

```
<?xml version="1.0" encoding="utf-8"?>

<NV_CATEGORY NAME="PARAM_VALUE" MODE="GU">

<PA_STATUS NAME="DOUBLE_PA">

<SCENCE NAME="INIT_CHIP" CONTROL_MASK="0x11" VALUE="{

    #switch to B0_P0#

    0x02, 0xff, 0x00, 0x00, 0x05,

    0x00, 0xff, 0x00, 0x00, 0x00,

    0x7f, 0xff, 0x00, 0x00, 0x00,

    #software reset#

    0x01, 0xff, 0x01, 0x01, 0x00,

    #0x40, 0xff, 0x29, 0x00, 0x00,#

    #Mask IRQ#

    0x1a, 0xff, 0xff, 0x00, 0x00,

    0x1b, 0xff, 0xff, 0x00, 0x00,

    0x1c, 0xff, 0xff, 0x00, 0x00,

    #Configure Boost Always On#

    0x33, 0xff, 0xb4, 0x00, 0x00,

    #Configure Channel#

    0x38, 0xff, 0x0c, 0x00, 0x00,

    0x08, 0xff, 0x1e, 0x00, 0x00,

    0x0b, 0xff, 0x42, 0x00, 0x00,

    0x0c, 0xff, 0x40, 0x00, 0x00,

    0x0d, 0xff, 0xc6, 0x00, 0x00,

    0x41, 0xff, 0xc4, 0x00, 0x00,

    0x48, 0xff, 0xa8, 0x00, 0x00,
```

0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#switch to B0_P1#
0x00, 0xff, 0x01, 0x00, 0x00,
#thermal foldback disabled#
0x08, 0xff, 0x00, 0x00, 0x00,
#switch to B0_P3#
0x00, 0xff, 0x03, 0x00, 0x00,
0x24, 0xff, 0x0a, 0x00, 0x00,
0x25, 0xff, 0x42, 0x00, 0x00,
0x26, 0xff, 0x38, 0x00, 0x00,
0x27, 0xff, 0xed, 0x00, 0x00,
#switch to B0_P5#
0x00, 0xff, 0x05, 0x00, 0x00,
0x14, 0xff, 0x53, 0x00, 0x00,
0x15, 0xff, 0xff, 0x00, 0x00,
0x16, 0xff, 0x2B, 0x00, 0x00,
0x17, 0xff, 0xcf, 0x00, 0x00,
#switch to B0_P253
0x00, 0xff, 0xfd, 0x00, 0x00,
0x0d, 0xff, 0x0d, 0x00, 0x00,
0x58, 0xff, 0x0d, 0x00, 0x00,
0x5e, 0xff, 0x8c, 0x00, 0x00,
#switch to B0_P0#
0x04, 0xff, 0x00, 0x00, 0x05,

0x00, 0xff, 0x00, 0x00, 0x00,
0x7f, 0xff, 0x00, 0x00, 0x00,
#software reset#
0x01, 0xff, 0x01, 0x01, 0x00,
#0x40, 0xff, 0x29, 0x00, 0x00,#
#Mask IRQ#
0x1a, 0xff, 0xff, 0x00, 0x00,
0x1b, 0xff, 0xff, 0x00, 0x00,
0x1c, 0xff, 0xff, 0x00, 0x00,
#Configure Boost Always On#
0x33, 0xff, 0xb4, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x0c, 0x00, 0x00,
0x08, 0xff, 0x2e, 0x00, 0x00,
0x0b, 0xff, 0x46, 0x00, 0x00,
0x0c, 0xff, 0x44, 0x00, 0x00,
0x0d, 0xff, 0x04, 0x00, 0x00,
0x41, 0xff, 0x48, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#switch to B0_P1#
0x00, 0xff, 0x01, 0x00, 0x00,
#thermal foldback disabled#
0x08, 0xff, 0x00, 0x00, 0x00,

```
#switch to B0_P3#  
  
0x00, 0xff, 0x03, 0x00, 0x00,  
  
0x24, 0xff, 0x0a, 0x00, 0x00,  
  
0x25, 0xff, 0x42, 0x00, 0x00,  
  
0x26, 0xff, 0x38, 0x00, 0x00,  
  
0x27, 0xff, 0xed, 0x00, 0x00,  
  
#switch to B0_P5#  
  
0x00, 0xff, 0x05, 0x00, 0x00,  
  
0x14, 0xff, 0x53, 0x00, 0x00,  
  
0x15, 0xff, 0xff, 0x00, 0x00,  
  
0x16, 0xff, 0x2B, 0x00, 0x00,  
  
0x17, 0xff, 0xcf, 0x00, 0x00,  
  
#switch to B0_P253  
  
0x00, 0xff, 0xfd, 0x00, 0x00,  
  
0x0d, 0xff, 0x0d, 0x00, 0x00,  
  
0x58, 0xff, 0x0d, 0x00, 0x00,  
  
0x5e, 0xff, 0x8c, 0x00, 0x00}"
```

/>

<SCENCE NAME="POWER_ON_L" CONTROL_MASK="0x1" VALUE="{

```
#switch to B0_P0#  
  
0x00, 0xff, 0x00, 0x00, 0x00,  
  
0x7f, 0xff, 0x00, 0x00, 0x00,  
  
#Configure AMP_LEVEL 18.2dbv#  
  
0x03, 0xff, 0x1e, 0x00, 0x00,  
  
#power on#
```

```
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,  
#Enable IRQ#  
0x1a, 0xff, 0xf8, 0x00, 0x00,  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
0x1c, 0xff, 0xdf, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="POWER_ON_R" CONTROL_MASK="0x10" VALUE="{
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Configure AMP_LEVEL 18.2dbv#  
0x03, 0xff, 0x1e, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,  
#Enable IRQ#  
0x1a, 0xff, 0xf8, 0x00, 0x00,  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
0x1c, 0xff, 0xdf, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="POWER_OFF_L" CONTROL_MASK="0x1" VALUE="{
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,
```

#power down and delay 20ms#

0x02, 0xff, 0x0e, 0x14, 0x00

#software reset#

0x01, 0xff, 0x01, 0x01, 0x00,

#0x40, 0xff, 0x29, 0x00, 0x00, #

#Mask IRQ#

0x1a, 0xff, 0xff, 0x00, 0x00,

0x1b, 0xff, 0xff, 0x00, 0x00,

0x1c, 0xff, 0xff, 0x00, 0x00,

#Configure Boost Always On#

0x33, 0xff, 0xb4, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x0c, 0x00, 0x00,

0x08, 0xff, 0x1e, 0x00, 0x00,

0x0b, 0xff, 0x42, 0x00, 0x00,

0x0c, 0xff, 0x40, 0x00, 0x00,

0x0d, 0xff, 0xc6, 0x00, 0x00,

0x41, 0xff, 0xc4, 0x00, 0x00,

0x48, 0xff, 0xa8, 0x00, 0x00,

0x4a, 0xff, 0x1c, 0x00, 0x00,

0x43, 0xff, 0xc0, 0x00, 0x00,

#switch to B0_P1#

0x00, 0xff, 0x01, 0x00, 0x00,

#thermal foldback disabled#

0x08, 0xff, 0x00, 0x00, 0x00,

```

#switch to B0_P3#

0x00, 0xff, 0x03, 0x00, 0x00,

0x24, 0xff, 0x0a, 0x00, 0x00,

0x25, 0xff, 0x42, 0x00, 0x00,

0x26, 0xff, 0x38, 0x00, 0x00,

0x27, 0xff, 0xed, 0x00, 0x00,

#switch to B0_P5#

0x00, 0xff, 0x05, 0x00, 0x00,

0x14, 0xff, 0x53, 0x00, 0x00,

0x15, 0xff, 0xff, 0x00, 0x00,

0x16, 0xff, 0x2B, 0x00, 0x00,

0x17, 0xff, 0xcf, 0x00, 0x00,

#switch to B0_P253

0x00, 0xff, 0xfd, 0x00, 0x00,

0x0d, 0xff, 0x0d, 0x00, 0x00,

0x58, 0xff, 0x0d, 0x00, 0x00,

0x5e, 0xff, 0x8c, 0x00, 0x00}"

```

/>

```
<SCENCE NAME="POWER_OFF_R" CONTROL_MASK="0x10" VALUE="{
```

```

#switch to B0_P0#

0x00, 0xff, 0x00, 0x00, 0x00,

0x7f, 0xff, 0x00, 0x00, 0x00,

#power down and delay 20ms#

0x02, 0xff, 0x0e, 0x14, 0x00

#software reset#

```

0x01, 0xff, 0x01, 0x01, 0x00,
#0x40, 0xff, 0x29, 0x00, 0x00,#
#Mask IRQ#
0x1a, 0xff, 0xff, 0x00, 0x00,
0x1b, 0xff, 0xff, 0x00, 0x00,
0x1c, 0xff, 0xff, 0x00, 0x00,
#Configure Boost Always On#
0x33, 0xff, 0xb4, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x0c, 0x00, 0x00,
0x08, 0xff, 0x2e, 0x00, 0x00,
0x0b, 0xff, 0x46, 0x00, 0x00,
0x0c, 0xff, 0x44, 0x00, 0x00,
0x0d, 0xff, 0x04, 0x00, 0x00,
0x41, 0xff, 0x48, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#switch to B0_P1#
0x00, 0xff, 0x01, 0x00, 0x00,
#thermal foldback disabled#
0x08, 0xff, 0x00, 0x00, 0x00,
#switch to B0_P3#
0x00, 0xff, 0x03, 0x00, 0x00,
0x24, 0xff, 0x0a, 0x00, 0x00,

```
0x25, 0xff, 0x42, 0x00, 0x00,  
0x26, 0xff, 0x38, 0x00, 0x00,  
0x27, 0xff, 0xed, 0x00, 0x00,  
#switch to B0_P5#  
0x00, 0xff, 0x05, 0x00, 0x00,  
0x14, 0xff, 0x53, 0x00, 0x00,  
0x15, 0xff, 0xff, 0x00, 0x00,  
0x16, 0xff, 0x2B, 0x00, 0x00,  
0x17, 0xff, 0xcf, 0x00, 0x00,  
#switch to B0_P253  
0x00, 0xff, 0xfd, 0x00, 0x00,  
0x0d, 0xff, 0x0d, 0x00, 0x00,  
0x58, 0xff, 0x0d, 0x00, 0x00,  
0x5e, 0xff, 0x8c, 0x00, 0x00}"
```

/>

<SCENCE NAME="VOICE_POWER_ON_L" CONTROL_MASK="0x1" VALUE="{

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Configure AMP_LEVEL 18.2dbv#  
0x03, 0xff, 0x1e, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,  
#Enable IRQ#
```

```
0x1a, 0xff, 0xf8, 0x00, 0x00,  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
0x1c, 0xff, 0xdf, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="VOICE_POWER_ON_R" CONTROL_MASK="0x10" VALUE="{
```

```
#switch to B0_P0#  
  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
  
#Configure AMP_LEVEL 14dbv#  
  
0x03, 0xff, 0x0c, 0x00, 0x00,  
  
#power on#  
  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,  
  
#Enable IRQ#  
  
0x1a, 0xff, 0xf8, 0x00, 0x00,  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
0x1c, 0xff, 0xdf, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="VOICE_POWER_OFF_L" CONTROL_MASK="0x1" VALUE="{
```

```
#switch to B0_P0#  
  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
  
#power down and delay 20ms#  
  
0x02, 0xff, 0x0e, 0x14, 0x00  
  
#software reset#
```

0x01, 0xff, 0x01, 0x01, 0x00,
#0x40, 0xff, 0x29, 0x00, 0x00,#
#Mask IRQ#
0x1a, 0xff, 0xff, 0x00, 0x00,
0x1b, 0xff, 0xff, 0x00, 0x00,
0x1c, 0xff, 0xff, 0x00, 0x00,
#Configure Boost Always On#
0x33, 0xff, 0xb4, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x0c, 0x00, 0x00,
0x08, 0xff, 0x1e, 0x00, 0x00,
0x0b, 0xff, 0x42, 0x00, 0x00,
0x0c, 0xff, 0x40, 0x00, 0x00,
0x0d, 0xff, 0xc6, 0x00, 0x00,
0x41, 0xff, 0xc4, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#switch to B0_P1#
0x00, 0xff, 0x01, 0x00, 0x00,
#thermal foldback disabled#
0x08, 0xff, 0x00, 0x00, 0x00,
#switch to B0_P3#
0x00, 0xff, 0x03, 0x00, 0x00,
0x24, 0xff, 0x0a, 0x00, 0x00,

```
0x25, 0xff, 0x42, 0x00, 0x00,  
0x26, 0xff, 0x38, 0x00, 0x00,  
0x27, 0xff, 0xed, 0x00, 0x00,  
#switch to B0_P5#  
0x00, 0xff, 0x05, 0x00, 0x00,  
0x14, 0xff, 0x53, 0x00, 0x00,  
0x15, 0xff, 0xff, 0x00, 0x00,  
0x16, 0xff, 0x2B, 0x00, 0x00,  
0x17, 0xff, 0xcf, 0x00, 0x00,  
#switch to B0_P253  
0x00, 0xff, 0xfd, 0x00, 0x00,  
0x0d, 0xff, 0x0d, 0x00, 0x00,  
0x58, 0xff, 0x0d, 0x00, 0x00,  
0x5e, 0xff, 0x8c, 0x00, 0x00}"
```

/>

<SCENCE NAME="VOICE_POWER_OFF_R" CONTROL_MASK="0x10" VALUE="{

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#power down and delay 20ms#  
0x02, 0xff, 0x0e, 0x14, 0x00  
#software reset#  
0x01, 0xff, 0x01, 0x01, 0x00,  
#0x40, 0xff, 0x29, 0x00, 0x00,#  
#Mask IRQ#
```

0x1a, 0xff, 0xff, 0x00, 0x00,
0x1b, 0xff, 0xff, 0x00, 0x00,
0x1c, 0xff, 0xff, 0x00, 0x00,
#Configure Boost Always On#
0x33, 0xff, 0xb4, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x0c, 0x00, 0x00,
0x08, 0xff, 0x1e, 0x00, 0x00,
0x0b, 0xff, 0x42, 0x00, 0x00,
0x0c, 0xff, 0x40, 0x00, 0x00,
0x0d, 0xff, 0xc6, 0x00, 0x00,
0x41, 0xff, 0xc4, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#switch to B0_P1#
0x00, 0xff, 0x01, 0x00, 0x00,
#thermal foldback disabled#
0x08, 0xff, 0x00, 0x00, 0x00,
#switch to B0_P3#
0x00, 0xff, 0x03, 0x00, 0x00,
0x24, 0xff, 0x0a, 0x00, 0x00,
0x25, 0xff, 0x42, 0x00, 0x00,
0x26, 0xff, 0x38, 0x00, 0x00,
0x27, 0xff, 0xed, 0x00, 0x00,

```
#switch to B0_P5#  
  
0x00, 0xff, 0x05, 0x00, 0x00,  
  
0x14, 0xff, 0x53, 0x00, 0x00,  
  
0x15, 0xff, 0xff, 0x00, 0x00,  
  
0x16, 0xff, 0x2B, 0x00, 0x00,  
  
0x17, 0xff, 0xcf, 0x00, 0x00,  
  
#switch to B0_P253  
  
0x00, 0xff, 0xfd, 0x00, 0x00,  
  
0x0d, 0xff, 0x0d, 0x00, 0x00,  
  
0x58, 0xff, 0x0d, 0x00, 0x00,  
  
0x5e, 0xff, 0x8c, 0x00, 0x00}"
```

/>

<!--for mmi test -->

<SCENCE NAME="MMI_POWER_ON_SPK_ALL" CONTROL_MASK="0x1" VALUE="{

```
#switch to B0_P0#  
  
0x00, 0xff, 0x00, 0x00, 0x00,  
  
0x7f, 0xff, 0x00, 0x00, 0x00,  
  
#Configure AMP_LEVEL 18.2dbv#  
  
0x03, 0xff, 0x1e, 0x00, 0x00,  
  
#power on#  
  
0x02, 0xff, 0x01, 0x01, 0x00,  
  
0x02, 0xff, 0x00, 0x00, 0x00}"
```

/>

<SCENCE NAME="MMI_POWER_ON_PRI_L" CONTROL_MASK="0x1" VALUE="{

```
#switch to B0_P0#
```

```
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Configure AMP_LEVEL 18.2dbv#  
0x03, 0xff, 0x1e, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="MMI_POWER_ON_PRI_R" CONTROL_MASK="0x10" VALUE="{
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Configure AMP_LEVEL 18.2dbv#  
0x03, 0xff, 0x1e, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="MMI_POWER_ON_SPK_RCV" CONTROL_MASK="0x11" VALUE="{
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#channel configuration#  
0x0d, 0xff, 0x04, 0x00, 0x00,  
0x41, 0xff, 0x48, 0x00, 0x00,
```

#Configure AMP_LEVEL 18.2dbv#

0x03, 0xff, 0x1e, 0x00, 0x00,

#power on#

0x02, 0xff, 0x01, 0x01, 0x00,

0x02, 0xff, 0x00, 0x00, 0x00,

#switch to B0_P0#

0x00, 0xff, 0x00, 0x00, 0x00,

0x7f, 0xff, 0x00, 0x00, 0x00,

#Configure AMP_LEVEL 18.2dbv#

0x03, 0xff, 0x1e, 0x00, 0x00,

#power on#

0x02, 0xff, 0x01, 0x01, 0x00,

0x02, 0xff, 0x00, 0x00, 0x00}"

/>

<SCENCE NAME="MMI_POWER_OFF" CONTROL_MASK="0x11" VALUE="{

#switch to B0_P0#

0x00, 0xff, 0x00, 0x00, 0x00,

0x7f, 0xff, 0x00, 0x00, 0x00,

#channel configuration#

0x0d, 0xff, 0xc6, 0x00, 0x00,

0x41, 0xff, 0xc4, 0x00, 0x00,

#power down and delay 20ms#

0x02, 0xff, 0x0e, 0x14, 0x00,

#software reset#

0x01, 0xff, 0x01, 0x01, 0x00,

#0x40, 0xff, 0x29, 0x00, 0x00,

#Mask IRQ#

0x1a, 0xff, 0xff, 0x00, 0x00,

0x1b, 0xff, 0xff, 0x00, 0x00,

0x1c, 0xff, 0xff, 0x00, 0x00,

#Configure Boost Always On#

0x33, 0xff, 0xb4, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x0c, 0x00, 0x00,

0x08, 0xff, 0x1e, 0x00, 0x00,

0x0b, 0xff, 0x42, 0x00, 0x00,

0x0c, 0xff, 0x40, 0x00, 0x00,

0x0d, 0xff, 0xc6, 0x00, 0x00,

0x41, 0xff, 0xc4, 0x00, 0x00,

0x48, 0xff, 0xa8, 0x00, 0x00,

0x4a, 0xff, 0x1c, 0x00, 0x00,

0x43, 0xff, 0xc0, 0x00, 0x00,

#switch to B0_P1#

0x00, 0xff, 0x01, 0x00, 0x00,

#thermal foldback disabled#

0x08, 0xff, 0x00, 0x00, 0x00,

#switch to B0_P3#

0x00, 0xff, 0x03, 0x00, 0x00,

0x24, 0xff, 0x0a, 0x00, 0x00,

0x25, 0xff, 0x42, 0x00, 0x00,

```
0x26, 0xff, 0x38, 0x00, 0x00,  
0x27, 0xff, 0xed, 0x00, 0x00,  
#switch to B0_P5#  
0x00, 0xff, 0x05, 0x00, 0x00,  
0x14, 0xff, 0x53, 0x00, 0x00,  
0x15, 0xff, 0xff, 0x00, 0x00,  
0x16, 0xff, 0x2B, 0x00, 0x00,  
0x17, 0xff, 0xcf, 0x00, 0x00,  
#switch to B0_P253  
0x00, 0xff, 0xfd, 0x00, 0x00,  
0x0d, 0xff, 0x0d, 0x00, 0x00,  
0x58, 0xff, 0x0d, 0x00, 0x00,  
0x5e, 0xff, 0x8c, 0x00, 0x00}"
```

```
/>
```

```
</PA_STATUS>
```

```
</NV_CATEGORY>
```