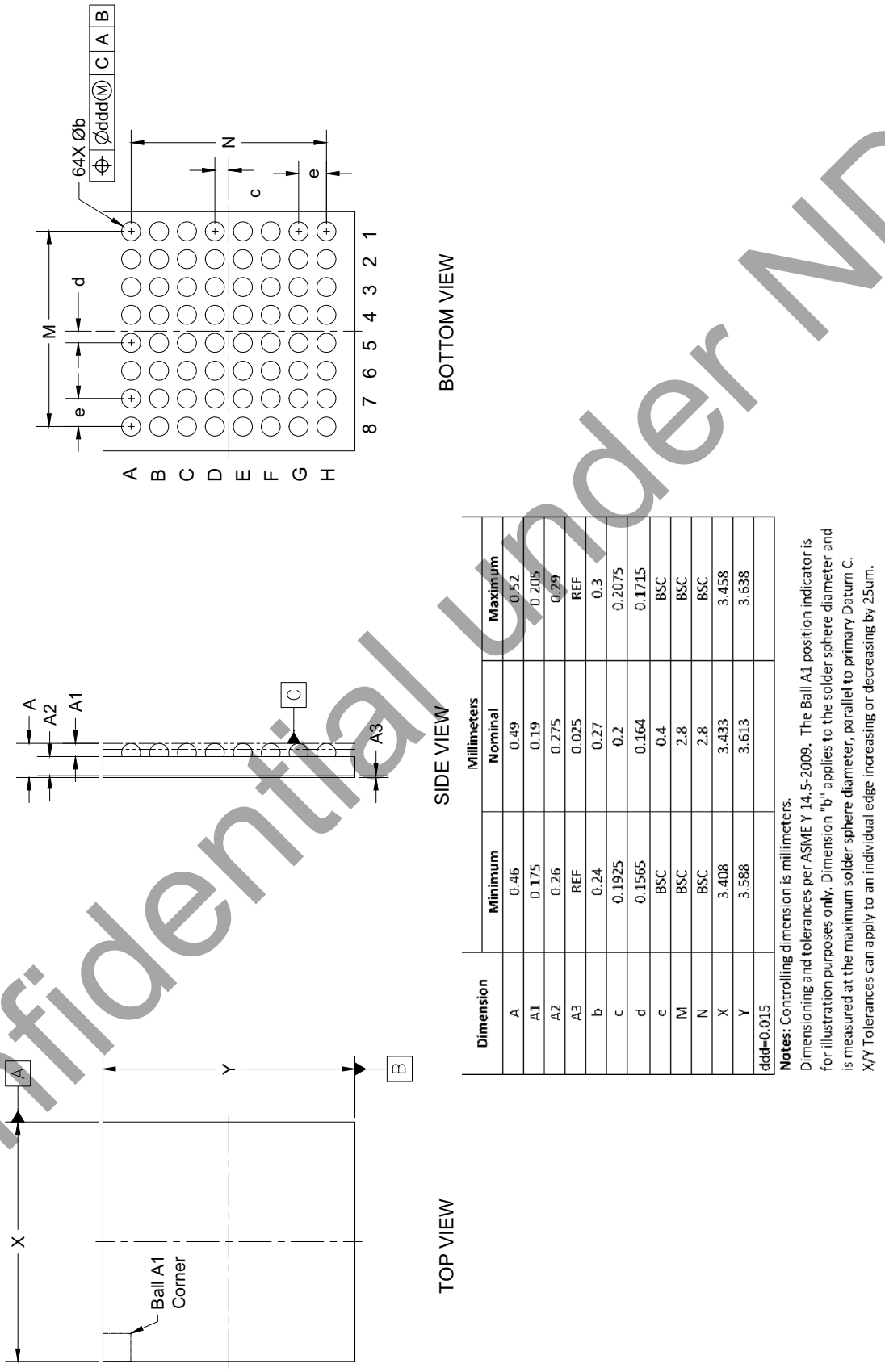
7 Thermal Characteristics

Table 7-1. Typical JEDEC Four-Layer, 2s2p Board Thermal Characteristics

Parameter	Symbol	WLCSP	QFN	Units
Junction-to-ambient thermal resistance	θ_{JA}	55.6	22.3	°C/W
Junction-to-board thermal resistance	θ_{JB}	27.0	7.47	°C/W
Junction-to-case thermal resistance	θ_{JC}	2.83	13.5	°C/W
Junction-to-board thermal-characterization parameter	Ψ_{JB}	26.7	7.22	°C/W
Junction-to-package-top thermal-characterization parameter	Ψ_{JT}	0.18	0.78	°C/W

Notes:
- Natural convection at the maximum recommended operating temperature T_A (see Table 3-3)
- Four-layer, 2s2p PCB as specified by JESD51–9 and JESD51–11; dimensions: 101.5 x 114.5 x 1.6 mm
- Thermal parameters as defined by JESD51–12

8 Package Dimensions



Dimension	Millimeters		
	Minimum	Nominal	Maximum
A	0.46	0.49	0.52
A1	0.175	0.19	0.205
A2	0.26	0.275	0.29
A3	REF	0.025	REF
b	0.24	0.27	0.3
c	0.1925	0.2	0.2075
d	0.1565	0.164	0.1715
e	BSC	0.4	BSC
M	BSC	2.8	BSC
N	BSC	2.8	BSC
X	3.408	3.433	3.458
Y	3.588	3.613	3.638
ddd=0.015			

Notes: Controlling dimension is millimeters.
Dimensioning and tolerances per ASME Y 14.5-2009. The Ball A1 position indicator is for illustration purposes only. Dimension "b" applies to the solder sphere diameter and is measured at the maximum solder sphere diameter, parallel to primary Datum C.
X/Y Tolerances can apply to an individual edge increasing or decreasing by 25um.

Figure 8-1. WLCSP Package Drawing (POD00106 Rev B)

		SYMBOL	MIN	NOM	MAX
TOTAL THICKNESS		A	0.8	0.85	0.9
STAND OFF		A1	0	0.035	0.05
MOLD THICKNESS		A2	---	0.65	0.67
L/F THICKNESS		A3		0.203 REF	
LEAD WIDTH		b	0.15	0.2	0.25
BODY SIZE	X	D		8 BSC	
	Y	E		8 BSC	
LEAD PITCH		e		0.4 BSC	
EP SIZE	X	J	6.4	6.5	6.6
	Y	K	6.4	6.5	6.6
LEAD LENGTH		L	0.35	0.4	0.45
PACKAGE EDGE TOLERANCE		aaa		0.1	
MOLD FLATNESS		bbb		0.1	
COPLANARITY		ccc		0.08	
LEAD OFFSET		ddd		0.1	
EXPOSED PAD OFFSET		eee		0.1	

NOTES
1.0 COPLANARITY APPLIES TO LEADS, CORNER LEADS AND DIE ATTACH PAD.

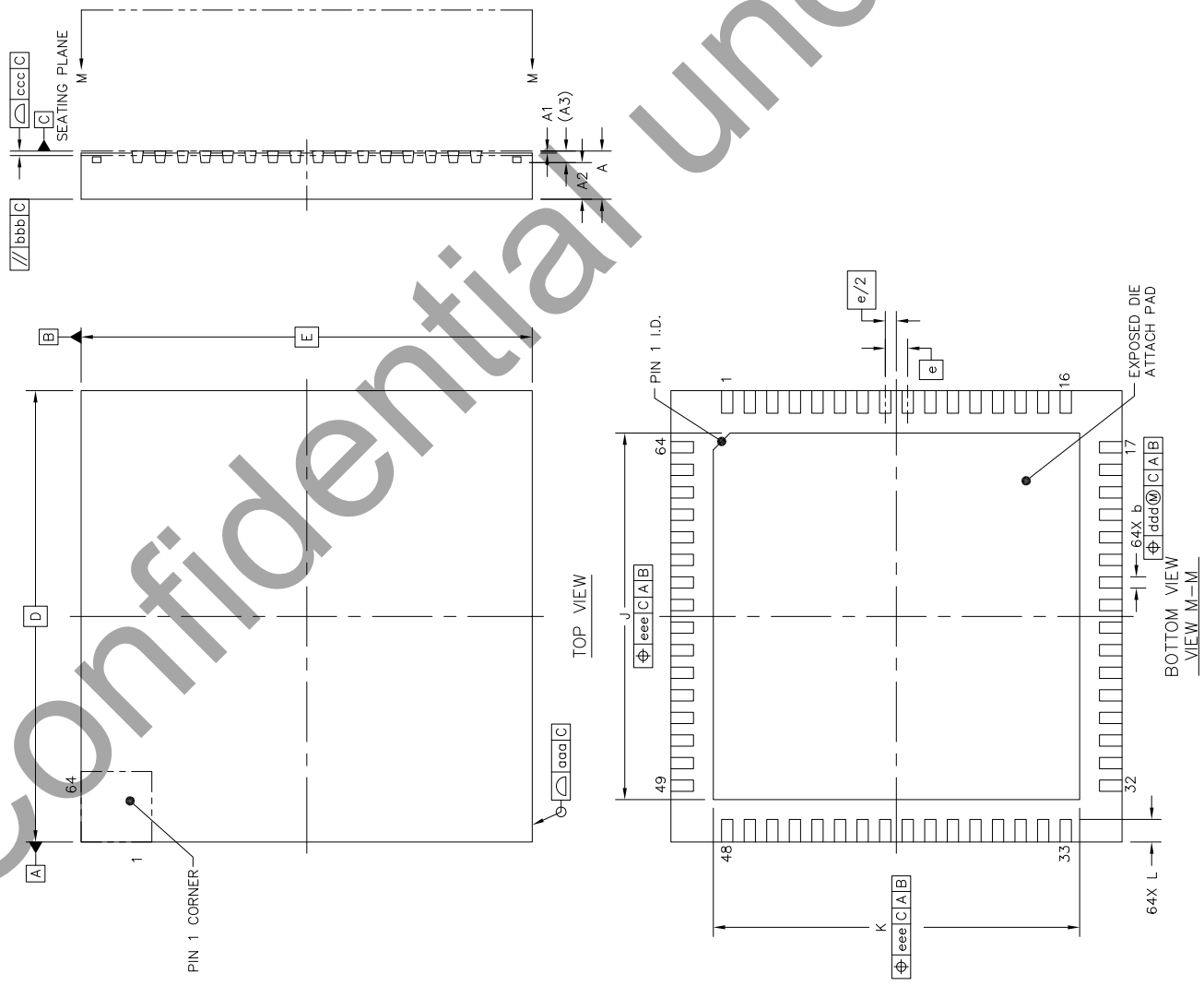


Figure 8-2. QFN Package Drawing (ASE Group, 98A0064QN Rev O)

9 Ordering Information

Table 9-1. Ordering Information

Product	Description	Package	RoHS Compliant	Grade	Temperature Range	Container	Order #
CS48L32	Low-Power Audio DSP with Microphone Interface	64-ball WLCSP	Yes	Commercial	–40 to +85°C	Tape and Reel [1]	CS48L32-CWZR
CS48L32	Low-Power Audio DSP with Microphone Interface	64-pad QFN	Yes	Commercial	–40 to +85°C	Tape and Reel [2]	CS48L32-CNZR
CS48L32	Low-Power Audio DSP with Microphone Interface	64-pad QFN	Yes	Commercial	–40 to +85°C	Tray [3]	CS48L32-CNZ

1.Reel quantity = 6000 units.
2.Reel quantity = 4000 units.
3.Tray quantity = 260 units.

10 Revision History

Table 10-1. Revision History

Revision	Changes
F1 MAR ‘19	• SPI2 (QSPI) master interface function description deleted (Section 4.5.5) • SPI1 data-phase control (SPI1_DPHA) added (Table 3-18, Section 4.11, Section 4.11.1) • AUXPDMn_CLK_PD default changed (Table 1-1, Section 4.2.11)
F2 MAR ‘19	• SPI1 data-phase control (SPI1_DPHA) default changed to 0 (Section 4.11)

Contacting Cirrus Logic Support

For all product questions and inquiries, contact a Cirrus Logic Sales Representative.
To find the one nearest you, go to www.cirrus.com.