

### FEATURES

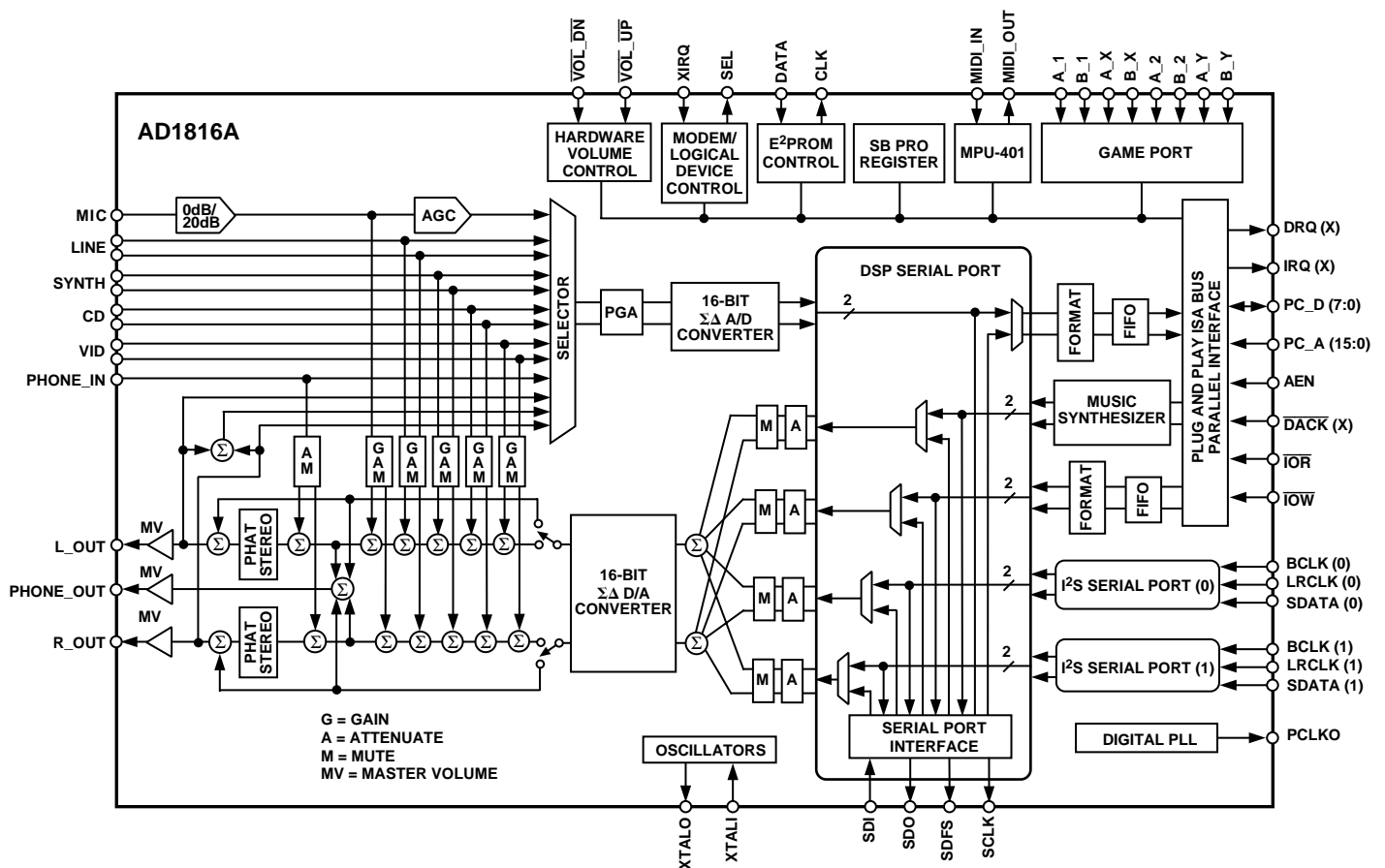
Compatible with Microsoft® PC 97 Logo Requirements  
 Supports Applications Written for Windows® 95,  
 Windows 3.1, Windows NT, SoundBlaster® Pro,  
 AdLib®/OPL3®

Stereo Audio 16-Bit  $\Sigma\Delta$  Codec  
 Internal 3D Circuit—Phat™ Stereo Phase Expander  
 MPC Level-3 Mixer  
 ISA Plug and Play Compatible  
 16-Bit Address Decode  
 Dual Type F FIFO DMA Support  
 MPU-401 Compatible MIDI Port  
 Supports Wavetable Synthesizers  
 Integrated Enhanced Digital Game Port  
 Bidirectional DSP Serial Port  
 Two I<sup>2</sup>S Digital Audio Serial Ports

Integrated OPL3 Compatible Music Synthesizer  
 Software and Hardware Volume Control  
 Full-Duplex Capture and Playback Operation at  
 Different Sample Rates  
 Supports Up to Six Different Sample Rates Simultaneously  
 1 Hz Resolution Programmable Sample Rates from  
 4 kHz to 55.2 kHz  
 Power Management Modes  
 Operation from +5 V Supply  
 Built-In 24 mA Bus Drivers  
 100-Lead PQFP and TQFP Package



### FUNCTIONAL BLOCK DIAGRAM



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# AD1816A

## PRODUCT OVERVIEW

The AD1816A SoundPort Controller is a single chip Plug and Play multimedia audio subsystem for concurrently processing multiple digital streams of 16-bit stereo audio in personal computers. The AD1816A maintains full legacy compatibility with applications written for SoundBlaster Pro and AdLib, while servicing Microsoft PC 97 application requirements. The AD1816A includes an internal OPL3 compatible music synthesizer, Phat

Stereo circuitry for phase expanding the analog stereo output, an MPU-401 UART, joystick interface with a built-in timer, a DSP serial port and two I<sup>2</sup>S serial ports. The AD1816A on-chip Plug and Play routine provides configuration services for all integrated logical devices. Using an external E<sup>2</sup>PROM allows the AD1816A to decode up to two additional external user-defined logical devices such as modem and CD-ROM.

## TABLE OF CONTENTS

|  |    |  |    |
|--|----|--|----|
| FEATURES   | 1  | <b>Figures</b>   |    |
| PRODUCT OVERVIEW                                     | 2  | Functional Block Diagram   | 1  |
| SPECIFICATIONS                                       | 3  | Figure 1. PIO Read Cycle   | 6  |
| PIN CONFIGURATION                                    | 9  | Figure 2. PIO Write Cycle  | 6  |
| PIN FUNCTION DESCRIPTIONS                            | 11 | Figure 3. DMA Read Cycle   | 7  |
| HOST INTERFACE                                       | 15 | Figure 4. DMA Write Cycle  | 7  |
| REFERENCES   | 16 | Figure 5. Codec Transfers  | 7  |
| SERIAL INTERFACES                                    | 17 | Figure 6. DSP Port Timing  | 7  |
| ISA INTERFACE  | 21 | Figure 7. I <sup>2</sup> S Serial Port Timing                          | 7  |
| AD1816A Chip Registers                               | 21 | Figure 8. Reset Pulse Width  | 7  |
| AD1816A Plug and Play Device Configuration Registers | 22 | Figure 9. Serial Interface Right-Justified Mode                        | 17 |
| Sound System Direct Registers                        | 23 | Figure 10. Serial Interface I <sup>2</sup> S-Justified Mode            | 17 |
| Sound System Indirect Registers                      | 29 | Figure 11. Serial Interface Left-Justified Mode                        | 17 |
| SB Pro; AdLib Registers                              | 38 | Figure 12. DSP Serial Interface (Default Frame Rate)                   | 20 |
| MPU-401 Registers                                    | 39 | Figure 13. DSP Serial Interface (User Programmed Frame Rate)           | 20 |
| Game Port Register                                   | 39 | Figure 14. DSP Serial Port   | 21 |
| APPENDIX A.  |    | Figure 15. Codec Transfers   | 27 |
| PLUG AND PLAY INTERNAL ROM                           | 40 | Figure 16. Recommended Application Circuit                             | 48 |
| PLUG AND PLAY KEY AND "ALTERNATE KEY" SEQUENCES      | 41 | Figure 17. AD1816A Frequency Response Plots                            | 49 |
| AD1816 AND AD1816A COMPATIBILITY                     | 42 | <b>Tables</b>  |    |
| USING AN EEPROM WITH THE AD1816 OR AD1816A           | 42 | Table I. DSP Port Time Slot Map  | 18 |
| AD1816 FLAG BYTE                                     | 42 | Table II. Chip Register Diagram  | 21 |
| USING THE AD1816 WITHOUT AN EEPROM                   | 42 | Table III. Logical Devices and Compatible Plug and Play Device Drivers | 22 |
| AD1816A FLAG BYTES                                   | 43 | Table IV. Internal Logical Device Configuration                        | 23 |
| USING THE AD1816A WITHOUT AN EEPROM                  | 44 | Table V. Sound System Direct Registers                                 | 23 |
| MAPPING THE AD1816 EEPROM INTO THE AD1816A EEPROM    | 45 | Table VI. Codec Transfers  | 27 |
| PIN MUXING IN THE AD1816 AND AD1816A                 | 45 | Table VII. Indirect Register Map and Reset/Default States              | 30 |
| PROGRAMMING EXTERNAL EEPROMS                         | 47 | Table VIII. Sound System Indirect Registers                            | 31 |
| REFERENCE DESIGNS AND DEVICE DRIVERS                 | 47 | Table IX. SoundBlaster Pro ISA Bus Registers                           | 38 |
| OUTLINE DIMENSIONS                                   | 50 | Table X. AdLib ISA Bus Registers                                       | 39 |
|  |    | Table XI. MIDI ISA Bus Registers                                       | 39 |
|  |    | Table XII. Game Port ISA Bus Registers                                 | 39 |
|  |    | Table XIII. AD1816 Pin Muxing  | 45 |
|  |    | Table XIV. AD1816A Pin Muxing  | 46 |

# SPECIFICATIONS

**STANDARD TEST CONDITIONS UNLESS OTHERWISE NOTED**

|                                   |                 |     |
|-----------------------------------|-----------------|-----|
| Temperature                       | 25              | °C  |
| Digital Supply (V <sub>DD</sub> ) | 5.0             | V   |
| Analog Supply (V <sub>CC</sub> )  | 5.0             | V   |
| Sample Rate (F <sub>S</sub> )     | 48              | kHz |
| Input Signal Frequency            | 1008            | Hz  |
| Audio Output Passband             | 20 Hz to 20 kHz |     |
| V <sub>IH</sub>                   | 5.0             | V   |
| V <sub>IL</sub>                   | 0               | V   |

*DAC Test Conditions*

0 dB Attenuation  
 Input Full Scale  
 16-Bit Linear Mode  
 100 kΩ Output Load  
 Mute Off  
 Measured at Line Output

*ADC Test Conditions*

0 dB Gain  
 Input -4 dB Relative to Full Scale  
 Line Input Selected  
 16-Bit Linear Mode

**ANALOG INPUT**

| Parameter  | Min | Typ   | Max | Units |
|--|-----|-------|-----|-------|
| Full-Scale Input Voltage (RMS Values Assume Sine Wave Input)<br>PHONE_IN, LINE, SYNTH, CD, VID |     | 1     |     | V rms |
|  |     | 2.83  |     | V p-p |
| MIC with +20 dB Gain (MGE = 1)   |     | 0.1   |     | V rms |
|  |     | 0.283 |     | V p-p |
| MIC with 0 dB Gain (MGE = 0)   |     | 1     |     | V rms |
|  |     | 2.83  |     | V p-p |
| Input Impedance*   |     | 17    |     | kΩ    |
| Input Capacitance*   |     | 15    |     | pF    |

**PROGRAMMABLE GAIN AMPLIFIER—ADC**

| Parameter   | Min | Typ  | Max | Units |
|---|-----|------|-----|-------|
| Step Size (0 dB to 22.5 dB)<br>(All Steps Tested) |     | 1.5  |     | dB    |
| PGA Gain Range Span                               |     | 22.5 |     | dB    |

**CD, LINE, MICROPHONE, SYNTHESIZER, AND VIDEO INPUT ANALOG GAIN/ATTENUATORS/MUTE AT LINE OUTPUT**

| Parameter   | Min | Typ  | Max | Units |
|---|-----|------|-----|-------|
| CD, LINE, MIC, SYNTH, VID                           |     |      |     |       |
| Step Size: (All Steps Tested)<br>+12 dB to -34.5 dB |     | 1.5  |     | dB    |
| Input Gain/Attenuation Range                        |     | 46.5 |     | dB    |
| PHONE_IN  |     |      |     |       |
| Step Size 0 dB to -45 dB: (All Steps Tested)        |     | 3.0  |     | dB    |
| Input Gain/Attenuation Range                        |     | 45   |     | dB    |

# AD1816A

## DIGITAL DECIMATION AND INTERPOLATION FILTERS\*

| Parameter                           | Min              | Typ | Max              | Units   |
|-------------------------------------|------------------|-----|------------------|---------|
| Audio Passband                      | 0                |     | $0.4 \times F_S$ | Hz      |
| Audio Passband Ripple               |                  |     | $\pm 0.09$       | dB      |
| Audio Transition Band               | $0.4 \times F_S$ |     | $0.6 \times F_S$ | Hz      |
| Audio Stopband                      | $0.6 \times F_S$ |     | $\infty$         | Hz      |
| Audio Stopband Rejection            | 82               |     |                  | dB      |
| Audio Group Delay                   |                  |     | $12/F_S$         | sec     |
| Group Delay Variation Over Passband |                  |     | 0.0              | $\mu$ s |

## ANALOG-TO-DIGITAL CONVERTERS

| Parameter   | Min | Typ   | Max      | Units |
|---|-----|-------|----------|-------|
| Resolution  |     | 16    |          | Bits  |
| Signal-to-Noise Ratio (SNR) (A-Weighted, Referenced to Full Scale)            |     | 82    | 80       | dB    |
| Total Harmonic Distortion (THD) (Referenced to Full Scale)                    |     | 0.011 | 0.015    | %     |
|   |     | -79   | -76.5    | dB    |
| Audio Dynamic Range (-60 dB Input THD+N Referenced to Full-Scale, A-Weighted) | 79  | 82    |          | dB    |
| Audio THD+N (Referenced to Full-Scale)  |     |       | 0.019    | %     |
|   |     | -76   | -74.5    | dB    |
| Signal-to-Intermodulation Distortion* (CCIF Method)                           |     | 82    |          | dB    |
| ADC Crosstalk*  |     |       |          |       |
| Line Inputs (Input L, Ground R, Read R; Input R, Ground L, Read L)            |     | -95   | -80      | dB    |
| Line to MIC (Input LINE, Ground and Select MIC, Read ADC)                     |     | -95   | -80      | dB    |
| Line to SYNTH   |     | -95   | -80      | dB    |
| Line to CD  |     | -95   | -80      | dB    |
| Line to VID   |     | -95   | -80      | dB    |
| Gain Error (Full-Scale Span Relative to Nominal Input Voltage)                |     |       | $\pm 10$ | %     |
| Interchannel Gain Mismatch (Difference of Gain Errors)                        |     |       | $\pm 1$  | dB    |
| ADC Offset Error  | -22 |       | +15      | mV    |

## DIGITAL-TO-ANALOG CONVERTERS

| Parameter  | Min | Typ   | Max       | Units |
|--|-----|-------|-----------|-------|
| Resolution   |     | 16    |           | Bits  |
| Signal-to-Noise Ratio (SNR) (A-Weighted)   |     | 83    | 79        | dB    |
| Total Harmonic Distortion (THD)  |     | 0.006 | 0.009     | %     |
|  |     | -85   | -80.5     | dB    |
| Audio Dynamic Range (-60 dB Input THD+N Referenced to Full Scale, A-Weighted)                | 79  | 82    |           | dB    |
| Audio THD+N (Referenced to Full Scale)   |     | 0.013 | 0.017     | %     |
|  |     | -78   | -75.5     | dB    |
| Signal-to-Intermodulation Distortion* (CCIF Method)  |     | 95    |           | dB    |
| Gain Error (Full-Scale Span Relative to Nominal Input Voltage)                               |     |       | $\pm 10$  | %     |
| Interchannel Gain Mismatch (Difference of Gain Errors)                                       |     |       | $\pm 0.5$ | dB    |
| DAC Crosstalk* (Input L, Zero R, Measure R_OUT;<br>Input R, Zero L, Measure L_OUT)           |     |       | -80       | dB    |
| Total Out-of-Band Energy (Measured from $0.6 \times F_S$ to 100 kHz<br>at L_OUT and R_OUT)*  |     |       | -45       | dB    |
| Audible Out-of-Band Energy (Measured from $0.6 \times F_S$ to 20 kHz<br>at L_OUT and R_OUT)* |     |       | -75       | dB    |

## MASTER VOLUME ATTENUATORS (L\_OUT AND R\_OUT, PHONE\_OUT)

| Parameter                                   | Min | Typ  | Max | Units |
|---|-----|------|-----|-------|
| Master Volume Step Size (0 dB to -46.5 dB)  |     | 1.5  |     | dB    |
| Master Volume Output Attenuation Range Span |     | 46.5 |     | dB    |
| Mute Attenuation of 0 dB Fundamental*       |     |      | -80 | dB    |

**DIGITAL MIX ATTENUATORS\***

| Parameter   | Min | Typ   | Max | Units |
|---|-----|-------|-----|-------|
| Step Size: I <sup>2</sup> S (0), I <sup>2</sup> S (1), Music, ISA |     | 1.505 |     | dB    |
| Digital Mix Attenuation Range Span                                |     | 94.8  |     | dB    |

**ANALOG OUTPUT**

| Parameter   | Min  | Typ     | Max  | Units      |
|---|------|---------|------|------------|
| Full-Scale Output Voltage (at L_OUT, R_OUT, PHONE_OUT)                                    |      | 2.8     |      | V p-p      |
| Output Impedance*   |      |         | 570  | $\Omega$   |
| External Load Impedance*  | 10   |         |      | k $\Omega$ |
| Output Capacitance*   |      | 15      |      | pF         |
| External Load Capacitance   |      |         | 100  | pF         |
| V <sub>REFX</sub> *   | 2.10 | 2.25    | 2.40 | V          |
| V <sub>REFX</sub> Current Drive*  |      | 100     |      | $\mu$ A    |
| V <sub>REFX</sub> Output Impedance*   |      | 6.5     |      | k $\Omega$ |
| Master Volume Mute Click (Muted Analog Mixers), Muted Output Minus Unmuted Output at 0 dB |      | $\pm$ 5 |      | mV         |

**SYSTEM SPECIFICATIONS\***

| Parameter  | Min | Typ | Max     | Units   |
|--|-----|-----|---------|---------|
| System Frequency Response Ripple (Line In to Line Out) |     |     | 1.0     | dB      |
| Differential Nonlinearity                              |     |     | $\pm$ 1 | LSB     |
| Phase Linearity Deviation                              |     |     | 5       | Degrees |

**STATIC DIGITAL SPECIFICATIONS**

| Parameter   | Min | Typ | Max | Units   |
|---|-----|-----|-----|---------|
| High Level Input Voltage (V <sub>IH</sub> )                                       | 2   |     |     | V       |
| XTALI   | 2.4 |     |     | V       |
| Low Level Input Voltage (V <sub>IL</sub> )  |     |     | 0.8 | V       |
| High Level Output Voltage (V <sub>OH</sub> ), I <sub>OH</sub> = 8 mA <sup>†</sup> | 2.4 |     |     | V       |
| Low Level Output Voltage (V <sub>OL</sub> ), I <sub>OL</sub> = 8 mA               |     |     | 0.4 | V       |
| Input Leakage Current   | -10 |     | +10 | $\mu$ A |
| Output Leakage Current  | -10 |     | +10 | $\mu$ A |

**POWER SUPPLY**

| Parameter   | Min  | Typ | Max  | Units |
|---|------|-----|------|-------|
| Power Supply Range—Analog   | 4.75 |     | 5.25 | V     |
| Power Supply Range—Digital  | 4.75 |     | 5.25 | V     |
| Power Supply Current  |      |     | 221  | mA    |
| Power Dissipation   |      |     | 1105 | mW    |
| Analog Supply Current   |      |     | 51   | mA    |
| Digital Supply Current  |      |     | 170  | mA    |
| Analog Power Supply Current—Power-Down  |      |     | 2    | mA    |
| Digital Power Supply Current—Power-Down   |      |     | 24   | mA    |
| Analog Power Supply Current—RESET   |      |     | 0.2  | mA    |
| Digital Power Supply Current—RESET  |      |     | 10   | mA    |
| Power Supply Rejection (100 mV p-p Signal on Both Analog and Digital Supply Pins, Measured at ADC and Line Outputs) |      | 40  |      | dB    |

**CLOCK SPECIFICATIONS\***

| Parameter                    | Min | Typ | Max | Units |
|------------------------------|-----|-----|-----|-------|
| Input Clock Frequency        |     | 33  |     | MHz   |
| Recommended Clock Duty Cycle | 25  | 50  | 75  | %     |
| Power-Up Initialization Time |     |     | 500 | ms    |

# AD1816A

## TIMING PARAMETERS (Guaranteed Over Operating Temperature Range)

| Parameter   | Symbol            | Min | Typ | Max | Units |
|---|-------------------|-----|-----|-----|-------|
| $\overline{\text{IOW}}/\overline{\text{IOR}}$ Strobe Width  | $t_{\text{STW}}$  | 100 |     |     | ns    |
| $\overline{\text{IOW}}/\overline{\text{IOR}}$ Rising to $\overline{\text{IOW}}/\overline{\text{IOR}}$ Falling | $t_{\text{BWDN}}$ | 80  |     |     | ns    |
| Write Data Setup to $\overline{\text{IOW}}$ Rising  | $t_{\text{WDSU}}$ | 10  |     |     | ns    |
| $\overline{\text{IOW}}$ Falling to Valid Read Data  | $t_{\text{RDDV}}$ |     |     | 40  | ns    |
| AEN Setup to $\overline{\text{IOW}}/\overline{\text{IOR}}$ Falling  | $t_{\text{AESU}}$ | 10  |     |     | ns    |
| AEN Hold from $\overline{\text{IOW}}/\overline{\text{IOR}}$ Rising  | $t_{\text{AEHD}}$ | 0   |     |     | ns    |
| Adr Setup to $\overline{\text{IOW}}/\overline{\text{IOR}}$ Falling  | $t_{\text{ADSU}}$ | 10  |     |     | ns    |
| Adr Hold from $\overline{\text{IOW}}/\overline{\text{IOR}}$ Rising  | $t_{\text{ADHD}}$ | 0   |     |     | ns    |
| $\overline{\text{DACK}}$ Rising to $\overline{\text{IOW}}/\overline{\text{IOR}}$ Falling                      | $t_{\text{DKSU}}$ | 20  |     |     | ns    |
| Data Hold from $\overline{\text{IOR}}$ Rising   | $t_{\text{DHD1}}$ |     |     | 2   | ns    |
| Data Hold from $\overline{\text{IOW}}$ Rising   | $t_{\text{DHD2}}$ | 15  |     |     | ns    |
| DRQ Hold from $\overline{\text{IOW}}/\overline{\text{IOR}}$ Falling   | $t_{\text{DRHD}}$ |     |     | 25  | ns    |
| $\overline{\text{DACK}}$ Hold from $\overline{\text{IOW}}/\overline{\text{IOR}}$ Rising                       | $t_{\text{DKHD}}$ | 10  |     |     | ns    |
| Data [SDI] Input Setup Time to SCLK*  | $t_{\text{S}}$    | 15  |     |     | ns    |
| Data [SDI] Input Hold Time from SCLK*   | $t_{\text{H}}$    | 10  |     |     | ns    |
| Frame Sync [SDFS] HI Pulse Width*   | $t_{\text{FSW}}$  |     | 80  |     | ns    |
| Clock [SCLK] to Frame Sync [SDFS]<br>Propagation Delay*   | $t_{\text{PD}}$   |     |     | 15  | ns    |
| Clock [SCLK] to Output Data [SDO] Valid*  | $t_{\text{DV}}$   |     |     | 15  | ns    |
| $\overline{\text{RESET}}$ Pulse Width   | $t_{\text{RPWL}}$ | 100 |     |     | ns    |
| BCLK HI Pulse Width   | $t_{\text{DBH}}$  | 25  |     |     | ns    |
| BCLK LO Pulse Width   | $t_{\text{DBL}}$  | 25  |     |     | ns    |
| BCLK Period   | $t_{\text{DBP}}$  | 50  |     |     | ns    |
| LRCLK Setup   | $t_{\text{DLS}}$  | 5   |     |     | ns    |
| SDATA Setup   | $t_{\text{DDS}}$  | 5   |     |     | ns    |
| SDATA Hold  | $t_{\text{DDH}}$  | 5   |     |     | ns    |

### NOTES

\*Guaranteed, not tested.

†All ISA pins MIDI\_OUT IOL = 24 mA. Refer to pin description for individual output drive levels.

Specifications subject to change without notice.

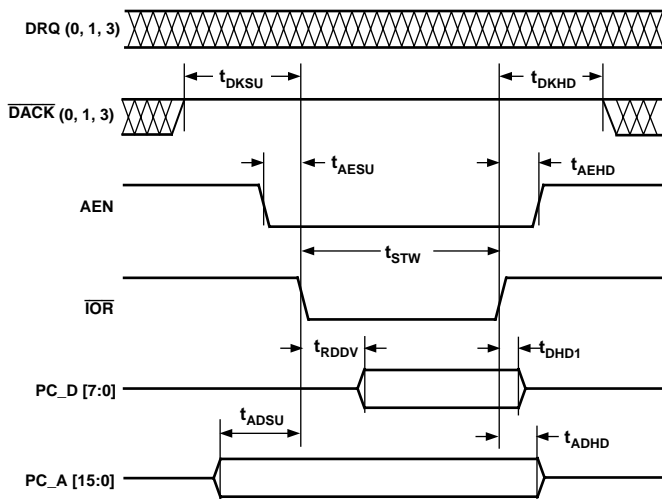


Figure 1. PIO Read Cycle

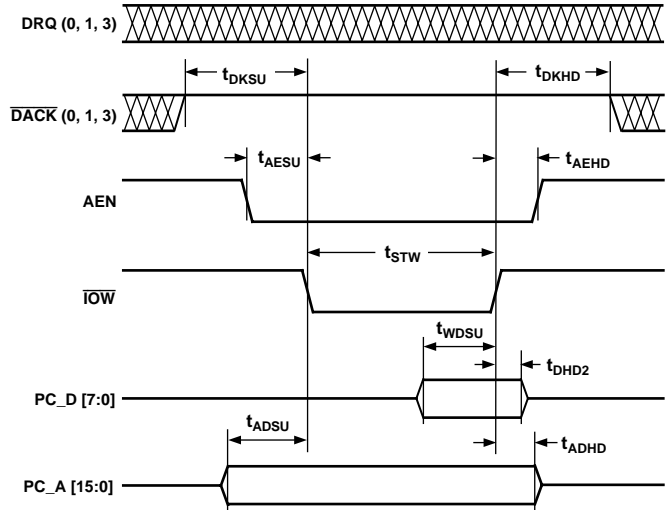


Figure 2. PIO Write Cycle

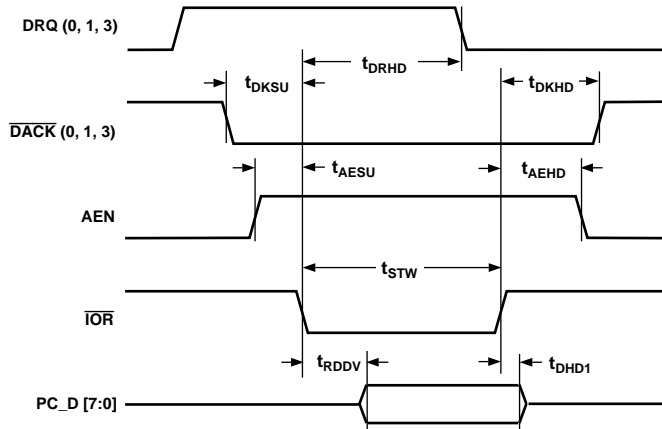


Figure 3. DMA Read Cycle

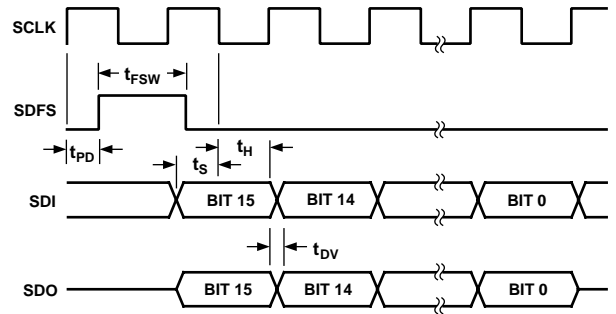


Figure 6. DSP Port Timing

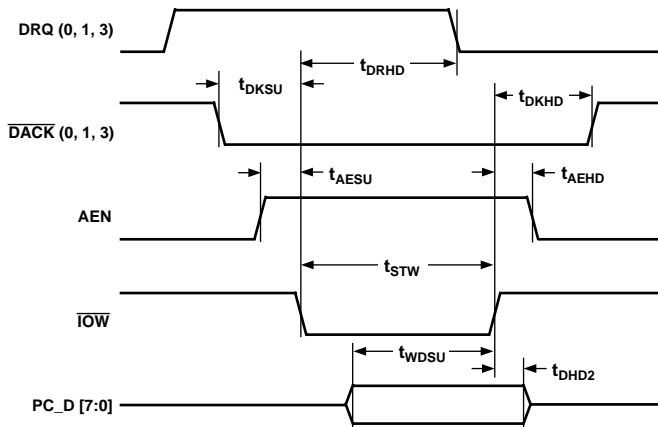


Figure 4. DMA Write Cycle

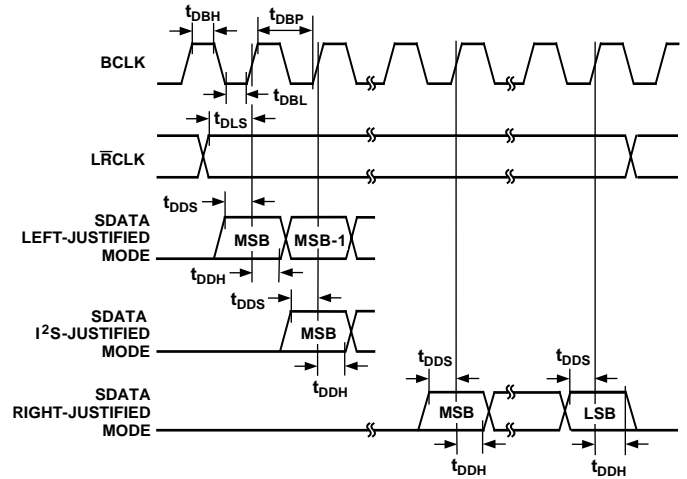


Figure 7. I<sup>2</sup>S Serial Port Timing

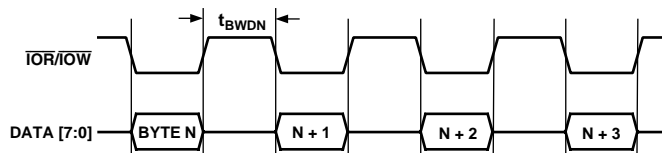


Figure 5. Codec Transfers

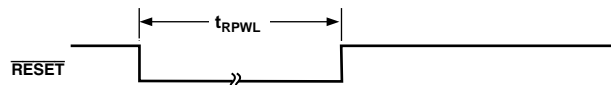


Figure 8. Reset Pulse Width

# AD1816A

## ABSOLUTE MAXIMUM RATINGS\*

| Parameter                           | Min  | Max            | Units              |
|-------------------------------------|------|----------------|--------------------|
| Power Supplies                      |      |                |                    |
| Digital ( $V_{DD}$ )                | -0.3 | 6.0            | V                  |
| Analog ( $V_{CC}$ )                 | -0.3 | 6.0            | V                  |
| Input Current (Except Supply Pins)  |      | $\pm 10.0$     | mA                 |
| Analog Input Voltage (Signal Pins)  | -0.3 | $V_{CC} + 0.3$ | V                  |
| Digital Input Voltage (Signal Pins) | -0.3 | $V_{DD} + 0.3$ | V                  |
| Ambient Temperature (Operating)     | 0    | +70            | $^{\circ}\text{C}$ |
| Storage Temperature                 | -65  | +150           | $^{\circ}\text{C}$ |

\*Stresses greater than those listed under Absolute Maximum Ratings may cause permanent damage to the device. This is a stress rating only; functional operation of the device at these or any other conditions above those indicated in the operational section of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

## ENVIRONMENTAL CONDITIONS

Ambient Temperature Rating:

$$T_{\text{AMB}} = T_{\text{CASE}} - (\text{PD} \times \theta_{\text{CA}})$$

$T_{\text{CASE}}$  = Case Temperature in  $^{\circ}\text{C}$

PD = Power Dissipation in W

$\theta_{\text{CA}}$  = Thermal Resistance (Case-to-Ambient)

$\theta_{\text{JA}}$  = Thermal Resistance (Junction-to-Ambient)

$\theta_{\text{JC}}$  = Thermal Resistance (Junction-to-Case)

| Package | $\theta_{\text{JA}}$             | $\theta_{\text{JC}}$          | $\theta_{\text{CA}}$             |
|---------|----------------------------------|-------------------------------|----------------------------------|
| PQFP    | 35.1 $^{\circ}\text{C}/\text{W}$ | 7 $^{\circ}\text{C}/\text{W}$ | 28 $^{\circ}\text{C}/\text{W}$   |
| TQFP    | 35.3 $^{\circ}\text{C}/\text{W}$ | 8 $^{\circ}\text{C}/\text{W}$ | 27.3 $^{\circ}\text{C}/\text{W}$ |

## ORDERING GUIDE

| Model      | Temperature Range                              | Package Description | Package Option* |
|------------|--|---------------------|-----------------|
| AD1816AJS  | 0 $^{\circ}\text{C}$ to +70 $^{\circ}\text{C}$ | 100-Lead PQFP       | S-100           |
| AD1816AJST | 0 $^{\circ}\text{C}$ to +70 $^{\circ}\text{C}$ | 100-Lead TQFP       | ST-100          |

\*S = Plastic Quad Flatpack; ST = Thin Quad Flatpack. JST package option availability subject to 10,000 PC minimum order quantity.

## CAUTION

ESD (electrostatic discharge) sensitive device. Electrostatic charges as high as 4000 V readily accumulate on the human body and test equipment and can discharge without detection. Although the AD1816A features proprietary ESD protection circuitry, permanent damage may occur on devices subjected to high energy electrostatic discharges. Therefore, proper ESD precautions are recommended to avoid performance degradation or loss of functionality.

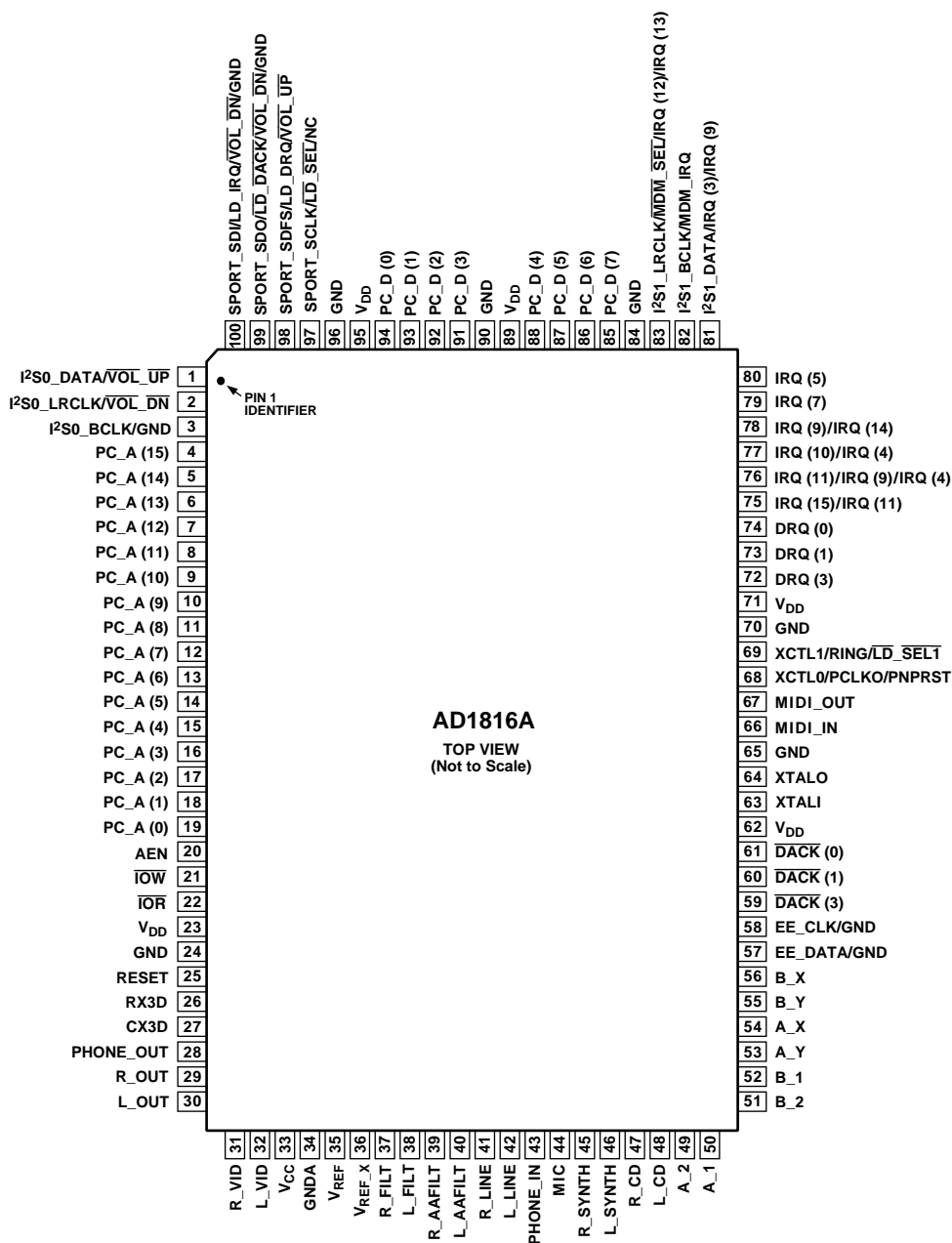
The AD1816A latchup immunity has been demonstrated at  $\geq +100$  mA/ $-80$  mA on all pins when tested to Industry Standard/JEDEC methods.





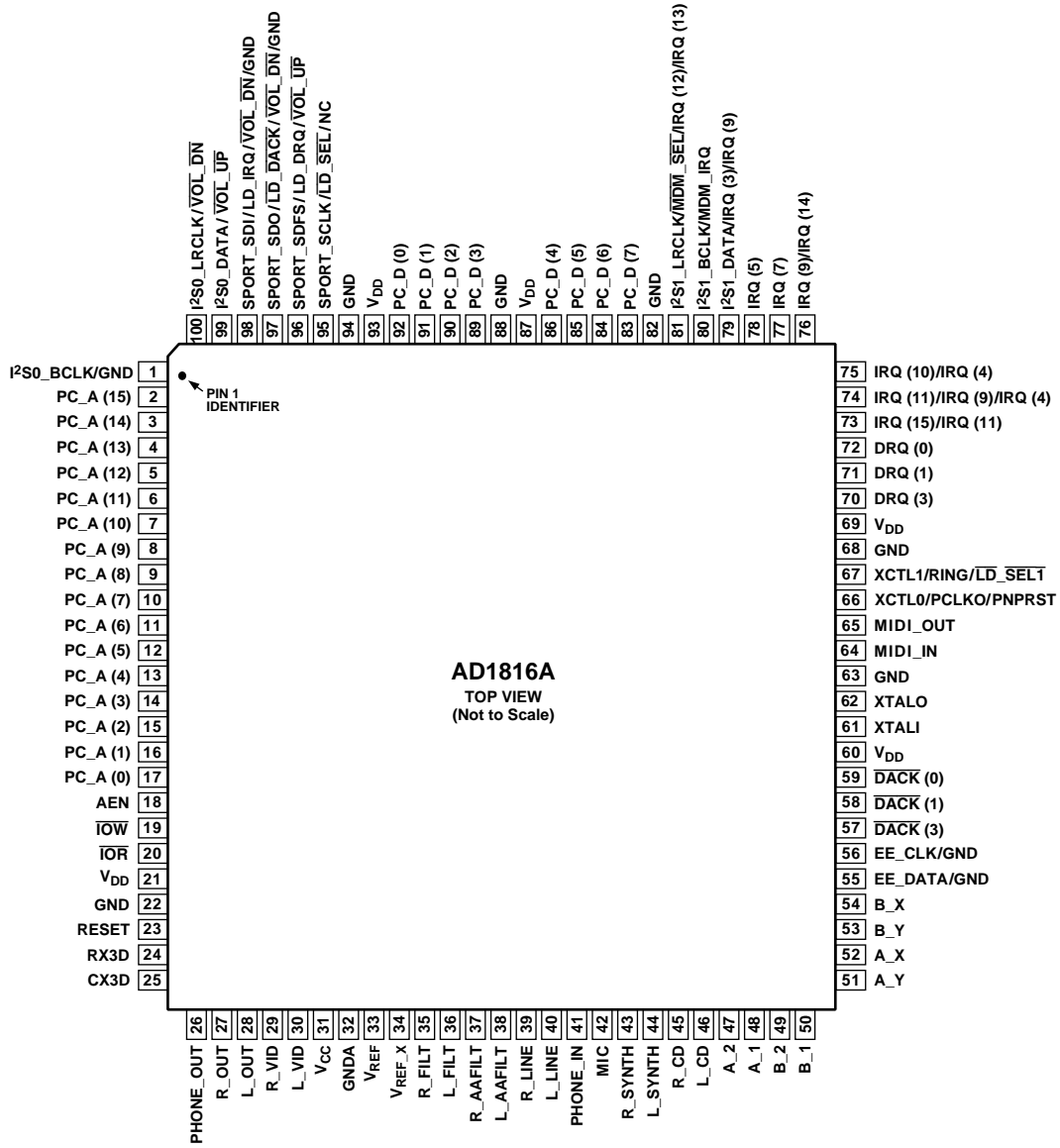
PIN CONFIGURATION

100-Lead PQFP  
(S-100)



NC = NO CONNECT

**PIN CONFIGURATION**  
**100-Lead TQFP**  
**(ST-100)**



NC = NO CONNECT

## PIN FUNCTION DESCRIPTIONS

Analog Signals (All Inputs must be AC-Coupled)

| Pin Name  | PQFP | TQFP | I/O | Description   |
|-----------|------|------|-----|---|
| MIC       | 44   | 42   | I   | Microphone Input. The MIC input may be either line-level or -20 dB from line-level (the difference being made up through a software controlled 20 dB gain block). The mono MIC input may be sent to the left and right channel of the ADC for conversion, or gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with left and right line OUT before the Master Volume stage. |
| L_LINE    | 42   | 40   | I   | Left Line-Level Input. The left line-level input may be sent to the left channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with left line OUT (L_OUT).  |
| R_LINE    | 41   | 39   | I   | Right Line-Level Input. The right line-level input may be sent to the right channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with right line OUT (R_OUT).  |
| L_SYNTH   | 46   | 44   | I   | Left Synthesizer Input. The left MIDI upgrade line-level input may be sent to the left channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with left line OUT (L_OUT).  |
| R_SYNTH   | 45   | 43   | I   | Right Synthesizer Input. The right MIDI upgrade line-level input may be sent to the right channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with right line OUT (R_OUT).  |
| L_CD      | 48   | 46   | I   | Left CD Line-Level Input. The left CD line-level input may be sent to the left channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with left line OUT (L_OUT).  |
| R_CD      | 47   | 45   | I   | Right CD Line-Level Input. The right CD line-level input may be sent to the right channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with right line OUT (R_OUT).  |
| L_VID     | 32   | 30   | I   | Left Video Input. The left audio track for a video line-level input may be sent to the left channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with left line OUT (L_OUT).   |
| R_VID     | 31   | 29   | I   | Right Video Input. The right audio track for a video line-level input may be sent to the right channel of the ADC; gained/attenuated from +12 dB to -34.5 dB in 1.5 dB steps and then summed with right line OUT (R_OUT).   |
| L_OUT     | 30   | 28   | O   | Left Output. Left channel line-level post-mixed output. The final stage passes through the Master Volume block and may be attenuated 0 dB to -45 dB in 1.5 dB steps.  |
| R_OUT     | 29   | 27   | O   | Right Output. Right channel line-level post-mixed output. The final stage passes through the Master Volume block and may be attenuated 0 dB to -45 dB in 1.5 dB steps.  |
| PHONE_IN  | 43   | 41   | I   | Phone Input. Line-level input from a DAA/modem chipset.   |
| PHONE_OUT | 28   | 26   | O   | Phone Output. Line-level output from a DAA/modem chipset.   |
| RX3D      | 26   | 24   | O   | Phat Stereo Phase Expander filter network, resistor pin.  |
| CX3D      | 27   | 25   | I   | Phat Stereo Phase Expander filter network, capacitor pin.   |

# AD1816A

## Parallel Interface (All Outputs are 24 mA Drivers)

| Pin Name                     | PQFP         | TQFP         | I/O | Description   |
|------------------------------|--------------|--------------|-----|---|
| PC_D[7:0]                    | 85–88, 91–94 | 83–86, 89–92 | I/O | Bidirectional ISA Bus PC Data, 24 mA drive. Connects the AD1816A to the low byte data on the bus.   |
| IRQ (x)*                     | 75–81, 83    | 73–79, 81    | O   | Host Interrupt Request, 24 mA drive. IRQ (3)/IRQ (9), IRQ (5), IRQ (7), IRQ (9)/IRQ (14), IRQ (10)/IRQ (4), IRQ (11)/IRQ (9)/IRQ (4), IRQ (12)/IRQ (13), IRQ (15)/IRQ (11). Active HI signals indicating a pending interrupt. |
| DRQ (x)                      | 72–74        | 70–72        | O   | DMA Request, 24 mA drive. DRQ (0), DRQ (1), DRQ (3). Active HI signals indicating a request for DMA bus operation.  |
| PC_A[15:0]                   | 4–19         | 2–17         | I   | ISA Bus PC Address. Connects the AD1816A to the ISA bus address lines.  |
| AEN                          | 20           | 18           | I   | Address Enable. Low signal indicates a PIO transfer.  |
| $\overline{\text{DACK}}$ (x) | 59–61        | 57–59        | I   | DMA Acknowledge. DACK (0), DACK (1), DACK (3). Active LO signal indicating that a DMA operation can begin.  |
| $\overline{\text{IOR}}$      | 22           | 20           | I   | I/O Read. Active LO signal indicates a read operation.  |
| $\overline{\text{IOW}}$      | 21           | 19           | I   | I/O Write. Active HI signal indicates a write operation.  |
| RESET                        | 25           | 23           | I   | Reset. Active HI.   |

## Game Port

| Pin Name | PQFP | TQFP | I/O | Description             |
|----------|------|------|-----|-------------------------|
| A_1      | 50   | 48   | I   | Game Port A, Button #1. |
| A_2      | 49   | 47   | I   | Game Port A, Button #2. |
| A_X      | 54   | 52   | I   | Game Port A, X-Axis.    |
| A_Y      | 53   | 51   | I   | Game Port A, Y-Axis.    |
| B_1      | 52   | 50   | I   | Game Port B, Button #1. |
| B_2      | 51   | 49   | I   | Game Port B, Button #2. |
| B_X      | 56   | 54   | I   | Game Port B, X-Axis.    |
| B_Y      | 55   | 53   | I   | Game Port B, Y-Axis.    |

## MIDI Interface Signal (24 mA Drivers)

| Pin Name | PQFP | TQFP | I/O | Description  |
|----------|------|------|-----|--|
| MIDI_IN  | 66   | 64   | I   | RXD MIDI Input. This pin is typically connected to Pin 15 of the game port connector.  |
| MIDI_OUT | 67   | 65   | O   | TXD MIDI Output. This pin is typically connected to Pin 12 of the game port connector. |

**Muxed Serial Ports (8 mA Drivers)**

| Pin Name                   | PQFP | TQFP | I/O | Description                                    |
|----------------------------|------|------|-----|--|
| I <sup>2</sup> S(0)_BCLK*  | 3    | 1    | I   | I <sup>2</sup> S (0) Bit Clock.                |
| I <sup>2</sup> S(0)_LRCLK* | 2    | 100  | I   | I <sup>2</sup> S (0) Left/Right Clock.         |
| I <sup>2</sup> S(0)_DATA*  | 1    | 99   | I   | I <sup>2</sup> S (0) Serial Data Input.        |
| I <sup>2</sup> S(1)_BCLK*  | 82   | 80   | I   | I <sup>2</sup> S (1) Bit Clock.                |
| I <sup>2</sup> S(1)_LRCLK* | 83   | 81   | I   | I <sup>2</sup> S (1) Left/Right Clock.         |
| I <sup>2</sup> S(1)_DATA*  | 81   | 79   | I   | I <sup>2</sup> S (1) Serial Data Input.        |
| SPORT_SDI*                 | 100  | 98   | I   | Serial Port Digital Serial Input.              |
| SPORT_SCLK*                | 97   | 95   | O   | Serial Port Serial Clock.                      |
| SPORT_SDFS*                | 98   | 96   | O   | Serial Port Serial Data Frame Synchronization. |
| SPORT_SDO*                 | 99   | 97   | O   | Serial Port Serial Data Output.                |

**Miscellaneous Analog Pins**

| Pin Name           | PQFP | TQFP | I/O | Description   |
|--------------------|------|------|-----|---|
| V <sub>REF_X</sub> | 36   | 34   | O   | Voltage Reference. Nominal 2.25 volt reference available for dc-coupling and level-shifting. V <sub>REF_X</sub> should not be used to sink or source signal current. V <sub>REF_X</sub> should be bypassed with 10 $\mu$ F and 0.1 $\mu$ F parallel capacitors. |
| V <sub>REF</sub>   | 35   | 33   | I   | Voltage Reference Filter. Voltage reference filter point for external bypassing only. V <sub>REF</sub> should be bypassed with 10 $\mu$ F and 0.1 $\mu$ F parallel capacitors.  |
| L_FILT             | 38   | 36   | I   | Left Channel Filter. Requires a 1.0 $\mu$ F to analog ground for proper operation.  |
| R_FILT             | 37   | 35   | I   | Right Channel Filter. Requires a 1.0 $\mu$ F to analog ground for proper operation.   |
| L_AAFILT           | 40   | 38   | I   | Left Channel Antialias Filter. This pin requires a 560 pF NPO capacitor to analog ground for proper operation.  |
| R_AAFILT           | 39   | 37   | I   | Right Channel Antialias Filter. This pin requires a 560 pF NPO capacitor to analog ground for proper operation.   |

**Crystal Pin**

| Pin Name | PQFP | TQFP | I/O | Description  |
|----------|------|------|-----|--|
| XTALO    | 64   | 62   | O   | 33 MHz Crystal Output. If no Crystal is present leave XTALO unconnected.   |
| XTALI    | 63   | 61   | I   | 33 MHz Clock. When using a crystal as a clock source, the crystal should be connected between the XTALI and XTALO pins. Clock input may be driven into XTALI in place of a crystal. When using an external clock, V <sub>IH</sub> must be 2.4 V rather than the V <sub>IH</sub> of 2.0 V specified for all other digital inputs. |

**External Logical Devices**

| Pin Name                       | PQFP | TQFP | I/O | Description                |
|--------------------------------|------|------|-----|----------------------------|
| LD_IRQ*                        | 100  | 98   | I   | Logical Device IRQ.        |
| LD_DACK*                       | 99   | 97   | O   | Logical Device DACK.       |
| LD_DRQ*                        | 98   | 96   | I   | Logical Device DRQ.        |
| $\overline{\text{LD\_SEL}}$ *  | 97   | 95   | O   | Logical Device Select.     |
| $\overline{\text{MDM\_SEL}}$ * | 83   | 81   | O   | Modem Chip Set Select.     |
| $\overline{\text{MDM\_IRQ}}$ * | 82   | 82   | I   | Modem Chip Set IRQ.        |
| $\overline{\text{LD\_SEL1}}$ * | 69   | 67   | O   | Logical Device (1) Select. |
| $\overline{\text{PNPRST}}$ *   | 68   | 66   | O   | Plug and Play Reset.       |

# AD1816A

## Hardware Volume Pins

| Pin Name                      | PQFP       | TQFP        | I/O | Description   |
|-------------------------------|------------|-------------|-----|---|
| $\overline{\text{VOL\_DN}}^*$ | 2, 99, 100 | 97, 98, 100 | I   | Master Volume Down. Modifies output level on pins L_OUT and R_OUT. When asserted LO, decreases Master Volume by 1.5 dB/sec. Must be asserted at least 25 ms to be recognized. When asserted simultaneously with $\overline{\text{VOL\_UP}}$ , output is muted. Output level modification reflected in indirect register [41]. |
| $\overline{\text{VOL\_UP}}^*$ | 1, 98      | 96, 99      | I   | Master Volume Up. Modifies output level on pins L_OUT and R_OUT. When asserted LO, increases Master Volume by 1.5 dB/sec. Must be asserted at least 25 ms to be recognized. When asserted simultaneously with $\overline{\text{VOL\_UP}}$ , output is muted. Output level modification reflected in indirect register [41].   |

## Control Pins

| Pin Name | PQFP | TQFP | I/O | Description  |
|----------|------|------|-----|--|
| XCTL0*   | 68   | 66   | O   | External Control 0. The state of this pin (TTL HI or LO) is reflected in codec indexed register. This pin is an open drain driver.   |
| PCLKO*   | 68   | 66   | O   | Programmable Clock Output. This pin can be programmed to generate an output clock equal to $F_S$ , $8 \times F_S$ , $16 \times F_S$ , $32 \times F_S$ , $64 \times F_S$ , $128 \times F_S$ or $256 \times F_S$ . MPEG decoders typically require a master clock of $256 \times F_S$ for audio synchronization. |
| XCTL1*   | 69   | 67   | O   | External Control 1. The state of this pin (TTL HI or LO) is reflected in codec indexed register. Open drain, 8 mA active 0.5 mA pull-up resistor.  |
| RING*    | 69   | 67   | I   | Ring Indicator. Used to accept the ring indicator flag from the DAA.   |

## Power Supplies

| Pin Name         | PQFP                                  | TQFP                                 | I/O | Description                    |
|------------------|---------------------------------------|--------------------------------------|-----|--------------------------------|
| V <sub>CC</sub>  | 33                                    | 31                                   | I   | Analog Supply Voltage (+5 V).  |
| G <sub>NDA</sub> | 34                                    | 32                                   | I   | Analog Ground.                 |
| V <sub>DD</sub>  | 23, 62, 71, 89, 95                    | 21, 60, 69, 87, 93                   | I   | Digital Supply Voltage (+5 V). |
| G <sub>ND</sub>  | 3*, 24, 65, 70, 84, 90, 96, 99*, 100* | 1*, 22, 63, 68, 82, 88, 94, 97*, 98* | I   | Digital Ground.                |

## Optional EEPROM Pins

| Pin Name | PQFP | TQFP | I/O | Description   |
|----------|------|------|-----|---|
| EE_CLK   | 58   | 56   | O   | EEPROM Clock. Open drain output, requires external pull-up. |
| EE_DATA  | 57   | 55   | I/O | EEPROM Data. Open drain I/O, requires external pull-up.     |

\*The position of this pin location/function is dependent on the EEPROM data.

## HOST INTERFACE

The AD1816A contains all necessary ISA bus interface logic on chip. This logic includes address decoding for all onboard resources, control and signal interpretation, DMA selection and control logic, IRQ selection and control logic, and all interface configuration logic.

The AD1816A supports a Type "F" DMA request/grant architecture for transferring data with the ISA bus through the 8-bit interface. The AD1816A also supports DACK preemption. Programmed I/O (PIO) mode is also supported for control register accesses and for applications lacking DMA control. The AD1816A includes dual DMA count registers for full-duplex operation enabling simultaneous capture and playback on separate DMA channels.

## Codec Functional Description

The AD1816A's full-duplex stereo codec supports business audio and multimedia applications. The codec includes stereo audio converters, complete on-chip filtering, MPC Level-2 and Level-3 compliant analog mixing, programmable gain and attenuation, variable sample rate converters, extensive digital mixing and FIFOs buffering the Plug and Play ISA bus interface.

### Analog Inputs

The codec contains a stereo pair of  $\Sigma\Delta$  analog-to-digital converters (ADC). Inputs to the ADC can be selected from the following analog signals: mono (PHONE\_IN), mono microphone (MIC), stereo line (LINE), external stereo synthesizer (SYNTH), stereo CD ROM (CD), stereo audio from a video source (VID) and post-mixed stereo or mono line output (OUT).

### Analog Mixing

PHONE\_IN, MIC, LINE, SYNTH, CD and VID can be mixed in the analog domain with the stereo line OUT from the  $\Sigma\Delta$  digital-to-analog converters (DAC). Each channel of the stereo analog inputs can be independently gained or attenuated from +12 dB to -34.5 dB in 1.5 dB steps, except for PHONE\_IN, which has a range of 0 dB to -45 dB steps. The summing path for the mono inputs (MIC, and PHONE\_IN to line OUT) duplicates mono channel data on both the left and right line OUT, which can also be gained or attenuated from +12 dB to -34.5 dB in 1.5 dB steps for MIC, and +0 dB to -45.0 dB in 3 dB steps for PHONE\_IN. The left and right mono summing signals are always identical being gained or attenuated equally.

### Analog-to-Digital Datapath

The selector sends left and right channel information to the programmable gain amplifier (PGA). The PGA following the selector allows independent gain for each channel entering the ADC from 0 dB to 22.5 dB in 1.5 dB steps.

For supporting time correlated I/O echo cancellation, the ADC is capable of sampling microphone data on the left channel and the mono summation of left and right OUT on the right channel.

The codec can operate in either a global stereo mode or a global mono mode with left channel inputs appearing at both channels of the 16-bit  $\Sigma\Delta$  converters. Data can be sampled at the programmed sampling frequency (from 4 kHz to 55.2 kHz with 1 Hz resolution).

### Digital Mixing and Sample Rates

The audio ADC sample rate and the audio DAC sample rates are completely independent. The AD1816A includes a variable sample rate converter that lets the codec instantaneously change and process sample rates from 4 kHz to 55.2 kHz with a resolution of 1 Hz. The in-band integrated noise and distortion artifacts introduced by rate conversions are below -90 dB.

Up to four channels of digital data can be summed together and presented to the stereo DAC for conversion. Each digital channel pair can contain information encoded at a different sample rate. For example, 8 kHz .wav data received from the ISA interface, 48 kHz MPEG audio data received from I<sup>2</sup>S(0), digital 44.1 kHz CD data received from I<sup>2</sup>S(1) and internally generated 22.05 kHz music data may be summed together and converted by the DACs.

### Digital-to-Analog Datapath

The internally generated music synthesizer data, PCM data received from the ISA interface, data received from the I<sup>2</sup>S(0) port and data received from the I<sup>2</sup>S(1) port, and the DSP serial port passes through an attenuation/mute stage. The attenuator allows independent control over each digital channel, which can be attenuated from 0 dB to -94.5 dB in 1.5 dB steps before being summed together and passed to the DAC, or the channel may be muted entirely.

### Analog Outputs and Phat Stereo

The analog output of the DAC can be summed with any of the analog input signals. The summed analog signal enters the Master Volume stage where each channel L\_OUT, R\_OUT and PHONE\_OUT may be attenuated from 0 dB to -46.5 dB in 1.5 dB steps or muted.

### Analog Outputs and Phat Stereo

The AD1816A includes ADI's proprietary Phat Stereo 3D phase enhancement technology, which creates an increased sense of spaciousness using two speakers. Our unique patented feedback technology enables superior control over the width and depth of the acoustic signals arriving at the human ear. The AD1816A employs an electrical model of the speaker-to-ear path allowing precise control over a signal's phase at the ear. The Phat Stereo circuitry expands apparent sound images beyond the angle of the speakers by exploiting phase information in the audio signal and creating a more immersive listening experience.

### Digital Data Types

The codec can process 16-bit twos complement PCM linear digital data, 8-bit unsigned magnitude PCM linear data and 8-bit  $\mu$ -law or A-law companded digital data as specified in the control registers. The AD1816A also supports ADPCM encoded in the Creative SoundBlaster ADPCM formats.

### Host-Based Echo Cancellation Support

The AD1816A supports time correlated I/O data format by presenting MIC data on the left channel of the ADC and the mono summation of left and right OUT on the right channel. The ADC sample rates are independent of the DAC sample rate allowing the AD1816A to support ADC time correlated I/O data at 8 kHz and DAC data at any other sample rate in the range of 4 kHz to 55.2 kHz simultaneously.

### Telephony Support

The AD1816A contains a PHONE\_IN input and a PHONE\_OUT output. These pins are supplied so the AD1816A may be connected to a modem chip set, a telephone handset or down-line phone.

### WSS and SoundBlaster Compatibility

Windows Sound System software audio compatibility is built into the AD1816A.

SoundBlaster emulation is provided through the SoundBlaster register set and the internal music synthesizer. SoundBlaster Pro version 3.02 functions are supported, including record and Creative SoundBlaster ADPCM.

# AD1816A

Virtually all applications developed for SoundBlaster, Windows Sound System, AdLib and MIDI MPU-401 platforms run on the AD1816A SoundPort Controller. Follow the same development process for the controller as you would for these other devices.

As the AD1816A contains SoundBlaster (compatible) and Windows Sound System logical devices. You may find the following related development kits useful when developing AD1816A applications.

*Developer Kit for SoundBlaster Series*, 2nd ed. © 1993, Creative Labs, Inc., 1901 McCarthy Blvd., Milpitas, CA 95035  
*Microsoft Windows Sound System Driver Development Kit (CD)*, Version 2.0, © 1993, Microsoft Corp., One Microsoft Way, Redmond, WA 98052

The following reference texts can serve as additional sources of information on developing applications that run on the AD1816A.

S. De Furia & J. Scacciaferro, *The MIDI Implementation Book*, (© 1986, Third Earth, Pompton Lake)

C. Petzold, *Programming Windows: the Microsoft guide to writing applications for Windows 3.1*, 3rd. ed., (© 1992, Microsoft Press, Redmond)

K. Pohlmann, *Principles of Digital Audio*, (© 1989, Sams, Indianapolis)

A. Stolz, *The SoundBlaster Book*, (© 1993, Abacus, Grand Rapids)

J. Strawn, *Digital Audio Engineering, An Anthology*, (© 1985, Kaufmann, Los Altos)

Yamamoto, *MIDI Guidebook*, 4th. ed., (© 1987, 1989, Roland Corp.)

## Multimedia PC Capabilities

The AD1816A is MPC-2 and MPC-3 compliant. This compliance is achieved through the AD1816A's flexible mixer and the embedded chip resources.

## Music Synthesis

The AD1816A includes an embedded music synthesizer that emulates industry standard OPL3 FM synthesizer chips and delivers 20 voice polyphony. The internal synthesizer generates digital music data at 22.05 kHz and is summed into the DACs digital data stream prior to conversion. To sum synthesizer data with the ADC output, the ADC must be programmed for a 22.05 kHz sample rate.



The synthesizer is a hardware implementation of Eusynth-1+ code that was developed by Euphonics, a research and development company that specializes in audio processing and electronic music synthesis.

## Wavetable MIDI Inputs

The AD1816A has a dedicated analog input for receiving an analog wavetable synthesizer output. Alternatively, a wavetable synthesizer's I<sup>2</sup>S formatted digital output can be directly connected to one of the AD1816A's I<sup>2</sup>S serial ports. Digital wavetable data from the AD1816A's I<sup>2</sup>S port may be summed with other digital data streams being handled by the AD1816A and then sent to the 16-bit  $\Sigma\Delta$  DAC.

## MIDI

The primary interface for communicating MIDI data to and from the host PC is the compatible MPU-401 interface that operates only in UART mode. The MPU-401 interface has two built-in FIFOs: a 64-byte receive FIFO and a 16-byte transmit FIFO.

## Game Port

An IBM-compatible game port interface is provided on chip. The game port supports up to two joysticks via a 15-pin D-sub connector. Joystick registers supporting the Microsoft Direct Input standard are included as part of the codec register map. The AD1816A may be programmed to automatically sample the game port and save the value in the Joystick Position Data Register. When enabled, this feature saves up to 10% CPU MIPS by off-loading the host from constantly polling the joystick port.

## Volume Control

The registers that control the Master Volume output stage are accessible through the ISA Bus. Master Volume output can also be controlled through a 2-pin hardware interface. One pin is used to increase the gain, the other pin attenuates the output and both pins together entirely mute the output. Once muted, any further activity on these pins will unmute the AD1816A's output.

## Plug and Play Configuration

The AD1816A is fully Plug and Play configurable. For motherboard applications, the built-in Plug and Play protocol can be disabled with a software key providing a back door for the BIOS to configure the AD1816A's logical devices. For information on the Plug and Play mode configuration process, see the *Plug and Play ISA Specification Version 1.0a (May 5, 1994)*. All the AD1816A's logical devices comply with Plug and Play resource definitions described in the specification.

The AD1816A may alternatively be configured using an optional Plug and Play Resource ROM. When the EEPROM is present, some additional AD1816A muxed-pin features become available. For example, pins that control an external modem logical device are muxed with the DSP serial port. Some of these pin option combinations are mutually exclusive (see Appendix A for more information).

## REFERENCES

The AD1816A also complies with the following related specifications; they can be used as an additional reference to AD1816A operations beyond the material in this data sheet.

*Plug and Play ISA Specification, Version 1.0a*, © 1993, 1994, Intel Corp. & Microsoft Corp., One Microsoft Way, Redmond, WA 98052

*Multimedia PC Level 2 Specification*, © 1993, Multimedia PC Marketing Council, 1730 M St. NW, Suite 707, Washington, DC 20036

*MIDI 1.0 Detailed Specification & Standard MIDI Files 1.0*, © 1994, MIDI Manufacturers Association, PO Box 3173 La Habra, CA 90632-3173

*Recommendation G.711-Pulse Code Modulation (PCM) Of Voice Frequencies* ( $\mu$ -Law & A-Law Companding), The International Telegraph and Telephone Consultative Committee IX Plenary Assembly Blue Book, Volume III - Fascicle III.4, General Aspects Of Digital Transmission Systems; Terminal Equipment's, Recommendations G.700 - G.795, (Geneva, 1988), ISBN 92-61-03341-5



## SERIAL INTERFACES

### I<sup>2</sup>S Serial Ports

The two I<sup>2</sup>S serial ports on the AD1816A accept serial data in the following formats: Right-Justified, I<sup>2</sup>S-Justified and Left-Justified.

Figure 9 shows the right-justified mode. LRCLK is HI for the left channel and LO for the right channel. Data is valid on the rising edge of the BCLK. The MSB is delayed 16-bit clock periods from an LRCLK transition, so that when there are 64 BCLK periods per LRCLK period, the LSB of the data will be right-justified to the next LRCLK transition.

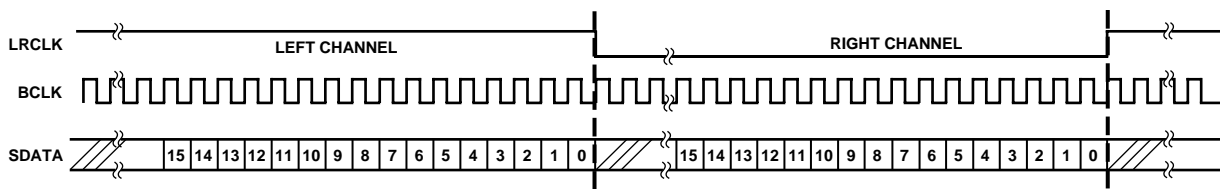


Figure 9. Serial Interface Right-Justified Mode

Figure 10 shows the I<sup>2</sup>S-justified mode. LRCLK is LO for the left channel and HI for the right channel. Data is valid on the rising edge of BCLK. The MSB is left-justified to an LRCLK transition, but with a single BCLK period delay.

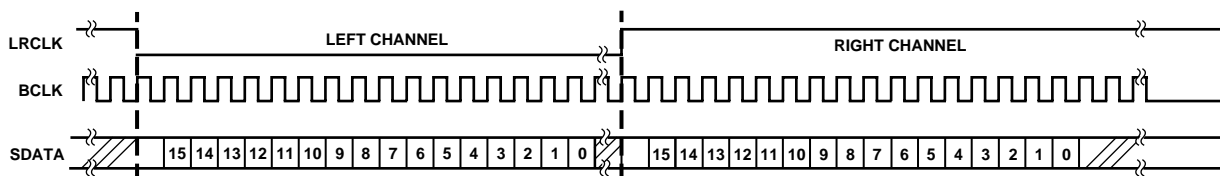


Figure 10. Serial Interface I<sup>2</sup>S-Justified Mode

Figure 11 shows the left-justified mode. LRCLK is HI for the left channel and LO for the right channel. Data is valid on the rising edge of BCLK. The MSB is left-justified to an LRCLK transition, with no MSB delay.

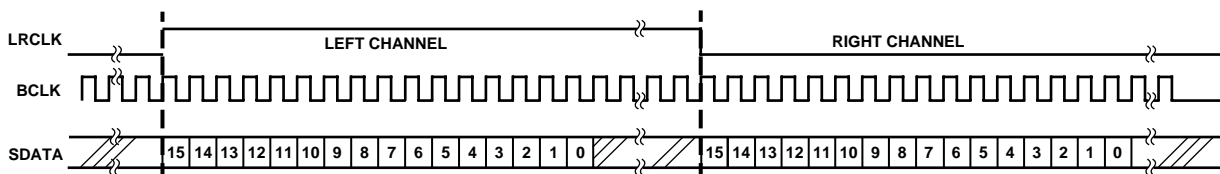


Figure 11. Serial Interface Left-Justified Mode

### Bidirectional DSP Serial Interface

The AD1816A SoundPort Controller transmits and receives both data and control/status information through its DSP serial interface port (SPORT). The AD1816A is always the bus master and supplies the frame sync and the serial clock. The AD1816A has four pins assigned to the SPORT: SDI, SDO, SDFS and SCLK. The SPORT has two operating modes: monitor and intercept. The SPORT always monitors the various data streams being processed by the AD1816A. In intercept mode, any of the digital data streams can be manipulated by the DSP before reaching the final ADC or DAC stages.

The SDI and SDO pins handle the serial data input and output of the AD1816A. Communication in and out of the AD1816A requires that bits of data be transmitted after a rising edge of SCLK and sampled on the falling edge of SCLK. The SCLK frequency is always 11 MHz (or 1/3 or XTALI).

DSP Serial Port Interface time slots are mapped as shown in Table I.

**Table I. DSP Port Time Slot Map**

| Time Slot | SDI Pin   | SDO Pin  |
|-----------|---|--|
| 0         | Control Word Input                                | Status Word Output   |
| 1         | Control Register Data Input                       | Control Register Data Output   |
| 2         | * SS/SB ADC Right Input (to ISA)                  | SS/SB ADC Right Output (from Codec)                                    |
| 3         | * SS/SB ADC Left Input (to ISA)                   | SS/SB ADC Left Output (from Codec)                                     |
| 4         | * SS/SB DAC Right Input (to Codec)                | SS/SB DAC Right Output (from ISA)                                      |
| 5         | * SS/SB DAC Left Input (to Codec)                 | SS/SB DAC Left Output (from ISA)                                       |
| 6         | * FM DAC Right Input (to Codec)                   | FM DAC Right Output (from FM Synth Block)                              |
| 7         | * FM DAC Left Input (to Codec)                    | FM DAC Left Output (from FM Synth Block)                               |
| 8         | * I <sup>2</sup> S (1) DAC Right Input (to Codec) | I <sup>2</sup> S (1) DAC Right Output (from I <sup>2</sup> S Port (1)) |
| 9         | * I <sup>2</sup> S (1) DAC Left Input (to Codec)  | I <sup>2</sup> S (1) DAC Left Output (from I <sup>2</sup> S Port (1))  |
| 10        | * I <sup>2</sup> S (0) DAC Right Input (to Codec) | I <sup>2</sup> S (0) DAC Right Output (from I <sup>2</sup> S Port (0)) |
| 11        | * I <sup>2</sup> S (0) DAC Left Input (to Codec)  | I <sup>2</sup> S (0) DAC Left Output (from I <sup>2</sup> S Port (0))  |

\*This data is ignored by the AD1816A unless the channel pair is in intercept mode (see below).

SS = Sound System Mode  
SB = SoundBlaster Mode

At start-up (after pin reset), there are exactly 12 time slots per frame. The frame rate will be 57,291 and 2/3 Hz (11 MHz sclk/ [16 bits × 12 slots]). Interfacing with an Analog Devices 21xx family DSP can be achieved by putting the ADSP-21xx in 24 slot per frame mode, where the first 12 and second 12 slots in the ADSP-21xx frame are identical.

The frame rate can be changed from its default by a write to the DFS(2:0) bits in register 33. Rate choices are: Maximum (57,291 and 2/3 Hz default), SS capture rate, SS playback rate, FM rate, I<sup>2</sup>S Port (1) rate, or I<sup>2</sup>S Port (0) rate. When the frame rate is less than 57,261 and 2/3 Hz, extra SCLK periods are added to fill up the time. The number of SCLK periods added will vary somewhat from frame to frame.

To control the sample data flow of each channel through the DSP Port, valid input, valid output and request bits are located in the control and status words. If the specified channel sample rate is equal to the frame rate, these bits may be ignored since they will always be set to “1.”

By default, the DSP serial port allows only codec sample data I/O to be monitored. Intercept modes must be enabled to make substitutions in sample data flow to and from the codec. There are five bits in SS register 33, which enable intercept mode for SS capture, SS playback, FM playback, I<sup>2</sup>S Port (1) playback and I<sup>2</sup>S Port (0) playback.

**Control Word Input (Slot 0 SDI)**

|       |     |         |       |       |      |       |       |
|-------|-----|---------|-------|-------|------|-------|-------|
| 15    | 14  | 13      | 12    | 11    | 10   | 9     | 8     |
| FCLR  | RES | RES     | SSCVI | SSPVI | FMVI | IS1VI | IS0VI |
| 7     | 6   | 5       | 4     | 3     | 2    | 1     | 0     |
| ALIVE | R/W | IA[5:0] |       |       |      |       |       |

- IA [5:0] Indirect Register Address. Sound System Indirect Register Address defines the address of indirect registers shown in Table VI.
- R/W Read/Write request. Either a read from or a write to an SS indirect register occurs every frame. Setting this bit initiates an SS indirect register read while clearing this bit initiates an SS indirect register write.
- ALIVE DSP port alive bit. When set, this bit indicates to the power-down timer that the DSP port is active. When cleared, this bit indicates that the DSP port is inactive.
- IS0VI I<sup>2</sup>S Port 0 Substitution Data Input Valid Flag. This bit is ignored if: (1) Intercept mode is not enabled for the I<sup>2</sup>S port 0 channel pair, or (2) The AD1816A did not request data from the I<sup>2</sup>S port 0 channel pair in the previous frame. Otherwise, setting this bit indicates that slots 10 and 11 contain valid right and left I<sup>2</sup>S Port 0 substitution data. When this bit is cleared, data in slots 10 and 11 is ignored.
- IS1VI I<sup>2</sup>S Port 1 Substitution Data Input Valid Flag. This bit is ignored if: (1) Intercept mode is not enabled for I<sup>2</sup>S port 1 channel pair or (2) The AD1816A did not request data from the I<sup>2</sup>S port channel pair in the previous frame. Otherwise, setting this bit indicates that Slots 8 and 9 contain valid right and left I<sup>2</sup>S Port 1 substitution data. When this bit is cleared, data in slots 8 and 9 is ignored.
- FMVI FM Synthesis Substitution Data Input Valid Flag. This bit is ignored if: (1) Intercept mode is not enabled for the FM synthesis channel pair or (2) The AD1816A did not request data from the FM synthesis channel pair in the previous frame (see the FMRQ Bit 9 in the status word output). Otherwise, setting this bit to 1 indicates that slots 6 and 7 contain valid right and left FM synthesis channel substitution data. When this bit is reset to 0, data in slots 6 and 7 is ignored.

- SSPVI** SS/SB Playback Substitution Data Input Valid Flag. This bit is ignored if: (1) Intercept mode is not enabled for SS/SB playback or (2) The AD1816A did not request data for SS/SB playback in the previous frame (see the SSPRQ bit in the Status Word Output). Otherwise, setting this bit indicates that Slots 4 and 5 contain valid right and left SS/SB playback substitution data. If in “capture rate equal to playback rate” mode, setting this bit also indicates that valid capture substitution data is being sent to the AD1816A. If not in modem mode, right and left channel capture substitution data is accepted in Slots 2 and 3 respectively. If in modem mode, only mono capture substitution data is accepted in slots 2 and 3. When this bit is cleared, data in all slots controlled by this bit, as defined above, is ignored.
- SSCVI** SS/SB Capture Substitution Data Input Valid Flag. This bit is ignored if: (1) Intercept mode is not enabled for SS/SB capture or (2) The AD1816A did not request data for SS/SB capture in the previous frame (see the SSCRQ bit in the Status Word Output). Otherwise, setting this bit indicates that valid SS/SB capture substitution data is being sent to the AD1816A. If not in modem mode, or DSP port or ISA bus based, right and left channel capture data is accepted in Slots 2 and 3 respectively. If in modem mode, only mono capture substitution data is accepted in Slot 3, because Slot 2, which is mapped to the right capture channel, is being used for modem. This mono data will, however, be sent to both left and right ISA SS/SB capture channels. When this bit is cleared, data in Slots 3 and 2 is ignored.
- RES** Reserved: To ensure future compatibility write “0” to all reserved bits.
- FCLR** DSP Port Clear Status Flag. When this bit is set, (write 1), the PNPR and PDN flag bits in the status word (Bits 15 and 14 of slots 0 SDO) are cleared. When this bit is cleared, (writing a 0), it has no effect on PNPR and PDN and preserves them in the previous states.

#### Status Word Output (Slot 0 SDO)

|     |      |     |       |       |      |       |       |
|-----|------|-----|-------|-------|------|-------|-------|
| 15  | 14   | 13  | 12    | 11    | 10   | 9     | 8     |
| PDN | PNPR | RES | SSCVO | SSPVO | FMVO | IS1VO | IS0VO |
| 7   | 6    | 5   | 4     | 3     | 2    | 1     | 0     |
| MB1 | MB0  | RES | SSCRQ | SSPRQ | FMRQ | IS1RQ | IS0RQ |

- IS0RQ** I<sup>2</sup>S Port (0) Input Request Flag. This bit is set if intercept mode is enabled for I<sup>2</sup>S Port (0) and its four-word stereo input buffer is not full.
- IS1RQ** I<sup>2</sup>S Port (1) Input Request Flag. This bit is set if intercept mode is enabled for I<sup>2</sup>S Port (1) and its four-word stereo input buffer is not full.
- FMRQ** FM Synthesis Input Request Flag. This bit is set if intercept mode is enabled for FM synthesis and its four-word stereo input buffer is not full.
- SSPRQ** SS/SB Playback Input Request Flag. This bit is set if intercept mode is enabled for SS/SB playback and its four-word stereo input buffer is not full.
- SSCRQ** SS/SB Capture Input Request Flag. This bit is set if intercept mode is enabled for SS/SB capture and its four-word stereo input buffer is not full.
- MB0** Mailbox 0 Status Flag. This bit is set if the most recent action to SS indirect register 42 (DSP port Mail Box 1) was a write, and is cleared if the most recent action was a read. The status of this bit is also reflected in SS indirect register 33. It may be used as a handshake bit to facilitate communication between a DSP on the DSP port and a host CPU on the ISA bus.
- MB1** Mailbox 1 Status Flag. This bit is set if the most recent action to SS indirect register 43 (DSP port Mail Box 1) was a write and is cleared if the most recent action was a read. The status of this bit is also reflected in SS indirect register 33. It may be used as a handshake bit to facilitate communication between a DSP on the DSP port and a host CPU on the ISA bus.
- IS0VO** I<sup>2</sup>S Port 0 Valid Out. This bit is set if Slots 10 and 11 contain valid right and left I<sup>2</sup>S Port 0 data.
- IS1V1** I<sup>2</sup>S Port 1 Valid Out. This bit is set if Slots 8 and 9 contain valid right and left I<sup>2</sup>S Port 1 data.
- FMVO** FM Synthesis Valid Out. This bit is set if Slots 6 and 7 contain valid left and right FM synthesis data.
- SSPVO** SS/SB Playback Valid Out. This bit is set if Slots 4 and 5 contain valid right and left SS/SB playback data.
- SSCVO** SS/SB Capture Valid Out. This bit is set if valid SS/SB capture data is being transmitted. If not in a modem mode, Slots 2 and 3 will contain valid right and left SS/SB capture data. If in modem mode, only Slot 3 will contain valid left SS/SB capture data as Slot 2 and the ADC right channel are used by the modem.

# AD1816A

**PNPR** Plug and Play Reset flag. This bit is set by an AD1816A reset (RESETB pin asserted LOW) or by a Plug and Play reset command. This bit is cleared by the assertion of the FCLR bit in the control word. While this bit is set, all attempts to write an SS indirect register via the DSP port will be ignored and fail. This is to ensure that Plug and Play resets are immediately applied to the application running on the DSP, without requiring them to continuously poll the Plug and Play reset status bit. During the frame in which this bit is cleared (by asserting FCLR), an attempt to write an SS indirect register will succeed. If the FCLR bit is continuously asserted, writes to indirect registers via the DSP port will always be enabled. A Plug and Play reset command will set this PNPR bit HIGH during at least one frame.

**PDN** Power-Down flag. This bit is set by an AD1816A reset (RESETB pin asserted LOW), or by an AD1816A power-down. Before an AD1816A power-down sequence shuts down the DSP port, at least one frame will be sent with this bit set. This bit can be cleared by the assertion of the FCLR (DSP port status clear) bit in the control word, providing the AD1816A is no longer in power-down.

The SDFS pin is used for the serial interface frame synchronization. New frames are marked by a one SCLK duration HI pulse, driven out on SDFS, one serial clock period before the frame begins. Upon initializing, there are exactly 12 time slots per frame and 16 bits per time slot. The frame rate is 57,291 and 2/3 Hz (11 MHz SCLK / (16 bits × 12 slots)). The frame rate can also be changed from the default value by reprogramming the rate in registers. The frame rate can run at the default rate or be programmed to match the modem sample rate, ADC capture rate, DAC playback rate, music sample rate, I<sup>2</sup>S(1) sample rate or I<sup>2</sup>S(0) sample rate. When the frame rate is not equivalent to the sample rate, Valid Out, Request In and Valid In bits are used to control the sample data flow. When the frame rate is equivalent to the sample rate, Valid and Request bits can be ignored.

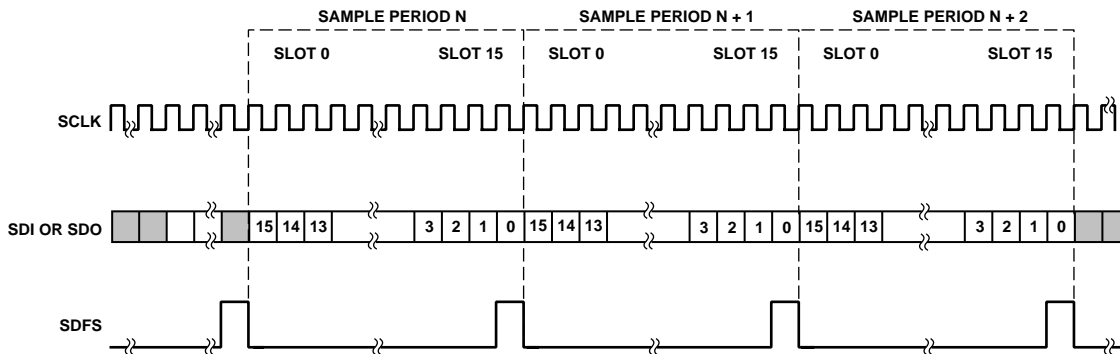


Figure 12. DSP Serial Interface (Default Frame Rate)

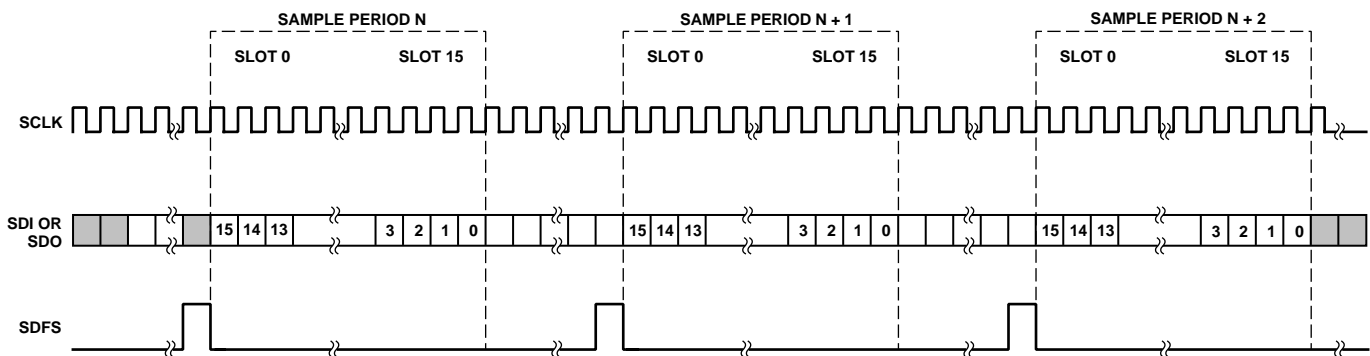


Figure 13. DSP Serial Interface (User Programmed Frame Rate)

Figure 14 illustrates the flexibility of the DSP Serial Port interface. This port can monitor or intercept any of the digital streams managed by the AD1816A. Any ADC or DAC data stream can be intercepted by the port, shipped to an external DSP or ASIC manipulated, and returned to any DAC summing path or to the ADC.

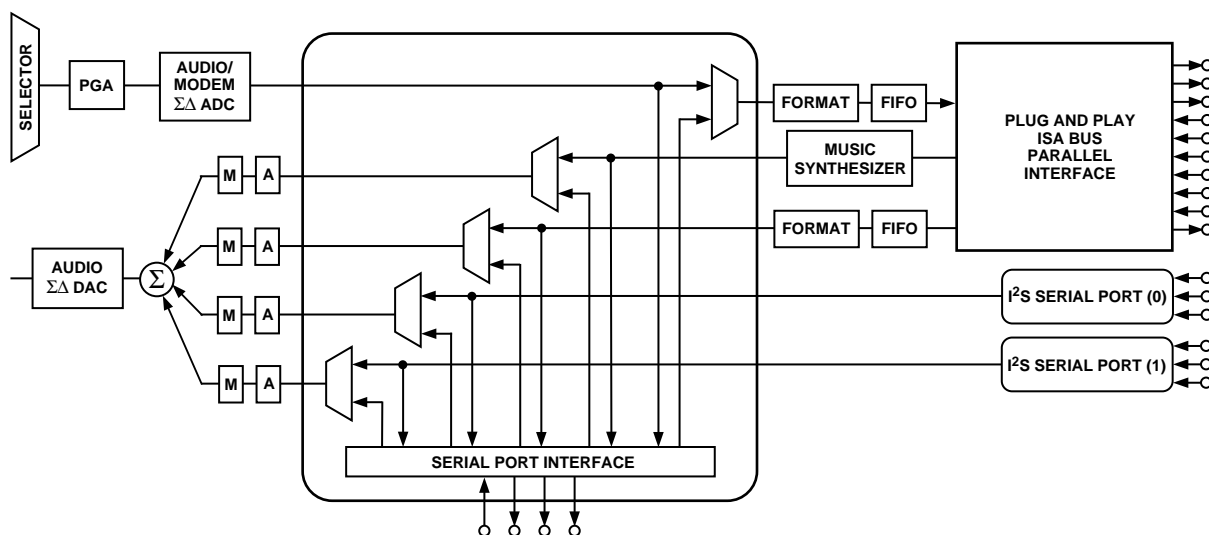


Figure 14. DSP Serial Port

## ISA INTERFACE

### AD1816A Chip Registers

Table II, Chip Register Diagram, details the AD1816A direct register set available from the ISA Bus. Prior to any accesses by the host, the PC I/O addressable ports must be configured using the Plug and Play Resources.

Table II. Chip Register Diagram

| Register Type-Register Name   | Register PC I/O Address  |
|---|--|
| <i>Plug and Play</i><br>ADDRESS<br>WRITE_DATA<br>READ_DATA  | 0x279<br>0xA79<br>Relocatable in Range 0x203 - 0x3FF   |
| <i>Sound System Codec</i><br>CODEC REGISTERS  | 0x(SS Base+0 - SS Base+15)<br>Relocatable in Range 0x100 - 0x3FF<br>See Table V  |
| <i>SoundBlaster Pro</i><br>Music0: Address (w), Status (r)<br>Music0: Data (w)<br>Music1: Address (w)<br>Music1: Data (w)<br>Mixer Address (w)<br>Mixer Data (w)<br>Reset (w)<br>Music0: Address (w)<br>Music0: Data (w)<br>Input Data (r)<br>Status (r), Output Data (w)<br>Status (r) | (SB Base) Relocatable in Range 0x100 - 0x3F0<br>(SB Base+1)<br>(SB Base+2)<br>(SB Base+3)<br>(SB Base+4)<br>(SB Base+5)<br>(SB Base+6 or 7)<br>(SB Base+8)<br>(SB Base+9)<br>(SB Base+A or +B)<br>(SB Base+C or +D)<br>(SB Base+E or +F) |

# AD1816A

| Register Type-Register Name  | Register PC I/O Address   |
|--|---|
| <i>AdLib</i><br>Music0: Address (w), Status (r)<br>Music0: Data (w)<br>Music1: Address (w)<br>Music1: Data (w) | (AdLib Base) Relocatable in Range 0x100 – 0x3F8<br>(AdLib Base+1)<br>(AdLib Base+2)<br>(AdLib Base+3) |
| <i>MIDI MPU-401</i><br>MIDI Data (r/w)<br>MIDI Status (r), Command (w)   | (MIDI Base) Relocatable in Range 0x100 – 0x3FE<br>(MIDI Base+1)                                       |
| <i>Game Port</i><br>Game Port I/O<br>0x100 – 0x3F8   | (Game Base +0 to Game Base +7) Relocatable in Range   |

## AD1816A Plug and Play Device Configuration Registers

The AD1816A may be configured according to the Intel/Microsoft Plug and Play Specification using the internal ROM. Alternatively, the PnP configuration sequence may be bypassed using the “Alternate Key Sequence” described in Appendix A.

The operating system configures the AD1816A Plug and Play Logical Devices after system boot. There are no “boot-devices” among the Plug and Play Logical Devices in the AD1816A. Non-Plug and Play BIOS systems configure the AD1816A’s Logical Devices after boot using drivers. Depending on BIOS implementations, Plug and Play BIOS systems may configure the AD1816A’s Logical Devices before POST or after Boot. See the *Plug and Play ISA Specification Version 1.0a* for more information on configuration control. To complete this configuration, the system reads resource data from the AD1816A’s on-chip resource ROM or optional EEPROM and from any other Plug and Play cards in the system, and then arbitrates the configuration of system resources with a heuristic algorithm. The algorithm maximizes the number of *active* devices and the *acceptability* of their configurations.

The system considers all Plug and Play logical device resource data at the same time and makes a conflict-free assignment of resources to the devices. If the system cannot assign a conflict-free resource to a device, the system does not configure or activate the device. All configured devices are activated.

The system’s Plug and Play support selects all necessary drivers, starts them and maintains a list of system resources allocated to each logical device. As an option, system resources can be reassigned at runtime with a Plug and Play Resource Manager. The custom setup created using the manager can be saved and used automatically on subsequent system boots.

Plug and Play Device IDs (embedded in the logical device’s resource data) provide the system with the information required to find and load the correct device drivers. One custom driver, the AD1816A Sound System driver from Analog Devices, is required for correct operation. In the other cases (MIDI, Game Port), the system can use generic drivers. Table III lists the AD1816A’s Logical Devices and compatible Plug and Play device drivers.

**Table III. Logical Devices and Compatible Plug and Play Device Drivers**

| Logical Device Number | Emulated Device        | Compatible (Device ID) | Device ID |
|-----------------------|------------------------|------------------------|-----------|
| 0                     | Sound System           | —                      | ADS7180   |
| 1                     | MIDI MPU401 Compatible | PNPB006                | ADS7181   |
| 2                     | Game/Joystick Port     | PNPB02F                | ADS7182   |

The configuration process for the logical devices on the AD1816A is described in the *Plug and Play ISA Specification Version 1.0a (May 5, 1994)*. The specification describes how to transfer the logical devices from their start-up *Wait For Key* state to the *Config* state and how to assign I/O ranges, interrupt channels and DMA channels. See Appendix A for an example setup program and specific Plug and Play resource data.

Table IV describes in detail the I/O Port Address Descriptors, DMA Channels, Interrupts for the functions required for the AD1816A Logical Device groups.

Table IV. Internal Logical Device Configuration

| LDN | PnP Function                               | Description   |
|-----|--|---|
| 0   | I/O Port Address Descriptor (0x60-0x61)    | The SoundBlaster Pro address range is from 0x100 to 0x3F0. The typical address is 0x220. The range is 16 bytes long and must be aligned to a 16 byte memory boundary.   |
| 0   | I/O Port Address Descriptor (0x62-0x63)    | The AdLib address range is from 0x100 to 0x3F8. The typical address is 0x388. The range is 4 bytes long and must be aligned to an 8 byte memory boundary.   |
| 0   | I/O Port Address Descriptor (0x64-0x65)    | The Codec address range is from 0x100 to 0x3F8. The range is 16 bytes long and must be aligned to a 16 byte memory boundary.  |
| 0   | Interrupt Request Level Select (0x70-0x71) | This IRQ is shared between the SB Pro device and the Codec. These devices require one of the following IRQ channels: 5, 7, 9, 11, 12 or 15. Typically, the IRQ is set to 5 or 7 for this device.  |
| 0   | DMA Playback Channel Select (0x74)         | This 8-bit channel is shared between the SB Pro device and the Codec for playback. These devices require one of the following DMA channels: 0, 1, 3. Typically, DMA channel 1 is set.   |
| 0   | DMA Capture Channel Select (0x75)          | This the DMA channel used for capturing Codec data. The Codec operates in single channel mode if a separate DMA channel for capture and playback is not assigned. The following DMA channels may be programmed: 0, 1, 3. DMA Channel 4 indicates single channel mode. |
| 1   | I/O Port Address Descriptor (0x60-0x61)    | The MPU-401 compatible device address range is 0x100 to 0x3FE. Typical configurations use 0x330. The range is 2 bytes long and must be aligned to a 2 byte memory boundary.   |
| 1   | Interrupt Request Level Select (0x70-0x71) | The MIDI device requires one of the following IRQ channels: 5, 7, 9, 11, 12 or 15.  |
| 2   | I/O Port Address Descriptor (0x60-0x61)    | The Game Port address range is from 0x100 to 0x3F8. The typical address is 0x200. The range is 8 bytes long and must be aligned to an 8 byte memory boundary.   |

NOTE

DMA channel 4 indicates single-channel mode.

### Sound System Direct Registers

The AD1816A has a set of 16 programmable Sound System Direct Registers and 36 Indirect Registers. This section describes all the AD1816A registers and gives their address, name and initialization state/reset value. Following each register table is a list (in ascending order) of the full register name, its usage and its type: (RO) Read Only, (WO) Write Only, (STKY) Sticky, (RW) Read Write and Reserved (res). Table V is a map of the AD1816A direct registers.

Table V. Sound System Direct Registers

| Direct Address | Bit 7                      | Bit 6 | Bit 5      | Bit 4 | Bit 3      | Bit 2 | Bit 1     | Bit 0 |
|----------------|----------------------------|-------|------------|-------|------------|-------|-----------|-------|
| SSBASE + 0     | CRDY                       | VBL   | INADR[5:0] |       |            |       |           |       |
| SSBASE + 1     | PI                         | CI    | TI         | VI    | DI         | RI    | GI        | SI    |
| SSBASE + 2     | Indirect SS Data [7:0]     |       |            |       |            |       |           |       |
| SSBASE + 3     | Indirect SS Data [15:8]    |       |            |       |            |       |           |       |
| SSBASE + 4     | RES                        |       | PUR        | COR   | ORR [1:0]  |       | ORL [1:0] |       |
| SSBASE + 5     | PFH                        | PDR   | PLR        | PUL   | CFH        | CDR   | CLR       | CUL   |
| SSBASE + 6     | PIO Playback/Capture [7:0] |       |            |       |            |       |           |       |
| SSBASE + 7     | RESERVED                   |       |            |       |            |       |           |       |
| SSBASE + 8     | TRD                        | DAZ   | PFMT [1:0] |       | PC/L       | PST   | PIO       | PEN   |
| SSBASE + 9     | RES                        |       | CFMT [1:0] |       | CC/L       | CST   | CIO       | CEN   |
| SSBASE + 10    | RESERVED                   |       |            |       |            |       |           |       |
| SSBASE + 11    | RESERVED                   |       |            |       |            |       |           |       |
| SSBASE + 12    | JOYSTICK DATA [7:0]        |       |            |       |            |       |           |       |
| SSBASE + 13    | JRDY                       | JWRP  | JSEL [1:0] |       | JMSK [3:0] |       |           |       |
| SSBASE + 14    | JAXIS [7:0]                |       |            |       |            |       |           |       |
| SSBASE + 15    | JAXIS [15:8]               |       |            |       |            |       |           |       |

# AD1816A

## [Base+0] Chip Status/Indirect Address

|      |     |            |   |   |   |   |   |  |                |
|------|-----|------------|---|---|---|---|---|--|----------------|
| 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 |  |                |
| CRDY | VBL | INADR[5:0] |   |   |   |   |   |  | RESET = [0x00] |

INADR [5:0] (RW) Indirect Address for Sound System (SS). These bits are used to access the Indirect Registers shown in Table VIII. All registers data must be written in pairs, low byte followed by high byte, by loading the Indirect SS Data Registers, (Base +2) and (Base +3).

VBL Volume Button Location. When using an EEPROM to configure the PnP state of the AD1816A, this bit determines whether PQFP Pins 1 and 2 (TQFP Pins 99 and 100) are used for  $\overline{\text{VOL\_UP}}$  and  $\overline{\text{VOL\_DN}}$  or I<sup>2</sup>S0\_DATA and I<sup>2</sup>S0\_LRCLK respectively.

0 I<sup>2</sup>S0\_DATA and I<sup>2</sup>S0\_LRCLK  
 1  $\overline{\text{VOL\_UP}}$  and  $\overline{\text{VOL\_DN}}$

CRDY (RO) AD1816A Ready. The AD1816A asserts this bit when AD1816A can accept data.

0 AD1816A not ready  
 1 AD1816A ready

## [Base+1] Interrupt Status

|    |    |    |    |    |    |    |    |                |
|----|----|----|----|----|----|----|----|----------------|
| 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |                |
| PI | CI | TI | VI | DI | RI | GI | SI | RESET = [0x00] |

SI (RO) SoundBlaster generated Interrupt.

0 No interrupt  
 1 SoundBlaster interrupt pending

GI (RW) Game Interrupt (Sticky, Write "0" to Clear).

0 No interrupt  
 1 An interrupt is pending due to Digital Game Port data ready

RI (RW) Ring Interrupt (Sticky, Write "0" to Clear).

0 No interrupt  
 1 An interrupt is pending due to a Hardware Ring pin being asserted

DI (RW) DSP Interrupt (Sticky, Write "0" to Clear).

0 No interrupt  
 1 An interrupt is pending due to a write to the DIT bit in indirect register [33] bit <13>

VI (RW) Volume Interrupt (Sticky, Write "0" to Clear).

0 No interrupt  
 1 An interrupt is pending due to Hardware Volume Button being pressed

TI (RW) Timer Interrupt. This bit indicates there is an interrupt pending from the timer count registers. (Sticky, Write "0" to Clear).

0 No interrupt  
 1 Interrupt is pending from the timer count register

CI (RW) Capture Interrupt. This bit indicates that there is an interrupt pending from the capture DMA count register. (Sticky, Write "0" to Clear).

0 No interrupt  
 1 Interrupt is pending from the capture DMA count register

PI (RW) Playback Interrupt. This bit indicates that there is an interrupt pending from the playback DMA count register. (Sticky, Write "0" to Clear).

0 No interrupt  
 1 Interrupt is pending from the playback DMA count register

## [Base+2] Indirect SS Data Low Byte

|                        |   |   |   |   |   |   |   |                |
|------------------------|---|---|---|---|---|---|---|----------------|
| 7                      | 6 | 5 | 4 | 3 | 2 | 1 | 0 |                |
| Indirect SS Data [7:0] |   |   |   |   |   |   |   | RESET = [0xXX] |

## [Base+3] Indirect SS Data High Byte

|                         |   |   |   |   |   |   |   |                |
|-------------------------|---|---|---|---|---|---|---|----------------|
| 7                       | 6 | 5 | 4 | 3 | 2 | 1 | 0 |                |
| Indirect SS Data [15:8] |   |   |   |   |   |   |   | RESET = [0xXX] |

Indirect SS Data [15:0] Indirect Sound System Data. Data in this register is written to the Sound System Indirect Register specified by the address contained in INADR [5:0], Sound System Direct Register [Base +0]. Data is written when the Indirect SS Data High Byte value is loaded.



**[Base+4] PIO Debug**

|     |     |     |          |          |   |   |   |                |
|-----|-----|-----|----------|----------|---|---|---|----------------|
| 7   | 6   | 5   | 4        | 3        | 2 | 1 | 0 |                |
| RES | PUR | COR | ORR[1:0] | ORR[1:0] |   |   |   | RESET = [0x00] |

All bits in this register are sticky until any write that clears all bits to 0.

**ORL/ORR (RO) [1:0]** Overrange Left/Right detect. These bits record the largest output magnitude on the ADC right and left channels and are cleared to 00 after any write to this register. The peak amplitude as recorded by these bits is “sticky,” i.e., the largest output magnitude recorded by these bits will persist until these bits are explicitly cleared. They are also cleared by powering down the chip.

| ORL/ORR | Over/Under Range Detection        |
|---------|-----------------------------------|
| 00      | Less than -1 dB Underrange        |
| 01      | Between -1 dB and 0 dB Underrange |
| 10      | Between 0 dB and 1 dB Overrange   |
| 11      | Greater than 1 dB Overrange       |

**COR (RO)** Capture Over Run. The codec sets (1) this bit when capture data is not read within one sample period after the capture FIFO fills. When COR is set, the FIFO is full and the codec discards any new data generated. The codec clears this bit immediately after a 4 byte capture sample is read.

**PUR (RO)** Playback Under Run. The codec sets (1) this bit when playback data is not written within one sample period after the playback FIFO empties. The codec clears (0) this bit immediately after a 4 byte playback sample is written. When PUR is set, the playback channel has “run out” of data and either plays back a midscale value or repeats the last sample.

**[Base+5] PIO Status**

|     |     |     |     |     |     |     |     |                |
|-----|-----|-----|-----|-----|-----|-----|-----|----------------|
| 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   |                |
| PFH | PDR | PLR | PUL | CFH | CDR | CLR | CUL | RESET = [0x00] |

**CUL (RO)** Capture Upper/Lower Sample. This bit indicates whether the PIO capture data ready is for the upper or lower byte of the channel.  
 0 Lower byte ready  
 1 Upper byte ready or any 8-bit mode

**CLR (RO)** Capture Left/Right Sample. This bit indicates whether the PIO capture data waiting is for the left channel ADC or the right channel ADC.  
 0 Right channel  
 1 Left channel or mono

**CDR (RO)** Capture Data Ready. The PIO Capture Data register contains data ready for reading by the host. This bit should be used only when direct programmed I/O data transfers are desired (FIFO has at least 4 bytes before full).  
 0 ADC is stale. Do not reread the information  
 1 ADC data is fresh. Ready for next host data read

**CFH (RO)** Capture FIFO Half Full. (FIFO has at least 32 bytes before full.)

**PUL (RO)** Playback Upper/Lower Sample. This bit indicates whether the PIO playback data needed is for the upper or lower byte of the channel.  
 0 Lower byte needed  
 1 Upper byte needed or any 8-bit mode

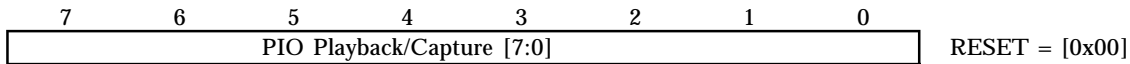
**PLR (RO)** Playback Left/Right Sample. This bit indicates whether the PIO playback data needed is or the left channel DAC or the right channel DAC.  
 0 Right channel needed  
 1 Left channel or mono

**PDR (RO)** Playback Data Ready. The PIO Playback data register is ready for more data. This bit should only be used when direct programmed I/O data transfers are desired (FIFO can take at least 4 bytes).  
 0 DAC data is still valid. Do not overwrite  
 1 DAC data is stale. Ready for next host data write value

**PFH (RO)** Playback FIFO Half Empty. FIFO can take at least 32 bytes, eight groups of 4 bytes.

# AD1816A

## [Base+6] PIO Data



### PIO Playback/ Capture [7:0]

The Programmed I/O (PIO) Data Registers for capture and playback are mapped to the same address. Writes send data to the Playback Register and reads will receive data from the Capture Register.

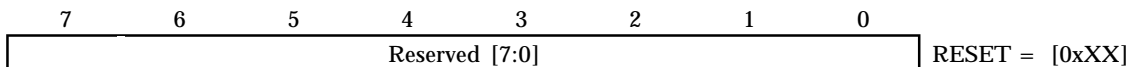
Reading this register will increment the capture byte state machine so that the following read will be from the next appropriate byte in the sample. The exact byte may be determined by reading the PIO Status Register. Once all relevant bytes have been read, the state machine will stay pointed to the last byte of the sample until a new sample is received.

Writing data to this register will increment the playback byte tracking state machine so that the following write will be to the correct byte of the sample. Once all bytes have been written, subsequent byte writes will be ignored. The state machine is reset when the current sample is transferred.

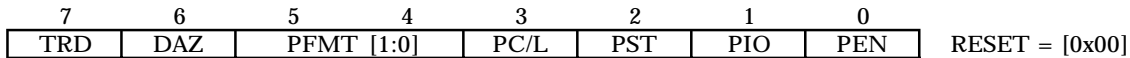
Note: All writes to the FIFO “MUST” contain 4 bytes of data.

- \* 1 sample of 16-bit stereo
- \* 2 samples of 16-bit mono
- \* 2 samples of 8-bit stereo (Linear PCM,  $\mu$ -law PCM, A-Law PCM)
- \* 4 samples of 8-bit mono (Linear PCM,  $\mu$ -law PCM, A-Law PCM)

## [Base+7] Reserved



## [Base+8] Playback Configuration



- |            |      |  |
|------------|------|--|
| PEN        | (RW) | Playback Enable. This bit enables or disables programmed I/O data playback.<br>0     Disable<br>1     Enable   |
| PIO        | (RW) | Programmed Input/Output. This bit determines whether the playback data is transferred via DMA or PIO.<br>0     DMA transfers only<br>1     PIO transfers only  |
| PST        | (RW) | Playback Stereo/Mono select. These bits select stereo or mono formatting for the input audio data streams. In stereo, the Codec alternates samples between channels to provide left and right channel input. For mono, the Codec captures samples on the left channel stereo.<br>0     Mono<br>1     Stereo                |
| PC/L       | (RW) | Playback Companded/Linear Select. This bit selects between a linear digital representation of the audio signal or a nonlinear companded format for all output data. The type of linear PCM or the type of companded format is defined by PFMT [1:0].<br>0     Linear PCM<br>1     Companded                                |
| PFMT [1:0] | (RW) | Playback Format. Use these bits to select the playback data format for output data according to Table VI and Figure 15.  |
| DAZ        | (RW) | DAC zero. This bit forces the DAC to zero.<br>0     Repeat last sample<br>1     Force DAC to ZERO  |
| TRD        | (RW) | Transfer Request Disable. This bit enables or disables Codec DMA transfers during a Codec interrupt (indicated by the SS Codec Status register’s INT bit being set [1]). This assumes Codec DMA transfers were enabled and the PEN or CEN bits are set.<br>0     Transfer Request Enable<br>1     Transfer Request Disable |

After setting format bits, sample data into the AD1816A must be ordered according to Figure 15, Table VI.

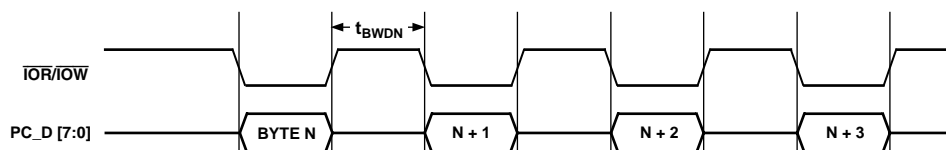


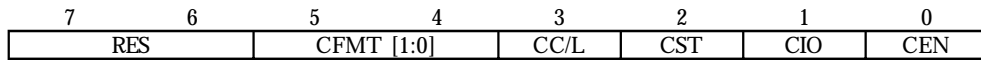
Figure 15. Codec Transfers

Table VI. Codec Transfers

| ST | FMT1 FMT0 C/L | Format                                   | Byte 3                                    |   | Byte 2                                   |  | Byte 1 |     | Byte 0 |     |
|----|---------------|--|---|---|--|--|--------|-----|--------|-----|
|    |               |  | MSB                                       | LSB                                       | MSB                                      | LSB                                      | MSB    | LSB | MSB    | LSB |
| 0  | 000           | Mono<br>Linear, 8-Bit<br>Unsigned        | Sample 3<br>8 Bits<br>Left Channel        | Sample 2<br>8 Bits<br>Left Channel        | Sample 1<br>8 Bits<br>Left Channel       | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 1  | 000           | Stereo<br>Linear, 8-Bit<br>Unsigned      | Sample 1<br>8 Bits<br>Right Channel       | Sample 1<br>8 Bits<br>Left Channel        | Sample 0<br>8 Bits<br>Right Channel      | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 0  | 001           | Mono<br>$\mu$ -Law, 8-Bit<br>Companded   | Sample 3<br>8 Bits<br>Left Channel        | Sample 2<br>8 Bits<br>Left Channel        | Sample 1<br>8 Bits<br>Left Channel       | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 1  | 001           | Stereo<br>$\mu$ -Law, 8-Bit<br>Companded | Sample 1<br>8 Bits<br>Right Channel       | Sample 1<br>8 Bits<br>Left Channel        | Sample 0<br>8 Bits<br>Right Channel      | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 0  | 010           | Mono<br>Linear 16-Bit<br>Little Endian   | Sample 1<br>Upper 8 Bits<br>Left Channel  | Sample 1<br>Lower 8 Bits<br>Left Channel  | Sample 0<br>Upper 8 Bits<br>Left Channel | Sample 0<br>Lower 8 Bits<br>Left Channel |        |     |        |     |
| 1  | 010           | Stereo<br>Linear 16-Bit<br>Little Endian | Sample 0<br>Upper 8 Bits<br>Right Channel | Sample 0<br>Lower 8 Bits<br>Right Channel | Sample 0<br>Upper 8 Bits<br>Left Channel | Sample 0<br>Lower 8 Bits<br>Left Channel |        |     |        |     |
| 0  | 011           | Mono<br>A-Law, 8-Bit<br>Companded        | Sample 3<br>8 Bits<br>Left Channel        | Sample 2<br>8 Bits<br>Left Channel        | Sample 1<br>8 Bits<br>Left Channel       | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 1  | 011           | Stereo<br>A-Law, 8-Bit<br>Companded      | Sample 1<br>8 Bits<br>Right Channel       | Sample 1<br>8 Bits<br>Left Channel        | Sample 0<br>8 Bits<br>Right Channel      | Sample 0<br>8 Bits<br>Left Channel       |        |     |        |     |
| 0  | 100           | Reserved                                 |   |   |  |  |        |     |        |     |
| 1  | 100           | Reserved                                 |   |   |  |  |        |     |        |     |
| 0  | 101           | Reserved                                 |   |   |  |  |        |     |        |     |
| 1  | 101           | Reserved                                 |   |   |  |  |        |     |        |     |
| 0  | 110           | Mono<br>Linear, 16-Bit<br>Big Endian     | Sample 1<br>Lower 8 Bits<br>Left Channel  | Sample 1<br>Upper 8 Bits<br>Left Channel  | Sample 0<br>Lower 8 Bits<br>Left Channel | Sample 0<br>Upper 8 Bits<br>Left Channel |        |     |        |     |
| 0  | 110           | Stereo<br>Linear, 16-Bit<br>Big Endian   | Sample 0<br>Lower 8 Bits<br>Right Channel | Sample 0<br>Upper 8 Bits<br>Left Channel  | Sample 0<br>Lower 8 Bits<br>Left Channel | Sample 0<br>Upper 8 Bits<br>Left Channel |        |     |        |     |
| 0  | 111           | Reserved                                 |   |   |  |  |        |     |        |     |
| 1  | 111           | Reserved                                 |   |   |  |  |        |     |        |     |

# AD1816A

## [Base+9] Capture Configuration



RESET = [0x00]

CEN (RW) Capture Enable. This bit enables or disables data capture.  
 0 Disable  
 1 Enable

CIO (RW) Capture Programmed I/O. This bit determines whether the capture data is transferred via DMA or PIO.  
 0 DMA  
 1 PIO

CST (RW) Capture Stereo/Mono Select. This bit selects stereo or mono formatting for the input audio data streams. In stereo, the Codec alternates samples between channels to provide left and right channel input. For mono, the Codec captures samples on the left channel.  
 0 Mono  
 1 Stereo

CC/L (RW) Capture Companded/Linear Select. This bit selects between a linear digital representation of the audio signal or a nonlinear, companded format for all output data. The type of linear PCM or the type of companded format is defined by CFMT [1:0].  
 0 Linear PCM  
 1 Companded

CFMT [1:0] (RW) Capture Format. Use these bits to select the format for capture data according to the following Table VI and Figure 15.

## [Base+10] Reserved



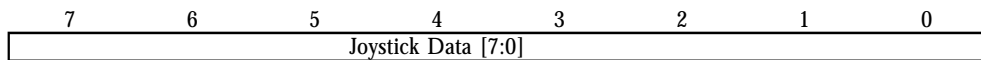
RESET = [0xXX]

## [Base+11] Reserved



RESET = [0xXX]

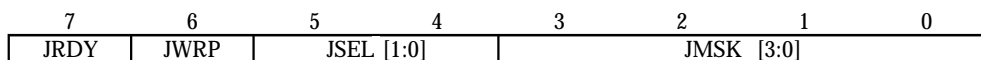
## [Base+12] Joystick RAW DATA



RESET = [0xF0]

Joystick Data (RO) Joystick Data. Joystick Data (identical to LDN 2): Writes to this register are ignored.

## [Base+13] Joystick Control



RESET = [0xF0]

JMSK [3:0] (RW) Joystick Axis Mask. JRDY bit calculated based on axes selected by JMSK only.

|      |           |
|------|-----------|
| xxx1 | Enable AX |
| xx1x | Enable AY |
| x1xx | Enable BX |
| 1xxx | Enable BY |

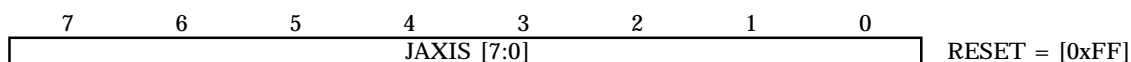
JSEL [1:0] (RW) Joystick Select. Selects one of four joystick axis register sets according to the following table:

|    |  |
|----|--|
| 00 | Read AX (16 Bits) from [Base+14] & [Base+15] |
| 01 | Read AY (16 Bits) from [Base+14] & [Base+15] |
| 10 | Read BX (16 Bits) from [Base+14] & [Base+15] |
| 11 | Read BY (16 Bits) from [Base+14] & [Base+15] |

JWRP (RW) Joystick Wrapmode. Continuous Joystick sampling mode—sampling automatically restarted every ~16 ms.

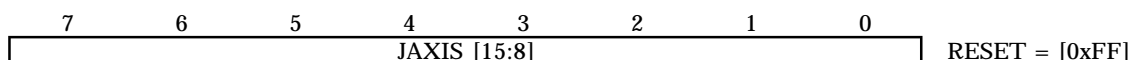
JRDY (RO) Joystick Ready. Sampling complete, joystick data ready for reading.

Note: Sampling must be started manually if JWRP is set before any sampling cycles are run. To start sampling after setting the JWRP bit, write to the joystick port [Base+14].

**[Base+14] Joystick Position Data Low Byte**

JAXIS [7:0] (RO) Joystick Axis Low Byte.

Note: Axis to be read through this register is selected by the JSEL bits in the control register. A write to this register starts a sampling cycle.

**[Base+15] Joystick Position Data High Byte**

JAXIS [15:8] (RO) Joystick Axis High Byte.

Note: Axis to be read through this register is selected by the JSEL bits in the control register. A write to this register starts a sampling cycle

**Sound System Indirect Registers****Writing Indirect Registers**

All Indirect Registers must be written in pairs: low byte followed by high byte. The Indirect Address Register [SSBASE+0] holds the address for a register pair, the Indirect Low Data Byte [SSBASE+2] is used to write low data byte and the Indirect High Data Byte [SSBASE+3] is used to write the high data byte. The low data byte is held in the temporary register until the upper byte is written.

**Programming Example**

“Write Sample Rate for Voice Playback at 11,000 Hz (0x2AF8)”

- 1) Write [SSBASE+0] with 0x02 ; indirect register for voice playback sample rate
- 2) Write [SSBASE+2] with 0xF8 ; low byte of 16-bit sample rate register
- 3) Write [SSBASE+3] with 0x2A ; high byte of 16-bit sample rate register

**Reading Indirect Registers**

All indirect registers can be individually read. The Sound System Indirect Address Register [SSBASE+0] holds the address for a register pair, the Indirect Low Data Byte [SSBASE+2] is used to read low data byte and Indirect High Data Byte [SSBASE+3] is used to read the High data byte.

**Programming Example**

“Read Sample Rate for Voice Playback set to 11,000 Hz (0x2AF8)”

- 1) Write [SSBASE+0] with 0x02 ; indirect register for voice playback sample rate
- 2) Read [SSBASE+2] ; low byte of 16-bit sample rate register set to 0xF8
- 3) Read [SSBASE+3] ; high byte of 16-bit sample rate register set to 0x2A

**ISR Saves and Restores**

For Interrupt Service Routines, ISRs, it is necessary to save and restore the Indirect Address and the Low Byte Temporary Data holding registers inside the ISR.

**Programming Example**

“Save/Restore during an ISR”

Beginning of ISR:

- 1) Read [SSBASE+0] ; save Indirect Address register to TMP\_IA
- 2) Write [SSBASE+0] with 0x00; ; indirect Register for Low Byte Temporary Data
- 3) Read [SSBASE+2] ; save Low Byte Temporary data to TMP\_LBT
- 4) ISR Code ; ISR routine
- 5) Write [SSBASE+2] with TMP\_LBT ; restore Low Byte Temporary data TMP\_LBT
- 6) Write [SSBASE+0] with TMP\_IA ; restore Indirect Address Register to TMP\_IA
- 7) Return from Interrupt ; return from ISR

Table VII. Indirect Register Map and Reset/Default States

| Address | Register Name                                     | Reset/<br>Default State |
|---------|---|-------------------------|
| 00      | Low Byte TMP                                      | 0xXX                    |
| 01      | Interrupt Enable and External Control             | 0x0102                  |
| 02      | Voice Playback Sample Rate                        | 0x1F40                  |
| 03      | Voice Capture Sample Rate                         | 0x1F40                  |
| 04      | Voice Attenuation                                 | 0x8080                  |
| 05      | FM Attenuation                                    | 0x8080                  |
| 06      | I <sup>2</sup> S(1) Attenuation                   | 0x8080                  |
| 07      | I <sup>2</sup> S(0) Attenuation                   | 0x8080                  |
| 08      | Playback Base Count                               | 0x0000                  |
| 09      | Playback Current Count                            | 0x0000                  |
| 10      | Capture Base Count                                | 0x0000                  |
| 11      | Capture Current Count                             | 0x0000                  |
| 12      | Timer Base Count                                  | 0x0000                  |
| 13      | Timer Current Count                               | 0x0000                  |
| 14      | Master Volume Attenuation                         | 0x0000                  |
| 15      | CD Gain/Attenuation                               | 0x8888                  |
| 16      | Synth Gain/Attenuation                            | 0x8888                  |
| 17      | Video Gain/Attenuation                            | 0x8888                  |
| 18      | Line Gain/Attenuation                             | 0x8888                  |
| 19      | Mic/PHONE_IN Gain/Attenuation                     | 0x8888                  |
| 20      | ADC Source Select and ADC PGA                     | 0x0000                  |
| 32      | Chip Configuration                                | 0x00F0                  |
| 33      | DSP Configuration                                 | 0x0000                  |
| 34      | FM Sample Rate                                    | 0x5622                  |
| 35      | I <sup>2</sup> S(1) Sample Rate                   | 0xAC44                  |
| 36      | I <sup>2</sup> S(0) Sample Rate                   | 0xAC44                  |
| 37      | Reserved  | 0x0000                  |
| 38      | Programmable Clock Rate                           | 0xAC44                  |
| 39      | 3D Phat Stereo Control/PHONE_OUT Gain Attenuation | 0x8000                  |
| 40      | Reserved  | 0x0000                  |
| 41      | Hardware Volume Button Modifier                   | 0xFF1B                  |
| 42      | DSP Mailbox 0                                     | 0x0000                  |
| 43      | DSP Mailbox 1                                     | 0x0000                  |
| 44      | Power-Down and Timer Control                      | 0x0000                  |
| 45      | Version ID  | 0XXXXX                  |
| 46      | Reserved  | 0x0000                  |

Table VIII. Sound System Indirect Registers

| ADDRESS   | (High Byte) |           |            |           |     |     |      |           | (Low Byte) |           |             |             |     |           |   |   |     |     |
|-----------|-------------|-----------|------------|-----------|-----|-----|------|-----------|------------|-----------|-------------|-------------|-----|-----------|---|---|-----|-----|
|           | 7           | 6         | 5          | 4         | 3   | 2   | 1    | 0         | 7          | 6         | 5           | 4           | 3   | 2         | 1 | 0 |     |     |
| 00 (0x00) | RES         |           |            |           |     |     |      |           | LBTD [7:0] |           |             |             |     |           |   |   |     |     |
| 01 (0x01) | PIE         | CIE       | TIE        | VIE       | DIE | RIE | JIE  | SIE       | TE         |           |             |             |     |           |   |   | XC1 | XC0 |
| 02 (0x02) | VPSR [15:8] |           |            |           |     |     |      |           | VPSR [7:0] |           |             |             |     |           |   |   |     |     |
| 03 (0x03) | VCSR [15:8] |           |            |           |     |     |      |           | VCSR [7:0] |           |             |             |     |           |   |   |     |     |
| 04 (0x04) | LVM         | RES       | LVA [5:0]  |           |     |     | RVM  | RES       | RVA [5:0]  |           |             |             |     |           |   |   |     |     |
| 05 (0x05) | LFMM        | RES       | LFMA [5:0] |           |     |     | RFMM | RES       | RFMA [5:0] |           |             |             |     |           |   |   |     |     |
| 06 (0x06) | LS1M        | RES       | LS1A [5:0] |           |     |     | RS1M | RES       | RS1A [5:0] |           |             |             |     |           |   |   |     |     |
| 07 (0x07) | LS0M        | RES       | LS0A [5:0] |           |     |     | RS0M | RES       | RS0A [5:0] |           |             |             |     |           |   |   |     |     |
| 08 (0x08) | PBC [15:8]  |           |            |           |     |     |      |           | PBC [7:0]  |           |             |             |     |           |   |   |     |     |
| 09 (0x09) | PCC [15:8]  |           |            |           |     |     |      |           | PCC [7:0]  |           |             |             |     |           |   |   |     |     |
| 10 (0x0A) | CBC [15:8]  |           |            |           |     |     |      |           | CBC [7:0]  |           |             |             |     |           |   |   |     |     |
| 11 (0x0B) | CCC [15:8]  |           |            |           |     |     |      |           | CCC [7:0]  |           |             |             |     |           |   |   |     |     |
| 12 (0x0C) | TBC [15:8]  |           |            |           |     |     |      |           | TBC [7:0]  |           |             |             |     |           |   |   |     |     |
| 13 (0x0D) | TCC [15:8]  |           |            |           |     |     |      |           | TCC [7:0]  |           |             |             |     |           |   |   |     |     |
| 14 (0x0E) | LMVM        | RES       | LMVA [4:0] |           |     |     | RMVM | RES       | RMVA [4:0] |           |             |             |     |           |   |   |     |     |
| 15 (0x0F) | LCDM        | RES       | LCDA [4:0] |           |     |     | RCDM | RES       | RCDA [4:0] |           |             |             |     |           |   |   |     |     |
| 16 (0x10) | LSYM        | RES       | LSYA [4:0] |           |     |     | RSYM | RES       | RSYA [4:0] |           |             |             |     |           |   |   |     |     |
| 17 (0x11) | LVDM        | RES       | LVDA [4:0] |           |     |     | RVDM | RES       | RVDA [4:0] |           |             |             |     |           |   |   |     |     |
| 18 (0x12) | LLM         | RES       | LLA [4:0]  |           |     |     | RLM  | RES       | RLA [4:0]  |           |             |             |     |           |   |   |     |     |
| 19 (0x13) | MCM         | M20       | RES        | MCA [4:0] |     |     |      | PIM       | RES        | PIA [3:0] |             |             |     | RES       |   |   |     |     |
| 20 (0x14) | LAGC        | LAS [2:0] |            | LAG [3:0] |     |     | RAGC | RAS [2:0] |            | RAG [3:0] |             |             |     |           |   |   |     |     |
| 32 (0x20) | WSE         | CDE       | RES        | CNP       | RES |     |      | COF [3:0] |            |           | I2SF1 [1:0] | I2SF0 [1:0] |     |           |   |   |     |     |
| 33 (0x21) | DS1         | DS0       | DIT        | RES       |     | ADR | I1T  | I0T       | CPI        | PBI       | FMI         | I1I         | I0I | DFS [2:0] |   |   |     |     |
| 34 (0x22) | FSMR [15:8] |           |            |           |     |     |      |           | FSMR [7:0] |           |             |             |     |           |   |   |     |     |
| 35 (0x23) | S1SR [15:8] |           |            |           |     |     |      |           | S1SR [7:0] |           |             |             |     |           |   |   |     |     |
| 36 (0x24) | S0SR [15:8] |           |            |           |     |     |      |           | S0SR [7:0] |           |             |             |     |           |   |   |     |     |
| 37 (0x25) | RES         |           |            |           |     |     |      |           | RES        |           |             |             |     |           |   |   |     |     |
| 38 (0x26) | PCR [15:8]  |           |            |           |     |     |      |           | PCR [7:0]  |           |             |             |     |           |   |   |     |     |
| 39 (0x27) | 3DDM        | RES       | 3DD [3:0]  |           | RES | POM | RES  | POA [4:0] |            |           |             |             |     |           |   |   |     |     |
| 40 (0x28) | RES         |           |            |           |     |     |      |           | RES        |           |             |             |     |           |   |   |     |     |
| 41 (0x29) | RES         |           |            |           |     |     |      |           | VMU        | VUP       | VDN         | BM [4:0]    |     |           |   |   |     |     |
| 42 (0x2A) | MB0R [15:8] |           |            |           |     |     |      |           | MB0R [7:0] |           |             |             |     |           |   |   |     |     |
| 43 (0x2B) | MB1R [15:8] |           |            |           |     |     |      |           | MB1R [7:0] |           |             |             |     |           |   |   |     |     |
| 44 (0x2C) | CPD         | RES       | PIW        | PIR       | PAA | PDA | PDP  | PTB       | 3D         | PD3D      | GPSP        | RES         | DM  | RES       |   |   |     |     |
| 45 (0x2D) | VER [15:8]  |           |            |           |     |     |      |           | VER [7:0]  |           |             |             |     |           |   |   |     |     |
| 46 (0x2E) | RES         |           |            |           |     |     |      |           | RES        |           |             |             |     |           |   |   |     |     |

**[00] INDIRECT LOW BYTE TMP****DEFAULT = [0xXX]**

| 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|-----|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| RES |   |   |   |   |   |   |   | LBTD [7:0] |   |   |   |   |   |   |   |

LBTD [7:0] Low Byte Temporary Data holding latch for register pair writes;

Written on any write to [SSBase + 2].

Read from [SSBase + 2] when the indirect address is 0x00.

**[01] INTERRUPT ENABLE AND EXTERNAL CONTROL****DEFAULT = [0x0102]**

| 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   | 7  | 6   | 5 | 4 | 3 | 2 | 1 | 0 |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|----|-----|---|---|---|---|---|---|-----|-----|
| PIE | CIE | TIE | VIE | DIE | RIE | JIE | SIE | TE | RES |   |   |   |   |   |   | XC1 | XC0 |

|     |    |  |
|-----|----|--|
| XC0 | RW | External Control 0. The state of this bit is reflected on the XCTL0 pin. This pin is also muxed with PCLKO. COF must be greater than 0x1011 for PCLKO to be disabled, see SS [32]. |
| XC1 | RW | External Control 1. The state of this bit is reflected on the XCTL1 pin. XCTL1 may also be used for Ring-In Interrupt. Open drain output, contains internal pull-up ~ 0.5 mA.      |
| TE  | RW | Timer Enable Bit.  |
| SIE | RW | SoundBlaster Interrupt Enable; This bit must be set to enable Current Count Timer.<br>0 SoundBlaster Interrupt disabled<br>1 SoundBlaster Interrupt enabled                        |
| JIE | RW | Joystick Interrupt Enable;<br>0 Joystick Interrupt disabled<br>1 Joystick Interrupt enabled  |

# AD1816A

|     |    |   |
|-----|----|---|
| RIE | RW | Ring Interrupt Enable;<br>0 Ring Interrupt disabled<br>1 Ring Interrupt enabled   |
| DIE | RW | DSP Interrupt Enable;<br>0 DSP Interrupt disabled<br>1 DSP Interrupt enabled  |
| VIE | RW | Volume Interrupt Enable. If enabled, software increments/decrements BUTTON MODIFIER via interrupt routine and pushing buttons only sets VUP, VDN, VMU bits. It does not change the volume.<br>0 Volume Interrupt disabled<br>1 Volume Interrupt enabled |
| TIE | RW | Timer Interrupt Enable;<br>0 Timer Interrupt disabled<br>1 Timer Interrupt enabled  |
| CIE | RW | Capture Interrupt Enable;<br>0 Capture Interrupt disabled<br>1 Capture Interrupt enabled  |
| PIE | RW | Playback Interrupt Enable;<br>0 Playback Interrupt disabled<br>1 Playback Interrupt enabled   |

**[02] VOICE PLAYBACK SAMPLE RATE** **DEFAULT = [0x1F40]**

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 |
| VPSR [15:8] |   |   |   |   |   |   |   | VPSR [7:0] |   |   |   |   |   |   |

VPSR [15:0] Voice Playback Sample Rate. The sample rate can be programmed from 4 kHz to 55.2 kHz in 1 hertz increments. The default playback sample rate is 8 kHz.

**[03] VOICE CAPTURE SAMPLE RATE** **DEFAULT = [0x1F40]**

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| VCSR [15:8] |   |   |   |   |   |   |   | VCSR [7:0] |   |   |   |   |   |   |   |

VCSR [15:0] Voice Capture Sample Rate. The sample rate can be programmed from 4 kHz to 55.2 kHz in 1 hertz increments. Ignored if CNP bit in SS [32] = 0 in which case VPSR [15:0] controls capture rate. The default capture sample rate is 8 kHz.

**[04] VOICE ATTENUATION** **DEFAULT = [0x8080]**

|     |     |           |   |   |   |   |   |     |     |           |   |   |   |   |   |
|-----|-----|-----------|---|---|---|---|---|-----|-----|-----------|---|---|---|---|---|
| 7   | 6   | 5         | 4 | 3 | 2 | 1 | 0 | 7   | 6   | 5         | 4 | 3 | 2 | 1 | 0 |
| LVM | RES | LVA [5:0] |   |   |   |   |   | RVM | RES | RVA [5:0] |   |   |   |   |   |

RVA [5:0] Right Voice Attenuation for Playback channel. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

RVM Right Voice Mute. 0 = Unmuted, 1 = Muted.

LVA [5:0] Left Voice Attenuation for Playback channel. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB

LVM Left Voice Mute. 0 = Unmuted, 1 = Muted.

**[05] FM ATTENUATION** **DEFAULT = [0x8080]**

|      |     |            |   |   |   |   |   |      |     |            |   |   |   |   |   |
|------|-----|------------|---|---|---|---|---|------|-----|------------|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 | 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 |
| LFMM | RES | LFMA [5:0] |   |   |   |   |   | RFMM | RES | RFMA [5:0] |   |   |   |   |   |

RFMA [5:0] Right F Music Attenuation for the internal Music Synthesizer. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

RFMM Right F Music Mute. 0 = Unmuted, 1 = Muted.

LFMA [5:0] Left F Music Attenuation for the internal Music Synthesizer. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

LFMM Left F Music Mute. 0 = Unmuted, 1 = Muted.

**[06] I<sup>2</sup>S(1) ATTENUATION** **DEFAULT = [0x8080]**

|      |     |            |   |   |   |   |   |      |     |            |   |   |   |   |   |
|------|-----|------------|---|---|---|---|---|------|-----|------------|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 | 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 |
| LS1M | RES | LS1A [5:0] |   |   |   |   |   | RS1M | RES | RS1A [5:0] |   |   |   |   |   |

RS1A [5:0] Right I<sup>2</sup>S(1) Attenuation register. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.



RS1M Right I<sup>2</sup>S(1) Mute. 0 = Unmuted, 1 = Muted.

LS1A [5:0] Left I<sup>2</sup>S(1) Attenuation register. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

LS1M Left I<sup>2</sup>S(1) Mute. 0 = Unmuted, 1 = Muted.

**[07] I<sup>2</sup>S(0) ATTENUATION**

**DEFAULT = [0x8080]**

|      |     |            |   |   |   |   |   |      |     |            |   |   |   |   |   |
|------|-----|------------|---|---|---|---|---|------|-----|------------|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 | 7    | 6   | 5          | 4 | 3 | 2 | 1 | 0 |
| LS0M | RES | LS0A [5:0] |   |   |   |   |   | RS0M | RES | RS0A [5:0] |   |   |   |   |   |

RS0A [5:0] Right I<sup>2</sup>S(0) Attenuation register. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

RS0M Right I<sup>2</sup>S(0) Mute. 0 = Unmuted, 1 = Muted.

LS0A [5:0] Left I<sup>2</sup>S(0) Attenuation register. The LSB represents -1.5 dB, 000000 = 0 dB and the range is 0 dB to -94.5 dB.

LS0M Left I<sup>2</sup>S(0) Mute. 0 = Unmuted, 1 = Muted.

**[08] PLAYBACK BASE COUNT**

**DEFAULT = [0x0000]**

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| PBC [15:8] |   |   |   |   |   |   |   | PBC [7:0] |   |   |   |   |   |   |   |

PBC [15:0] Playback Base Count. This register is for loading the Playback DMA Count. Writing a value to this register also loads the same data into the Playback Current Count register. You must load this register when Playback Enable (PEN) is deasserted. When PEN is asserted, the Playback Current Count decrements once for every four bytes transferred via a DMA cycle. The next transfer, after zero is reached in the Playback Current Count, will generate an interrupt and reload the Playback Current Count with the value in the Playback Base Count. The Playback Base Count should always be programmed to Number Bytes divided by four, minus one ((Number Bytes/4) - 1). The circular software DMA buffer must be divisible by four to ensure proper operation.

**[09] PLAYBACK CURRENT COUNT**

**DEFAULT = [0x0000]**

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| PCC [15:8] |   |   |   |   |   |   |   | PCC [7:0] |   |   |   |   |   |   |   |

PCC [15:0] Playback Current Count register. Contains the current Playback DMA Count. Reads and Writes must be done when PEN is deasserted.

**[10] CAPTURE BASE COUNT**

**DEFAULT = [0x0000]**

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| CBC [15:8] |   |   |   |   |   |   |   | CBC [7:0] |   |   |   |   |   |   |   |

CBC [15:0] Capture Base Count. This register is for loading the Capture DMA Count. Writing a value to this register also loads the same data into the Capture Current Count register. Loading must be done when Capture Enable (CEN) is deasserted. When CEN is asserted, the Capture Current Count decrements once for every four bytes transferred via a DMA cycle. The next transfer, after zero is reached in the Capture Current Count, will generate an interrupt and reload the Capture Current Count with the value in the Capture Base Count. The Capture Base Count should always be programmed to Number Bytes divided by four, minus one ((Number Bytes/4) - 1). The circular software DMA buffer must be divisible by four to ensure proper operation.

**[11] CAPTURE CURRENT COUNT**

**DEFAULT = [0x0000]**

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| CCC [15:8] |   |   |   |   |   |   |   | CCC [7:0] |   |   |   |   |   |   |   |

CCC [15:0] Capture Current Count register. Contains the current Capture DMA Count. Reading and Writing must be done when CEN is deasserted.

**[12] TIMER BASE COUNT**

**DEFAULT = [0x0000]**

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| TBC [15:8] |   |   |   |   |   |   |   | TBC [7:0] |   |   |   |   |   |   |   |

TBC [15:0] Timer Base Count. Writing a value to this register loads data into the Timer Current Count register. Loading must be done when Timer Enable (TE) is deasserted. When TE is asserted, the Timer Current Count register decrements once for every specified time period. The time period (10  $\mu$ s or 100 ms) is programmed via the PTB bit in SS [44]. When TE is asserted, the Timer Current Count decrements once every time period. The next count, after zero is reached in the Timer Current Count register, will generate an interrupt and reload the Timer Current Count register with the value in the Timer Base Count register.

# AD1816A

## [13] TIMER CURRENT COUNT

DEFAULT = [0x0000]

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| TCC [15:8] |   |   |   |   |   |   |   | TCC [7:0] |   |   |   |   |   |   |   |

TCC [15:0] Timer DMA Current Count register. Contains the current timer count. Reading and Writing must be done when TE is deasserted.

## [14] MASTER VOLUME ATTENUATION

DEFAULT = [0x0000]

|      |     |            |   |   |   |      |     |            |   |   |   |   |   |   |   |
|------|-----|------------|---|---|---|------|-----|------------|---|---|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1    | 0   | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| LMVM | RES | LMVA [4:0] |   |   |   | RMVM | RES | RMVA [4:0] |   |   |   |   |   |   |   |

RMVA [4:0] Right Master Volume Attenuation. The LSB represents -1.5 dB, 00000 = 0 dB and the range is 0 dB to -46.5 dB. This register is added with the Hardware Volume Button Modifier value to produce the final DAC Master Volume attenuation level. See Hardware Volume Button Modifier Register description for more details.

RMVM Right Master Volume Mute. 0 = Unmuted, 1 = Muted.

LMVA [4:0] Left Master Volume Attenuation. The LSB represents -1.5 dB, 00000 = 0 dB and the range is 0 dB to -46.5 dB. This register is added with the Hardware Volume Button Modifier value to produce the final DAC Master Volume attenuation level. See Hardware Volume Button Modifier Register description for more details.

LMVM Left Master Volume Mute. 0 = Unmuted, 1 = Muted.

## [15] CD GAIN/ATTENUATION

DEFAULT = [0x8888]

|      |     |            |   |   |   |      |     |            |   |   |   |   |   |   |   |
|------|-----|------------|---|---|---|------|-----|------------|---|---|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1    | 0   | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| LCDM | RES | LCDA [4:0] |   |   |   | RCDM | RES | RCDA [4:0] |   |   |   |   |   |   |   |

RCDA [4:0] Right CD Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

RCDM Right CD Mute. 0 = Unmuted, 1 = Muted.

LCDA [4:0] Left CD Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

LCDM Left CD Mute. 0 = Unmuted, 1 = Muted.

## [16] SYNTH GAIN/ATTENUATION

DEFAULT = [0x8888]

|      |     |            |   |   |   |      |     |            |   |   |   |   |   |   |   |
|------|-----|------------|---|---|---|------|-----|------------|---|---|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1    | 0   | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| LSYM | RES | LSYA [4:0] |   |   |   | RSYM | RES | RSYA [4:0] |   |   |   |   |   |   |   |

RSYA [4:0] Right SYNTH Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

RSYM Right SYNTH Mute. 0 = Unmuted, 1 = Muted.

LSYA [4:0] Left SYNTH Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

LSYM Left SYNTH Mute. 0 = Unmuted, 1 = Muted.

## [17] VID GAIN/ATTENUATION

DEFAULT = [0x8888]

|      |     |            |   |   |   |      |     |            |   |   |   |   |   |   |   |
|------|-----|------------|---|---|---|------|-----|------------|---|---|---|---|---|---|---|
| 7    | 6   | 5          | 4 | 3 | 2 | 1    | 0   | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| LVDM | RES | LVDA [4:0] |   |   |   | RVDM | RES | RVDA [4:0] |   |   |   |   |   |   |   |

RVDA [4:0] Right VID Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

RVDM Right VID Mute. 0 = Unmute, 1 = Muted.

LVDA [4:0] Left VID Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

LVDM Left VID Mute. 0 = Unmuted, 1 = Muted.

## [18] LINE GAIN/ATTENUATION

DEFAULT = [0x8888]

|     |     |           |   |   |   |     |     |           |   |   |   |   |   |   |   |
|-----|-----|-----------|---|---|---|-----|-----|-----------|---|---|---|---|---|---|---|
| 7   | 6   | 5         | 4 | 3 | 2 | 1   | 0   | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| LLM | RES | LLA [4:0] |   |   |   | RLM | RES | RLA [4:0] |   |   |   |   |   |   |   |

RLA [4:0] Right LINE Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

RLM Right Line Mute. 0 = Unmuted, 1 = Muted.

LLA [4:0] Left LINE Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is +12 dB to -34.5 dB.

LLM Left Line Mute. 0 = Unmuted, 1 = Muted.

**[19] MIC/PHONE\_IN GAIN/ATTENUATION**

DEFAULT = [0x8888]

| 7   | 6   | 5   | 4         | 3 | 2 | 1 | 0   | 7   | 6         | 5 | 4 | 3   | 2 | 1 | 0 |
|-----|-----|-----|-----------|---|---|---|-----|-----|-----------|---|---|-----|---|---|---|
| MCM | M20 | RES | MCA [4:0] |   |   |   | PIM | RES | PIA [3:0] |   |   | RES |   |   |   |

PIA [3:0] PHONE\_IN Attenuation. The LSB represents -3 dB, 0000 = 0 dB and the range is 0 dB to -45 dB.

PIM PHONE\_IN Mute.

MCA [4:0] Microphone Attenuation. The LSB represents -1.5 dB, 00000 = +12 dB and the range is ±12 dB to -34.5 dB.

M20 Microphone 20 dB Gain. The M20-bit enables the Microphone +20 dB gain stage.

MCM Microphone Mute.

**[20] ADC SOURCE SELECT AND ADC PGA**

DEFAULT = [0x0000]

| 7    | 6         | 5 | 4         | 3 | 2 | 1 | 0    | 7         | 6 | 5         | 4 | 3 | 2 | 1 | 0 |
|------|-----------|---|-----------|---|---|---|------|-----------|---|-----------|---|---|---|---|---|
| LAGC | LAS [2:0] |   | LAG [3:0] |   |   |   | RAGC | RAS [2:0] |   | RAG [3:0] |   |   |   |   |   |

RAG [3:0] Right ADC Gain Control ADC source select and Gain. For Gain, LSB represents +1.5 dB, 0000 = 0 dB and the range is 0 dB to +22.5 dB.

RAGC Right Automatic Gain Control (AGC) Enable, 1 = Enabled, 0 = Disabled.

LAG [3:0] Left ADC Gain Control ADC source select and Gain. For Gain, LSB represents +1.5 dB, 0000 = 0 dB and the range is 0 dB to +22.5 dB.

LAGC Left Automatic Gain Control (AGC) Enable, 1 = Enabled, 0 = Disabled.

RAS [2:0] ADC Right Input Source

000 R\_LINE

001 R\_OUT

010 R\_CD

011 R\_SYNTH

100 R\_VID

101 Mono Mix

110 Reserved

111 Reserved

LAS [2:0] ADC Left Input Source

000 L\_LINE

001 L\_OUT

010 L\_CD

011 L\_SYNTH

100 L\_VID

101 MIC

110 PHONE\_IN

111 Reserved

Note: When the AGC is enabled, gain control settings for the ADC PGA are overridden for all inputs.

**[32] CHIP CONFIGURATION**

DEFAULT = [0x00F0]

| 7   | 6   | 5   | 4   | 3   | 2 | 1 | 0         | 7 | 6 | 5                        | 4 | 3                        | 2 | 1 | 0 |
|-----|-----|-----|-----|-----|---|---|-----------|---|---|--------------------------|---|--------------------------|---|---|---|
| WSE | CDE | RES | CNP | RES |   |   | COF [3:0] |   |   | I <sup>2</sup> SF1 [1:0] |   | I <sup>2</sup> SF0 [1:0] |   |   |   |

I<sup>2</sup>SF0 [1:0] I<sup>2</sup>S Port Configuration for serial data type.

I<sup>2</sup>SF1 [1:0]

|    |                            |
|----|----------------------------|
| 00 | Disabled                   |
| 01 | Right Justified            |
| 10 | I <sup>2</sup> S Justified |
| 11 | Left Justified             |

COF [3:0] Clock Output Frequency. Programmable clock output on PCLKO pin is determined using the following formula  $PCLKO = 256 \times PCR / 2^{COF}$  where COF = 0:11 and PCR is the value of the Programmable Clock Rate Register, SS [38]. If COF > 11, then PCLKO is disabled.

CNP Capture not equal to Playback.

0 = Capture equals Playback. The capture sample rate is determined by the playback sample rate in SS [02].  
1 = Capture not equal to Playback.

CDE CD Enable, Set to "1" when a CD player is connected to I<sup>2</sup>S (0), maps SoundBlaster CD mixer controls from the analog CD attenuator inputs to I<sup>2</sup>S (0) serial port.

WSE Sound System Enable.

0 = SoundBlaster Mode.  
1 = Sound System Mode under Windows.

Note: When in SoundBlaster Mode, the Codec ADC and DAC channels will be used solely for converting SoundBlaster data.

# AD1816A

## [33] DSP CONFIGURATION

DEFAULT = [0x0000]

|     |     |     |     |     |     |     |     |     |     |     |     |           |   |   |   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----------|---|---|---|
| 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   | 7   | 6   | 5   | 4   | 3         | 2 | 1 | 0 |
| DS1 | DS0 | DIT | RES | ADR | I1T | I0T | CPI | PBI | FMI | I1I | I0I | DFS [2:0] |   |   |   |

DFS [2:0] DSP Frame Sync Source. Sets the DSP Port Frame Sync according to the following source.

- 000—Maximum Frame Rate
- 001—I<sup>2</sup>S(0) Sample Rate
- 010—I<sup>2</sup>S(1) Sample Rate
- 011—Music Synthesizer Sample Rate
- 100—Sound System Playback Sample Rate
- 101—Sound System Capture Sample Rate
- 111—Reserved

- I0I I<sup>2</sup>S(0) Data Intercept. 0 = Disable, 1 = Intercept I<sup>2</sup>S(0) Data Enabled.
- I1I I<sup>2</sup>S(1) Data Intercept. 0 = Disable, 1 = Intercept I<sup>2</sup>S(1) Data Enabled.
- FMI FM Music Synthesizer Data Intercept. 0 = Disable, 1 = Intercept FM Music Data Enabled.
- PBI Playback Data Intercept. 0 = Disable, 1 = Intercept Playback Data Enabled.
- CPI Capture Data Intercept. 0 = Disable, 1 = Intercept Capture Data Enabled.
- I0T I<sup>2</sup>S(0) Takeover Data. 0 = Disable, 1 = Enabled.
- I1T I<sup>2</sup>S(1) Takeover Data. 0 = Disable, 1 = Enabled.
- ADR Audio Resync. Writing “1” causes all FIFOs in the DSP port to be re-initialized.
- DIT DSP Interrupt. A write to this bit causes an ISA interrupt if DIE is asserted.
- DS0 DSP Mailbox 0 Status. 0 = last access indicates read, 1 = last access indicates write.
- DS1 DSP Mailbox 1 Status. 0 = last access indicates read, 1 = last access indicates write.

## [34] FM SAMPLE RATE

DEFAULT = [0x5622]

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| FMSR [15:8] |   |   |   |   |   |   |   | FMSR [7:0] |   |   |   |   |   |   |   |

FMSR [15:0] F Music Sample Rate register. The sample rate can be programmed from 4 kHz to 27.6 kHz in 1 hertz increments.

## [35] I<sup>2</sup>S(1) SAMPLE RATE

DEFAULT = [0xAC44]

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| S1SR [15:8] |   |   |   |   |   |   |   | S1SR [7:0] |   |   |   |   |   |   |   |

S1SR [15:0] I<sup>2</sup>S(1) Sample Rate register. The sample rate can be programmed from 4 kHz to 55.2 kHz in 1 hertz increments. Programming this register has no effect unless I<sup>2</sup>SF1 [1:0] is enabled.

## [36] I<sup>2</sup>S(0) SAMPLE RATE

DEFAULT = [0xAC44]

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| S0SR [15:8] |   |   |   |   |   |   |   | S0SR [7:0] |   |   |   |   |   |   |   |

S0SR [15:0] I<sup>2</sup>S(0) Sample Rate register. The sample rate can be programmed from 4 kHz to 55.2 kHz in 1 hertz increments. Programming this register has no effect unless I<sup>2</sup>SF0 [1:0] is enabled.

## [37] RESERVED

DEFAULT = [0x0000]

|     |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |
|-----|---|---|---|---|---|---|---|-----|---|---|---|---|---|---|---|
| 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| RES |   |   |   |   |   |   |   | RES |   |   |   |   |   |   |   |

## [38] PROGRAMMABLE CLOCK RATE

DEFAULT = [0xAC44]

|            |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|
| 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| PCR [15:8] |   |   |   |   |   |   |   | PCR [7:0] |   |   |   |   |   |   |   |

PCR [15:0] Programmable Clock Rate register. The clock rate can be programmed from 25 kHz to 50 kHz in 1 hertz increments. This register is only valid when the COF bits in SS [32] are set for the multiplier factor. PCLKO = 256 × PCR/2<sup>COF</sup>. See SS [32] for determining the value of COF.

## [39] 3D Phat Stereo Control and PHONE\_OUT Attenuation

DEFAULT = [0x8000]

|      |     |           |   |   |     |     |     |           |   |   |   |   |   |   |   |
|------|-----|-----------|---|---|-----|-----|-----|-----------|---|---|---|---|---|---|---|
| 7    | 6   | 5         | 4 | 3 | 2   | 1   | 0   | 7         | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 3DDM | RES | 3DD [3:0] |   |   | RES | POM | RES | POA [4:0] |   |   |   |   |   |   |   |

POA [4:0] PHONE-OUT Attenuation. The LSB represents -1.5 dB, 0000 = 0 dB and the range is 0 dB to -46.5 dB.

POM PHONE-OUT Mute. 0 = Unmuted, 1 = Muted.  
 3DD [3:0] 3D Depth Phat Stereo Enhancement Control. The LSB represents  $6\frac{2}{3}\%$  phase expansion, 0000 = 0% and the range is 0% to 100%.  
 3DDM 3D Depth Mute. Writing a "1" to this bit has the same affect as writing 0s to 3DD [3:0] bits, and causes the Phat 3D Stereo Enhancement to be turned off. 0 = Phat Stereo is on, 1 = Phat Stereo is off.

**[40] RESERVED** **DEFAULT = [0x0000]**

|     |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |
|-----|---|---|---|---|---|---|---|-----|---|---|---|---|---|---|---|
| 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| RES |   |   |   |   |   |   |   | RES |   |   |   |   |   |   |   |

**[41] HARDWARE VOLUME BUTTON MODIFIER** **DEFAULT = [0xXX1B]**

|     |   |   |   |   |   |   |   |     |     |     |          |   |   |   |   |
|-----|---|---|---|---|---|---|---|-----|-----|-----|----------|---|---|---|---|
| 7   | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7   | 6   | 5   | 4        | 3 | 2 | 1 | 0 |
| RES |   |   |   |   |   |   |   | VMU | VUP | VDN | BM [4:0] |   |   |   |   |

BM [4:0] Button Modifier  
 VDM Volume Down  
 VUP Volume Up  
 VMU Volume Mute

This register contains a Master Volume attenuation offset, which can be incremented or decremented via the Hardware Volume Pins. This register is summed with the Master Volume attenuation to produce the actual Master Volume DAC attenuation. A momentary grounding of greater than 50 ms on the  $\overline{\text{VOL\_UP}}$  pin will cause a decrement (decrease in Attenuation) in this register. Holding the pin LO for greater than 200 ms will cause an auto-decrement every 200 ms. This is also true for a momentary grounding of the  $\overline{\text{VOL\_DN}}$  pin. A momentary grounding of both the  $\overline{\text{VOL\_UP}}$  and  $\overline{\text{VOL\_DN}}$  causes a mute and no increment or decrement to occur.

When Muted, an unmute is possible by a momentary grounding of both the  $\overline{\text{VOL\_UP}}$  and  $\overline{\text{VOL\_DN}}$  pins together, a momentary grounding of  $\overline{\text{VOL\_UP}}$  (this also causes a volume increase), a momentary grounding of  $\overline{\text{VOL\_DN}}$  (this also causes a volume decrease) or a write of "0" to the VI bit in SS [BASE+1].

**[42] DSP MAILBOX 0** **DEFAULT = [0x0000]**

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| MB0R [15:8] |   |   |   |   |   |   |   | MB0R [7:0] |   |   |   |   |   |   |   |

MB0R [15:0] This register is used to send data and control information to and from the DSP.

**[43] DSP MAILBOX 1** **DEFAULT = [0x0000]**

|             |   |   |   |   |   |   |   |            |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|------------|---|---|---|---|---|---|---|
| 7           | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7          | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| MB1R [15:8] |   |   |   |   |   |   |   | MB1R [7:0] |   |   |   |   |   |   |   |

MB1R [15:0] This register is used to send data and control information to and from the DSP.

**[44] POWERDOWN AND TIMER CONTROL** **DEFAULT = [0x0000]**

|     |     |     |     |     |     |     |     |    |      |      |     |    |     |   |   |
|-----|-----|-----|-----|-----|-----|-----|-----|----|------|------|-----|----|-----|---|---|
| 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   | 7  | 6    | 5    | 4   | 3  | 2   | 1 | 0 |
| CPD | RES | PIW | PIR | PAA | PDA | PDP | PTB | 3D | PD3D | GPSP | RES | DM | RES |   |   |

The AD1816A supports a timeout mechanism used in conjunction with the Timer Base Count and Timer Current Count registers to generate a power-down interrupt. This interrupt allows software to power down the entire chip by setting the CPD bit. This power-down control feature lets users program a time interval from 1 ms to approximately 1.8 hours in 1 ms increments. Five power-down count reload enable bits are used to reload the Timer Current Count from the Timer Base Count when activity is seen on that particular channel.

Programming Example: Generate Interrupt if No ISA Reads or Writes occur within 15 Minutes.

- 1) Write [SSBASE+0] with 0x0C ; Write Indirect address for TIMER BASE COUNT "register 12"
- 2) Write [SSBASE+2] with 0x28 ; Write TIMER BASE COUNT with (15 min  $\times$  60 sec/min  $\times$  100 ms) = 0x2328; Note: PTB = 1, timer decrements every 100 ms
- 3) Write [SSBASE+3] with 0x23 ; Write High byte of TIMER BASE COUNT
- 4) Write [SSBASE+0] with 0x2C ; Write Indirect address for POWER-DOWN and TIMER CONTROL register
- 5) Write [SSBASE+2] with 0x00 ; Write Low byte of POWER-DOWN and TIMER CONTROL register
- 6) Write [SSBASE+3] with 0x31 ; Set Enable bits for PIW and PIR
- 7) Write [SSBASE+0] with 0x01 ; Write Indirect address for INTERRUPT CONFIG register
- 8) Write [SSBASE+2] with 0x82 ; Set the TE (Timer Enable) bit
- 9) Write [SSBASE+3] with 0x20 ; Set the TIE (Timer Interrupt Enable) bit

# AD1816A

- DM DAC Mute. This bit mutes the digital DAC output entering the analog mixer.
- GPSP Game Port Speed Select. Selects the operating speed of the game port.
  - 0 Slow Game Port
  - 1 Fast Game Port
- PD3D Power-Down 3D. Turns off internal Phat Stereo circuitry.
  - 0 On
  - 1 Off
- 3D 3D Analog Mixer Bypass. Allows the analog output of the D/A converters to bypass the Phat Stereo Circuit. Enables ultimate flexibility for mixing and any combination of 3D enhanced analog signals or non-3D enhanced signals with the DAC output.
  - 0 3D Phat Stereo Enabled for DAC Output
  - 1 3D Phat Stereo Bypassed for DAC Output
- PTB Power-Down Time Base. 1 = timer set to 100 ms, 0 = timer set to 10  $\mu$ s.
- PDP Power-down count reload on DSP Port enabled; "1" = Reload count if DSP Port enabled. DSP Port is enabled when Slot 0 of SDI of the DSP Serial Port Input is Alive (Bit 7 = 1).
- PDA Power-down count reload on Digital Activity; "1" = Reload count on Digital Activity. Digital Activity is defined as any activity on (I<sup>2</sup>S0, I<sup>2</sup>S1, FM or PLAYBACK).
- PAA Power-down count reload on Analog Activity; "1" = Reload count on Analog Activity. Analog Activity is defined as any analog input unmuted (LINE, CD, SYNTH, MIC, PHONE\_IN) or MASTER VOLUME unmuting.
- PIR Power-down count reload on ISA Read; "1" = Reload count on ISA read. ISA Read is defined as a read from any active logical device inside the AD1816A.
- PIW Power-down count reload on ISA Write; "1" = Reload count on ISA write. ISA Write defined as a write to any active logical device inside the AD1816A.
- CPD Chip Power-down
  - 1 Power-Down;
  - 0 Power-Up

For Power-up, software should poll the [SSBASE+0] CRY bit for "1" before writing or reading any logical device.

| [45] VERSION ID |   |   |   |   |   |   |   | DEFAULT = [0xXXXX] |   |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|---|--------------------|---|---|---|---|---|---|---|
| 7               | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7                  | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| VER [15:8]      |   |   |   |   |   |   |   | VER [7:0]          |   |   |   |   |   |   |   |

| [46] RESERVED |   |   |   |   |   |   |   | DEFAULT = [0x0000] |   |   |   |   |   |   |   |
|---------------|---|---|---|---|---|---|---|--------------------|---|---|---|---|---|---|---|
| 7             | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 7                  | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| RES           |   |   |   |   |   |   |   | RES                |   |   |   |   |   |   |   |

Test register. Should never be written or read under normal operation.

## SB Pro; AdLib Registers

The AD1816A contains sets of ISA Bus registers (ports) that correspond to those used by the SoundBlaster Pro audio card from Creative Labs and the AdLib audio card from AdLib Multimedia. Table IX lists the ISA Bus SoundBlaster Pro registers. Table X lists the ISA Bus AdLib registers. Because the AdLib registers are a subset of those in the SoundBlaster card, you can find complete information on using both of these registers in the *Developer Kit for SoundBlaster Series, 2nd ed.* © 1993, Creative Labs, Inc., 1901 McCarthy Blvd., Milpitas, CA 95035.

**Table IX. SoundBlaster Pro ISA Bus Registers**

| Register Name                   | ISA Bus Address                              |
|---------------------------------|--|
| Music0: Address (w), Status (r) | (SB Base) Relocatable in range 0x100 – 0x3F0 |
| Music0: Data (w)                | (SB Base+1)                                  |
| Music1: Address (w)             | (SB Base+2)                                  |
| Music1: Data (w)                | (SB Base+3)                                  |
| Mixer Address (w)               | (SB Base+4)                                  |
| Mixer Data (w)                  | (SB Base+5)                                  |
| Reset (w)                       | (SB Base+6)                                  |
| Music0: Address (w)             | (SB Base+8)                                  |
| Music0: Data (w)                | (SB Base+9)                                  |
| Input Data (r)                  | (SB Base+A)                                  |
| Status (r), Output Data (w)     | (SB Base+C)                                  |
| Status (r)                      | (SB Base+E)                                  |

**Table X. AdLib ISA Bus Registers**

| Register Name                   | ISA Bus Address                                 |
|---------------------------------|---|
| Music0: Address (w), Status (r) | (AdLib Base) Relocatable in range 0x100 – 0x3F8 |
| Music0: Data (w)                | (AdLib Base+1)                                  |
| Music1: Address (w)             | (AdLib Base+2)                                  |
| Music1: Data (w)                | (AdLib Base+3)                                  |

**MPU-401 Registers**

The AD1816A contains a set of ISA Bus registers (ports) that correspond to those used by the ISA bus MIDI audio interface cards. Table XI lists the ISA Bus MIDI registers. These registers support commands and data transfers described in *MIDI 1.0 Detailed Specification and Standard MIDI Files 1.0*, © 1994, MIDI Manufacturers Association, PO Box 3173 La Habra, CA 90632-3173.

**Table XI. MPU-401 ISA Bus Registers**

| Register Name                | Address   |
|------------------------------|---|
| MIDI Data (r/w)              | (MIDI Base) Relocatable in range 0x100 to 0x3FE |
| MIDI Status (r), Command (w) | (MIDI Base+1)                                   |

**0x(MIDI Base+1)**

| BIT   | 7   | 6   | 5        | 4 | 3 | 2 | 1 | 0 |
|-------|-----|-----|----------|---|---|---|---|---|
| STATE | 1   | 0   | 0        | 0 | 0 | 0 | 0 | 0 |
| NAME  | DRR | DSR | RESERVED |   |   |   |   |   |

- DSR (R) Data Send Ready. When read, this bit indicates that you can (0) or cannot (1) write to the MIDI Data register. (Full = 1, Empty = 0)
- DRR (R) Data Receive Ready. When read, this bit indicates that you can (0) or cannot (1) read from the MIDI Data register. (Unreadable = 1, Readable = 0)
- CMD [7:0] (W) MIDI Command. Write MPU-401 commands to bits [7:0] of this register.

**NOTES**

The AD1816A supports *only* the MPU-401 0xFF (reset) and 0x3F (UART) commands. The controller powers setup for Smart mode, but must be put in pass-through mode. To start MIDI operations, send a reset command (0xFF) and then send a UART mode command (0x3F). The MPU-401 data register contains an acknowledge byte (0xFE) after each command transfer unless it is in UART mode..

All commands return an ACK byte in “smart” mode.

Status commands (0xAx) return ACK and a data byte; all other commands return ACK.

All commands except reset (0xFF) are ignored in UART mode. No ACK bytes are returned.

“Smart” mode data transfers are not supported.

**Game Port Registers**

The AD1816A contains a Game Port ISA Bus Register that is compatible with the IBM joystick standard.

**Table XII. Game Port ISA Bus Registers**

| Register Name | Address   |
|---------------|---|
| Game Port I/O | (Game Port Base+0 to Game Port Base+7)<br>Relocatable in the range 0x100 to 0x3F8 |

## APPENDIX A

**PLUG AND PLAY INTERNAL ROM**

Note: All addresses are depicted in hexadecimal notation.

Vendor ID: ADS7181

Serial Number: FFFFFFFF

Checksum: 2F

PNP Version: 1.0, vendor version: 20

ASCII string: "Analog Devices AD1816A"

Logical Device ID: ADS7180

not a boot device, implements PNP register(s) 31

Start dependent function, best config

IRQ: channel(s) 5 7

type(s) active-high, edge-triggered

DMA: channel(s) 1

Type F, count-by-byte, nonbus-mastering, 8-bit only

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

I/O: 16-bit decode, range [0220,0240] mod 20, length 10

I/O: 16-bit decode, range [0388,0388] mod 08, length 04

I/O: 16-bit decode, range [0500,0560] mod 10, length 10

Start dependent function, acceptable config

IRQ: channel(s) 5 7 10

type(s) active-high, edge-triggered

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

I/O: 16-bit decode, range [0220,0240] mod 20, length 10

I/O: 16-bit decode, range [0388,0388] mod 08, length 04

I/O: 16-bit decode, range [0500,0560] mod 10, length 10

Start dependent function, acceptable config

IRQ: channel(s) 5 7 9 10 11 15

type(s) active-high, edge-triggered

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

I/O: 16-bit decode, range [0220,02E0] mod 20, length 10

I/O: 16-bit decode, range [0388,03B8] mod 08, length 04

I/O: 16-bit decode, range [0500,0560] mod 10, length 10

Start dependent function, suboptimal config

IRQ: channel(s) 5 7 9 10 11 15

type(s) active-high, edge-triggered

DMA: channel(s) 0 1 3

Type F, count-by-byte, nonbus-mastering, 8-bit only

DMA: NULL

I/O: 16-bit decode, range [0220,02E0] mod 20, length 10

I/O: 16-bit decode, range [0388,03B8] mod 08, length 04

I/O: 16-bit decode, range [0500,0560] mod 10, length 10

End all dependent functions

Logical Device ID: ADS7181

not a boot device, implements PNP register(s) 31

Compatible Device ID: PNPB006

Start dependent function, best config

IRQ: channel(s) 5 7 9 11

type(s) active-high, edge-triggered

I/O: 16-bit decode, range [0300,0330] mod 30, length 02

Start dependent function, acceptable config

IRQ: channel(s) 5 7 9 10 11 15

type(s) active-high, edge-triggered

I/O: 16-bit decode, range [0300,0420] mod 30, length 02

End all dependent functions

Logical Device ID: ADS7182

not a boot device, implements PNP register(s) 31

Compatible Device ID: PNPB02F

Start dependent function, best config

I/O: 16-bit decode, range [0200,0200] mod 08, length 08

Start dependent function, acceptable config

I/O: 16-bit decode, range [0200,0208] mod 08, length 08

End all dependent functions

End:



**PLUG AND PLAY KEY AND “ALTERNATE KEY” SEQUENCES**

One additional feature of the AD1816A is an alternate programming method used, for example, if a BIOS wants to assume control of the AD1816A and present DEVNODES to the OS (rather than having the device participate in Plug and Play enumeration). The following technique may be used.

Instead of the normal 32 byte Plug and Play key sequence, an alternate 126 byte key is used. After the 126 byte key, the AD1816A device will transition to the Plug and Play “sleep” state. It can then be programmed as usual using the standard Plug and Play ports. After programming, the AD1816A should be sent to the Plug and Play “WFK” (wait for key) state. Once the AD1816A has seen the alternate key, it will no longer parse for the Plug and Play key (and therefore never participate in Plug and Play enumeration). It can be reprogrammed by reissuing the alternate key again.

Both the Plug and Play key and the alternate key are sequences of writes to the Plug and Play address register, 0x279. Below are the ISA data values of both keys.

This is the standard Plug and Play sequence:

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 6a | b5 | da | ed | f6 | fb | 7d | be | df | 6f | 37 | 1b | 0d | 86 | c3 | 61 |
| b0 | 58 | 2c | 16 | 8b | 45 | a2 | d1 | e8 | 74 | 3a | 9d | ce | e7 | 73 | 39 |

This is the longer, 126-byte alternate key. It is generated by the function:

$$f[n+1] = (f[n] \gg 1) | (((f[n] \wedge (f[n] \gg 1)) \& 0x01) \ll 6) \quad f[0] = 0x01$$

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 01 | 40 | 20 | 10 | 08 | 04 | 02 | 41 | 60 | 30 | 18 | 0c | 06 | 43 | 21 | 50 |
| 28 | 14 | 0a | 45 | 62 | 71 | 78 | 3c | 1e | 4f | 27 | 13 | 09 | 44 | 22 | 51 |
| 68 | 34 | 1a | 4d | 66 | 73 | 39 | 5c | 2e | 57 | 2b | 15 | 4a | 65 | 72 | 79 |
| 7c | 3e | 5f | 2f | 17 | 0b | 05 | 42 | 61 | 70 | 38 | 1c | 0e | 47 | 23 | 11 |
| 48 | 24 | 12 | 49 | 64 | 32 | 59 | 6c | 36 | 5b | 2d | 56 | 6b | 35 | 5a | 6d |
| 76 | 7b | 3d | 5e | 6f | 37 | 1b | 0d | 46 | 63 | 31 | 58 | 2c | 16 | 4b | 25 |
| 52 | 69 | 74 | 3a | 5d | 6e | 77 | 3b | 1d | 4e | 67 | 33 | 19 | 4c | 26 | 53 |
| 29 | 54 | 2a | 55 | 6a | 75 | 7a | 7d | 7e | 7f | 3f | 1f | 0f | 07 |    |    |

# AD1816A

## AD1816 AND AD1816A COMPATIBILITY

The AD1816 and AD1816A are pin for pin and functionally compatible. The AD1816A may be dropped directly into an existing AD1816 design. However, the AD1816A has greater pin assignment flexibility to accommodate a wider range of applications and for controlling extra logical devices such as a modem chip set or an Enhanced IDE controller. Pin assignments are controlled by the external EEPROM. Consequently, the optional EEPROM must be reprogrammed to configure the AD1816A.

## USING AN EEPROM WITH THE AD1816 OR AD1816A

The AD1816 and AD1816A support an optional Plug and Play resource ROM. If present, the ROM must be a two-wire serial device (e.g. Xicor X24C02) and the clock and data lines should be wired to EE\_CLK and EE\_DATA pins; pull-up resistors are required on both signals. The EEPROM's A2 and A1 pins (also A0 for 256-byte EEPROMs) must all be tied to ground. The write control pin (WC\*) must be tied to power if you wish to program the EEPROM in place; otherwise, we recommend tying it to ground to prevent accidental writes.

The EEPROM interface logic examines the state of the EE\_CLK pin shortly after RESET is deasserted and whenever the Plug and Play reset register (02h) is written with a value X such that  $(X \& 1] \neq 0)$ . If an EEPROM is connected, EE\_CLK is pulled high and the EEPROM logic attempts to read the first ROM byte (page 0, byte 0). If EE\_CLK is tied low, the internal ROM is used; in this case EE\_DATA is used to set the state of VOL\_EN, and should also be tied high or low. EE\_CLK is not used as an input at any other time.

The initial part of the ROM is not part of the Plug and Play resource data. It consists of a number of flags that enable optional functionality. The number of flag bytes and the purpose of each bit depend on whether an AD1816 or an AD1816A is being used.

## AD1816 FLAG BYTE

The AD1816 has a single flag byte that is used as shown below:

| 7 | 6 | 5 | 4                    | 3      | 2        | 1       | 0        |
|---|---|---|----------------------|--------|----------|---------|----------|
| 1 | 0 | 0 | XTRA_SIZE<br>VOL_SEL | VOL_EN | XTRA_IRQ | XTRA_EN | MODEM_EN |

**MODEM\_EN** Program to one to enable the modem logical device. This logical device has an I/O range and an IRQ. The I/O range has the following requirements:

- Length of eight bytes
- Alignment of eight bytes
- 16-bit address decode

Program to zero to enable I<sup>2</sup>S Port 1.

**XTRA\_EN** Program to one to enable the XTRA logical device. This logical device has an I/O range, an optional IRQ, and an optional DMA. The I/O range has the following requirements:

- Length of eight bytes or 16 bytes, selectable by XTRA\_SIZE
- Alignment of eight bytes or 16 bytes, matches length
- 16-bit address decode

Program to zero to enable the DSP serial port.

**XTRA\_IRQ** Program to one to include an IRQ in the XTRA logical device. When enabled, the IRQ level and type are programmed through PnP registers 0x70 and 0x71. (Note: For the 1816, the IRQ type is hard coded and rising edge triggered.)

**VOL\_EN** Program to one to enable hardware volume control.

**XTRA\_SIZE/  
VOL\_SEL** The function of this bit depends on XTRA\_EN. If XTRA\_EN is one, this bit selects the size of the XTRA device's I/O range. Program to one to make the XTRA logical device I/O length 16 bytes. Program to zero to set the XTRA logical device I/O length to eight bytes. The alignment specified in the resource data must be an integer multiple of the length. If XTRA\_EN is zero (and VOL\_EN is one), then this bit selects the location of the hardware volume control pins. Program to zero to replace I<sup>2</sup>S0 with the volume control pins; program to one to replace the SPORT.

The three MSBs in the first byte of the AD1816 EEPROM are used to verify that the EEPROM data is valid. The bits are compared to the values shown; if a mismatch is found, then the EEPROM will be ignored. The internal ROM will be used to perform PnP enumeration, and the MODEM and XTRA logical devices will not be available. Hardware volume will be enabled on the I<sup>2</sup>S0 port. The SPORT is disabled.

## USING THE AD1816 WITHOUT AN EEPROM

If the EEPROM is absent (EE\_CLK pin = GND), the flags are set as shown below:

MODEM\_EN = XTRA\_EN = XTRA\_IRQ = VOL\_SEL = 0

VOL\_EN = EE\_DATA pin

**AD1816A FLAG BYTES**

The AD1816A has four flag bytes that are used as shown below:

(\*) AD1816-compatible setting.

**Byte 0**

| 7 | 6 | 5 | 4       | 3                                 | 2        | 1       | 0        |
|---|---|---|---------|-----------------------------------|----------|---------|----------|
| 1 | 0 | 0 | XTRA_HV | I <sup>2</sup> S <sub>0</sub> _HV | SUPER_EN | XTRA_EN | MODEM_EN |

**MODEM\_EN** Program to one to enable the modem logical device. This logical device has an I/O range and an IRQ. The I/O range has the following requirements:

- Length of eight bytes
  - Alignment of eight bytes
  - 16-bit address decode
- Program to zero to enable I<sup>2</sup>S Port 1 (SUPER\_EN and IRQ\_EN must also be zero).

**XTRA\_EN** Program to one to enable the XTRA logical device. This logical device has an I/O range, an optional IRQ, and an optional DMA. The I/O range has the following requirements:

- Length of 1 to 16 bytes, selectable by XTRASZ0[3:0]
- Alignment of 1 to 16 bytes, matches length
- 16-bit address decode

A second I/O range is available (see XTRA\_CS). Program to zero to enable the DSP serial port (XTRA\_HV must also be zero).

**SUPER\_EN** Program to one to merge the XTRA and modem logical devices. If this bit is set to one, XTRA\_EN and IRQ\_EN must be set to one and MODEM\_EN must be set to zero. The combined device has up to two I/O ranges, two IRQs and one DMA. The two I/O ranges are both taken from the XTRA device; the modem I/O range is disabled. The first IRQ is the XTRA device IRQ, the second is the modem IRQ. Program to zero for distinct modem and XTRA devices. (\*)

**I<sup>2</sup>S<sub>0</sub>\_HV** Program to one to enable hardware volume inputs on the I<sup>2</sup>S port 0 pins.

**XTRA\_HV** Program to one to enable hardware volume inputs on the DSP serial port pins. Do not enable both XTRA\_HV and I<sup>2</sup>S<sub>0</sub>\_HV. Program to zero to enable the XTRA device DMA or the DSP serial port.

The three MSBs in the first byte of the AD1816A EEPROM are used to verify that the EEPROM data is valid. The bits are compared to the values shown; if a mismatch is found, the EEPROM will be ignored. The internal ROM will be used to perform PnP enumeration, and the MODEM and XTRA logical devices will not be available. Hardware volume will be enabled on the I<sup>2</sup>S<sub>0</sub> port. The SPORT is disabled.

**Byte 1**

| 7        | 6 | 5 | 4 | 3 | 2       | 1         | 0           |
|----------|---|---|---|---|---------|-----------|-------------|
| RESERVED |   |   | 0 | 0 | RSTB_EN | IRQSEL3_9 | IRQSEL12_13 |

**IRQSEL12\_13** Program to one to enable IRQ 13.  
Program to zero to enable IRQ 12.  
IRQ\_EN must be one and MODEM\_EN must be zero, or this bit has no effect.

**IRQSEL3\_9** Program to one to enable IRQ 9.  
Program to zero to enable IRQ 3. (\*)  
MODEM\_EN or IRQ\_EN must be one, or this bit has no effect.

**RSTB\_EN** Program to one to enable an active-low RESET output on the XCTRL0 pin.  
Program to zero to enable XCTRL0/PCLKO. (\*)

# AD1816A

## Byte 2

|              |            |             |            |              |   |   |   |
|--------------|------------|-------------|------------|--------------|---|---|---|
| 7            | 6          | 5           | 4          | 3            | 2 | 1 | 0 |
| IRQSEL4_9_11 | IRQSEL9_14 | IRQSEL11_15 | IRQSEL4_10 | XTRASZ0[3:0] |   |   |   |

XTRASZ0[3:0] Sets the XTRA device I/O range 0 length. The XTRASZ0 bits set the length of the first XTRA device I/O range as follows:

| XTRASZ0 | I/O Range Length |
|---------|------------------|
| 0000    | 16               |
| 1000    | 8                |
| 1100    | 4                |
| 1110    | 2                |
| 1111    | 1                |

All other combinations should be avoided.

IRQSEL4\_10 Program to one to enable IRQ 10. (\*, if MODEM\_EN is zero)  
Program to zero to enable IRQ 4. (\*, if MODEM\_EN is one)

IRQSEL11\_15 Program to one to enable IRQ 15. (\*)  
Program to zero to enable IRQ 11.

IRQSEL9\_14 Program to one to enable IRQ 14.  
Program to zero to enable IRQ 9. (\*)

IRQSEL4\_9\_11 Program to one to enable IRQ 11. (\*)  
Program to zero to enable IRQ 4 (if MODEM\_EN is one) or IRQ 9 (if MODEM\_EN is zero).

## Byte 3

|              |   |   |   |         |        |         |         |
|--------------|---|---|---|---------|--------|---------|---------|
| 7            | 6 | 5 | 4 | 3       | 2      | 1       | 0       |
| XTRASZ1[3:0] |   |   |   | XTRA_CS | IRQ_EN | MIRQINV | XIRQINV |

XIRQINV Program to one to make LD\_IRQ active-low.  
Program to zero to make LD\_IRQ active-high. (\*)

MIRQINV Program to one to make MDM\_IRQ active-low.  
Program to zero to make MDM\_IRQ active-high. (\*)

IRQ\_EN Program to one to enable additional IRQ options on the ISA bus. If MODEM\_EN is zero, then two IRQs are added; if MODEM\_EN is one, this bit is ignored. Program to zero to enable I<sup>2</sup>S port 1 (SUPER\_EN and MODEM\_EN must also be zero). (\*)

XTRA\_CS Program to one to enable a second I/O range for the XTRA or SUPER logical devices. It is identical to the first I/O range, except its size is controlled by XTRASZ1[3:0]. Program to zero to enable the XCTR1/RING\_IN pin. (\*) Always considered to be zero if XTRA\_EN is zero.

XTRASZ1[3:0] Sets the XTRA device I/O range one length. The XTRASZ1 bits set the length of the second XTRA device I/O range as follows:

| XTRASZ1 | I/O Range Length |
|---------|------------------|
| 0000    | 16               |
| 1000    | 8                |
| 1100    | 4                |
| 1110    | 2                |
| 1111    | 1                |

All other combinations should be avoided.

### USING THE AD1816A WITHOUT AN EEPROM

If the EEPROM is absent (EE\_CLK pin = GND), then the flags are set as shown below:

MODEM\_EN = XTRA\_EN = SUPER\_EN = XTRA\_HV = RSTB\_EN = IRQ\_EN = 0

IRQSEL9\_14 = MIRQINV = XIRQINV = 0

IRQSEL4\_10 = IRQSEL11\_15 = IRQSEL4\_9\_11 = 1

I<sup>2</sup>S0\_HV = EE\_DATA pin

**MAPPING THE AD1816 EEPROM INTO THE AD1816A EEPROM**

The equations below map AD1816 flags onto AD1816A flags:

MODEM\_EN = MODEM\_EN  
 XTRA\_EN = XTRA\_EN  
 SUPER\_EN = 0  
 $I^2S0\_HV = VOL\_EN * \overline{VOL\_SEL}$   
 $XTRA\_HV = VOL\_EN * \overline{VOL\_SEL}$   
 IRQSEL12\_13 = X (don't care)  
 IRQSEL3\_9 = 0  
 RSTB\_EN = 0  
 $XTRASZ0[3] = \overline{XTRA\_SIZE}$   
 $XTRASZ0[2:0] = 000$   
 $IRQSEL4\_10 = \overline{MODEM\_EN}$   
 $IRQSEL11\_15 = 1$   
 $IRQSEL9\_14 = 0$   
 $IRQSEL4\_9\_11 = 1$   
 XIRQINV = 0  
 MIRQINV = 0  
 IRQ\_EN = 0  
 XTRA\_CS = 0  
 $XTRASZ1[3:0] = XXXX$  (don't care)

**PIN MUXING IN THE AD1816 AND AD1816A**

Some AD1816 and AD1816A options are mutually exclusive because there are a limited number of pins on the device to support them all. The tables below map functions to pin, and show how the flags must be set to assign functions to pins. For each pin, the first function listed is the default; that function is used if the EEPROM is absent or invalid.

**Table XIII. AD1816 Pin Muxing**

| PQFP | TQFP | Pin Function          | I/O   | Flags Required   |
|------|------|-----------------------|-------|--|
| 1    | 99   | $I^2S0\_DATA$         | I     | $\overline{VOL\_EN} + (\overline{XTRA\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{VOL\_UP}$  | I     | $VOL\_EN * (XTRA\_EN + \overline{VOL\_SEL})$                       |
| 2    | 100  | $I^2S0\_LRCLK$        | I     | $\overline{VOL\_EN} + (\overline{XTRA\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{VOL\_DN}$  | I     | $VOL\_EN * (XTRA\_EN + \overline{VOL\_SEL})$                       |
| 3    | 1    | $I^2S0\_BCLK$         | I     | $\overline{VOL\_EN} + (\overline{XTRA\_EN} * \overline{VOL\_SEL})$ |
|      |      | GND                   | I     | $VOL\_EN * (XTRA\_EN + \overline{VOL\_SEL})$                       |
| 77   | 75   | IRQ(10)               | O (1) | $\overline{MODEM\_EN}$   |
|      |      | IRQ(4)                | O (1) | $\overline{MODEM\_EN}$   |
| 81   | 79   | $I^2S1\_DATA$         | I     | $\overline{MODEM\_EN}$   |
|      |      | IRQ(3)                | O (1) | $\overline{MODEM\_EN}$   |
| 82   | 80   | $I^2S1\_BCLK$         | I     | $\overline{MODEM\_EN}$   |
|      |      | MDM_IRQ               | I     | $\overline{MODEM\_EN}$   |
| 83   | 81   | $I^2S1\_LRCLK$        | I     | $\overline{MODEM\_EN}$   |
|      |      | MDM_SEL               | O (2) | $\overline{MODEM\_EN}$   |
| 97   | 95   | SPORT_SCLK            | O     | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{LD\_SEL}$  | O     | $XTRA\_EN$   |
|      |      | No Connect            | O     | $\overline{XTRA\_EN} * VOL\_EN * \overline{VOL\_SEL}$              |
| 98   | 96   | SPORT_SDFS            | O (2) | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{LD\_DRQ}$  | I     | $XTRA\_EN$   |
|      |      | $\overline{VOL\_UP}$  | I     | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
| 99   | 97   | SPORT_SDO             | O     | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{LD\_DACK}$ | O     | $XTRA\_EN$   |
|      |      | No Connect            | O     | $\overline{XTRA\_EN} * VOL\_EN * \overline{VOL\_SEL}$              |
| 100  | 98   | SPORT_SDI             | I     | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
|      |      | $\overline{LD\_IRQ}$  | I     | $XTRA\_EN * XTRA\_IRQ$   |
|      |      | $\overline{VOL\_DN}$  | I     | $\overline{XTRA\_EN} * (\overline{VOL\_EN} * \overline{VOL\_SEL})$ |
|      |      | GND                   | I     | $\overline{XTRA\_EN} * \overline{XTRA\_IRQ}$                       |

(1) IRQ pins are three-stated if not assigned to a logical device.

(2) A pull-up or pull-down resistor may be required if EEPROM is used, because this pin is three-stated while EEPROM is read.

# AD1816A

**Table XIV. AD1816A Pin Muxing**

| PQFP | TQFP | Pin Function            | I/O   | Flags Required                               |
|------|------|-------------------------|-------|--|
| 1    | 99   | I <sup>2</sup> S0_DATA  | I     | I <sup>2</sup> S0_HV                         |
|      |      | VOL_UP                  | I     | I <sup>2</sup> S0_HV                         |
| 2    | 100  | I <sup>2</sup> S0_LRCLK | I     | I <sup>2</sup> S0_HV                         |
|      |      | VOL_DN                  | I     | I <sup>2</sup> S0_HV                         |
| 3    | 1    | I <sup>2</sup> S0_BCLK  | I     | I <sup>2</sup> S0_HV                         |
|      |      | GND                     | I     | I <sup>2</sup> S0_HV                         |
| 68   | 66   | XCTL0/PCLKO             | O     | RSTB_EN                                      |
|      |      | PNPRST                  | O     | RSTB_EN                                      |
| 69   | 67   | XCTL1/RING              | O (1) | XTRA_EN + XTRA_CS                            |
|      |      | LD_SEL1                 | O     | XTRA_EN * XTRA_CS                            |
| 75   | 73   | IRQ(15)                 | O (2) | IRQSEL15_11                                  |
|      |      | IRQ(11)                 | O (2) | IRQSEL15_11                                  |
| 76   | 74   | IRQ(11)                 | O (2) | IRQSEL4_9_11                                 |
|      |      | IRQ(9)                  | O (2) | IRQSEL4_9_11 * MODEM_EN                      |
|      |      | IRQ(4)                  | O (2) | IRQSEL4_9_11 * MODEM_EN                      |
| 77   | 75   | IRQ(10)                 | O (2) | IRQSEL4_10                                   |
|      |      | IRQ(4)                  | O (2) | IRQSEL4_10                                   |
| 78   | 76   | IRQ(9)                  | O (2) | IRQSEL9_14                                   |
|      |      | IRQ(14)                 | O (2) | IRQSEL9_14                                   |
| 81   | 79   | I <sup>2</sup> S1_DATA  | I     | MODEM_EN * SUPER_EN * IRQ_EN                 |
|      |      | IRQ(3)                  | O (2) | (MODEM_EN + SUPER_EN + IRQ_EN) * IRQSEL3_9   |
| 82   | 80   | IRQ(9)                  | O (2) | (MODEM_EN + SUPER_EN + IRQ_EN) * IRQSEL3_9   |
|      |      | I <sup>2</sup> S1_BCLK  | I     | MODEM_EN                                     |
| 83   | 81   | MDM_IRQ                 | I     | MODEM_EN                                     |
|      |      | I <sup>2</sup> S1_LRCLK | I     | MODEM_EN * SUPER_EN * IRQ_EN                 |
| 97   | 95   | MDM_SEL                 | O (4) | MODEM_EN * SUPER_EN                          |
|      |      | IRQ(12)                 | O (2) | (MODEM_EN + SUPER_EN) * IRQ_EN * IRQSEL12_13 |
|      |      | IRQ(13)                 | O (2) | (MODEM_EN + SUPER_EN) * IRQ_EN * IRQSEL12_13 |
| 98   | 96   | SPORT_SCLK              | O     | XTRA_EN * XTRA_HV                            |
|      |      | LD_SEL0                 | O     | XTRA_EN                                      |
|      |      | No Connect              | O     | XTRA_EN * XTRA_HV                            |
| 99   | 97   | SPORT_SDFS              | O (3) | XTRA_EN * XTRA_HV                            |
|      |      | LD_DRQ                  | I     | XTRA_EN * XTRA_HV                            |
|      |      | VOL_UP                  | I     | XTRA_HV                                      |
| 100  | 98   | SPORT_SDO               | O (3) | XTRA_EN * XTRA_HV                            |
|      |      | LD_DACK                 | O (3) | XTRA_EN * XTRA_HV                            |
|      |      | VOL_DN                  | I     | (XTRA_EN + XTRA_CS) * XTRA_HV                |
|      |      | GND                     | I     | XTRA_EN * XTRA_HV * XTRA_CS                  |
| 100  | 98   | SPORT_SDI               | I     | XTRA_EN * XTRA_HV                            |
|      |      | LD_IRQ                  | I     | XTRA_EN                                      |
|      |      | VOL_DN                  | I     | XTRA_EN * XTRA_HV * XTRA_CS                  |
|      |      | GND                     | I     | XTRA_EN * XTRA_HV * XTRA_CS                  |

(1) Open-drain driver with internal weak pull-up.

(2) PC\_IRQ pins are three-stated if not assigned to a logical device.

(3) A pull-up or pull-down resistor may be required if EEPROM is used, because this pin is three-stated while EEPROM is read.

(4) An internal pull-up holds this pin deasserted until the EEPROM is read.

## NOTE

The direction of some pins (input vs. output) depends on the flags. In order to prevent conflicts on pins that may be both inputs and outputs, the AD1816 and AD1816A disable the output drivers for those pins while the flags are being read from the EEPROM, and keep them disabled if the EEPROM data is invalid.

**PROGRAMMING EXTERNAL EEPROMS**

Below are the details for programming an external EEPROM or an ADI-supplied PC Program may be used. The PnP EEPROM can be written only in the "Alternate Key State"; this prevents accidental EEPROM erasure when using standard PnP setup. The procedure for writing an EEPROM is:

- 1) Enter PnP configuration state and fully reset the part by writing 0x07 to PnP register 0x02. This step can be eliminated if the part has not been accessed since power-up, a previous full PnP reset or assertion of the ISA bus RESET signal.
- 2) Send the alternate initiation key to the PnP address port. EEPROM writes are disabled if the standard PnP key is used.
- 3) Enter isolation state and write a CSN to enter configuration state. Do not perform any isolation reads.
- 4) Poll PnP register 0x05 until it equals 0x01 and wait at least 336 microseconds (ensures that EEPROM is idle).
- 5) Write the second byte of your serial identifier to PnP register 0x20.
- 6) Read PnP register 0x04.
- 7) Wait for at least 464 microseconds, plus the EEPROM's write cycle time (up to 10 ms for a Xicor X24C02).
- 8) Repeat steps 4 through 7 for each byte in your PnP ROM, starting with the third byte of the serial identifier and ending with the final checksum byte. You must then continue to write filler bytes until 512 bytes, minus one more than the number of flag bytes, have been written. Finally, write the flag byte(s) (described above) and the first byte of the serial identifier.
- 9) Fully reset the part by writing 0x07 to PnP register 0x02.

The AD1816 or AD1816A will now act according to the contents of the EEPROM.

**NOTES**

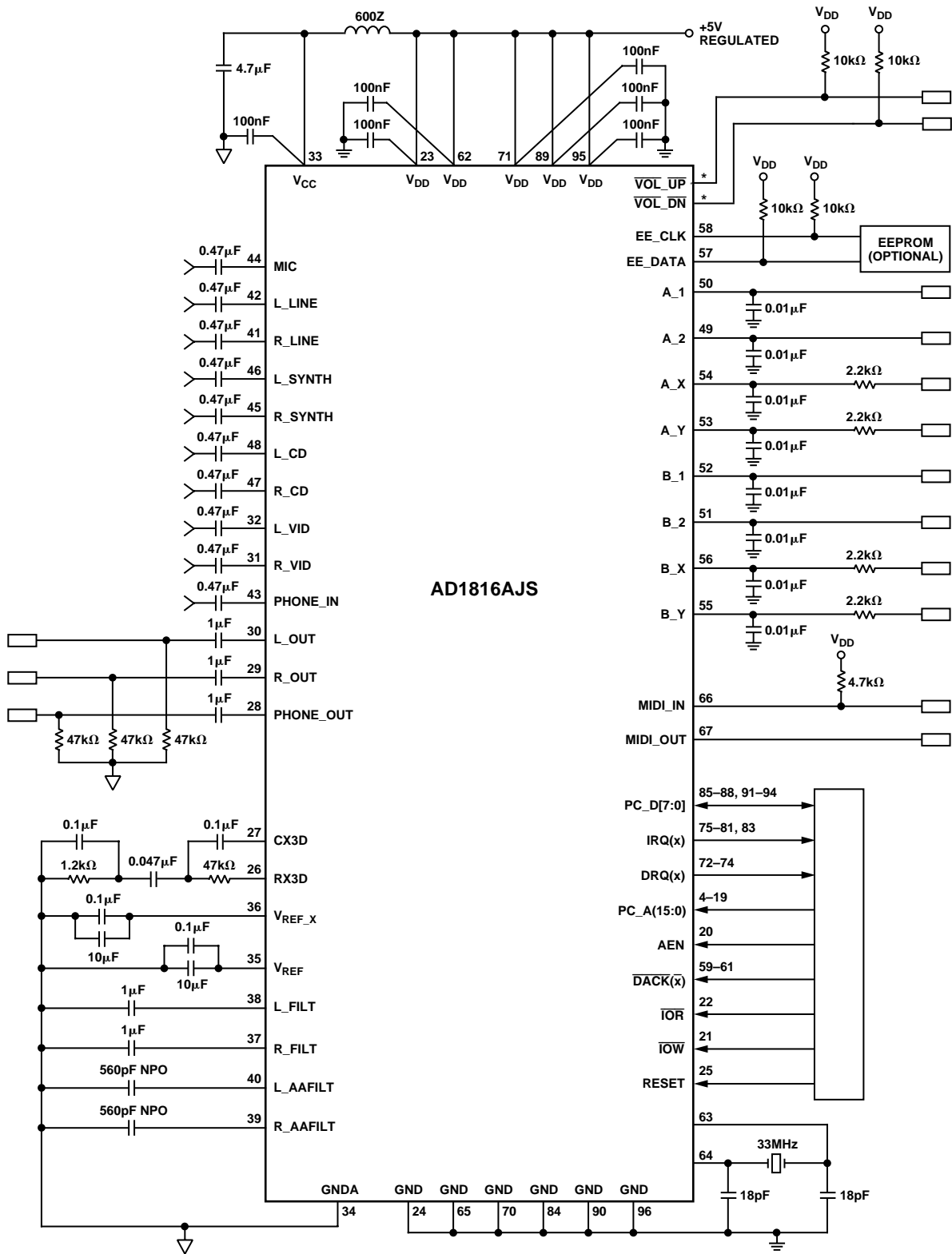
Programming will not work if more than one part uses the same alternate initiation key in the system. Parts that use this alternate initiation key are the AD1816 and AD1816A.

If a 256-byte EEPROM is used, it is not necessary to wait 10 ms after writing bytes 255 to 511, because the EEPROM will ignore them anyway.

You can skip over bytes that you don't care to write by just performing a ROM read instead of a ROM write followed by a ROM read.

**REFERENCE DESIGNS AND DEVICE DRIVERS**

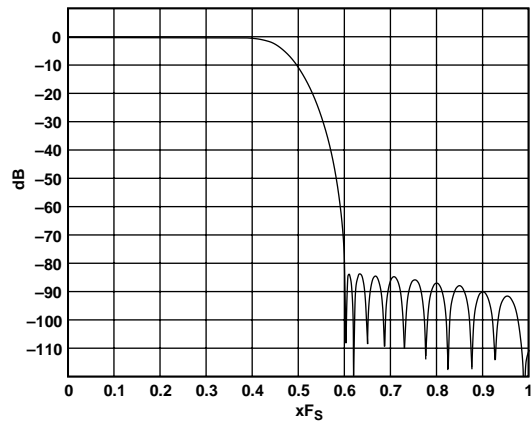
Reference designs and device drivers for the AD1816A are available via the Analog Devices Home Page on the World Wide Web at <http://www.analog.com>. Reference designs may also be obtained by contacting your local Analog Devices Sales representative or authorized distributor.



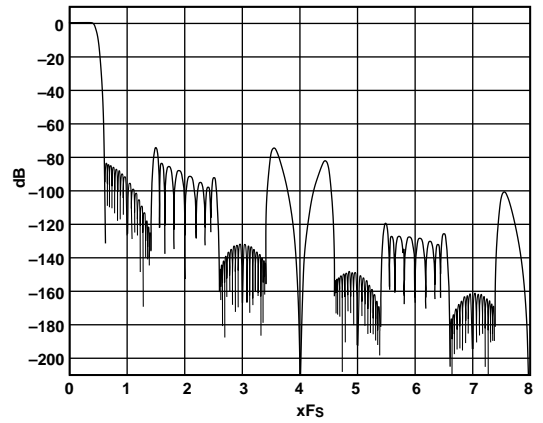
\*LOCATION OF THIS PIN IS DETERMINED BY THE EEPROM

Figure 16. Recommended Application Circuit

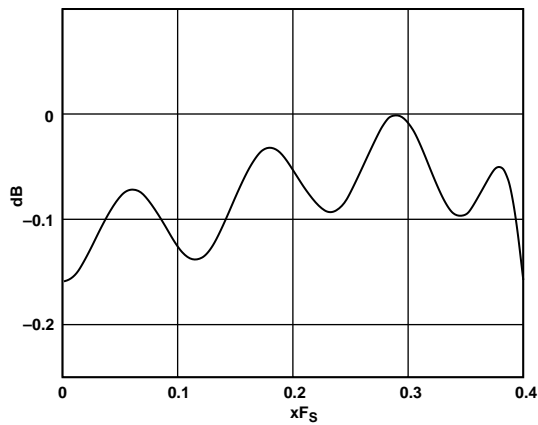




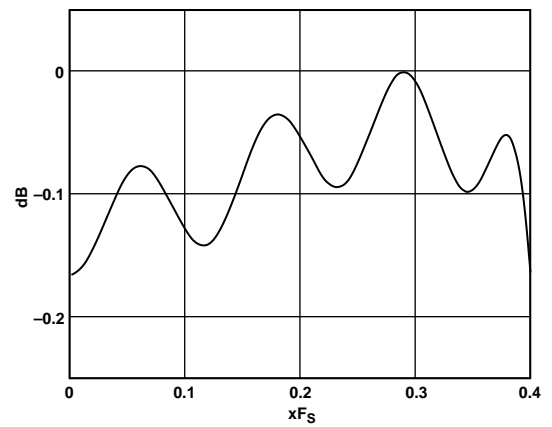
a. ADC Audio



c. DAC Audio



b. ADC Audio Passband



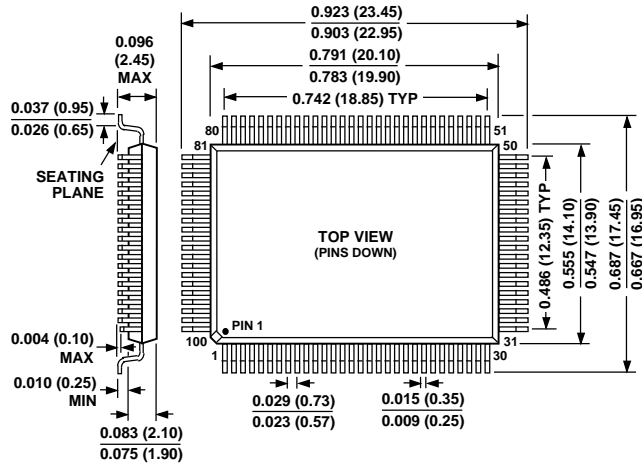
d. DAC Audio Passband (Including Out-of-Band Spectrum)

Figure 17. AD1816A Frequency Response Plots (Full-Scale Line-Level Input, 0 dB Gain). The Plots Do Not Reflect the Additional Benefits of the AD1816A Analog Filters. Out-of-Band Images Will Be Attenuated by an Additional 31.4 dB at 100 kHz.

**OUTLINE DIMENSIONS**

Dimensions shown in inches and (mm).

**100-Lead Plastic Quad Flatpack (S-100)**



**100-Lead Thin Quad Flatpack (ST-100)**

