

```
<?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="0x01" VALUE="{
      #switch to B0_P0#
      0x02, 0xff, 0x00, 0x00, 0x05,
      0x00, 0xff, 0x00, 0x00, 0x00,
      0x7f, 0xff, 0x00, 0x00, 0x00,
      #Software RESET and delay 1ms#
      0x01, 0xff, 0x01, 0x01, 0x00,
      #Mask IRQ#
      0x1a, 0xff, 0xff, 0x00, 0x00,
      0x1b, 0xff, 0xff, 0x00, 0x00,
      0x1c, 0xff, 0xff, 0x00, 0x00,
      #Disable idle channel detection#
      0x3e, 0xff, 0x00, 0x00, 0x00,
      #Configure Boost adaptive#
      0x33, 0xff, 0x34, 0x00, 0x00,
      #Configure Boost Current#
      0x40, 0xff, 0x2d, 0x00, 0x00,
      #classH update #
      0x3c, 0xff, 0x3c, 0x00, 0x00,
      0x4a, 0xff, 0x1a, 0x00, 0x00,
      #Configure Channel#
      # TDM configuration #
```

```
#frame clock polarity = low to high #
0x06, 0xff, 0x08, 0x00, 0x00,

# RX trigger on raising edge and offset = 1#
0x07, 0xff, 0x02, 0x00, 0x00,

# TX trigger on falling edge, offset = 1#
0x0a, 0xff, 0x13, 0x00, 0x00,
    0x30, 0xff, 0x1d, 0x00, 0x00,
    0x38, 0xff, 0x11, 0x00, 0x00,
    0x08, 0xff, 0x1e, 0x00, 0x00,
    # Right channel on slot 2 #
0x09, 0xff, 0x20, 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,
    0x21, 0xff, 0x08, 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 B100\_page0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x64, 0x00, 0x00,  
0x00, 0xff, 0x08, 0x00, 0x00,  
0x1c, 0xff, 0x50, 0x00, 0x00,  
0x1d, 0xff, 0x1b, 0x00, 0x00,  
0x1e, 0xff, 0x01, 0x00, 0x00,  
0x1f, 0xff, 0xc0, 0x00, 0x00,  
#switch to b100\_page7#  
0x00, 0xff, 0x07, 0x00, 0x00,

```
0x38, 0xff, 0x31, 0x00, 0x00,  
0x39, 0xff, 0x99, 0x00, 0x00,  
0x3a, 0xff, 0x99, 0x00, 0x00,  
0x3b, 0xff, 0x9a, 0x00, 0x00,  
#switch to b0_p0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00}"
```

/>

```
<SCENCE NAME="POWER_ON_L" CONTROL_MASK="0x01" VALUE="{
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 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="0x01" VALUE="{
```

```
  #switch to B0_P0#
```

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

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

```
  #Mask IRQ#
```

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

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

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

```
  #Mute the device and delay 20ms#
```

```
  0x02, 0xff, 0x9d, 0x14, 0x00}"
```

```
/>
```

```
<SCENCE NAME="VOICE_POWER_ON_L" CONTROL_MASK="0x01" VALUE="{
```

```
  #switch to B0_P0#
```

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

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

```
  #Clear all INT_LATCH registers#
```

```
  0x30, 0xff, 0x1d, 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_OFF_L" CONTROL_MASK="0x01" 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,
```

```
#Mask IRQ#
```

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

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

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

```
#Mute the device and delay 20ms#
```

```
0x02, 0xff, 0x9d, 0x14, 0x00}"
```

```
/>
```

```
<!--for mmi test -->
```

```
<SCENCE NAME="MMI_POWER_ON_SPK_ALL" CONTROL_MASK="0x01" 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,  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00}"
```

/>

<SCENCE NAME="MMI\_POWER\_ON\_PRI\_L" CONTROL\_MASK="0x01" 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,  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00}"
```

/>

<SCENCE NAME="MMI\_POWER\_ON\_SPK\_RCV" CONTROL\_MASK="0x01" 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,
#Clear all INT_LATCH registers#
0x30, 0xff, 0x1d, 0x00, 0x00,
#power on#
0x02, 0xff, 0x01, 0x01, 0x00,
0x02, 0xff, 0x00, 0x00, 0x00}"
/>

<SCENCE NAME="MMI_POWER_OFF" CONTROL_MASK="0x01" 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,
#Mask IRQ#
0x1a, 0xff, 0xff, 0x00, 0x00,
0x1b, 0xff, 0xff, 0x00, 0x00,
0x1c, 0xff, 0xff, 0x00, 0x00,
#Mute the device and delay 20ms#
0x02, 0xff, 0x9d, 0x14, 0x00}"

```



/>

</PA\_STATUS>

</NV\_CATEGORY>