

```
<?xml version="1.0" encoding="utf-8"?>
<NV_CATEGORY NAME="PARAM_VALUE" MODE="GU">
<PA_STATUS NAME="EIGHT_PA">
<SCENCE NAME="INIT_CHIP" CONTROL_MASK="0x11111111" VALUE="{
#switch to B0_P0#
0x04, 0xff, 0x08, 0x00, 0x05,
0x00, 0xff, 0x00, 0x00, 0x00,
0x7f, 0xff, 0x00, 0x00, 0x00,
#Software RESET and delay 1ms#
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,
#Disable idle channel detection#
0x3e, 0xff, 0x00, 0x00, 0x00,
#Configure boost adaptive#
0x33, 0xff, 0x34, 0x00, 0x00,
#classH update #
0x3c, 0xff, 0x40, 0x00, 0x00,
0x4a, 0xff, 0x1a, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x20, 0x00, 0x00,
0x07, 0xff, 0x02, 0x00, 0x00,
```

0x06, 0xff, 0x08, 0x00, 0x00,
0x08, 0xff, 0x12, 0x00, 0x00,
0x09, 0x0f, 0x00, 0x00, 0x00,
0x0a, 0xff, 0x13, 0x00, 0x00,
0x0b, 0xff, 0x42, 0x00, 0x00,
0x0c, 0xff, 0x40, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#Boost Current Limit#
0x40, 0xff, 0x1a, 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_page8#
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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

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

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

#Software RESET and delay 1ms#

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,

#Disable idle channel detection#

0x3e, 0xff, 0x00, 0x00, 0x00,

#Configure boost adaptive#

0x33, 0xff, 0x34, 0x00, 0x00,

#classH update #

0x3c, 0xff, 0x40, 0x00, 0x00,

0x4a, 0xff, 0x1a, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x20, 0x00, 0x00,

0x07, 0xff, 0x02, 0x00, 0x00,

0x06, 0xff, 0x08, 0x00, 0x00,

0x08, 0xff, 0x12, 0x00, 0x00,

0x09, 0x0f, 0x01, 0x00, 0x00,
0x0a, 0xff, 0x13, 0x00, 0x00,
0x0b, 0xff, 0x46, 0x00, 0x00,
0x0c, 0xff, 0x44, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#Boost Current Limit#
0x40, 0xff, 0x1a, 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_page8#

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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

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

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

#Software RESET and delay 1ms#

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,

#Disable idle channel detection#

0x3e, 0xff, 0x00, 0x00, 0x00,

#Configure boost adaptive#

0x33, 0xff, 0x34, 0x00, 0x00,

#classH update #

0x3c, 0xff, 0x40, 0x00, 0x00,

0x4a, 0xff, 0x1a, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x20, 0x00, 0x00,

0x07, 0xff, 0x02, 0x00, 0x00,

0x06, 0xff, 0x08, 0x00, 0x00,

0x08, 0xff, 0x12, 0x00, 0x00,

0x09, 0x0f, 0x02, 0x00, 0x00,

0x0a, 0xff, 0x13, 0x00, 0x00,

0x0b, 0xff, 0x4a, 0x00, 0x00,
0x0c, 0xff, 0x48, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#Boost Current Limit#
0x40, 0xff, 0x1a, 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_page8#

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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

0x00, 0xff, 0x00, 0x00, 0x00,
0x7f, 0xff, 0x00, 0x00, 0x00,
#Software RESET and delay 1ms#
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,
#Disable idle channel detection#
0x3e, 0xff, 0x00, 0x00, 0x00,
#Configure boost adaptive#
0x33, 0xff, 0x34, 0x00, 0x00,
#classH update #
0x3c, 0xff, 0x40, 0x00, 0x00,
0x4a, 0xff, 0x1a, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x20, 0x00, 0x00,
0x07, 0xff, 0x02, 0x00, 0x00,
0x06, 0xff, 0x08, 0x00, 0x00,
0x08, 0xff, 0x12, 0x00, 0x00,
0x09, 0x0f, 0x03, 0x00, 0x00,
0x0a, 0xff, 0x13, 0x00, 0x00,
0x0b, 0xff, 0x4e, 0x00, 0x00,
0x0c, 0xff, 0x4c, 0x00, 0x00,

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

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

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

#Boost Current Limit#

0x40, 0xff, 0x1a, 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_page8#

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,

#####

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

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

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

#Software RESET and delay 1ms#

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,

#Disable idle channel detection#

0x3e, 0xff, 0x00, 0x00, 0x00,

#Configure boost adaptive#

0x33, 0xff, 0x34, 0x00, 0x00,

#classH update #

0x3c, 0xff, 0x40, 0x00, 0x00,

0x4a, 0xff, 0x1a, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x20, 0x00, 0x00,

0x07, 0xff, 0x02, 0x00, 0x00,

0x06, 0xff, 0x08, 0x00, 0x00,

0x08, 0xff, 0x12, 0x00, 0x00,

0x09, 0x0f, 0x04, 0x00, 0x00,

0x0a, 0xff, 0x13, 0x00, 0x00,

0x0b, 0xff, 0x52, 0x00, 0x00,

0x0c, 0xff, 0x50, 0x00, 0x00,

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

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

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

#Boost Current Limit#

0x40, 0xff, 0x1a, 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_page8#

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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

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

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

#Software RESET and delay 1ms#

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,

#Disable idle channel detection#

0x3e, 0xff, 0x00, 0x00, 0x00,

#Configure boost adaptive#

0x33, 0xff, 0x34, 0x00, 0x00,

#classH update #

0x3c, 0xff, 0x40, 0x00, 0x00,

0x4a, 0xff, 0x1a, 0x00, 0x00,

#Configure Channel#

0x38, 0xff, 0x20, 0x00, 0x00,

0x07, 0xff, 0x02, 0x00, 0x00,

0x06, 0xff, 0x08, 0x00, 0x00,

0x08, 0xff, 0x12, 0x00, 0x00,

0x09, 0x0f, 0x05, 0x00, 0x00,

0x0a, 0xff, 0x13, 0x00, 0x00,

0x0b, 0xff, 0x56, 0x00, 0x00,

0x0c, 0xff, 0x54, 0x00, 0x00,

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

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

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

#Boost Current Limit#

0x40, 0xff, 0x1a, 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_page8#

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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,
0x00, 0xff, 0x00, 0x00, 0x00,
0x7f, 0xff, 0x00, 0x00, 0x00,

#Software RESET and delay 1ms#

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,
#Disable idle channel detection#
0x3e, 0xff, 0x00, 0x00, 0x00,
#Configure boost adaptive#
0x33, 0xff, 0x34, 0x00, 0x00,
#classH update #
0x3c, 0xff, 0x40, 0x00, 0x00,
0x4a, 0xff, 0x1a, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x20, 0x00, 0x00,
0x07, 0xff, 0x02, 0x00, 0x00,
0x06, 0xff, 0x08, 0x00, 0x00,
0x08, 0xff, 0x12, 0x00, 0x00,
0x09, 0x0f, 0x06, 0x00, 0x00,
0x0a, 0xff, 0x13, 0x00, 0x00,
0x0b, 0xff, 0x5a, 0x00, 0x00,
0x0c, 0xff, 0x58, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#Boost Current Limit#
0x40, 0xff, 0x1a, 0x00, 0x00,
#Switch to BO_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_page8#

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,

#switch to B0_P0#

0x04, 0xff, 0x08, 0x00, 0x05,

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

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

#Software RESET and delay 1ms#

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,
#Disable idle channel detection#
0x3e, 0xff, 0x00, 0x00, 0x00,
#Configure boost adaptive#
0x33, 0xff, 0x34, 0x00, 0x00,
#classH update #
0x3c, 0xff, 0x40, 0x00, 0x00,
0x4a, 0xff, 0x1a, 0x00, 0x00,
#Configure Channel#
0x38, 0xff, 0x20, 0x00, 0x00,
0x07, 0xff, 0x02, 0x00, 0x00,
0x06, 0xff, 0x08, 0x00, 0x00,
0x08, 0xff, 0x12, 0x00, 0x00,
0x09, 0x0f, 0x07, 0x00, 0x00,
0x0a, 0xff, 0x13, 0x00, 0x00,
0x0b, 0xff, 0x5e, 0x00, 0x00,
0x0c, 0xff, 0x5c, 0x00, 0x00,
0x48, 0xff, 0xa8, 0x00, 0x00,
0x4a, 0xff, 0x1c, 0x00, 0x00,
0x43, 0xff, 0xc0, 0x00, 0x00,
#Boost Current Limit#
0x40, 0xff, 0x1a, 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_page8#

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="0x11111111" 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,
#Enable bus keeper#
0x0a, 0xff, 0x33, 0x00, 0x00,
#power on#
0x02, 0xff, 0x01, 0x01, 0x00,
```


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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

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

}"

/>

<SCENCE NAME="POWER_OFF_L" CONTROL_MASK="0x11111111" 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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#####

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

```
#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,  
#Disable bus keeper#  
0x0a, 0xff, 0x13, 0x00, 0x00}"  
/>  
<SCENCE NAME="VOICE_POWER_ON_L" CONTROL_MASK="0x11111111" 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,  
#Enable bus keeper#  
0x0a, 0xff, 0x33, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,
```

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,
#Clear all INT_LATCH registers#
0x30, 0xff, 0x1d, 0x00, 0x00,
#Disable bus keeper#
0x0a, 0xff, 0x13, 0x00, 0x00,
#power on#
0x02, 0xff, 0x01, 0x01, 0x00,
0x02, 0xff, 0x00, 0x00, 0x00,
#Enable IRQ#
0x1a, 0xff, 0xfc, 0x00, 0x00,
0x1b, 0xff, 0xa6, 0x00, 0x00,
0x1c, 0xff, 0xdf, 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,
#Clear all INT_LATCH registers#
0x30, 0xff, 0x1d, 0x00, 0x00,
#Disable bus keeper#
0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 0x00, 0x00}"

/>

<SCENCE NAME="VOICE_POWER_OFF_L" CONTROL_MASK="0x11111111" 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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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
#Disable bus keeper#
0x0a, 0xff, 0x13, 0x00, 0x00,

#####

#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,
#Disable bus keeper#
0x0a, 0xff, 0x13, 0x00, 0x00,

#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,
#power down and delay 20ms#
0x02, 0xff, 0x0e, 0x14, 0x00,
#Disable bus keeper#
0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#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,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00}"

/>

<!--for mmi test -->

<SCENCE NAME="MMI_POWER_ON_SPK_ALL" CONTROL_MASK="0x11111111" 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,

#Enable bus keeper#

0x0a, 0xff, 0x33, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

```
/>
```

```
<SCENCE NAME="MMI_POWER_ON_PRI_L" CONTROL_MASK="0x00000001" 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_R" CONTROL_MASK="0x00000100" 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_SEC_L" CONTROL_MASK="0x00000010" 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_SEC_R" CONTROL_MASK="0x00001000" 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="AT_POWER_ON_PRI_L" CONTROL_MASK="0x0000001" 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="AT_POWER_ON_PRI_R" CONTROL_MASK="0x00000100" 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="AT_POWER_ON_SEC_L" CONTROL_MASK="0x00000010" 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="AT_POWER_ON_SEC_R" CONTROL_MASK="0x00001000" 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_TER_L" CONTROL_MASK="0x00010000" 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_TER_R" CONTROL_MASK="0x01000000" 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_QUA_L" CONTROL_MASK="0x00100000" 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_QUA_R" CONTROL_MASK="0x1000000" 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="AT_POWER_ON_TER_L" CONTROL_MASK="0x00010000" 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="AT_POWER_ON_TER_R" CONTROL_MASK="0x01000000" 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="AT_POWER_ON_QUA_L" CONTROL_MASK="0x00100000" 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="AT_POWER_ON_QUA_R" CONTROL_MASK="0x10000000" 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="AT_POWER_ON_SPK_ALL" CONTROL_MASK="0x11111111" 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,

#Enable bus keeper#

0x0a, 0xff, 0x33, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,  
  
#Clear all INT_LATCH registers#  
  
0x30, 0xff, 0x1d, 0x00, 0x00,  
  
#Disable bus keeper#  
  
0x0a, 0xff, 0x13, 0x00, 0x00,  
  
#power on#  
  
0x02, 0xff, 0x01, 0x01, 0x00,  
  
0x02, 0xff, 0x00, 0x00, 0x00,  
  
#Enable IRQ#  
  
0x1a, 0xff, 0xfc, 0x00, 0x00,  
  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
  
0x1c, 0xff, 0xdf, 0x00, 0x00}"  
  
</>
```

```
<SCENCE NAME="MMI_POWER_ON_SPK_RCV" CONTROL_MASK="0x11111111" 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,  
  
#Enable bus keeper#  
  
0x0a, 0xff, 0x33, 0x00, 0x00,
```

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,

#Clear all INT_LATCH registers#

0x30, 0xff, 0x1d, 0x00, 0x00,

#Disable bus keeper#

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 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,  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 0x00, 0x00,  
#Disable bus keeper#  
0x0a, 0xff, 0x13, 0x00, 0x00,  
#power on#  
0x02, 0xff, 0x01, 0x01, 0x00,  
0x02, 0xff, 0x00, 0x00, 0x00,  
#Enable IRQ#  
0x1a, 0xff, 0xfc, 0x00, 0x00,  
0x1b, 0xff, 0xa6, 0x00, 0x00,  
0x1c, 0xff, 0xdf, 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,  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 0x00, 0x00,  
#Disable bus keeper#
```

0x0a, 0xff, 0x13, 0x00, 0x00,

#power on#

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

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

#Enable IRQ#

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

0x1b, 0xff, 0xa6, 0x00, 0x00,

0x1c, 0xff, 0xdf, 0x00, 0x00}]"

/>

<SCENCE NAME="MMI_POWER_OFF" CONTROL_MASK="0x11111111" 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,

#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,

#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,

#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,

#####

#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,

#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,

#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,

#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}"

/>

</PA_STATUS>

</NV_CATEGORY>