```xml
<?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>
```