

```
<?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,
      #disable icn#
      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#
```

0x30, 0xff, 0x1d, 0x00, 0x00,  
0x38, 0xff, 0x11, 0x00, 0x00,  
0x08, 0xff, 0x1e, 0x00, 0x00,  
0x0b, 0xff, 0x42, 0x00, 0x00,  
0x0c, 0xff, 0x40, 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,  
0x04, 0xff, 0xc2, 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, 0x11, 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, 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,

#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#

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

0x38, 0xff, 0x11, 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,  
0x04, 0xff, 0xc2, 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, 0x11, 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="0x1" VALUE="{
```

```
  #switch to B0_P0#
```

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

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

```
  #Power down first #
```

```
  0x02, 0xff, 0x8e, 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_ON_R" CONTROL_MASK="0x10" VALUE="{
```

```
  #switch to B0_P0#
```

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

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

```
  #Power down first #
```

```
  0x02, 0xff, 0x8e, 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="0x1" 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,
```

```
0x02, 0xff, 0x8d, 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,  
    #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,  
0x02, 0xff, 0x8d, 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,  
    #Power down first #  
    0x02, 0xff, 0x8e, 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\_ON\_R" CONTROL\_MASK="0x10" VALUE="{

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Power down first #  
0x02, 0xff, 0x8e, 0x00, 0x00,  
#Configure AMP_LEVEL 2dbv#
```

0x03, 0xff, 0x80, 0x00, 0x00,

```
#switch to B0_P2#  
0x00, 0xff, 0x02, 0x00, 0x00,  
0x0c, 0xff, 0x28, 0x00, 0x00,  
0x0d, 0xff, 0x61, 0x00, 0x00,  
0x0e, 0xff, 0x9a, 0x00, 0x00,  
0x0f, 0xff, 0xea, 0x00, 0x00,
```

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
  
#Clear all INT_LATCH registers#  
0x30, 0xff, 0x1d, 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,  
  
#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,  
0x02, 0xff, 0x8d, 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,
```

```
#Configure AMP_LEVEL 17dbv#
```

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

```
#switch to B0_P2#
```

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

```
0x0c, 0xff, 0x44, 0x00, 0x00,
```

```
0x0d, 0xff, 0x04, 0x00, 0x00,
```

```
0x0e, 0xff, 0x00, 0x00, 0x00,
```

```
0x0f, 0xff, 0x00, 0x00, 0x00,
```

```
#switch to B0_P0#
```

```
0x00, 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,
0x02, 0xff, 0x8d, 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,
    #Power down first #
    0x02, 0xff, 0x8e, 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="0x1" VALUE="{
    #switch to B0_P0#

```

```
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Power down first #  
0x02, 0xff, 0x8e, 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="0x10" VALUE="{

```
#switch to B0_P0#  
0x00, 0xff, 0x00, 0x00, 0x00,  
0x7f, 0xff, 0x00, 0x00, 0x00,  
#Power down first #  
0x02, 0xff, 0x8e, 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="0x11" VALUE="{

#switch to B0\_P0#

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

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

#Power down first #

0x02, 0xff, 0x8e, 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,

#switch to B0\_P0#

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

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

#Skip#

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

```

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

#Power down first #

0x02, 0xff, 0x8e, 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="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,

#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,

```



0x02, 0xff, 0x8d, 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,

0x02, 0xff, 0x8d, 0x00, 0x00,

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

0x00, 0x00, 0x00, 0x00, 0x03}"

/>

</PA\_STATUS>

</NV\_CATEGORY>