CIRRUS LOGIC ®

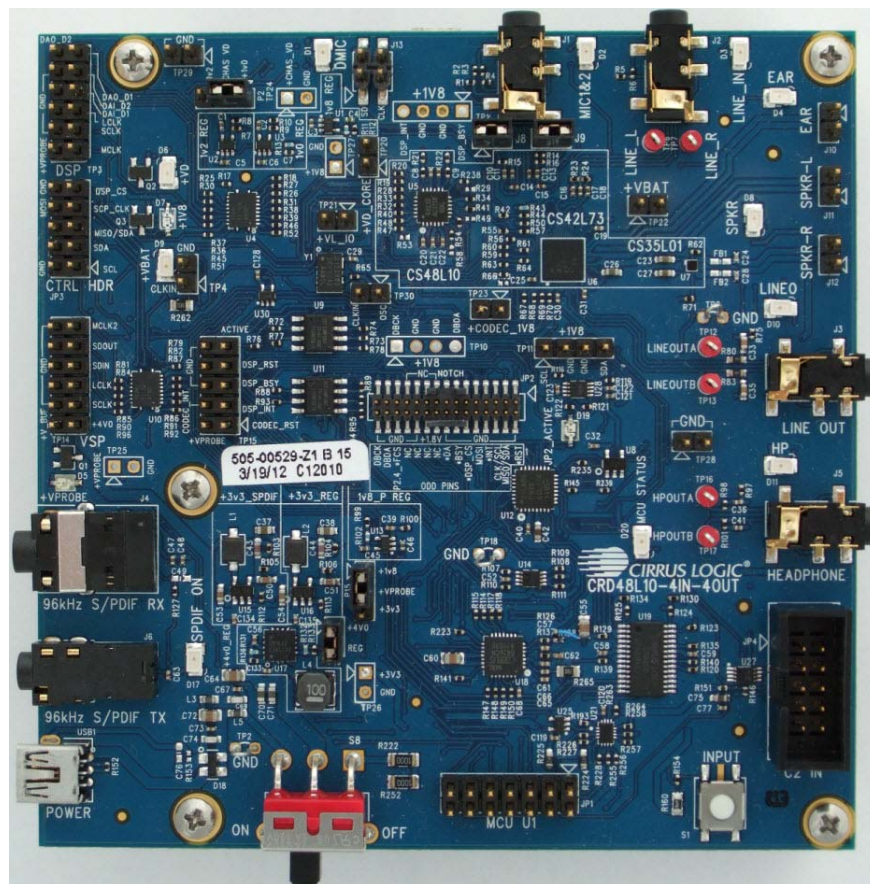| **CS48L10** |
| :---: |
| **32-Bit Audio DSP Product** |

CRD48L10-4in4out

Board Manual

Contacting Cirrus Logic Support

For all product questions and inquiries, contact a Cirrus Logic Sales Representative.
To find the one nearest you, go to www.cirrus.com.

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Chapter 1

Introduction to the CRD48L10-4in4out Board

Table 1-1. CRD48L10 Kit Contents

Item	Quantity
Cirrus Logic CRD48L10 Board	1
Cirrus Logic CRD48L10 MCU USER INTERFACE Board	1
Cirrus Logic CDB-MCU-DEBUG Board	1
USB cable A-Mini	2
Stereo audio cables RCA female, 3.5 mm male	1
5x2 ribbon cable	1
7x2 ribbon cable	1
15x2 ribbon cable	1
TOSLINK female to TOSLINK mini male adapter	2
Doc card universal DSP	1
Doc evaluation board disclaimer notice	1

1.1 Requirements

This section lists the requirements for the CRD48L10-4in4out evaluation board:

- PC requirements
  - Microsoft® Windows XP™ or Windows 7™ operating system.
  - USB 2.0 support
- Software requirements
  - Cirrus DSP Software Development Kit (available from your local Cirrus Logic representative)
- Support hardware requirements
  - Digital or analog audio source (for example, DVD player, PC with a digital audio card/device)
  - Speakers for audio playback (for example, powered PC speakers, AVR/amp + speakers, stereo speakers) or headphones
- Cabling requirements
  - Digital audio inputs—TOSLINK optical or coaxial cable with 1/8" plug (connect to digital audio card or DVD player); audio stream input/output (ASIO) card.
  - Digital audio output—TOSLINK optical cable
  - Analog Audio Inputs—1/8" stereo plug microphone or line in cable (connect microphone or line in to ADC)
  - Analog Audio Outputs—1/8" stereo plug for lineout and headphones, speaker/speakerphone outputs use 2x1 headers.

1.2 CRD48L10-4in4out Main Board Description

Fig. 1-1 shows a detailed block diagram of the CRD48L10-4in4out board.
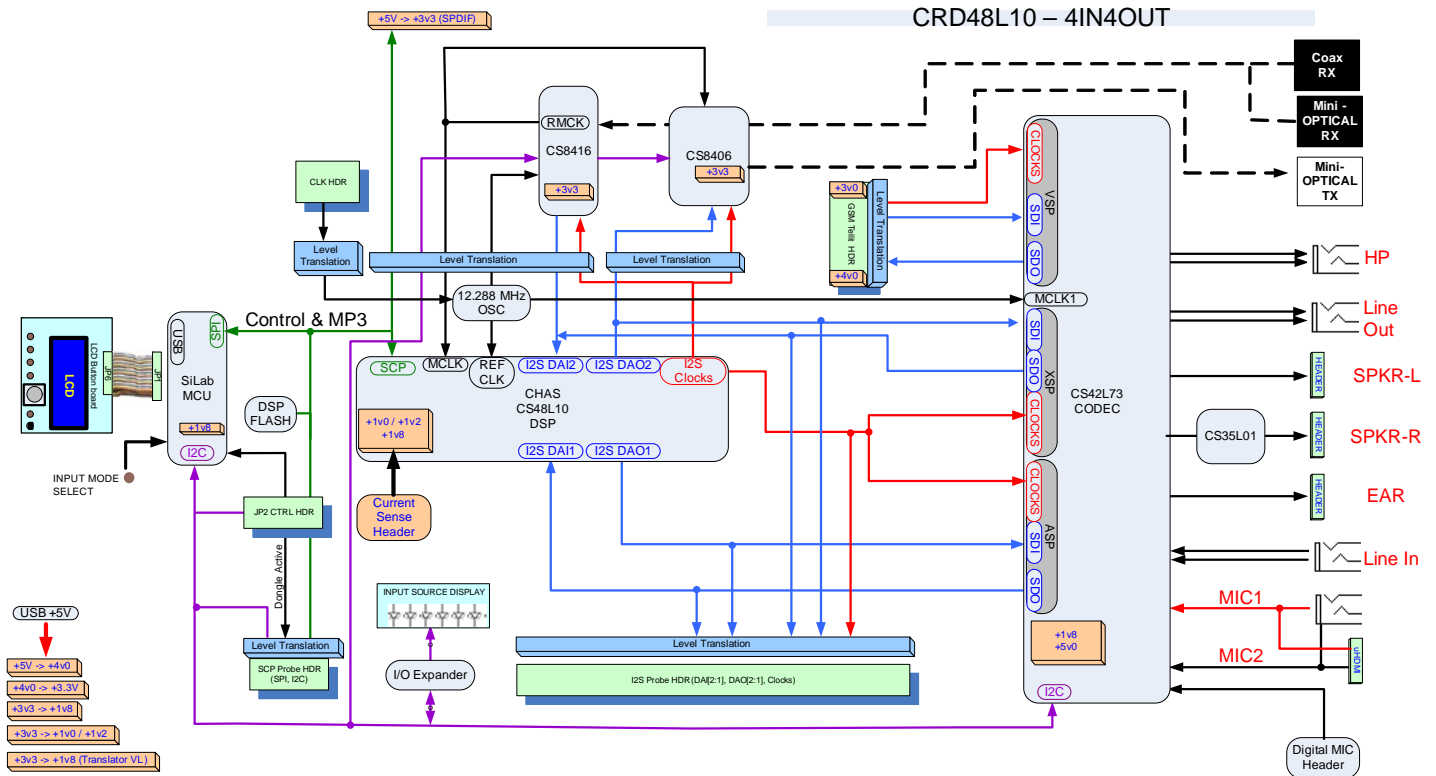
Figure 1-1. CRD48L10-4in4out Block Diagram

The main components to be familiar with on the board are:

- CS48L10 DSP
- CS42L73 Ultra Low-power CODEC
- CS35L01 Mono Class-D Amplifier
- CS8416 S/PDIF Rx
- CS8406 S/PDIF Tx
- Silicon Labs™ C8051F930 MCU

The main purpose of this board is to allow a customer to evaluate the Cirrus Logic CS48L10 DSP and other Cirrus Logic analog semiconductors in a complete audio subsystem.

The Silicon Labs MCU handles the SPI, I²C, and GPIO to control the board components. USB control of the DSP is possible by connecting the CDB-MCU-DEBUG dongle to the JP2 header.

1.3   Introduction to the CRD48L10 Kit

Fig. 1-2 shows a picture of the CRD48L10-4in4out with labels on the important connections. Fig. 1-3 shows a picture of the CRD48L10 MCU-USER-INTERFACE board. Fig. 1-4 shows a picture of the CDB-MCU-DEBUG board. Fig. 1-5 shows a picture of the supplied ribbon cables. Fig. 1-6 shows a picture of the supplied mini-USB and 1/8" to RCA cables. Fig. 1-7 shows a picture of the TOSLINK to mini TOSLINK adapter.

CS48L10 Current Measure Headers

CS48L10 Core Voltage Selection

CS48L10 I2S +1.8V to +3.3V

CS48L10 Control +1.8V to +3.3V

External Clock Input +1.8V to +3.3V

CS42L73 VSP Port +1.8V to +3.3V

CS48L10/CS42L73 Control +1.8V to +3.3V

S/PDIF RX Optical & Coax

S/PDIF TX Optical

Mini-USB +5V Power

Probe Header Voltage Selection

Digital MIC Header

ECM MIC (Top)/AMEMS (Bottom) CS42L73

Line Input CS42L73

Ear Speaker CS42L73

Speakerphone Left CS42L73

Speakerphone Right CS42L73

CS42L73 Current Measure Headers

Line Out CS42L73

DSP Debug Header (JP2) for CDB-MCU-DEBUG

Headphone Out CS42L73

MCU Debug Port (C2)

Main +4V Isolation

Power Switch

MCU-USER-INTERFACE Header for LCD and Buttons

Input Selection Button

Figure 1-2. CRD48L10-4in4out

CRD48L10 Header

LCD

Infrared Receiver

Mode Buttons

Encoder: Push to SELECT Turn to Scroll

MCU Reset
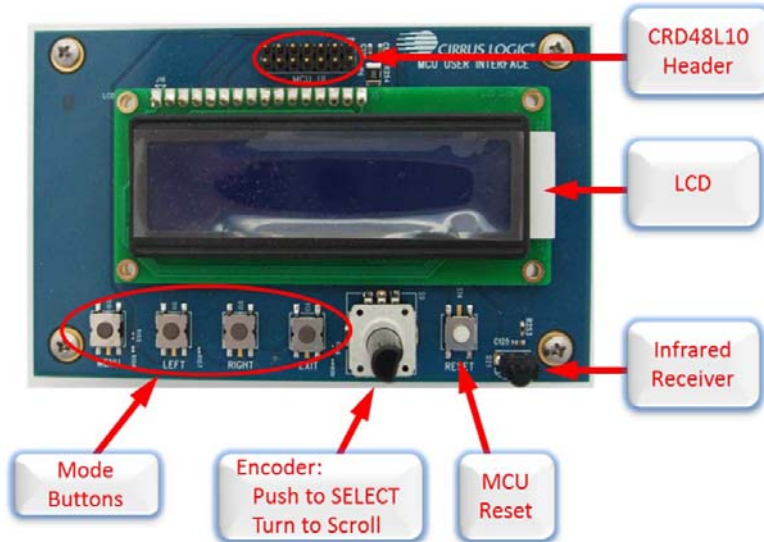
Figure 1-3. MCU-USER-INTERFACE Board
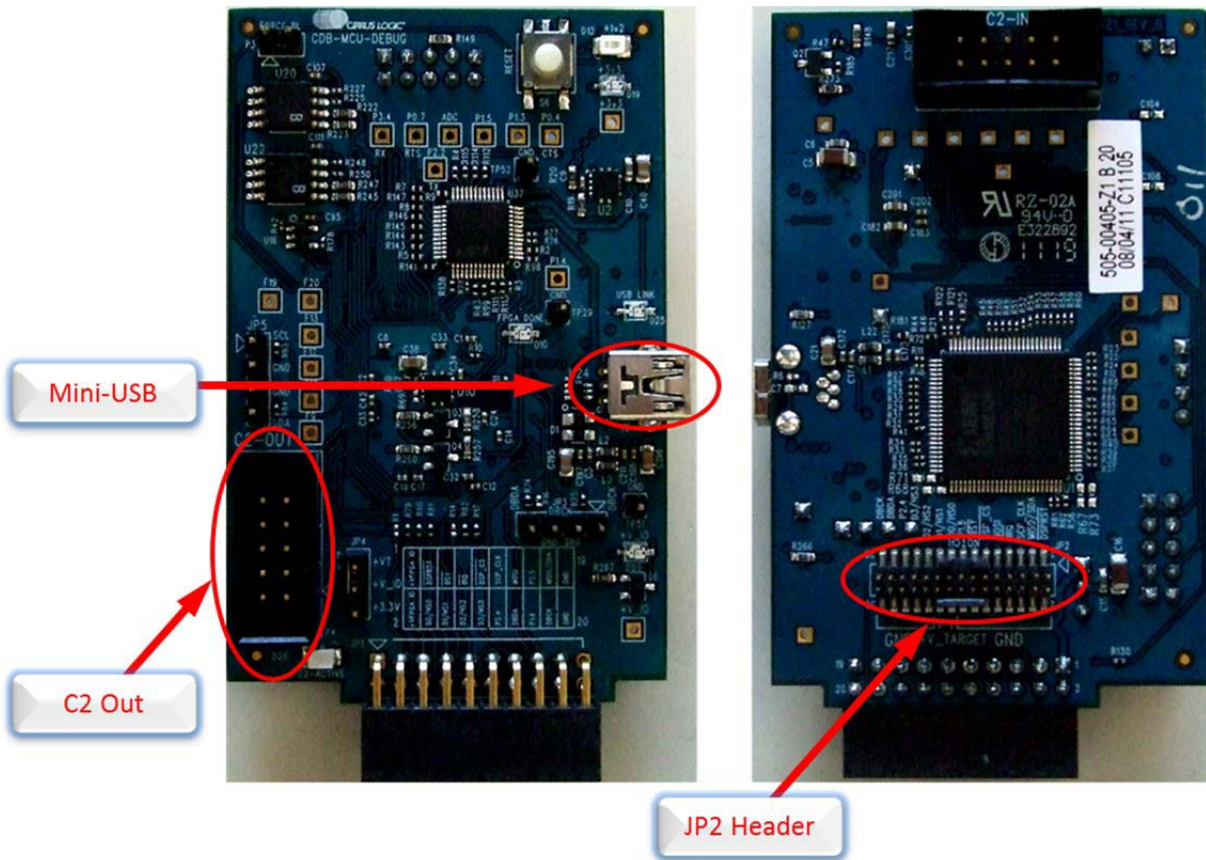
Figure 1-4. CDB-MCU-DEBUG Board
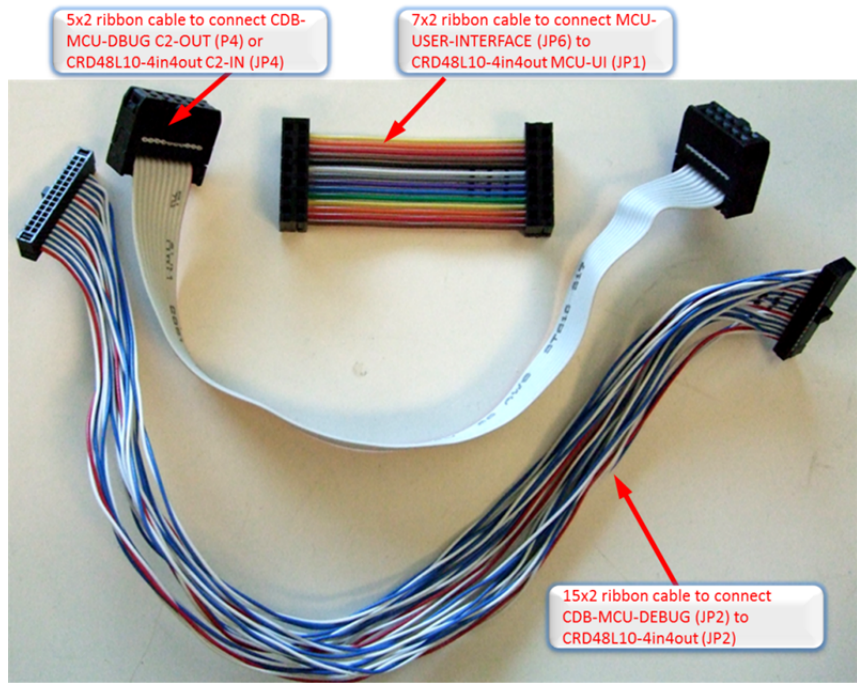
Figure 1-5. Ribbon Cables
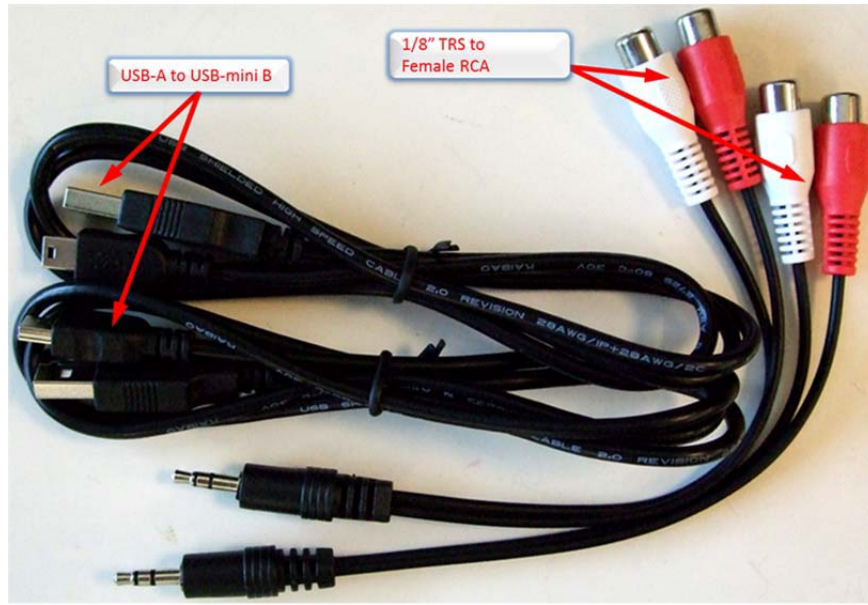
Figure 1-6. USB and 1/8" to RCA Cables

Figure 1-7. TOSLINK to Mini Male Adapter

Chapter 2
Input/Output Specifications

2.1 Audio Inputs

2.1.1 Analog Line Input
- Connector Type: 1/8 inch (3.5mm) stereo Female
- Absolute Maximum Signal Level: +2.1 V
- Absolute Minimum Signal Level: –0.3 V
- Full Scale Amplitude (PGA VOL = 0 dB): 1.44 Vpp
- Reference Designators: J2 (LINE IN)

2.1.2 Analog Microphone Input
- Connector Type: 1/8 inch (3.5mm) stereo Female
- Absolute Maximum Signal Level: +2.1 V
- Absolute Minimum Signal Level: –0.3 V
- Full Scale Amplitude (PGA VOL = 0 dB/MIC PREAMP = +10 dB): 464 mVpp
- Full Scale Amplitude (PGA VOL = 0 dB/MIC PREAMP = +20 dB): 144 mVpp
- Reference Designators: J1 (MIC 1 & 2)

2.1.3 Optical Digital Input
- Connector Type: Fiber Optic Mini TOSLINK RX for Digital Audio
- Reference Designators: J4 (OPTICAL)

2.1.4 Coaxial Digital Input
- Connector Type: 1/8 inch (3.5mm) stereo Female
- Absolute Maximum Signal Level: +3.6 V
- Absolute Minimum Signal Level: –0.3 V
- Reference Designators: J4 (COAXIAL)

2.1.5 Digital Microphone Inputs
- Connector Type: 0.1 inch Male Header
- Absolute Maximum Signal Level: +2.1 V
- Absolute Minimum Signal Level: –0.3 V
- Reference Designators: J13 (DMIC)

2.1.6 I^2S Digital Inputs
- Connector Type: 0.1 inch Male Header
- Absolute Maximum Signal Level: +6.5 V
- Absolute Minimum Signal Level: –0.5 V
- Reference Designators: TP3 (DSP), TP14 (VSP)

2.2 Audio Outputs

2.2.1 Analog Line-level Outputs
- Connector Type: 1/8 inch (3.5mm) stereo Female
- Full Scale Output: 2.9 Vpp
- Reference Designators: J3 (LINE OUT)

2.2.2 Headphone Output
- Connector Type: 1/8 inch (3.5mm) stereo Female
- Full Scale Output: 1.5 Vpp
- Power: 2 x 17 mW (at THD+N = –60 dB)
- Minimum Load: 16 ohms
- Reference Designator: J5 (HEADPHONE)

Note: This output has the same data as J3 (LINE OUT).

2.2.3 Ear Speaker Output
- Connector Type: 100-MIL Male Header (2x1)
- Full Scale Differential Output: 2.3 Vpp (Digital Volume = –2.5 dB)
- Power: 0.51 W (at THD+N = –60 dB)
- Minimum Load: 16 ohms
- Reference Designator: J10 (EAR)

2.2.4 Speakerphone Left Output
- Connector Type: 100-MIL Male Header (2x1)
- Full Scale Differential Output: 5.8 Vpp (Digital Volume = –5.5 dB)
- Power: 0.53 W (at THD+N = –62 dB)
- Minimum Load: 8 ohms
- Reference Designator: J11 (SPKR-L)

2.2.5 Speakerphone Right Output
- Connector Type: 100-MIL Male Header (2x1)
- Full Scale Differential Output: 7.2 Vpp (Digital Volume = –3.5 dB)
- Power: 1.0 W (at THD+N = –74 dB)
- Minimum Load: 4 ohms
- Reference Designator: J12 (SPKR-R)

2.2.6 I^{2}S Digital Output
- Connector Type: 100-MIL Male Header (6x2)
- Maximum Signal Level: +V_PROBE
- Reference Designators: TP3 (DSP), TP14 (VSP)

2.3 Digital Control Probe Points

2.3.1   DSP Control
- Connector Type: 100-MIL Male Header (5x2)
- Absolute Maximum Input Signal Level: +6.5 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +V_PROBE
- Reference Designators: JP3 (CTRL HDR), TP15

2.3.2   DSP Debug
- Connector Type: 100-MIL Male Header (4x1)
- Absolute Maximum Input Signal Level: +2.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: TP10

2.3.3   DSP Interrupts
- Connector Type: 100-MIL Male Header (4x1)
- Absolute Maximum Input Signal Level: +2.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: TP1

2.3.4   Codec Reset
- Connector Type: 100-MIL Male Header (5x2)
- Absolute Maximum Input Signal Level: +6.5 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +V_PROBE
- Reference Designators: TP15

2.3.5   Codec I2C
- Connector Type: 100-MIL Male Header (4x1)
- Absolute Maximum Input Signal Level: +2.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: TP11

2.3.6   Codec Interrupt
- Connector Type: 100-MIL Male Header (5x2)
- Absolute Maximum Input Signal Level: +2.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: TP15

2.3.7 Main Clock

- Connector Type: 100-MIL Male Header (2x1)
- Absolute Maximum Input Signal Level: +6.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Reference Designators: TP4 (CLKIN)

2.4 DSP Composer Control Header

- Connector Type: 50-MIL Male Header (15x2)
- Absolute Maximum Input Signal Level: +2.0 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: JP2

2.5 USB Power Input

The USB power input has the following characteristics and is switched by S8:

- Voltage Range: +4.75 VDC to +5.25 VDC
- Minimum Power: +5 V supply (0.5 A)
- Connector Type: USB Mini-B
- Reference Designator: USB1

2.6 Input Button (S1)

The button S1 (located near JP4) is used to change the audio input source.

2.7 MCU USER INTERFACE Header

- Connector Type: 100-MIL Male Header (7x2)
- Absolute Maximum Input Signal Level: +3.6 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: JP1

2.8 Buttons and Knobs

The buttons S9–S14 (located on MCU-USER-INTERFACE board) are used to control the MCU.

- S9 (Rotary Encoder)—Turn this knob to navigate up/down through menu page. Press down on the knob to select an item
- S10 (Menu)—This button displays the CRD48L10 board configuration options.
- S11 (Left)—This button takes you back one level in the menu system.
- S12 (Right)—This button takes you one level deeper in the menu system.
- S13 (Exit)—This button exits the CRD48L10 board configuration menu.
- S14 (Reset)—This button executes a hard reset of the on-board MCU.

2.9 MCU DEBUG C-2 Programming Header

This header is used to program the MCU from a CDB-MCU-DEBUG dongle (P4/C2-OUT connector) OR the Silicon Labs programming dongle.

- Connector Type: Shrouded 100-MIL Male Header (5x2)
- Absolute Maximum Input Signal Level: +3.6 V
- Absolute Minimum Input Signal Level: –0.5 V
- Maximum Signal Output Level: +1.8 V
- Reference Designators: JP4

2.10 Current Measurement Points

- Connector Type: 100-MIL Male Header (1x2)
- Reference Designators: TP20–TP23, P16

Chapter 3
Standalone Modes

The CRD48L10-4in4out has multiple audio input and output ports. All available data flow paths are shown in the diagram in Fig. 3-1.
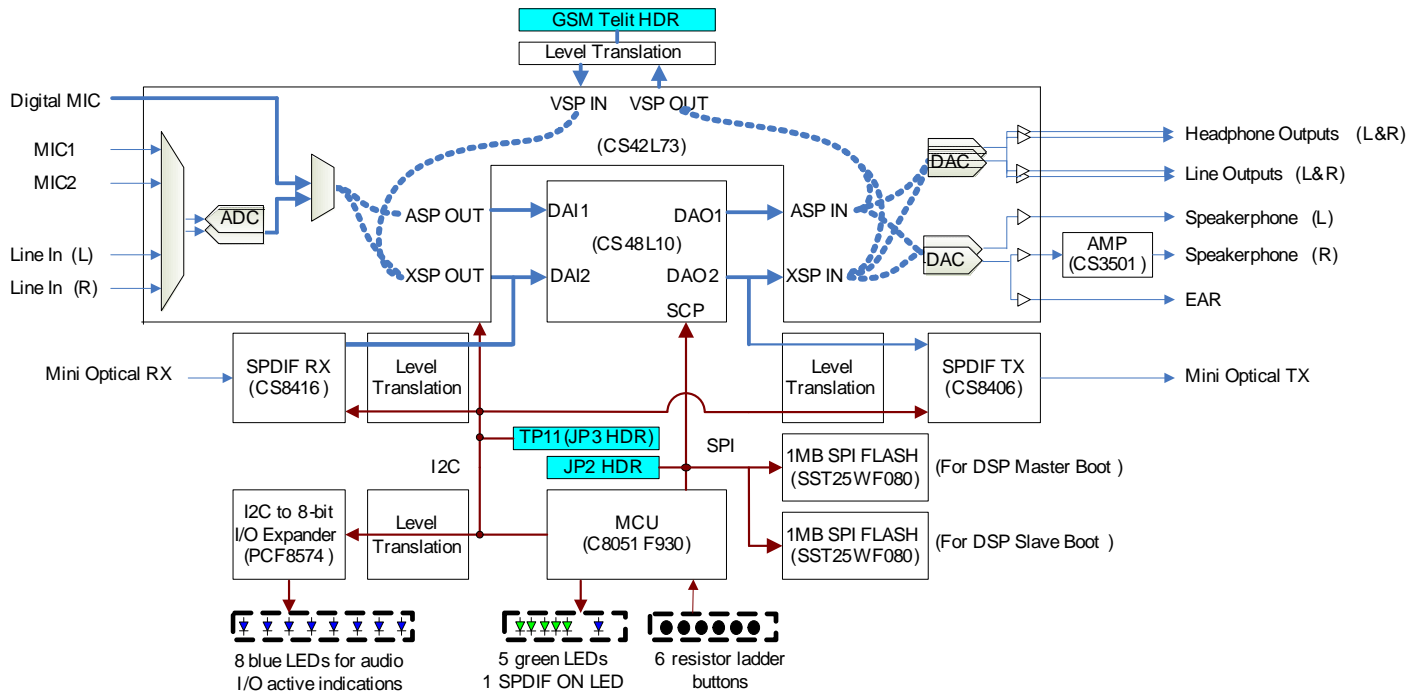
Figure 3-1. Data Flow Paths

The data path can be selected using either the mode select button S1 on the CRD48L10-4in4out or with the MCU-USER-INTERFACE board. The data path options available using only S1 are a subset of those available with the MCU-USER-INTERFACE board. The two modes will be described in separate sections below.

It is worth noting that the VSP port of the CS42L73 is always available for external audio through TP14, but not with the default MCU code provided with the CRD48L10-4in4out. An external MCU must configure the CS42L73 to utilize audio data from the VSP.

3.1 S1 Button Control (No LCD)

3.1.1   Powering Up Board

When powering on the CRD48L10 board, the power LEDs D5–D9 should illuminate indicating that all power rails are good and the output connector LEDs D4, D8, D10, D11, and D20 should illuminate to show that the MCU has configured the codec to drive audio out of the board. No input mode LEDs are illuminated since default input mode is from on-board FLASH. Power up state of the CRD48L10 is shown in Fig. 3-2.
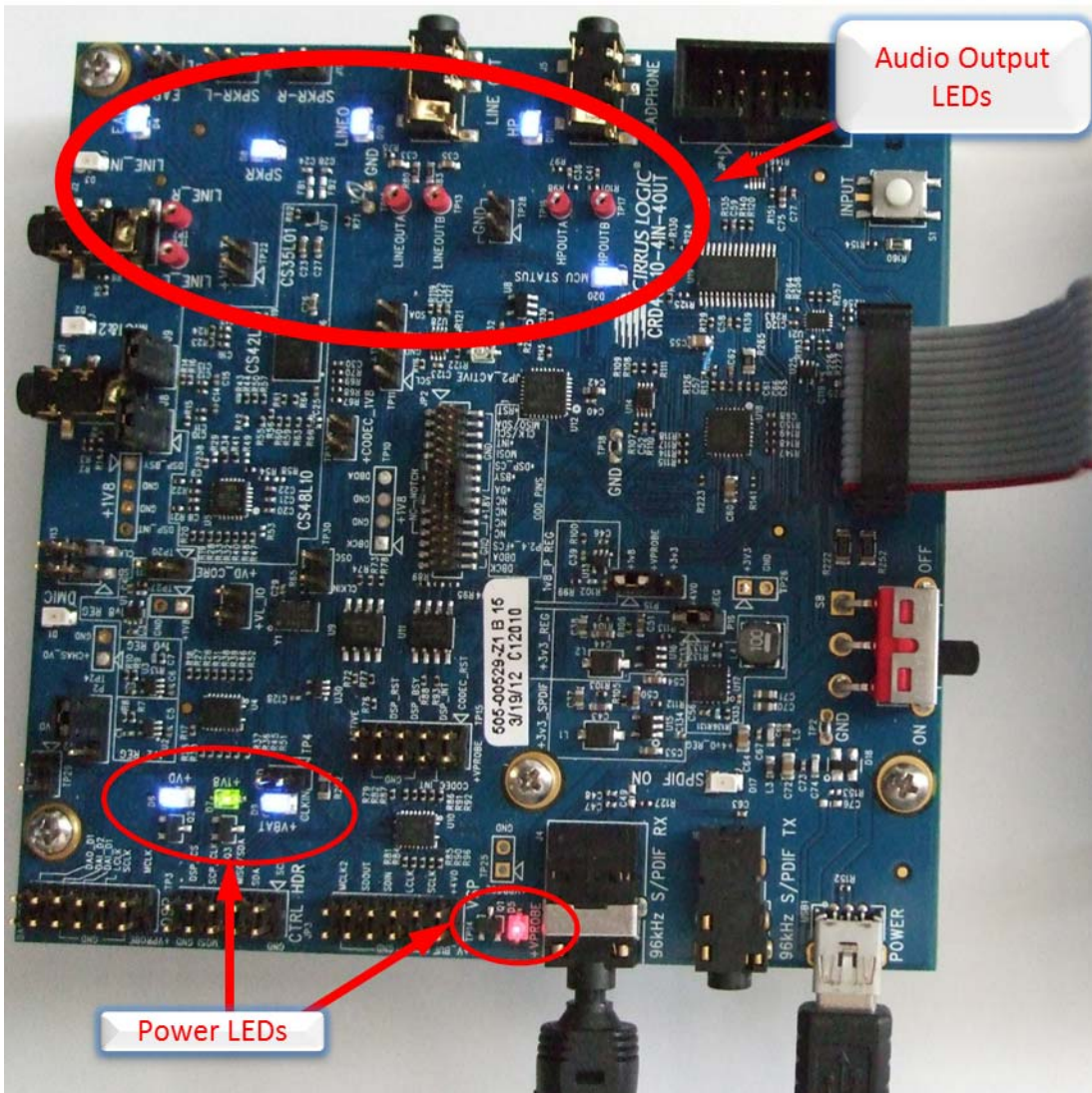
Figure 3-2. CRD48L10-4in4out S1 Control Only

3.1.2 Selecting Input Audio Source

Input selection is controlled with the S1 button, as shown in Fig 3-3, on the CRD48L10 board. By default, the Input will DSP play back an MP3 from on-board FLASH U9. There is an LED next to each input to indicate which input is active, except when in FLASH playback where no input LED will be illuminated.

Figure 3-3. S1 Input Selection Button

The MCU will cycle through the inputs when the button S1 is pressed from FLASH > LINE IN > MIC 1 & 2 > S/PDIF > FLASH. LED locations are shown in Fig. 3-4 to Fig. 3-6.

If the MCU-USER-INTERFACE board is attached, the LCD also displays the active input.
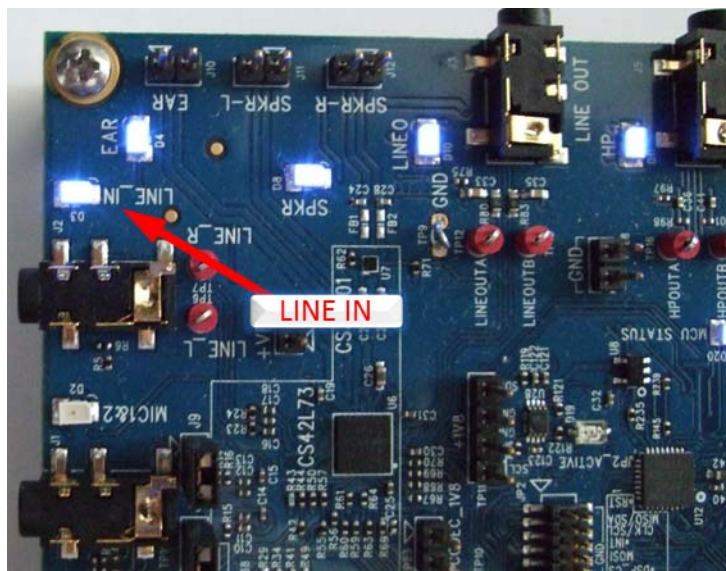
Figure 3-4. LINE IN Active
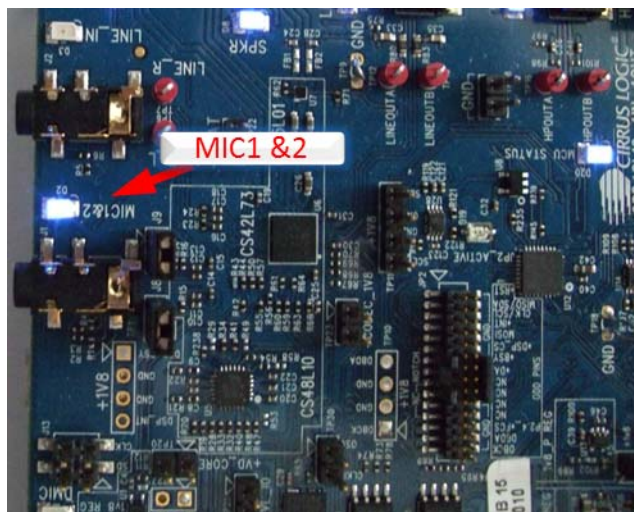
Figure 3-5. MIC 1 & 2 Active
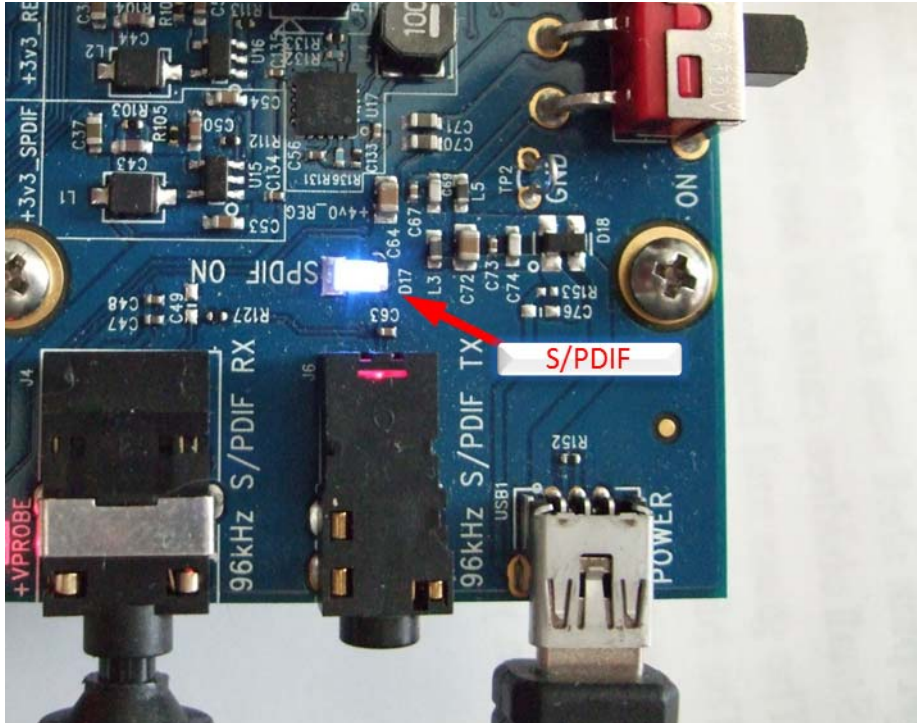
Figure 3-6. S/PDIF OPTICAL Active

Each of the input modes is described in the following sections.

The MCU configures the data paths shown feeding the DSP in the following data path diagrams. Inactive paths are shown in gray. The DSP project determines how the audio is processed and which audio goes out each DAO port. The default DSP projects programmed into the CRD48L10 are configured to process the audio paths shown in blue.

3.1.3   MP3 Decode from FLASH (U9)
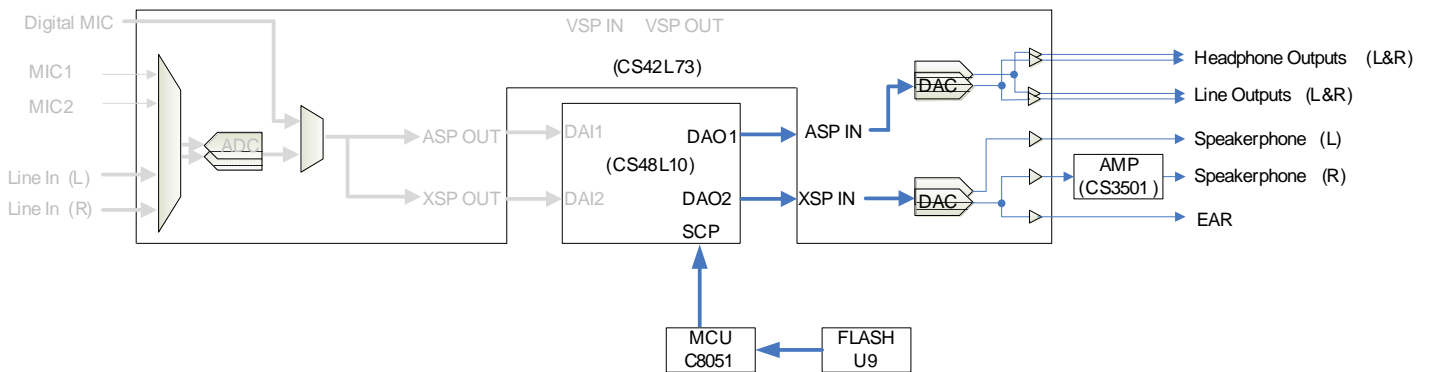
Figure 3-7. Data Path for FLASH Playback
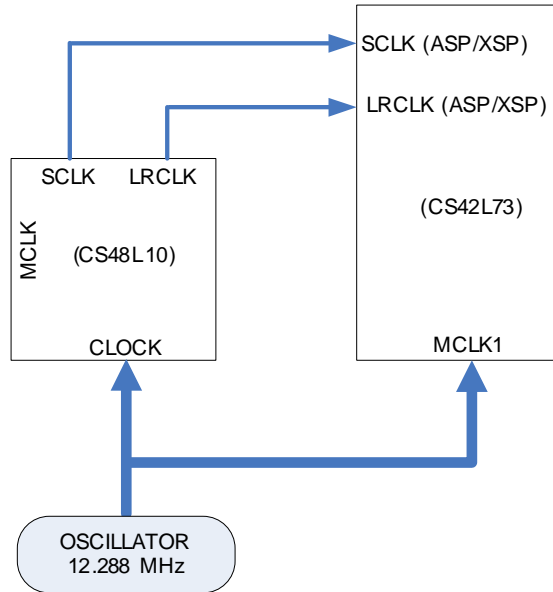
Figure 3-8. Clocking for FLASH Playback–DSP Master

This is the default configuration after power up of the CRD48L10-4in4out. Power up and connect headphones to the HEADPHONE jack or a speaker to the LINE OUT jack, and you will hear audio playing in a continuous loop.

3.1.4   LINE IN
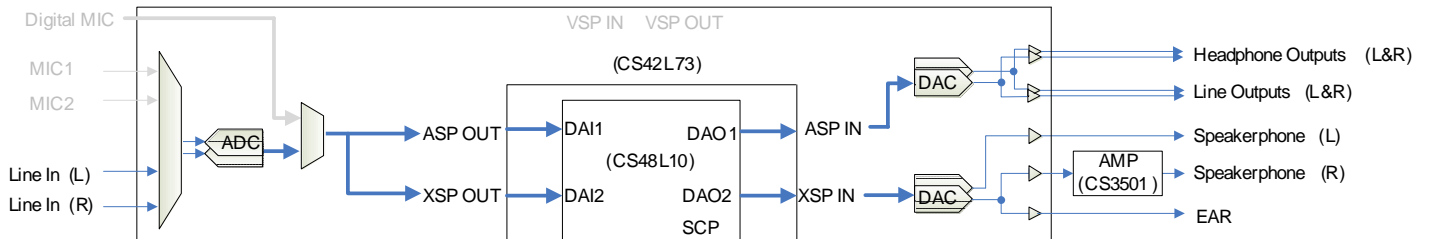
Figure 3-9. Data Path for LINE IN Audio
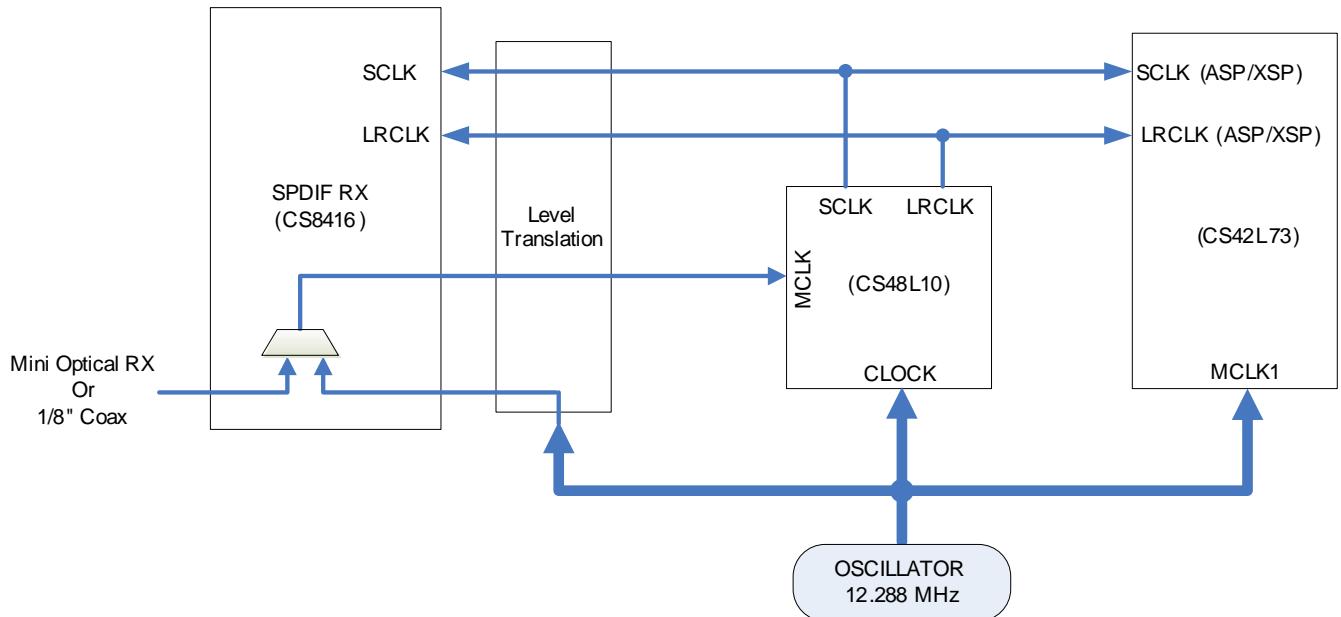
Figure 3-10. Clocking for LINE IN Audio–DSP MCLK Slave

The S/PDIF receiver is configured to automatically switch between the on-board oscillator and the clock recovered from an incoming S/PDIF stream.

In the previous diagram, any time a valid S/PDIF stream is presented to the CS8416, the system audio clock will be locked to the Fs of the incoming stream. The S/PDIF cable should be removed when the on-board oscillator (or TP4) is meant to master audio clocks.

3.1.5   MIC 1 & 2
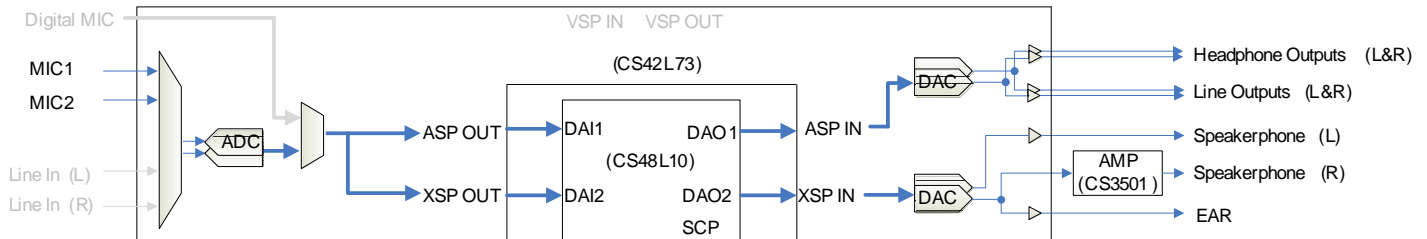
Figure 3-11. Data Path for MIC 1 & 2 Audio
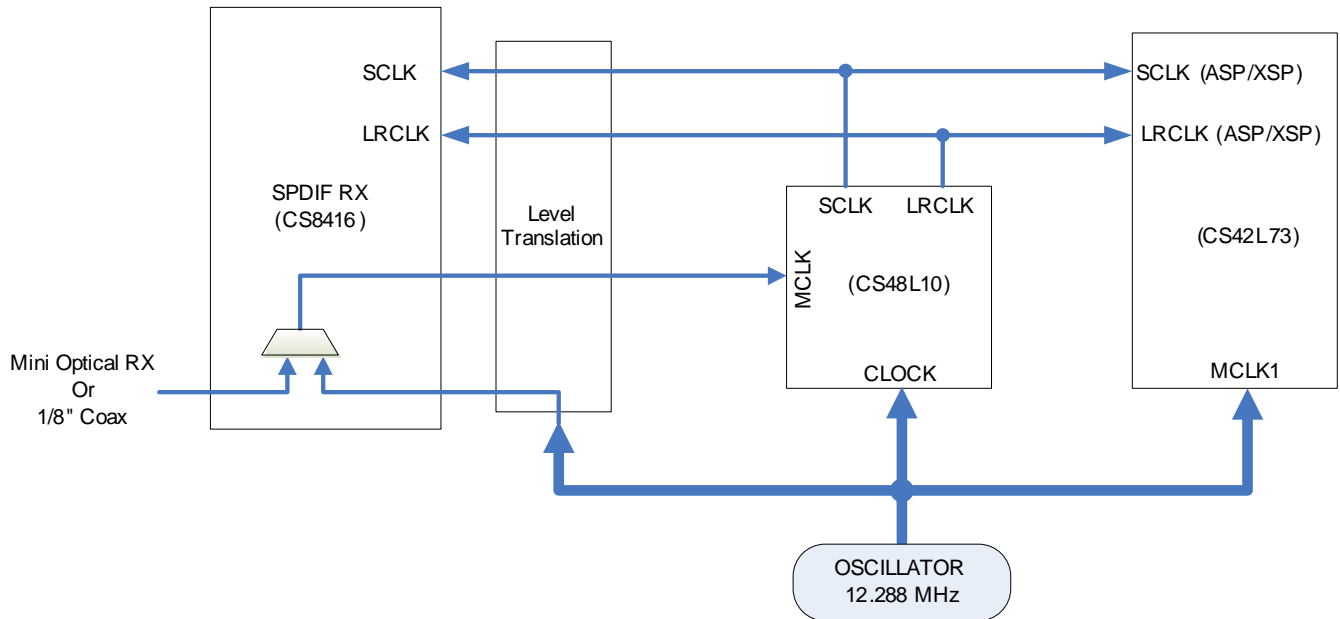
Figure 3-12. Clocking for MIC 1 & 2 Audio–DSP MCLK Slave

The S/PDIF receiver is configured to automatically switch between the on-board oscillator and the clock recovered from an incoming S/PDIF stream.

In the previous diagram, any time a valid S/PDIF stream is presented to the CS8416, the system audio clock will be locked to the Fs of the incoming stream. The S/PDIF cable should be removed when the on-board oscillator (or TP4) is meant to master audio clocks.

3.1.6   S/PDIF
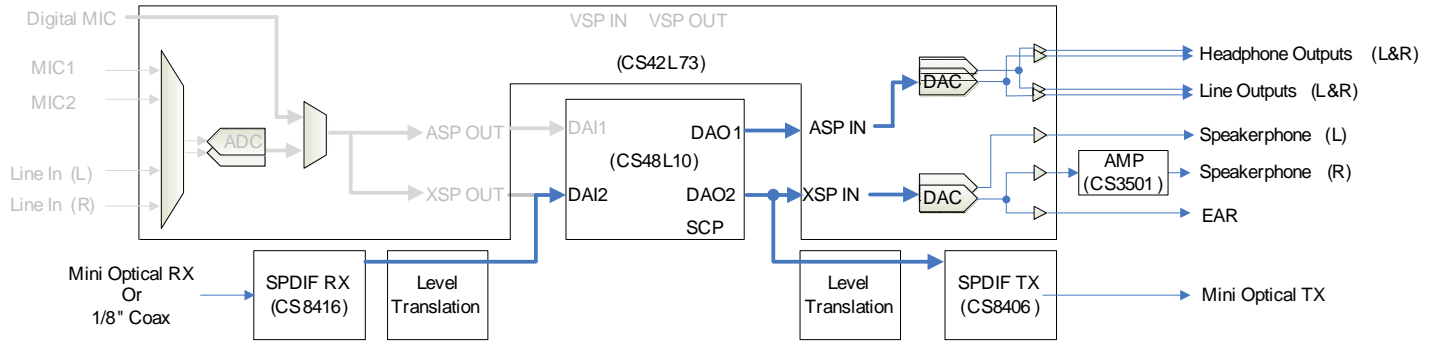
Figure 3-13. Data Path for S/PDIF Audio
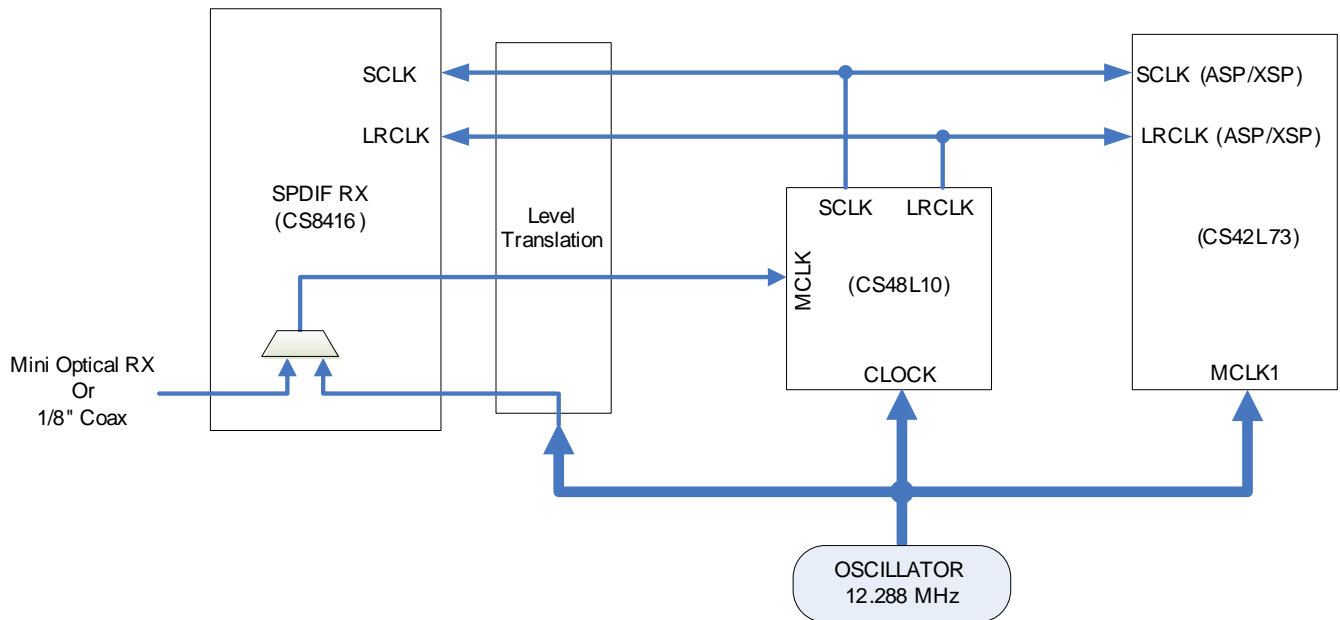
Figure 3-14. Clocking for S/PDIF Audio–DSP MCLK Slave

Both the Mini-Optical and 1/8" Coax inputs are connected to the S/PDIF Receiver, but only one can be active at any time (there is only one physical plug). If both the optical and coax were active, the S/PDIF Receiver would be unable to recover clock or data.

3.2   MCU UI Controlled

3.2.1   Powering Up the Board

When powering on the CRD48L10 board, the power LEDs D5-D9 should illuminate indicating that all power rails are good and the output connector LEDs D4, D8, D10, D11, and D20 should illuminate to show that the MCU has configured the codec to drive audio out of the board. No input mode LEDs are illuminated since default input mode is from on-board FLASH. Power up state of the CRD48L10 is shown in Fig. 3-15.
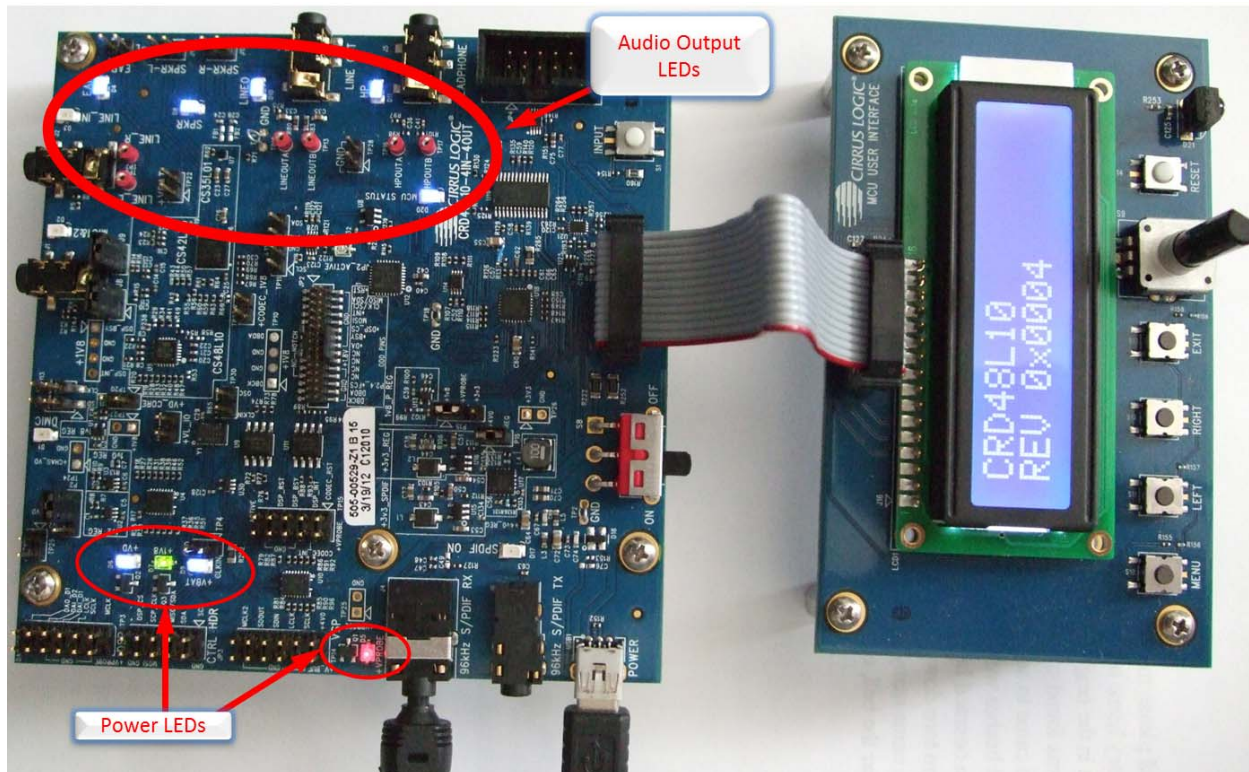
Figure 3-15. CRD48L10-4in4out MCU UI Control

1. The LCD will then display the current revision of the on board C8051F930 MCU, as shown below:

2. The MCU will attempt to read a micro_condenser image from the SPI FLASH. If it fails you will get the following error:
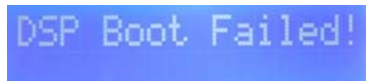
3. The MCU will cycle through displays showing the status of the Audio Source, Project:, and Snapshot:

4. Using the buttons and rotary encoder knob on the MCU User Interface board it is possible to configure the CRD48L10 in more ways than is possible just using button S1.

5. Push the "Menu" button to bring up the configuration menu on the LCD. Turn the encoder knob to choose different sub-menus, and press the encoder knob down to select an option.

3.2.2   Project Menu

A project is a collection of firmware modules and configurations downloaded to the DSP to process audio in a specific way. For the CRD48L10-4in4out, the Project also defines how the board is configured and data is routed to/from the CS48L10. The Project menu selection on the LCD appears as shown in Fig. 3-16.

Figure 3-16. Project Menu

There are four projects available in the default MCU code shipped with the CRD48L10:

- MP3 Decode from FLASH
- LINE IN
- MIC IN
- S/PDIF IN

Each project is described in the following sections.

3.2.2.1 MP3 Decode from FLASH (U9) Project

This project is selected, as shown in Fig. 3-17.

Figure 3-17. MP3 Decode from FLASH

This project is the same as described in Section 3.1.3. There is only one snapshot available for this project.

3.2.2.2 LINE IN Project

This project is selected, as shown in Fig. 3-18.

Figure 3-18. LINE IN Project

This project is the same as described in Section 3.1.4. There is only one snapshot available for this project.

3.2.2.3 MIC 1 & 2 Project

This project is selected, as shown in Fig. 3-19.

Figure 3-19. MIC IN Project

This project is the same as described in Section 3.1.5. There is only one snapshot available for this project.

3.2.2.4 S/PDIF Project

This project is selected, as shown in Fig. 3-20.

Figure 3-20. S/PDIF IN Project

The S/PDIF project available through the MCU User Interface is more flexible than that described in Section 3.1.6. This project allows the mixing of the S/PDIF Input and the Line Input according to three snapshots:

- LINE IN
- S/PDIF IN
- LINE + S/PDIF
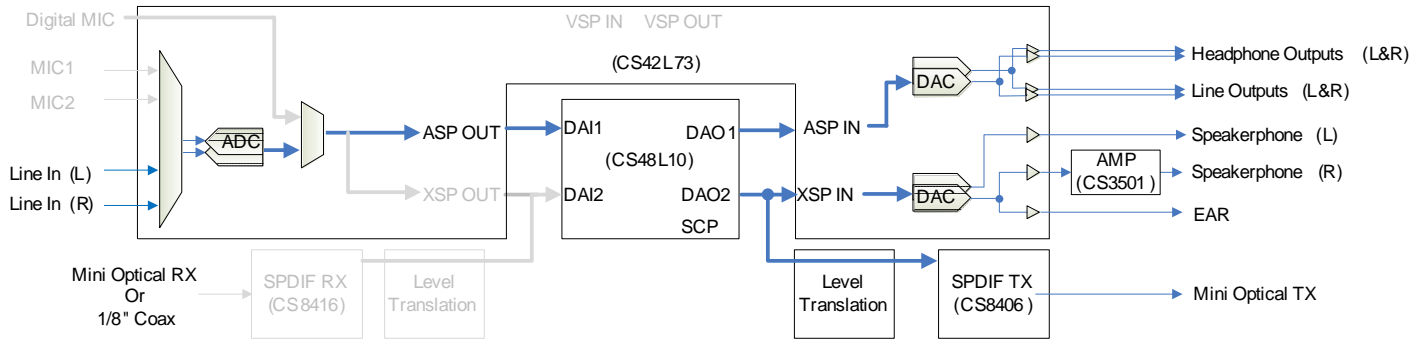
Figure 3-21. LINE IN Snapshot
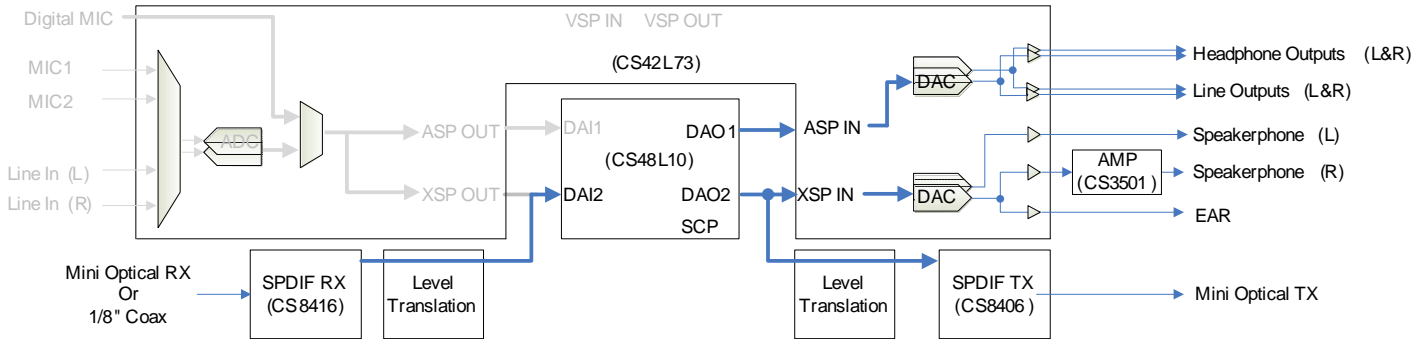
Figure 3-22. S/PDIF IN (Same as Initial) Snapshot
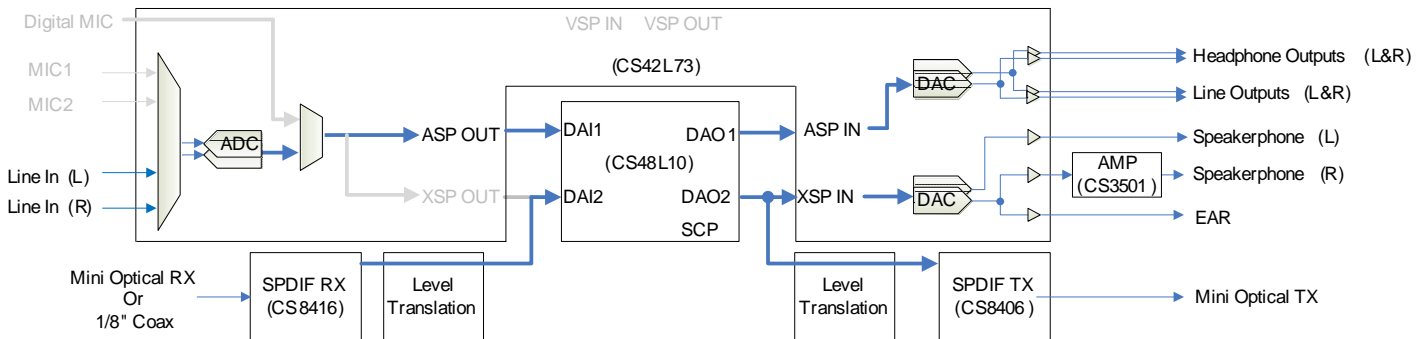
Figure 3-23. LINE IN + S/PDIF Snapshot

The clocking topology is the same as used in Section 3.1.6.
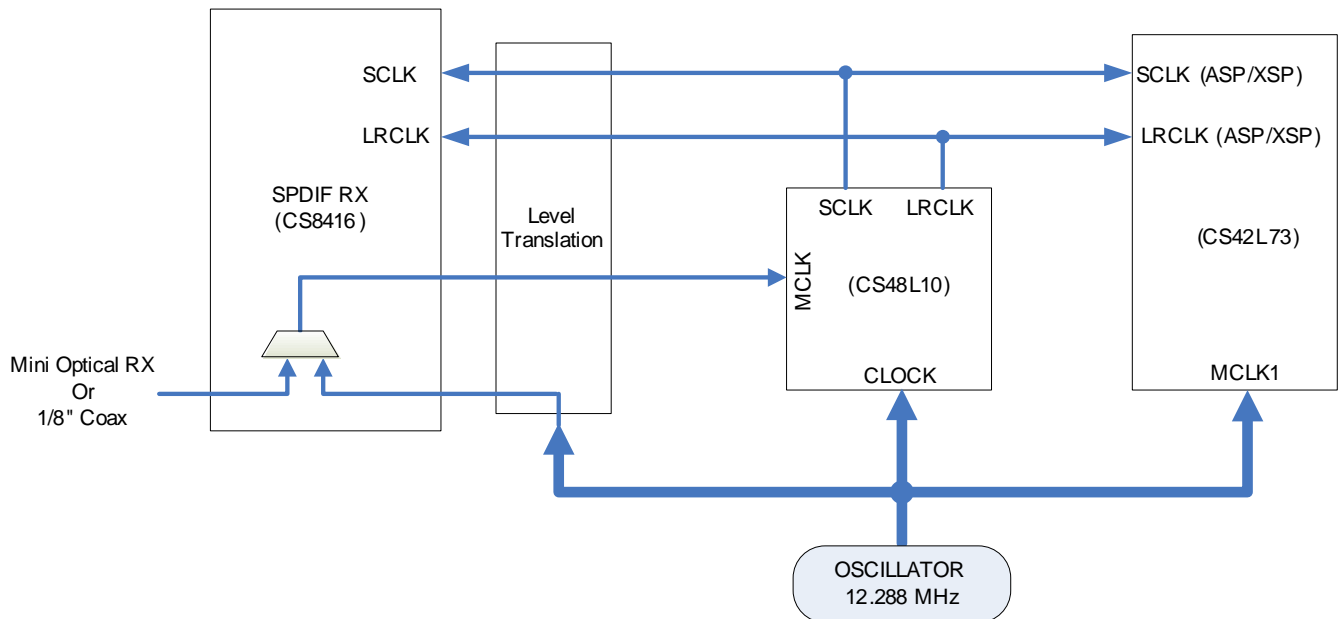
Figure 3-24. Clocking for All S/PDIF Snapshots–DSP MCLK Slave

3.2.3 Snapshot Menu

A project defines the firmware modules downloaded to the DSP, and the data routing on the board. A snapshot is simply a reconfiguration of the DSP using the same firmware and data routing. The default code released on the CRD48L10-4in4out has snapshots for the S/PDIF project as described in Section 3.2.2.4. The snapshot menu selection on the LCD appears as shown in Fig. 3-25.

Figure 3-25. Snapshot Menu

3.2.4 AudioIn Source Menu

The CRD48L10-4in4out has an on-board codec for processing analog audio and an S/PDIF transceiver section which allows digital audio in and out. Using the AudioIn Source selection on the LCD menu, the user can configure the CRD48L10 to accept I2S data through the TP3 header. The AudioIn Source menu is shown in Fig. 3-26.

Figure 3-26. AudioIn Source Menu

The following are menu choices under AudioIn Source:

- On–board
- External audio via TP3

3.2.5 Clock Source Menu

The CRD48L10-4in4out has a 12.288 MHz oscillator which is used to drive the REFCLK input of the CS48L10 and can be used as accurate MCLK source. In some scenarios, it may be useful to use a different clock frequency on the CRD48L10 when attempting to emulate a particular system configuration. This can be accomplished using the "Clock Source" menu of the MCU User Interface board. The snapshot menu selection on the LCD appears as shown in Fig. 3-27.

Figure 3-27. Clock Source Menu

The following are menu choices under Clock Source:

- Default 12.288 MHz oscillator
- CLK IN header TP4
    - TP4 supports voltages from +1.8 V to +5 V.
    - A shunt must be installed on TP30 only when using TP4.

3.2.6   I2C Control Source Menu

An I2C bus is used to configure the CS42L73 codec, S/PDIF Rx, and S/PDIF Tx. By default, the MCU configures all components on the board for data flow selected. If the user chooses EXT MCU, then the local C8051 releases the I2C bus, and the external MCU is completely responsible for configuring the board.

Figure 3-28. I2C Control Source Menu

Menu choices under I2C Ctrl Source:

- On-board MCU
- EXT (–SPDIF)—Buffer U23 is tristated by on-board MCU.
- EXT (+SPDIF)—Buffer U23 is enabled by on-board MCU, providing S/PDIF audio to CS48L10.

Chapter 4

Quick Start for the CRD48L10-4in4out

The easiest use case of the CRD48L10-4in4out requires power (via the mini-USB connector) and some method of listening to audio. The CRD48L10 is configured for USB power from a PC in Fig. 4-1, and the audio can be monitored using headphones.
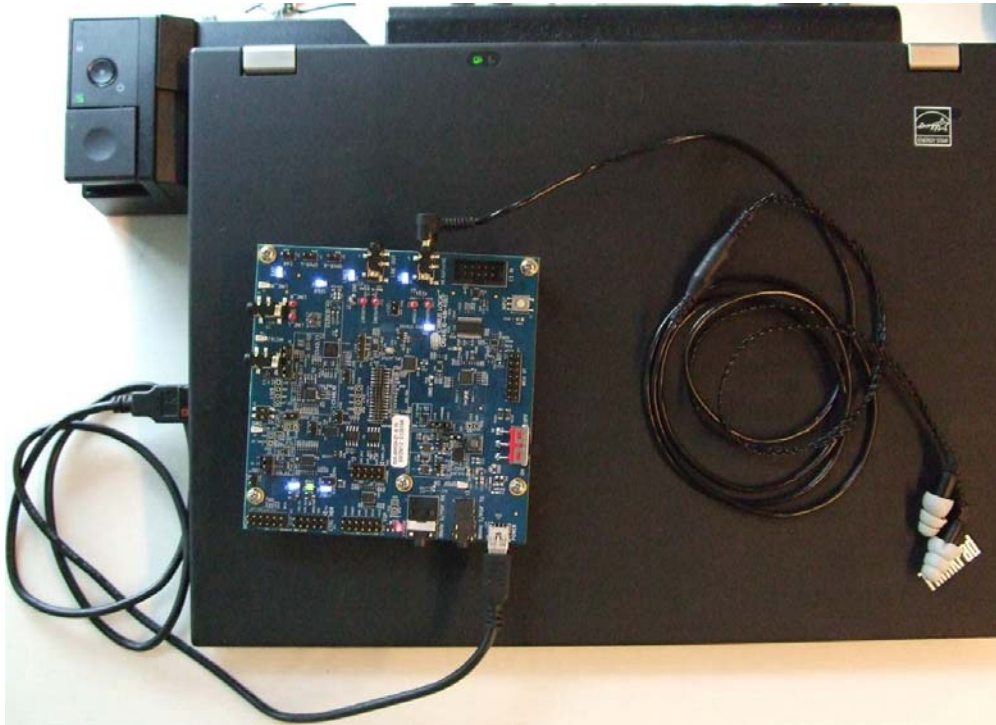
Figure 4-1. CRD48L10-4in4out Powered by PC, Configured for MP3 Playback over SPI

When the power switch, S8, is in the "ON" position, the board will be powered, and the MCU will initially configure the system for MP3 playback over the SPI interface. Different input modes can be selected using input selection button S1, as documented in Chapter 3.

4.1 Jumper Settings

Some of the 100-MIL Male Headers need to have shunts installed for the board to operate properly.

Table 4-1. Default Jumper Settings

Header Description	Reference Designators	Default Configuration
Main Board Power	P16	Installed
Probe Header Power	P15	+1v8
CS48L10 Core Power	P2	+1v0
Microphone Bias Power	J8, J9	Installed

4.2 Powering Board

The CRD48L10 is powered through connector USB1. Use USB-A to USB Mini-B cable to power the board from either a PC or a USB charging adapter. The USB1 connector does not provide USB control of the CRD48L10-4in4out.

4.3 Monitoring Audio

By default, all audio outputs of the CRD48L10 are active. Any of the outputs listed in Section 2.2 can be connected to a speaker or headphones with compatible impedance characteristics.

4.4 Selecting Audio Input Source

The S1 button or rotary encoder knob can be used to select an audio source. Input options are described in Section 3.1.

4.5 USB Control of CRD48L10-4in4out

The USB1 connector does not provide USB control of the CRD48L10-4in4out. The CDB-MCU-DEBUG board must be connected to JP2 to give USB control of the CRD48L10-4in4out.

Chapter 5

Using DSP Composer™ with CRD48L10-4in4out

The CRD48L10-4in4out can be controlled using the DSP Composer™ application through the CDB-MCU-DEBUG board. A detailed description of how to connect to the PC and configure the CDB-MCU-DEBUG for use with DSP Composer can be found in the CDB-MCU-DEBUG Controller User's Manual.

The CDB-MCU-DEBUG must be connected to JP2 as shown in Fig. 5-1.
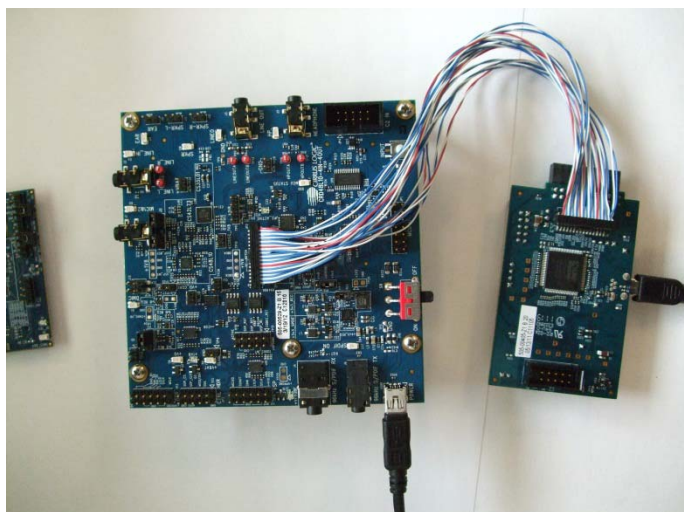
Figure 5-1. CDB-MCU-DEBUG Connected to JP2 of CRD48L10-4in4out

The CRD48L10-4in4out has three .cpa starter projects:

- An analog pass-thru project is shown in Fig. 5-2.
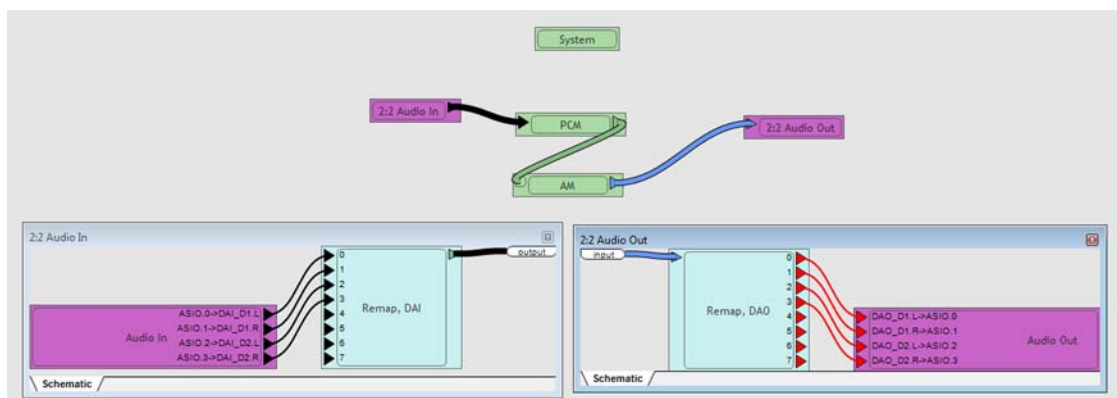
Figure 5-2. Analog Pass-thru

- An S/PDIF-only pass-thru project is shown in Fig. 5-3.
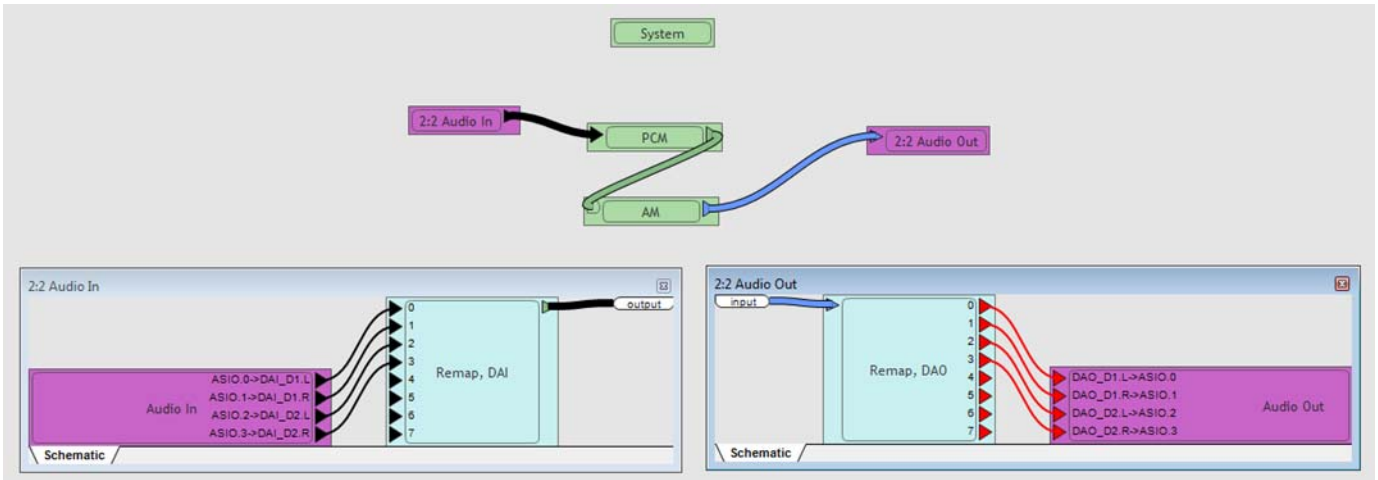
Figure 5-3. S/PDIF Pass-thru

- An S/PDIF + LINE-IN project is shown in Fig. 5-4.
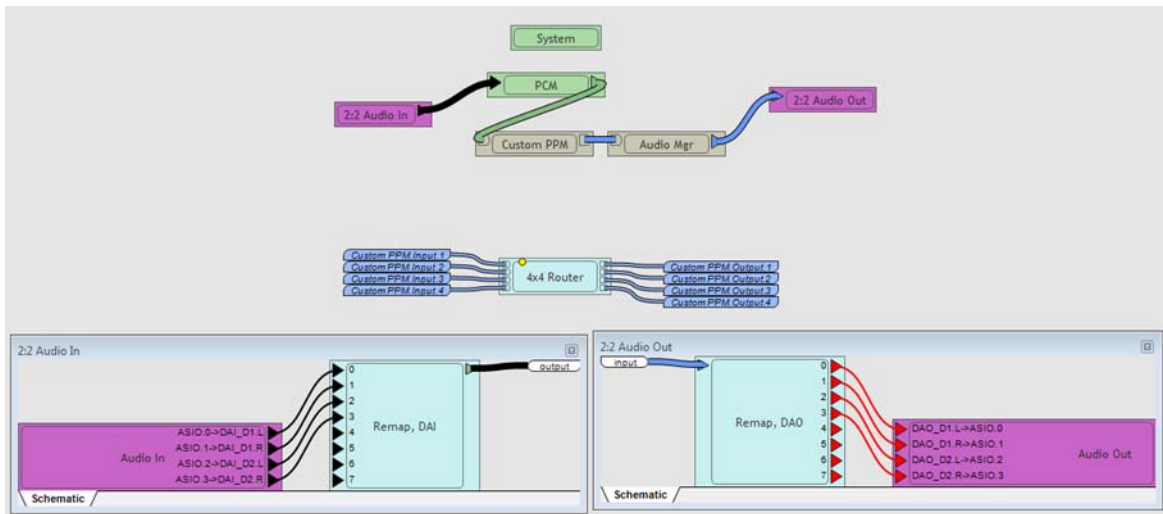
Figure 5-4. S/PDIF + LINE-IN

Chapter 6

Updating the MCU Image

The CRD48L10 MCU is not automatically updated to the latest version. The user must compare the revision of the MCU code on the board to the revision that is included in the SDK and manually perform the update.

6.1 Checking the Revision of MCU Code in the Board

When powering on the CRD48L10 board, the MCU displays the revision of its code for three seconds. The user must have the MCU-USER-INTERFACE connected. View the LCD while powering on or resetting the board, as shown in Fig. 6-1.


Figure 6-1. LCD Display of MCU Revision

6.2 Checking the Revision of MCU Code Included in the SDK

Access the Start menu, and go to Start > All Programs > CirrusDSP > CS48LXX > CRD48L10. There is a batch file labeled "Program crd48l10_rev_0xHHHH.hex", as shown in Fig. 6-2.

Figure 6-2. Start Menu Revision

Compare this revision to the one on the LCD.

6.3 Programming the MCU

Program the MCU by clicking on Start > All Programs > CirrusDSP > CS48LXX > Program crd48l10_rev_0xHHHH.hex. This launches a batch file.

The 5x2 ribbon cable must be connected between the CDB-MCU-DEBUG and CRD48L10 as specified in the batch file. Then, press any key. Verify the programming was successful, as shown in Fig. 6-3.

Figure 6-3. Programming Successful

Power cycle the CRD48L10-4in4out board, and then the LCD will indicate the new revision of MCU code, as shown in Fig. 6-4.
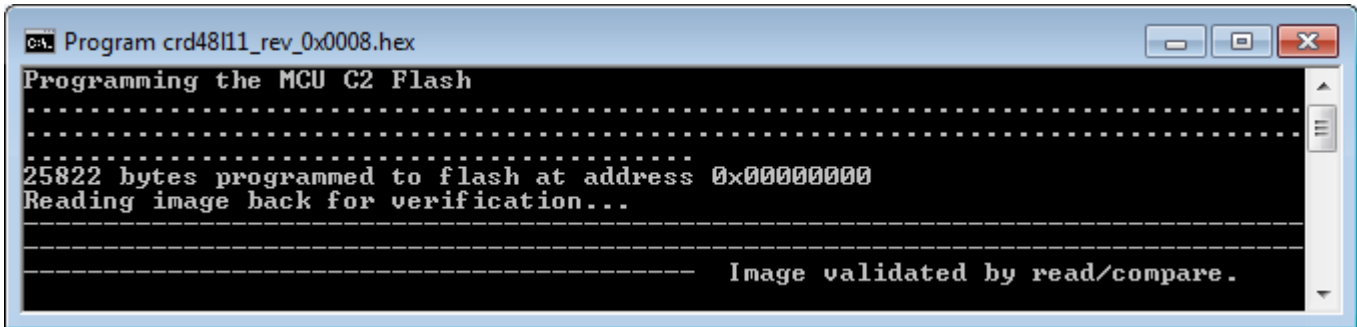

Figure 6-4. LCD Displays New Revision

Chapter 7

Using Micro-Condenser to Create and Load a FLASH Image

This section describes how to create a standalone binary image using micro-condenser that can be loaded into the CRD48L10. Different projects and snapshots can be chosen using the buttons, rotary switch, and LCD on the board in standalone mode using DSP Composer.

7.1 Generate Deliverables

Use the following process to generate deliverables:

1. Open the desired .cpa file in
   <SDK Install Directory>\CS48LXX\apps\CRD48L10-4IN4OUT\micro_condenser_image\cpa_files,
   press "Go!", and verify the audio output.

2. Select Tools > Generate Deliverables, and generate to the following folder:
   <SDK Install Directory>\CS48LXX\apps\CRD48L10-4IN4OUT\micro_condenser_image\deliverables

3. Repeat Steps 1 and 2 for all desired .cpa files.

4. The flash_image.xml file specifies the deliverables to be included in the micro_condenser image.

5. The flash_image.xml file is set to use deliverables from three example projects:

   a) analog_in.cpa (project[0])

   b) spdif_in_line_in.cpa (project[2])

   c) mp3_44khz (no .cpa, pre-generated deliverables)
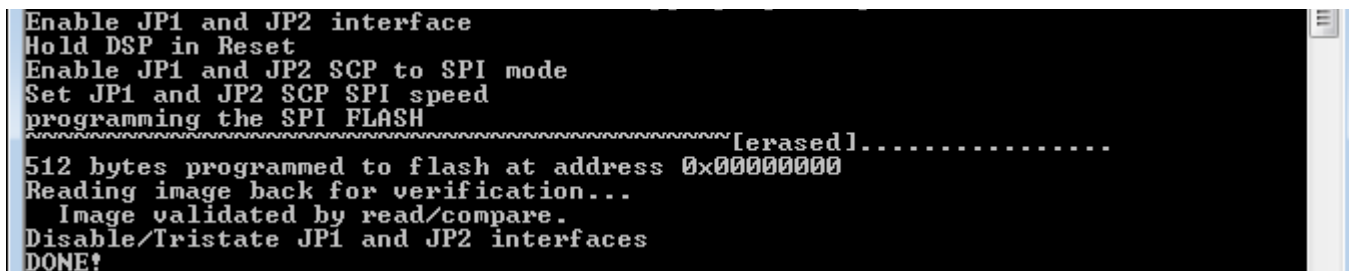
7.2 Creating the Flash Image, and Programming the CRD48L10

1. Open the CDM by double-clicking the CDM icon in the toolbar.

2. In the Active devices tab, right-click the CS48L10_CUSTOM Board, and select "Start Console". Navigate to:
   <SDK Install Directory>\CS48LXX\apps\CRD48L10-4IN4OUT\micro_condenser_image\.

3. The flash_image.xml file has already been created to expect the three projects mentioned in Section 7.1. Modify flash_image.xml if you are using your own projects.

4. In the console window, run create_flash_image.bat. This creates flash_image.txt and flash_image.h files.

5. Run program_flashB_for_micro_condenser.bat, and verify success by ensuring that the console window reads "Image validated by read/compare".

6. Unplug the JP2 15x2 cable, and follow the instructions in Chapter 3.

Chapter 8

Programming MP3 FLASH

1. Configure CRD48L10 as described in CDB-MCU-DEBUG Controller User's Manual, and launch a command console window.

2. Within command console, CD to the CS48Lxx\apps\crd48l10-4in-4out\ board directory.

3. Run the script "program_spi_flashA.bat <filename>" where <filename> is the name of the image for the FLASH.

4. When programming is complete, the console window should read "Image validated by read/compare" as shown in Fig. 8-1.

Figure 8-1. Programming MP3 FLASH

5. If the correct message is not displayed, power down the CRD48L10-4in4out, and check cable JP2 connection between CDB-MCU-DEBUG Dongle and CRD48L10. Then, try again.

Note: Programming the MP3 flash erases the Master Boot image.

Chapter 9
Master Boot Usage

Note: Master boot usage is only supported in SDK 6.6.x or later versions of the SDK.

9.1 SPI Master Boot

1. For any CS48L10 .cpa file, in DSP Composer, access File > Properties.
2. Set the "Board comm mode" to "Master SPI".
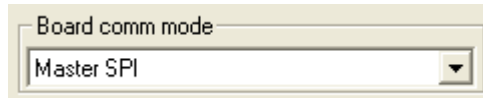
Figure 9-1. Board Comm Mode

3. Select the post boot comm mode by selecting the appropriate mode from the "SCP mode" dropdown menu.
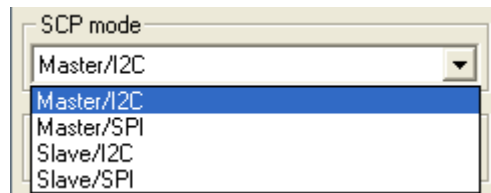
Figure 9-2. SCP Mode

4. Ensure that the "Use JP2 board control header" checkbox is selected.
5. Select the flash type, as shown in Fig. 9-3, by clicking the "Advanced" button.
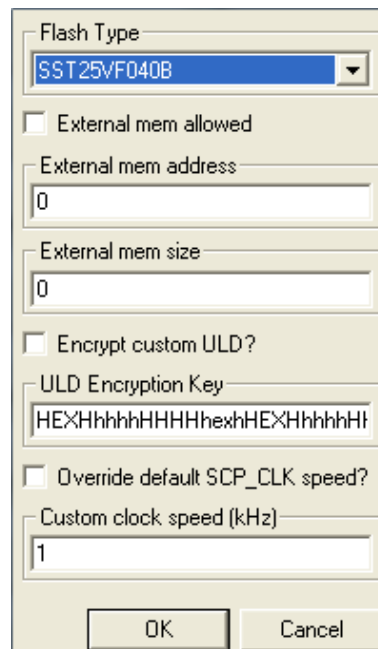
Figure 9-3. Flash Type

6. Press "OK", and press "OK" again.
7. Press "Go".
8. DSP Composer will program the flash and perform the master boot.
9. If the "SCP mode" is set to "Master/SPI" or "Master I2C", then Composer cannot be connected to the board.

Note: Programming the Master Boot image erases the MP3 content.

9.2 I2C Master Boot

I2C master boot is not supported on CRD48L10_4in4out.

Chapter 10

External Control of CRD48L10-4in4out

External control of the CRD48L10 can be viewed as two different components:

- External Control of CS48L10 DSP
- External Control of CRD48L10-4in4out Audio Subsystem

Some evaluations of the CS48L10 using an external controller may require only configuration of the DSP while using the built-in audio paths of the CRD48L10-4in4out. For this reason, we have split external control options into two parts. The customer can choose to configure the audio paths of the board as described in Chapter 3 and then control the DSP externally.

The user also has the option to configure any of the components on the I2C bus of the CRD48L10. This gives the user flexibility to define different audio paths than the defaults programmed into the local MCU.

10.1 External Control of CS48L10

The CS48L10 is configured via its SPI port and the INT/BSY/RESET pins. The control interface for the CS48L10 is released by the on-board MCU when pin 9 of TP15 is pulled low. This is handled by the CDB-MCU-DEBUG automatically when plugging into JP2 and using the Cirrus tools.

In order to use an external MCU to configure the DSP, short together pins 9 and 10 of TP15. This can be accomplished with a 2-pin shunt, or it can be built into a cable harness.

Table 10-1. DSP External Control Signals

Header	Voltage	Signals
JP3	+VPROBE	SPI Bus
TP15	+VPROBE	Dongle_Active*—DSP Control Tri-state
TP15	+VPROBE	DSP_RESET*, DSP_INT*, DSP_BSY*

The interface voltage level on TP15 and JP3 is controlled by the +VPROBE voltage rail. By default, the board is configured for +1.8 V on the interface, but this can be changed to +3.3 V by moving the shunt on jumper J15. If a voltage other than +1.8 V or +3.3 V is desired, the U13 regulator can be reconfigured to provide a different voltage. The schematic of the CRD48L10-4in4out shows a configuration table next to U13 explaining how to generate +2.5 V, +2.7 V, +3.0 V.

10.2 External Control of CRD48L10-4in4out Board

The other components on the CRD48L10 that can be configured are the CS42L73, CS8416, CS8406, and on-board oscillator. The oscillator is enabled/disabled via a GPIO from the on-board MCU. The rest of the board is configured using an I2C bus. Section 3.2.6 explains how to configure the I2C bus for external control mode. Section 3.2.5 explains how to disable the on-board oscillator via the LCD menu.

Table 10-2. Other CRD48L10-4in4out Board Control Signals

| Header	Voltage	Signals
JP3	+VPROBE	I2C Bus (EXT_SCL, EXT_SDA)
TP4	+1.8 V – +5 V	System CLKIN
TP30	+1.8 V	Oscillator bypass. Install shunt only when Y1 is disabled.

Chapter 11

Measuring Power

Current measurement points are available for the CS48L10, CS42L73, and for the entire CRD48L10 using the provided current measurement headers.

Table 11-1. Power Measurement Headers

Header	Voltage	Signal	Bypass Resistor
TP20	+1.0 V – +1.2 V	CS48L10 Core Power Rail	R170
TP21	+1.8 V	CS48L10/O Power Rail	R171
TP22	+4.0 V	Battery Voltage for CS42L73	R180
TP23	+1.8 V	CS48L73 + 1.8 V Power Rail	R192
P16	+4.0 V	Main Power Rail for CRD48L10-4in4out	N/A
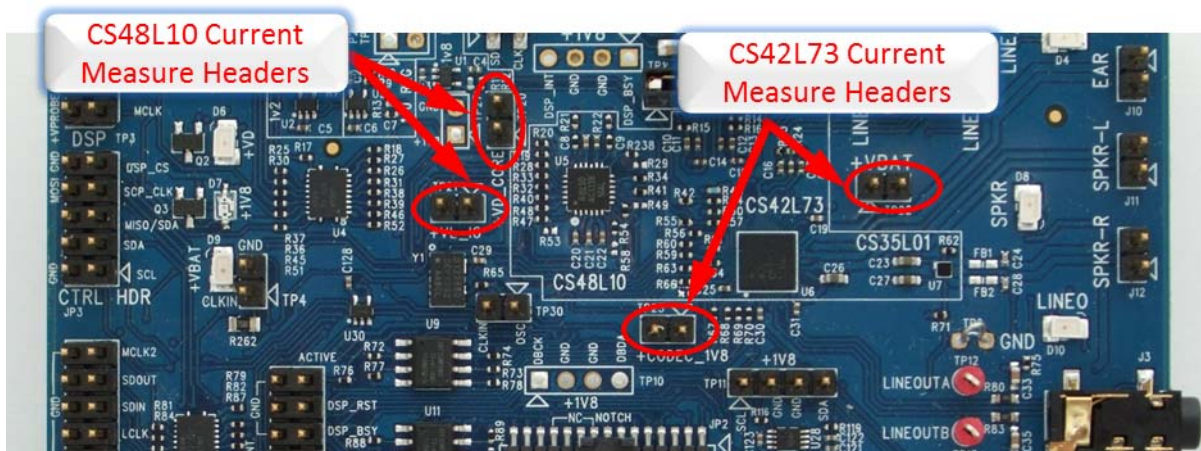
Figure 11-1. Current Measurement Points for CS42L73 and CS48L10
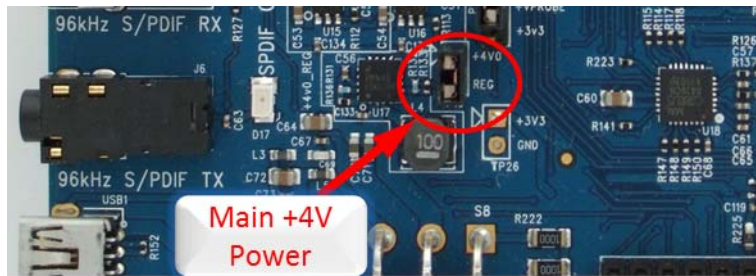
Figure 11-2. Current Measurement Point for CRD48L10 Main Power

When shipped, each header has a bypass resistor (either 0.5O or 0.1O) to eliminate the need for shunts. This also allows the user to make voltage measurements across the pins of each header and use the following formulae to convert those readings to current.

Measurement Method:

- TP20—Measure voltage across header and multiply by 2 to get current
- TP21—Measure voltage across header and multiply by 2 to get current
- TP23—Measure voltage across header and multiply by 2 to get current
- TP22—Measure voltage across header and multiply by 10 to get current
- P16—Remove shunt; insert current meter in series and measure current

Accuracy of these measurements depends on the DMM used for performing the current/voltage measurements. DMM's tend to have more accuracy with small values when measuring current than when measuring voltage. For that reason, when measuring standby current, it may be necessary to remove the bypass resistors and measure current directly between the pins of the headers.

Table 11-2. Typical Standby Current Measurements

Header	Voltage	Typical Current
TP20	+1.0 V – +1.2 V	11 µA
TP21	+1.8 V	0.8 µA
TP22	+4.0 V	1.0 µA
TP23	+1.8 V	6.0 µA

Chapter 12

Using Analog MEMS Microphones

When shipped, the CRD48L10-4in4out is configured to work with ECM microphones. The CS472L73 provides a bias voltage of +2.0 V to +2.75 V to the MIC1 and MIC2 inputs through the J8 and J9 jumpers. The exact bias voltage is configurable through the MIC_BIAS_CTRL bit within the CS42L73 registers. The AMEMS microphone provides its own bias level, so J8 and J9 need to be removed to use the AMEMS Microphone module.


Figure 12-1. MIC Bias Jumpers

Table 12-1. MIC Bias Jumpers

| Header	Voltage	Signal
J8	+2.0 V – +2.75 V	MIC1 Bias Voltage from CS42L73 (PIN1), MIC1 (PIN2)
J9	+2.0 V – +2.75 V	MIC2 Bias Voltage from CS42L73 (PIN1), MIC2 (PIN2)

The CRD48L10-4in4out includes two styles of Analog MEMS daughter cards. AMEMS BRD 1 and AMEMS BRD 2 are footprint compatible with the ADMP504. AMEMS BRD 3 and AMEMS BRD 4 are footprint compatible with the ADMP401. The AMEMS daughter cards are shown in Fig. 12-2.
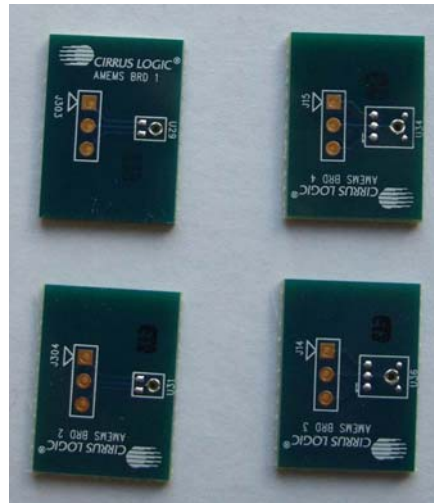

Figure 12-2. AMEMS Daughter Cards

Microphones are not mounted on these boards. The customer can attach any microphone matching the footprints provided. Once microphones have been mounted on daughter cards, they can be wired to the AMEMS HDMI daughter card, as shown in Fig. 12-3, and then connected to the CRD48L10-4in4out using a standard HDMI Type A > HDMI Type D (Micro) cable, as shown in Fig. 12-4.
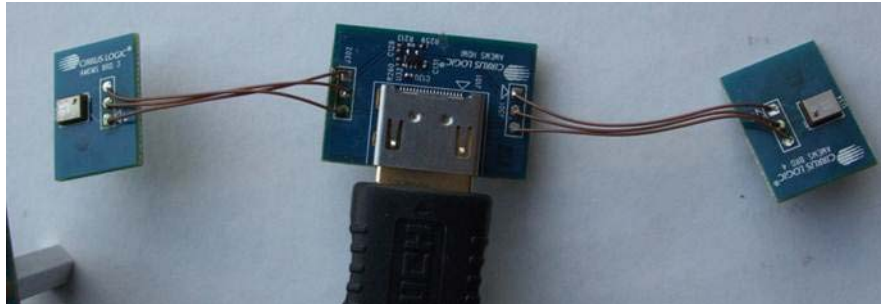
Figure 12-3. AMEMS HDMI Board Wired to MIC Boards
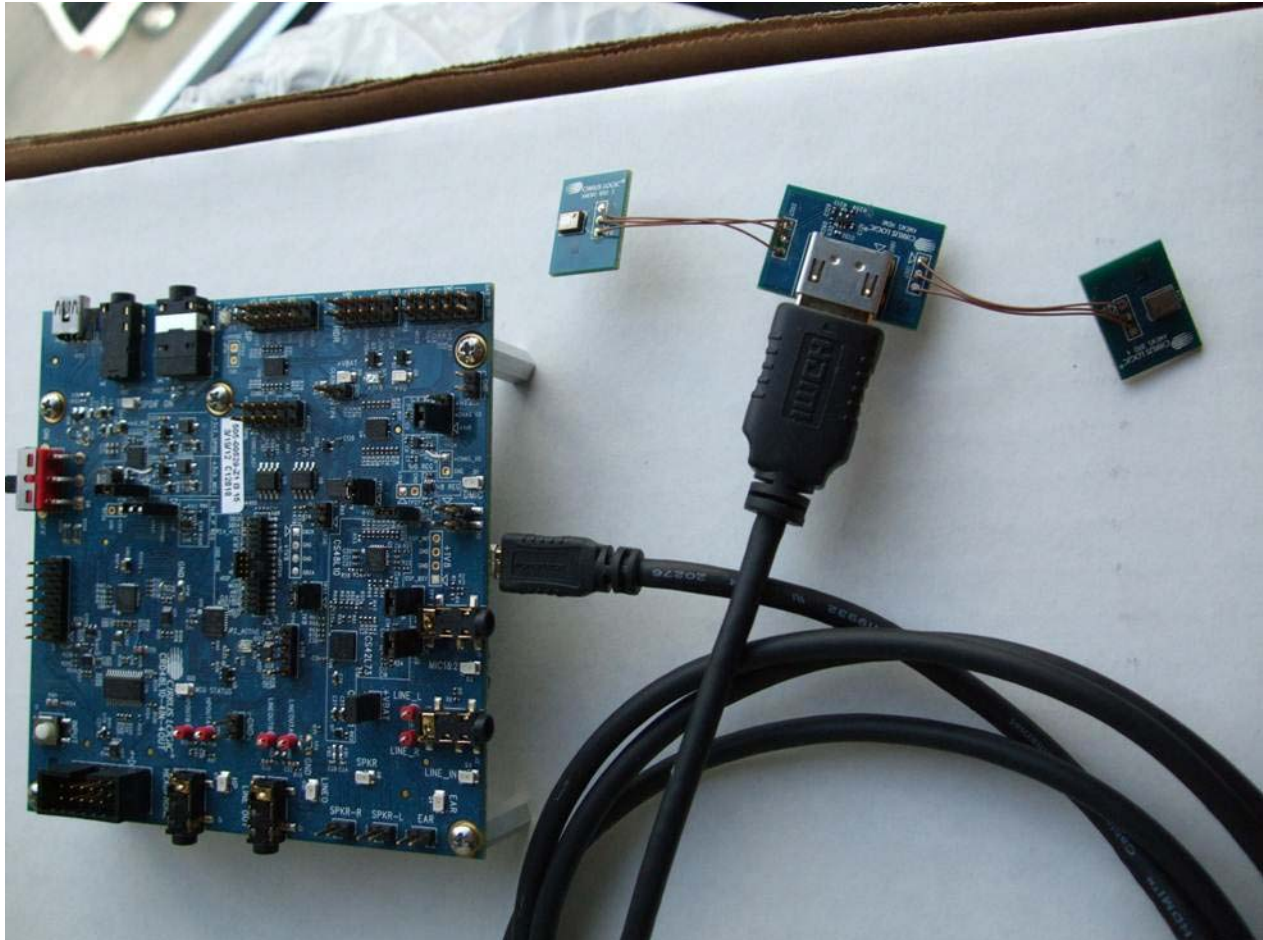
Figure 12-4. AMEMS Cabled to CRD48L10-4in4out

The AMEMS can then be used with the standard MIC-IN project on the CRD48L10-4in4out.

Chapter 13

Interfacing to Telit GSM Module

A special adapter board is available from Cirrus to connect the VSP port from the CRD48L10 to a Telit wireless module to emulate cell phone communication.

Chapter 14

Schematic, Layout, BOM

The design files for the CRD48L10_4in4out are included in the crd48l10_4in_4out.exe installer. When installed in the SDK install directory, the schematic can be found in the following directory:

<SDK_install_directory>\schematics\crd48l10_4in4out_Rev_*X*

Because each revision of a board has its own directory, the '*X*' in the file name above indicates the board revision that matches the revision of the board being used. The board revision is etched in copper on the bottom side of the board.

The schematics directory will contain:

- The schematic in a smart PDF format
- The schematic in PADS 9.2 format
- The layout in PADS 9.2 format
- The gerber layers in PDF format
- The BOM in XLS format

Chapter 15
Revision History

Revision	Date	Changes
DB1	November, 2012	Initial release.