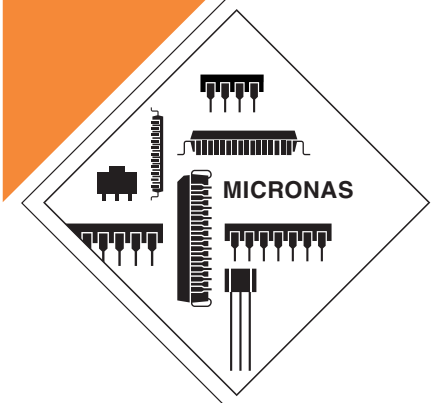

PRELIMINARY DATA SHEET

MAS 35xyH
Audio Decoder IC Family

DIGITAL dts SURROUND

DOLBY DIGITAL

DOLBY SURROUND PRO LOGIC II

SPATIALIZER N-2-2 ULTRA

VIRTUAL DOLBY DIGITAL

Edition Dec. 4, 2003
6251-589-2PD

MICRONAS

Contents

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Contents, continued

License Notice:

Audio Decoder IC Family

This data sheet applies to the MAS 35xyH family, version C6, and to following versions.

Release Note: Revision bars indicate significant changes to the previous edition.

1. Introduction

The Micronas MAS 35xyH family consists of ICs with various combinations of DTS, Dolby Digital, Dolby Pro Logic II and MPEG-1 Layer-2 decoders and Virtualizer on a single chip. The family consists by the following members:

Table 1–1: MAS 35xyH family

Decoder	MAS35xyH Type		
	3527H	3529H	3530H
DTS	–	–	✓
Dolby Digital	–	✓	✓
Pro Logic II	–	✓	✓
VDD (Virtual Dolby Digital)	✓	✓	✓
VDS (Virtual Dolby Surround)	✓	✓	✓
MPEG1 L2	✓	✓	✓
N-2-2 ULTRA	optional	optional	optional

The MAS 35xyH decoder IC acts as a complete implementation of 5.1 DTS and Dolby Digital/Pro Logic II decoders. On the chip's 8-channel output an Lt/Rt or Lo/Ro downmix is available simultaneously to the multichannel audio for recording or headphone usage. All necessary processing units, together with the I/O interfaces, have been integrated in a single 44-pin IC.

In a TV application, a two-chip solution of MAS 3527H and MSP 44x0G results in a Virtual Dolby Digital System, whereas a multichannel audio TV uses MAS 35xyH, MSP 44x0G and DPL 4519G. Due to the scalable and flexible Micronas system solution, a single hardware (PCB) solution, as well as a single TV software solution, can be used to implement TV audio systems from stereo only, via Virtual Dolby Digital, to DTS/Dolby Digital multichannel audio.

In a consumer audio application, the MAS 35xyH, completed by a standard audio codec and power amplifiers, forms a 5.1 multichannel audio A/V amplifier or receiver. The high integration level of MAS 35xyH with its S/PDIF on chip, enables the design of very economic 5.1 home audio sets.

1.1. Features

- Two multiplexed S/PDIF, IEC-958, IEC 61937, AES/EBU, EIA-J CP-340 receivers
- Two freely configurable multiplexed serial inputs
- Decoders for 5.1 Dolby Digital (AC-3), 5.1 DTS, Dolby Pro Logic II and MPEG-1 Layer-2
- Spatializer N-2-2 ULTRA as "Virtual Dolby Digital"-compliant virtualizer
- Handling of PCM input format
- S/PDIF PCM output or loop-through for all inputs
- Lt, Rt encoding or straight downmixing to two channels (Lo, Ro) simultaneously to 5.1 multichannel output
- Multichannel I^2S output (four stereo data lines or one 8-channel line)
- Dynamic range compression
- Karaoke downmixing
- Delay for center (0…5 ms)
- Delay for surround (two channels, 0…25 ms)
- Bandpass-shaped/white-noise generator
- Bass management according to Dolby specification (output configuration 0, 1, 2, 3, and DVD) and "Bass to Center"
- I^2C control

1.2. TV System Application

The Micronas DTS/Dolby Digital TV system solution consists of three dedicated integrated circuits:

– The MSP 44x0G is the interface for all TV-sound and analog input signals. It performs the TV-audio demodulation and stereo decoding. It has four pairs of audio D/A-converters, two of them including sound control facilities, and one additional subwoofer D/A converter.

– The DPL 4519G adds three pairs of audio D/A-converters, two of them including sound control facilities, and one additional subwoofer D/A converter.

– The MAS 35xyH performs DTS/Dolby Digital or MPEG decoding, Pro Logic II decoding for all Stereo Sources, Virtual Dolby Digital processing for surround sound with 2 speakers.

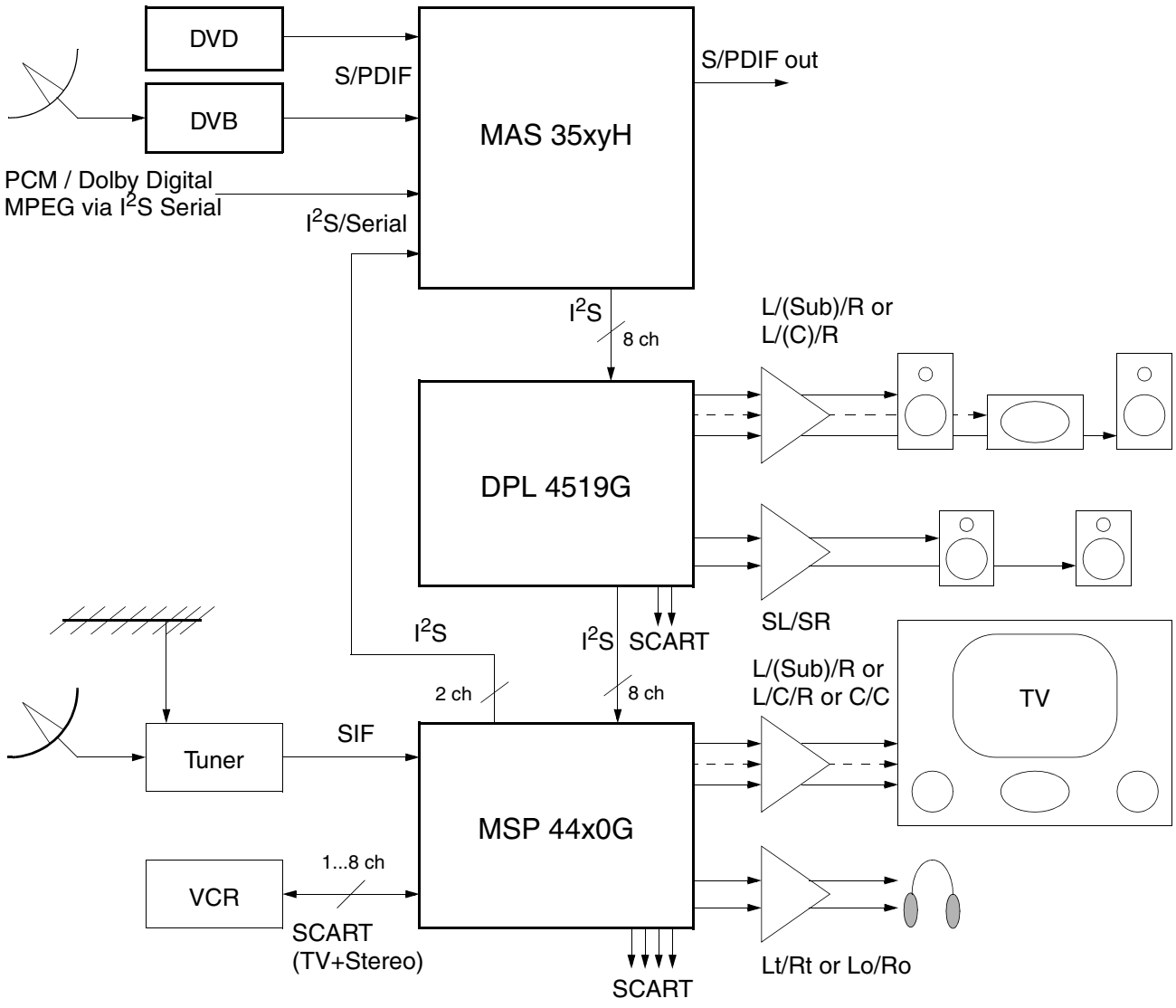


Fig. 1–1: Configuration of the Micronas DTS Dolby Digital/TV system solution.

1.3. TV Application Details

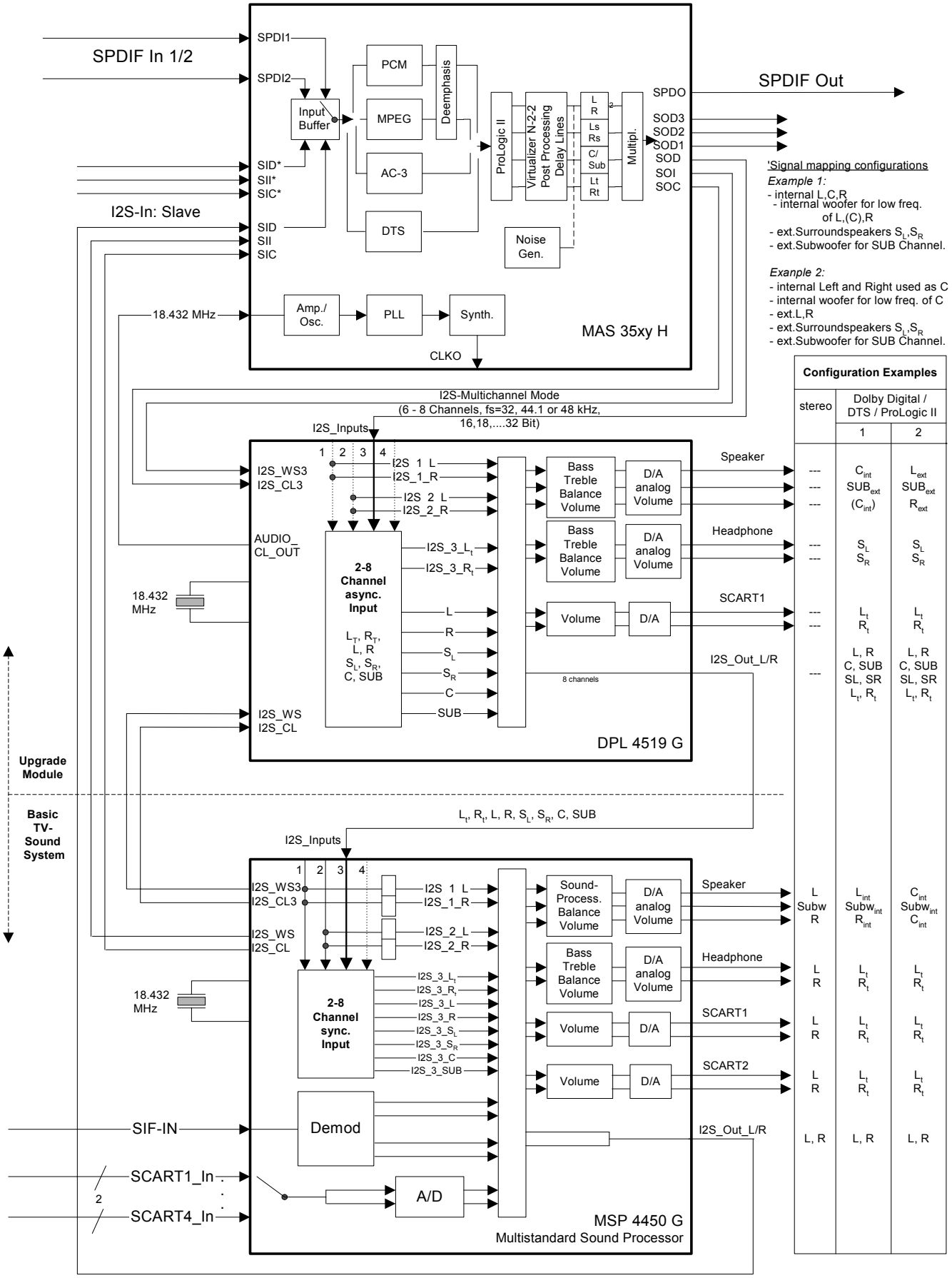


Fig. 1–2: Block diagram of the MAS 35xyH TV application with output signal mapping

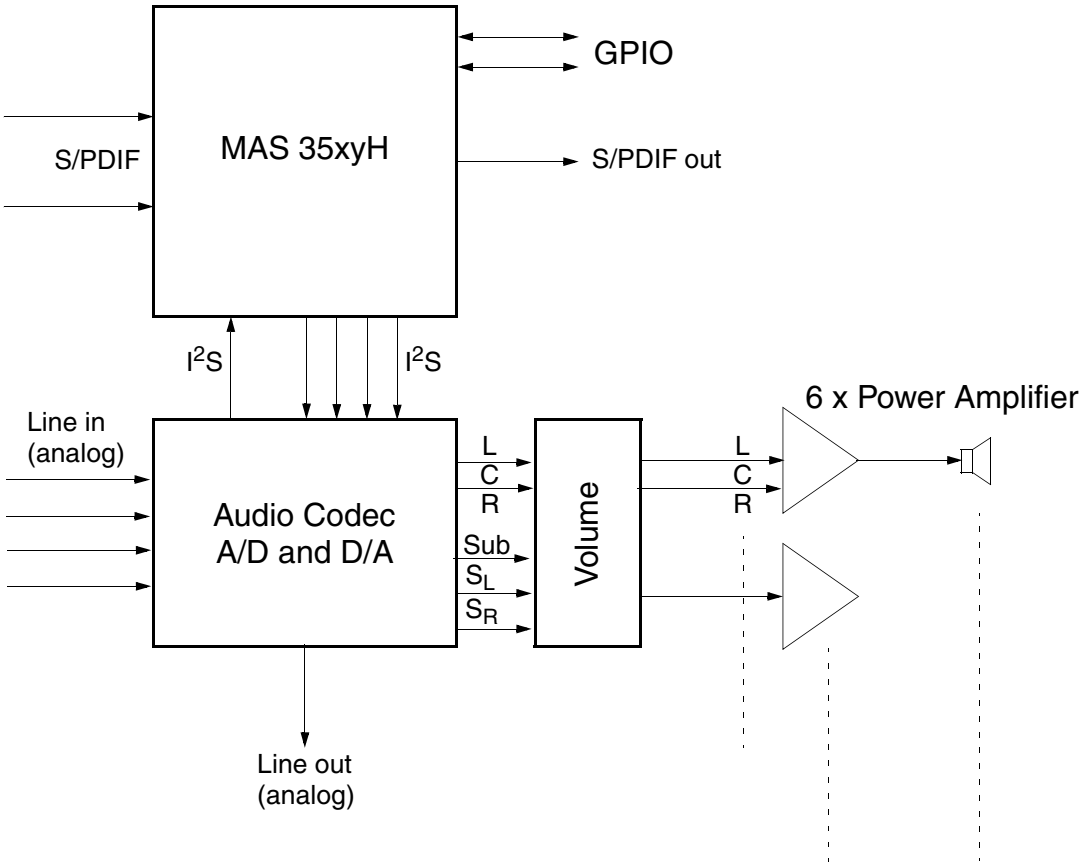


Fig. 1–3: Block diagram of an MAS 35xyH 5-1 Multichannel Audio Amplifier/Receiver application

2. Functional Description

2.1. Overview

The MAS 35xyH is intended for use in consumer audio applications. It receives S/PDIF or serial data streams and decodes the DTS Dolby Digital (AC-3), MPEG or PCM-encoded audio formats.

Due to the automatic format detection, no controller interaction is needed for the standard operation. On the other hand, the controller has full access to all vital information contained in the Dolby Digital or DTS bit stream. The choice of different output formats, as defined by Dolby, guarantees a good adaption to various listening environments.

2.2. Architecture

The hardware of the MAS 35xyH consists of a high performance RISC Digital Signal Processor (DSP) and appropriate interfaces. Fig. 2–1 shows a hardware overview of the IC; Fig. 2–2 on page 12 shows the functional aspects.

2.3. DSP Core

The internal processor is a dedicated audio DSP. All data input and output actions are based on a ‘non-cycle-stealing’ background DMA that does not cause any computational overhead.

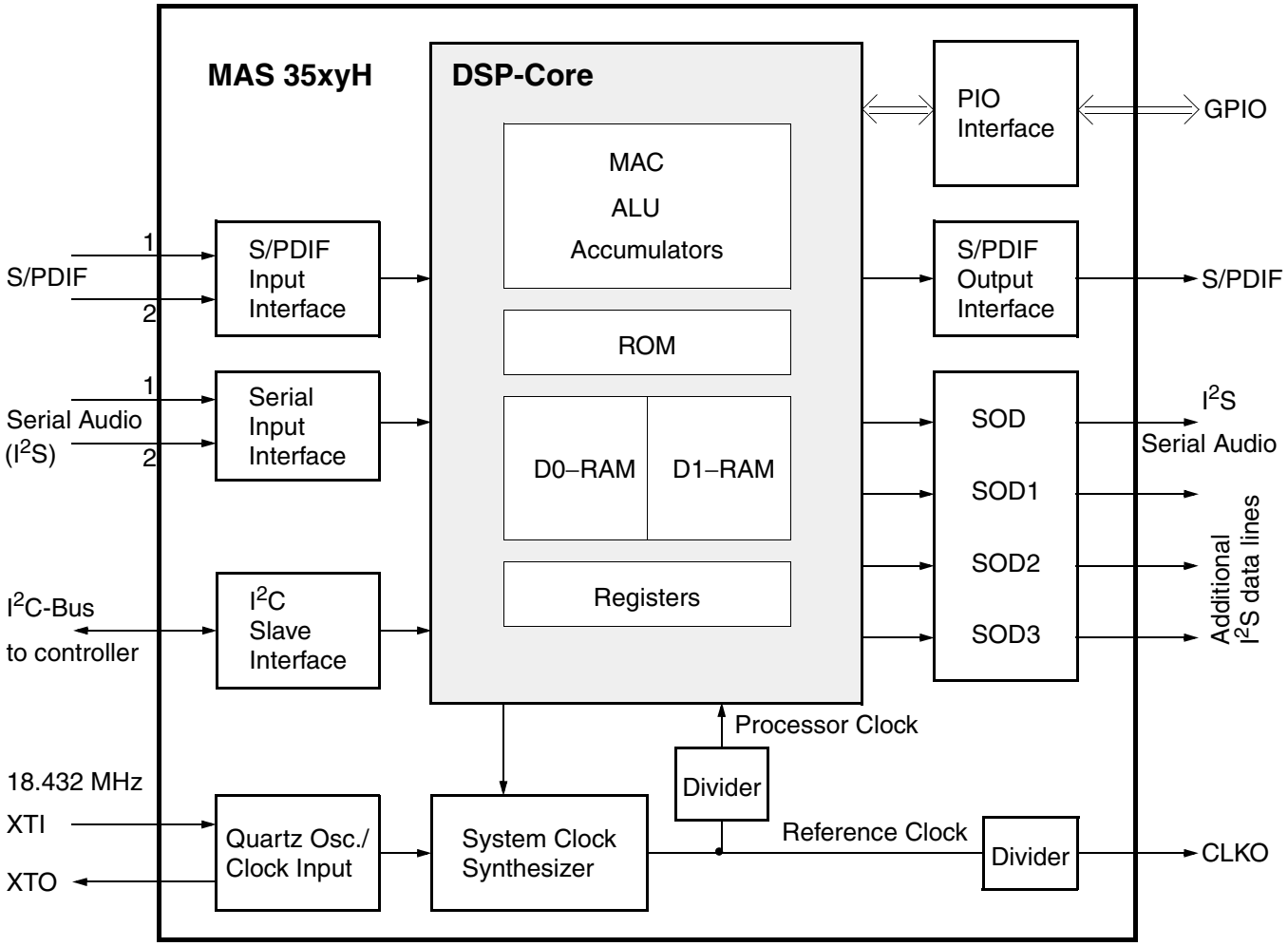


Fig. 2–1: The MAS 35xyH architecture

2.4. Internal Program ROM and Firmware

The firmware implemented in the program ROM of the MAS 35xyH provides Dolby Digital, DTS and MPEG-1 Layer-2 audio data decompression as well as handling of PCM-encoded audio. All Stereo sources (PCM, MPEG1L2, DD 2/0, DTS 2/0) pass through a Dolby Pro Logic II decoder. The required downmixing, output configurations and delay lines for an implementation of Dolby Digital or DTS and loop-through of unsupported formats received via the S/PDIF input are implemented as well.

For PCM and MPEG signals, a de-emphasis can be applied to achieve a flat frequency response.

On power-on, the DSP starts the firmware in an automatic standard detection mode with the first S/PDIF input selected. Therefore, only minimal controlling is necessary. In addition, the I^2C interface provides a set of I^2C instructions that give access to internal DSP registers and memory areas.

2.5. RAM and Registers

The DSP core has access to two RAM banks named D0 and D1. All RAM addresses can be accessed in a 20-bit or a 16-bit mode via I^2C bus. For more details, please refer to Section 3.4.on page 21.

For fast access of internal DSP states, the processor core has an address space of 256 data registers (see Section 3.5. on page 25) which can be accessed via I^2C bus.

2.6. Clock Management

The MAS 35xyH is driven by a single clock at a frequency of 18.432 MHz. The clock may either be provided by an external source connected to pin XTO, or by a crystal connected to XTI and XTO. In this case, the clock signal is available for other applications at pin XTO.

The internal reference clock and processor clock are derived from the 18.432 MHz and synchronized to the audio sample frequency of the decompressed bit stream by a PLL. For Dolby Digital decoding, the clock frequency can be selected as a high or a low value in configuration memory cell UIC_Out_Clk_Scale (D0:13DF) by bit[16] – (see Table 3–8 on page 49). It is highly recommended to use the high system clock. The resulting processor clocks are given in Table 2–1.

At pin CLKO, a clock output can be provided, e.g., for additional D/A converters. The output frequency at CLKO is the reference clock divided by a factor as selected by bits [18:17] in D0:13DF. By default, CLKO is disabled.

Table 2–1: Processor clock frequencies and reference clock frequencies in dependence of bit [16] of UIC_Out_Clk_Scale (D0:13DF)

Format	f_s/kHz	Processor Clock/MHz	
		bit[16] = 0	bit[16] = 1
Dolby Digital, DTS, MPEG, PCM	48	61.44	73.728
	44.1	56.448	67.7376
	32	40.96	49.152

2.7. Interfaces

2.7.1. I²C Control Interface

For controlling, a standard I²C interface is implemented. A detailed description of all functions can be found in Section 3. on page 20.

2.7.2. S/PDIF Input Interfaces

Two multiplexed S/PDIF input interfaces are installed which are capable of PCM, Dolby Digital, DTS and MPEG auto-detection. In addition to the signal input pins SPDI/SPDI2, a reference pin SPREF is provided to support balanced signal sources or twisted pair transmission lines. The following features are supported:

– Fast synchronization on input signal (< 50 ms)

– Burst Mode support for Dolby Digital, DTS and MPEG bit streams

– Locking on 32, 44.1, 48 kHz sample frequencies

– Incoming first 20 channel status bits are mirrored in Register 56_{hex} (see Table 3–5 on page 25)

When the input format is changed (e.g. from Dolby Digital to MPEG), the synchronization is lost and the audio output is muted. The automatic standard recognition then checks the new input format and, after successful recognition, resumes normal operation.

It is possible to observe the S/PDIF input for valid bitstreams while processing I²S signals, (see Table 3–6), Adr. D0:13C7$_{hex}$. Detection whether the interface has synchronized or not, and what the S/PDIF header information contains, is possible. This permits the following implementations:

– automatic detection whether signals are connected to the digital input or not, during normal operation mode (“hot plug-in”)

– automatic fallback to analog sources when undecodable bit streams are detected, with automatic switchback when the signals are decodable again.

2.7.3. S/PDIF Output

At pin SPDIFOUT, the baseband audio is provided as an S/PDIF signal.

Channel status bits in S/PDIF output (especially copyright, category code and generation status) can be configured in D0:13EA (see Table 3–7 on page 38).

Alternatively, this output can mirror the unprocessed signal of the S/PDIF input (Output_Conf: Register $2E_{hex}$). This loop-through is necessary for signals where no internal decoding action is performed.

2.7.4. Serial Input Interface

If the serial input interface carries Dolby Digital, MPEG Layer-2, or PCM, the MAS 35xyH processes the data. The interface consists of the three pins: SIC, SII, and SID. For MPEG and Dolby Digital decoding operation, the SII pin must always be connected to V_{SS}, while for PCM data, the interface acts as an I²S type and SII is used as a word strobe. An example of an input signal format is shown in Fig. 4–18 on page 66. The data values are latched with the falling edge of the SIC signal. It is possible to use a word length of 16 or 32 bits. For controlling details, please refer to memory address D0:13D0 (I/O Control) and D0:13DF (Auxiliary Interface Control) in Table 3–7 on page 38.

If the MPEG or Dolby Digital signal was formatted (e.g. to 8-bit or 16-bit words) by the storing or transportation medium (PC, memory), the serial data has to be sent “MSB first” as produced by the encoder.

2.7.4.1. Multiline Serial Output

The serial audio output interface of the MAS 35xyH is a standard I²S-like interface consisting of four data lines SODx, the word strobe SOI, and the clock signal SOC. The output bit stream can either carry eight channels on one line (SOD) or two channels on each of four lines (SOD, SOD1, SOD2, SOD3). Further, it is possible to choose between different interface configurations (with word strobe time offset and/or with inverted SOI signal) and to tristate the output interface. The serial output generates 32 bits per audio sample, but only the first 20 bits will carry valid audio data. The 12 trailing bits are set to zero by default (see Fig. 4–20 on page 67).

The configuration of the output interface is done in D0:13D0 and D0:13DF (see Table 3–7 on page 38).

2.7.5. Frame Synchronization

For microprocessor interrupts, a frame synchronization output pin (SYNC) is provided.

After decoding a valid header, the SYNC pin level changes to High. Most of the status information (UIS cells in Table 3–6 on page 27) is updated now. To generate an edge for the controller, the level changes to Low during processing the next header. After having completed this, the SYNC pin level changes to High again. If the level is Low for more than 1 ms, no decoding is performed. Memory cell UIH_LAST_MESSAGE (D0:13FF) provides background information thereon.

Notes for Dolby Digital:

After first CRC is done, the SYNC pin level changes to High, all information for a frame is valid, and decoding is performed. The SYNC pin level changes to Low before new status information is written. Please take into account that UIS_DYNRNG (D0:13B4), UIS_DYNRNG2 (D0:13B5), and UIS_KARAOKEFLAG (D0:13B6) are valid for the audio block only; the SYNC pin does not signalize their validity.

Notes for MPEG:

After processing CRC, the SYNC pin level changes to High, all information for a frame is valid, and decoding is performed. The SYNC pin level changes to Low before evaluating new header information.

2.8. Power-Supply Regions

The MAS 35xyH has three power supply regions. The VDD/VSS pin pair supplies all digital parts including the DSP core. The XVDD/XVSS pin pair is connected to the signal pin output buffers. The AVDD/AVSS supply is for the clock oscillator, PLL circuits, and system clock synthesizer.

2.9. Functional Blocks and Operation

For a block diagram of the MAS 35xyH functionality please see Fig. 2–2.

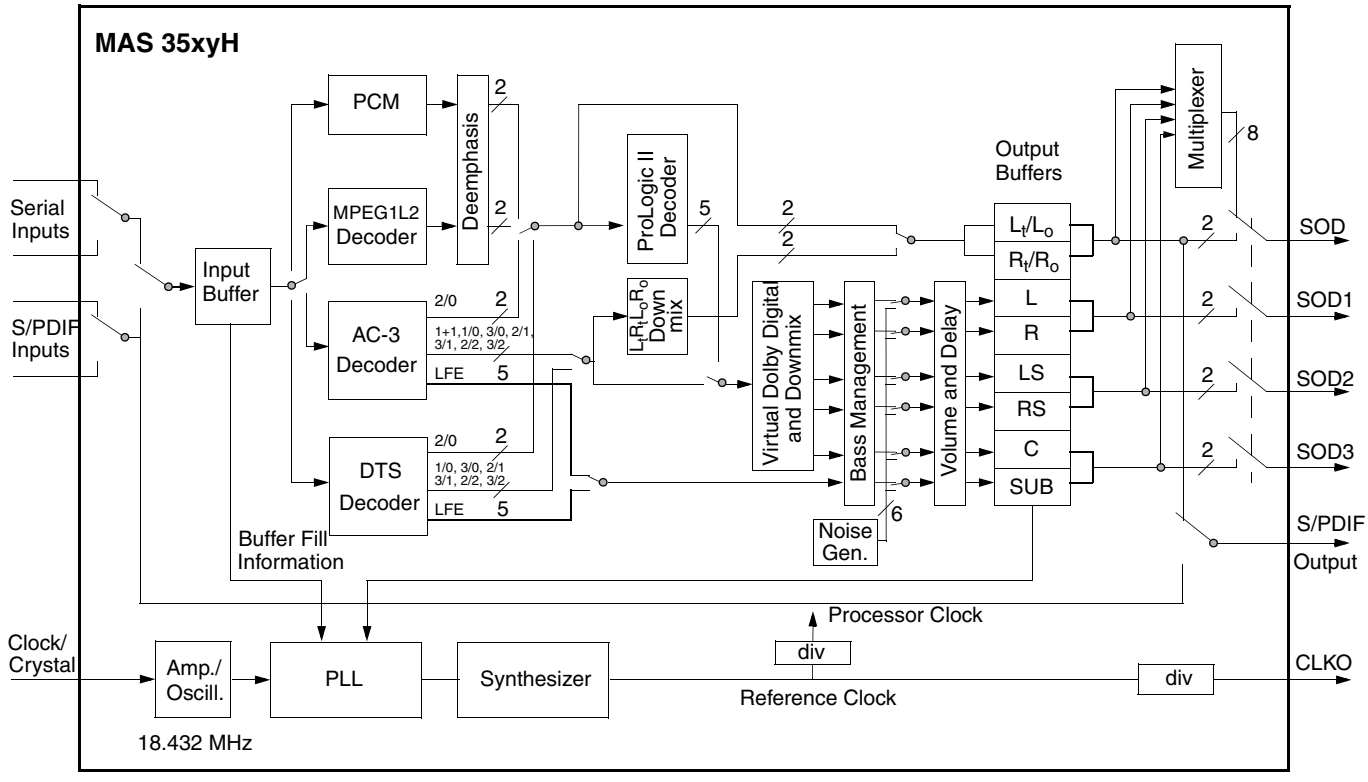
2.9.1. Power-Up Sequence and Default Operation

After applying the appropriate voltages to the three supply pins and releasing the reset signal, the circuit starts normal operation with S/PDIF (SPDI) as the expected input and automatic standard recognition (Dolby Digital, DTS, MPEG, PCM). No further action is necessary for default operation or loop-through of undecodable data streams.

A power-on reset can be issued at any time via pin $\overline{\text{POR}}$.

2.9.2. Input Switching

Both input interfaces, the S/PDIF or the serial input interface, may carry any of the three data formats: Dolby Digital (AC-3), MPEG Layer-2, or PCM. The S/PDIF input may carry DTS data as well. The filling status of the input buffer represents the data rate and therefore controls the system clock. The input interface can be selected in the UIC_IO control D0:13D0.



Note: No. of Channels (e.g. 2): $\not{2}$

Fig. 2–2: Functionality of the Audio Decoder IC Family MAS 35xyH

2.9.3. Standard Selection and Decoding

In the default mode, an automatic standard recognition (auto-detection) selects the decoding algorithm according to the data format at the S/PDIF input. The detected standard is shown in the Global Operating Status (D0:13BB). The standard selection for the I^2S inputs can be selected manually in the I/O control D0:13D0.

If the input contains only a stereo pair (PCM, MPEG, DD2/0, DTS2/0), it is automatically fed into the ProLogic II decoder, which generates a 5-channel output by default. The ProLogic II decoder may be deactivated by means of UIC_DPL_STANDARD (D0:13EE).

2.9.4. Dolby Digital Data Stream

The digital input signal can either be an S/PDIF or an I^2S source. In the Dolby Digital mode, the IC performs the following tasks:

– Data input with clock synchronization

– S/PDIF channel selection (one of eight possible)

– Decoding of AC-3 bit stream elements

– Compression control for Dolby Digital signals (D0:13D7...13D9)

– Output mode control

– Dolby Bass Management

– Center and surround delays

– Level adaption

If the signal source is the S/PDIF input, the controller can select one of eight content channels depending on availability (D0:13BC). The respective service information is displayed in cell Bit Stream Mode (D0:13A2).

The bit stream elements contain all necessary information required to correctly handle the audio. All elements important for controller actions are displayed in the status memory (see Table 3–6 on page 27).

The MAS 35xyH decodes all Dolby Digital formats from 1 to 5.1 audio channels. Accordingly, one to six of the output channels are used for the decoded audio. The output mode is selected in D0:13D6. An additional downmix pair can either be Dolby Surround encoded (Lt, Rt) or plain stereo (Lo, Ro; D0:13DE).

2.9.5. DTS (Digital Theater Systems) Data Stream

The digital input signal must be an S/PDIF source. In DTS mode, the IC performs:

– Data input with clock synchronization

– S/PDIF channel selection (one of eight possible)

– Decoding of DTS bitstream

– Output mode control

– Bass Management according to Dolby specification

– Center and surround delays

The controller can select one of eight content channels depending on availability (D0:13BC). The respective service information is displayed in cell Bit Stream Mode (D0:13A2).

The bit stream elements contain all necessary information required to correctly handle the audio. All elements important for controller actions are displayed in the status memory (see Table 3–6 on page 27).

The MAS 35xyH decodes all DTS formats from 1 to 5.1 audio channels. Accordingly, one to six of the output channels are used for the decoded audio. The output mode is selected in D0:13D6. An additional downmix pair can either be Dolby-Surround-encoded (Lt, Rt), or plain stereo (Lo, Ro; D0:13DE).

2.9.6. MPEG Layer-2 Data Stream

In the MPEG mode a valid MPEG-1 Layer-2 data signal is expected. The steps for decoding are

– Clock synchronization to data input

– S/PDIF channel selection (one of eight possible)

– Side information extraction

– Audio data decompression

– Optional de-emphasis

– Digital volume

If the signal source is the S/PDIF input, the controller can select one of eight content channels depending on availability (D0:13BC).

2.9.7. PCM Audio Data

PCM data can be received via S/PDIF or I^2S. When received via S/PDIF, the sampling frequency will be detected automatically and mirrored in D0:13A0 (UIS_FS_CODE).

If the PCM data are received via I^2S bus, the MAS 35xyH expects a valid word strobe, and I/O control (D0:13D0) has to be set as described in Table 3–7. In this case the de-emphasis must be activated by the controller if necessary.

2.9.8. De-emphasis

For the PCM and MPEG formats, a de-emphasis can be applied to the signal (D0:13E0). This is necessary, as the possibly following Dolby Pro Logic decoding requires a flat audio frequency response. For MPEG-encoded audio and PCM transmitted via S/PDIF, this block is activated automatically. For proper operation of PCM signals via I^2S, the controller has to determine whether the PCM signals have been pre-emphasized or not.

2.9.9. Dolby Pro Logic II Input Matrix

In front of the Pro Logic II processing a matrix is implemented. Normal operation is “Stereo or A/B” for 2 channel inputs, but it is also possible to select only Sound A or Sound B (Mono Sound on both channels). This feature is used for bilingual MPEG transmissions.

The required setup must be done by the controller in D0:13EE.

2.9.10. Dolby Pro Logic II Decoder

Every stereo source is automatically routed through the Dolby Pro Logic II decoder. (DD2/0, DTS2/0, MPEG, PCM, I2S from MSP44x0G).

The Pro Logic II decoder decodes the stereo signal into a five channel surround sound signal. Six predefined operational coefficient sets and one customizable set allow different decoder modes for different sound material (Movie, Music, Virtual compatible, Pro Logic Emulation, Matrix, Custom and Bypass Mode), as Dolby proposes in its “Licensee Information Manual: Dolby Pro Logic II, Section 2.2”. A variety of options and the Dolby Bass Management are used to adopt the decoder to the used speaker configuration.

The required setup must be done by the controller in D0:13ED and D0:13EE.

2.9.10.1. Major Operational Modes of Pro Logic II

Movie Mode

The Movie mode in Pro Logic II is very similar to that of the original Pro Logic decoder. The main difference is that it has stereo surround channels and no surround filter, unlike Pro Logic which has a mono surround channel and a 7 kHz surround filter. Movie mode is the standard required for all A/V systems. When an auto-sound unit has a video screen, it is also considered as an A/V system. It can simply be called “Pro Logic II.”

Music Mode

The Music mode offers the users some flexibility to control the results according to their own taste. Music mode should not be used with a THX audio processing mode. Music mode is recommended as the standard mode for auto-sound music systems (without video) and is optional for A/V systems. It is recommended that Music mode be identified as the “Music” version of Pro Logic II, to distinguish it from the Movie mode.

Virtual Mode

The Virtual mode is usually used when Pro Logic II is connected to a virtual process for speaker use. However, there might be some virtualizers for which this mode does not produce the intended result. For those virtualizers, Movie mode may give the best surround effect. Virtual mode is designed to be used with the virtual process developed by Dolby Laboratories. The Pro Logic II mode should only be called “Pro Logic II” so that the name “Virtual” can be reserved to describe the speaker virtualization process itself.

Note: To be Virtual-Dolby-Surround-compliant, the correct Pro Logic II operational mode for the built-in virtualizer is Movie Mode (not Virtual Mode).

Pro Logic Emulation Mode

The Pro Logic Emulation mode offers users the same robust surround processing as the original Pro Logic, for those cases where the source content is not of optimum quality, or if there is a desire to hear the program more “as it used to be.” When this mode is used, it is called Pro Logic, as before. There is no “Pro Logic I” mode. The Pro Logic emulation mode is optional. Dolby does not require PLII products to use the original Pro Logic decoding algorithm. However, if the DSP contains the original Pro Logic code, and if the product maker would like to use it, this is quite acceptable and even encouraged. A product must not offer both original Pro Logic and the Pro Logic emulation mode.

Matrix Mode

The Matrix mode is the same as the Music mode except that the directional enhancement logic is turned off. It may be used to enhance mono signals by making them seem “larger.” The Matrix mode may also find use in auto systems, where the fluctuations from poor FM stereo reception can otherwise cause disturbing surround signals from a logic decoder. The ultimate “cure” for poor FM stereo reception may be simply to force the audio to mono.

Custom Mode

All settings are user defined

Off (Bypass Mode)

Pro Logic Decoding is switched off.
Lt to L; Rt to R; Sl,Sr and C muted.

2.9.10.2. Additional Operational Modes

Surround Filter

There are two surround filters available in Pro Logic II. One is the 7 kHz lowpass filter for use with Pro Logic emulation mode; the other is the shelf filter for use with Music and Matrix modes. This latter filter is a mild shelving filter that improves the naturalness of the sound in Music mode.

Surround Coherence

In the Movie mode, it is important that the surround speakers be in phase, so that movie sound effects panned to or across the surrounds will have optimal localization and imaging. This is achieved with the surround coherence function (Right Surround Channel Polarity can be inverted). Stereo music content, however, does not contain panned surround effects, so it benefits from a more spacious presentation of the ambient sounds by turning off the surround coherence function.

Auto-Balance

This operates in the same way as in all previous Pro Logic decoders to ensure that movie sound tracks decode optimally.

Additional signal processing may be included if Pro Logic II is allowed to operate fully and without modification in name or function. In other words, any additional signal processing must include a bypass mode to defeat the processing. When any additional process works in conjunction with Pro Logic II, it must clearly be indicated that both processes are working together.

Panorama Mode

In the Music Mode, this control extends the front stereo image to include the surround speakers for an exciting “wraparound” effect with side-wall imaging. It is particularly effective for recordings which have strong left or right channel elements in the mix, as these are detected and accentuated by the Panorama process. According to the LIM for Pro Logic II, Panorama Mode must only be switched on in Music Mode.

2.9.11. Channel Expander

The outputs of the PCM/MPEG decoders consist of two channels each; the output of the Dolby Digital/ DTS decoder may have any number between one and six (5.1) channels. To unify the output format between different modes, the audio is always mapped to six channels.

2.9.12. Noise Generator

A bandpass-shaped or white noise signal can be routed to any combination of the six main output channels. The required channel sequence must be done by the controller in D0:13D1. No noise signal is available at the Extra Stereo Output.

2.9.13. Virtual Dolby Digital

In the MAS 35xyH, Spatializer N-2-2 ULTRA is implemented as a Dolby Digital approved virtualizer. It takes advantage of the most advanced digital sound processing techniques available and is designed to process DTS, Dolby Digital and Pro Logic II sound tracks. Using only two (L, R) or three (L, C, R) loudspeakers, N-2-2 ULTRA produces a realistic surround sound impression in a large listening area.

In MAS 35xyH, the “TV” version (N-2-2 ULTRA TV) of N-2-2 ULTRA is available. It is an optimization for playback over television loudspeakers. N-2-2 ULTRA TV takes advantage of the pre-determined listening configuration inherent to TV sets and reduces the control effort (number of parameters) while maintaining the highest quality virtual surround sound effect.

All MAS 35xyH are shipped without Spatializer N-2-2 ULTRA except otherwise ordered. When an N-2-2 ULTRA version of MAS 35xyH is ordered, it carries a special marking on the chip for identification.
The N-2-2 ULTRA functionality must be enabled by writing a “license key” into MAS 35xyH. For information on how to obtain this license key from Micronas, please contact your Micronas sales representative. A license from Desper Products Inc. is required before a MAS 35xyH with Spatializer N-2-2 ULTRA can be purchased.

Note: To be Virtual-Dolby-Surround-compliant, the correct Pro Logic II operational mode for the built-in virtualizer is Movie Mode (not Virtual Mode).

2.9.14. Post Processing/Bass Management

The implemented post-processing functions can be applied to the following audio formats. They are

– Downmixing to Lo/Ro or surround sound encoding to Lt/Rt (D0:13DE) for Dolby Digital/DTS multichannel signals

– Mixing and digital filtering for the different Output and Bass configurations according to the Dolby Digital Licensee Information Manual and one additional Bass Management Configuration called “Bass to Center” (D0:13D5, D0:13D6, D0:13DA).

– Digital volume control (D0:13E1...13E8) for all audio formats

– Appropriate delay lines for center and surround channels (D0:13D2...13D4) for Dolby Digital/DTS multichannel and Pro Logic II processed stereo signals

2.9.14.1. Extra Stereo Output

For headphone and VCR recordings, a downmixed output is provided simultaneously to 5.1 multichannel output. The downmix can be switched from Lt/Rt (surround-encoded, default) to Lo/Ro (headphone encoded).

Both, the 6-channel output and the Extra Stereo Output, are routed to the serial data output interface.

Note: In order to prevent clipping due to the downmixing in the Custom and Line Modes, the High-Level Cut Compression Scale Factor (D0:13D8) must always be left at $7FFFF_{hex}$ when the Extra Stereo Output is used in conjunction with non-downmixed channels (D0:13D6).

2.9.14.2. Digital Volume

The digital volume control provided is mainly intended for balancing purposes and initially set to 0 dB. Volume control, output configuration, and delays should be set by the controller according to the actual listening situation.

2.9.14.3. Bass Management

Generally, not all of the five loudspeakers in a Dolby Digital system can reproduce the full audio bandwidth. Bass Management allows redirecting low frequencies to loudspeakers which are capable of reproducing this frequency range. The MAS 35xyH supports the following Bass Management modes:

Bass Management mode 0 (D0:13DA = 8)
Attenuation of −15 dB in the SUB channel should be compensated by a 15 dB gain in the D/A-converter.

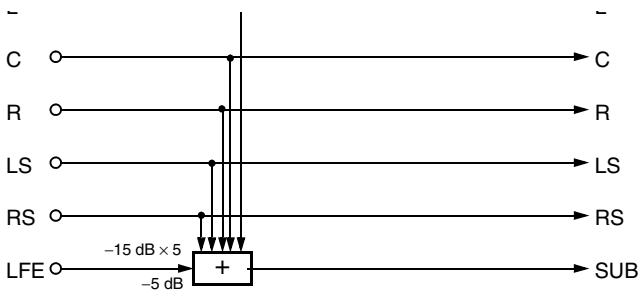


Fig. 2–3: Bass Management configuration 0

Bass Management mode 1 (D0:13DA = 9)
Attenuation of −15 dB in the SUB channel should be compensated by a 15 dB gain in the D/A-converter.

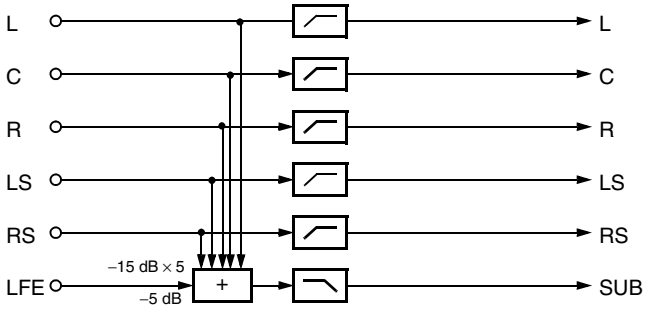


Fig. 2–4: Bass Management configuration 1

Bass Management mode 2 (D0:13DA = A_{hex})
Level adjustment is implemented with −12 db.

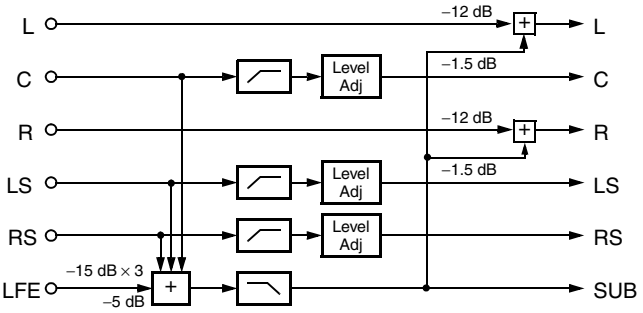


Fig. 2–5: Implementation of configuration 2

Bass Management mode 3 (D0:13DA = B_{hex})

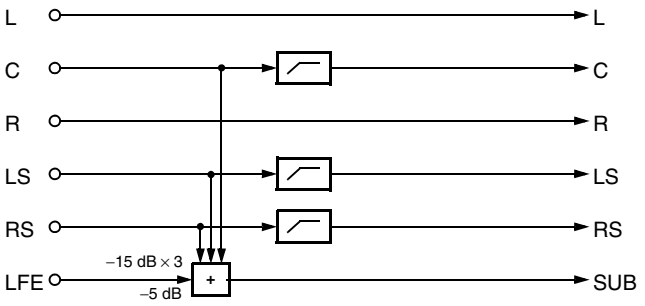


Fig. 2–6: Alternative implementation of configuration 2

Bass Management mode 4 (D0:13DA = C_{hex})

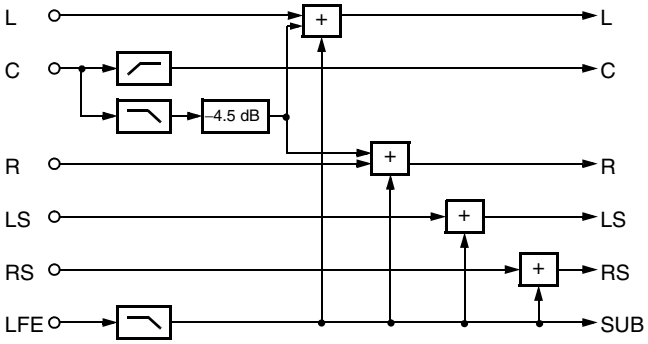


Fig. 2–7: Implementation of configuration 3 with subwoofer

Bass Management mode 5 (D0:13DA = D_{hex})

The analog part of SUB should add a +10 db gain

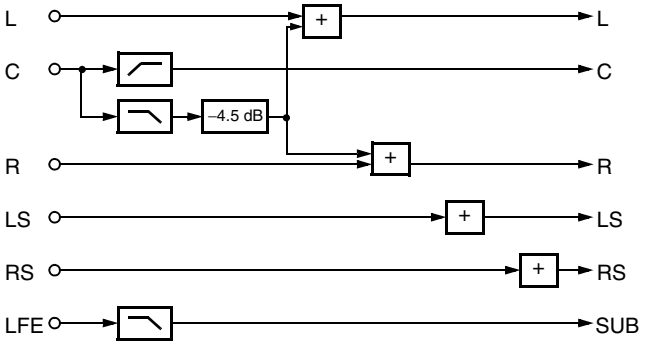


Fig. 2–8: Implementation of configuration 3

Bass Management mode 6 (D0:13DA = E_{hex})

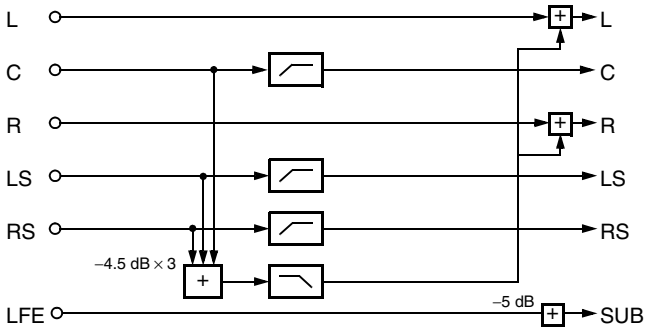


Fig. 2–9: Simplified Bass Management for Multichannel Source Products (I)

Bass Management mode 7 (D0:13DA = F_{hex})

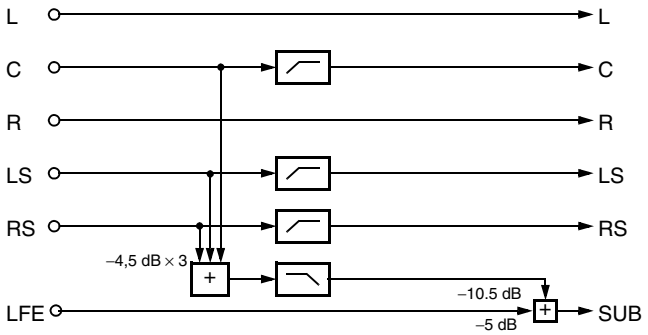


Fig. 2–10: Simplified Bass Management for Multichannel Source Products (II)

Bass Management mode Bass to Center (D0:13DA = 18_{hex})

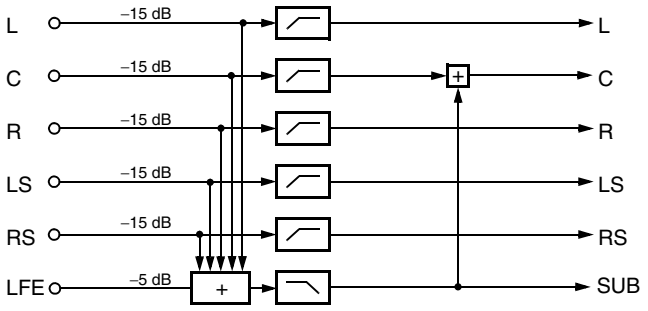


Fig. 2–11: Bass to Center Mode (B2C) for TV Sets with large Center and small L / R / Ls / Rs Speakers.

2.9.15. Output Format Selection

The output is an I^2S bus format with either eight audio channels on one line (default), or two audio channels on each of four lines (D0:13D0). If the 4x2 configuration is selected, the clock and word strobe lines SOC and SOI apply to all four data lines SOD...SOD3. Clock and word strobe signals can be configured to different standards (polarity, delay). The data word length is always 32 bits.

In the 1x8 format, the output data are in the following order:
L, LS, C, Lt/Lo, R, RS, Sub, Rt/Ro.

2.9.16. S/PDIF Loop-Through

By default, an undecodable signal is looped through. This means that the signal at S/PDIF input is routed to S/PDIF output without processing – regardless of bit 1 in register $2E_{hex}$.

This automatism can be disabled by setting bit 12 in register $2E_{hex}$ to “1”. Now, the controller is to choose via bit 1, whether a PCM audio signal is output (in case of an undecodable signal the output is muted) or whether the input data is looped through.

2.9.17. Output Sampling Rate

The internally generated system clock is derived from the filling status of the input data buffer by a PLL. This clock is synchronous to the original sampling rate and is used throughout the complete data processing. Except in the ambiguous case of PCM data at the serial audio input where the original sampling rate must be defined (D0:13DB), no controller interaction is needed for clock operation.

The output sampling rate is 32 kHz, 44.1 kHz, or 48 kHz, depending on the source.

Since in the Micronas Dolby Digital TV sound solution all further signal processing is on a rate of 48 kHz, the input stage of the DPL 4519G performs the sample rate conversion if necessary.

2.10. System Interaction

2.10.1. Minimum Required Interconnections

The MAS 35xyH requires the following connections for normal operation:

– Power supply with adequate blocking capacitors (VDD, VSS, AVDD, AVSS, XVDD, XVSS)

– Crystal with capacitors or clock input (XTI, XTO)

– I^2C bus and reset line (I2CC, I2CD) and reset line ($\overline{POR}$) for controlling

– S/PDIF input (SPDI/SPDI2, SPREF) or serial/I^2S input (SID, SIC, SII or SID*, SIC*, SII*). In the standard Micronas solution, the I^2S signal comes from the MSP 44x0G

– I^2S output (SOD, SOC, SOI). In the standard configuration, this signal is fed to the DPL 4519G.

Please refer to Fig. 5–1 on page 69 or to the application kit for details.

2.10.2. Required Special Modes in the System

The MAS 35xyH interfaces require no configuration. The I^2S outputs and inputs of the DPL 4519G and the MSP 44x0G, however, must be configured to send/accept the 8-channel multiplexed digital PCM data stream.

The DPL 4519G may generate up to seven analog signals (three pairs plus subwoofer). Further audio signals can be forwarded to the MSP 44x0G for D/A conversion.

Dolby Pro Logic encoded audio originating from the MSP 44x0G (TV sound) must be routed to the MAS 35xyH for Pro Logic II decoding.

2.10.3. Minimum System Set-Up

The following I^2C command sequence is necessary for the DPL 4519G:

– I^2C-controlled reset

– Write MODUS Register (set I^2S input to slave mode)

– Write I2S_CONFIG (multisample mode, 32 bits, clock to 8*32 bits)

– Set I2S3 Resorting Matrix to “left/right eight MAS 35xyH”. The signal pairs are now in the following order: Lt/Rt, L/R, SL/SR, C/Sub

– Select first I^2S 3-input pair as source for I^2S Output (because of 8*32 bit mode all 4*2 channels will be looped through to the MSP 44x0G) and set to transparent stereo

– Select one input pair as source for Loudspeaker Output (numbers 7 to 10 mean first to fourth pair)

– Select one input pair as source for Aux Output (numbers 7 to 10 mean first to fourth pair)

– Set volume control for Loudspeaker Output

– Set volume control for Aux Output

If there is a multistandard sound processor in the system, similar set-up commands are required. For further details, please refer to the DPL 4519G or the MSP 44x0G data sheets.

If both devices are used on the same I^2C bus, the device addresses must be set to different values by hardware means.

The D/A conversion of audio signals may be freely appointed between the DPL 4519G and the MSP 44x0G. For an example, please see Table 2–3.

Table 2–2: Output configuration matrix. All registers are at I^2C subaddress 12_{hex} of the respective device. Note that only one code per register applies.

Device	**DPL 4519G**			**MSP 44x0G**			
Register → Signal Pair ↓	**Loudsp. 00 08_{hex}**	**Aux 00 09_{hex}**	**SCART1 00 $0A_{hex}$**	**Loudsp. 00 08_{hex}**	**Aux 00 09_{hex}**	**SCART1 00 $0A_{hex}$**	**SCART2 00 41_{hex}**
Lt/Rt (Lo/Ro)	07 20_{hex}	07 20_{hex}	07 20_{hex}	07 20_{hex}	07 20_{hex}	07 20_{hex}	07 20_{hex}
L/R	08 20_{hex}	08 20_{hex}	08 20_{hex}	08 20_{hex}	08 20_{hex}	08 20_{hex}	08 20_{hex}
SL/SR	09 20_{hex}	09 20_{hex}	09 20_{hex}	09 20_{hex}	09 20_{hex}	09 20_{hex}	09 20_{hex}
C/Sub	0A 20_{hex} [1)]	0A 20_{hex} [1)]	0A 20_{hex} [1)]	0A 20_{hex} [1)]	0A 20_{hex} [1)]	0A 20_{hex} [1)]	0A 20_{hex} [1)]
[1)] Use 0A 20_{hex} for C/Sub output, 0A 00_{hex} for Center signal on both outputs, 0A 10_{hex} for Sub signal on both outputs							

Table 2–3: Example: In the DPL 4519G use both loudspeaker output channels for center, the auxiliary output for surround, the SCART1 output for Lt/Rt. In the MSP 44x0G use the loudspeaker output for L/R, both auxiliary output channels for Sub and the SCART1 output for an additional Lt/Rt-signal.

Device	**DPL 4519G**			**MSP 44x0G**			
Register → Signal Pair ↓	**Loudsp. 00 08_{hex}**	**Aux 00 09_{hex}**	**SCART1 00 $0Aa_{hex}$**	**Loudsp. 00 08_{hex}**	**Aux 00 09_{hex}**	**SCART1 00 $0A_{hex}$**	**SCART2 00 41_{hex}**
Lt/Rt (Lo/Ro)			07 20_{hex}			07 20_{hex}	
L/R				08 20_{hex}			
SL/SR		09 20_{hex}					
C/Sub	0A 00_{hex}				0A 10_{hex}		

3. Control Interface

3.1. Start-Up Sequence

After power-up and a reset (see Section 3.3. on page 21), the IC is in its default state (see Table 3–7 on page 38). The controller has to initialize all memory cells for which a non-default setting is necessary.

3.2. I²C Interface Access

3.2.1. General

Control communication with the MAS 35xyH is done via an I²C slave interface. The device addresses are $3A_{hex}$ (write) and $3B_{hex}$ (read) as shown in Table 3–1.

I²C clock synchronization is used to slow down the interface if required.

Table 3–1: I²C device address

A7	A6	A5	A4	A3	A2	A1	W/R
0	0	1	1	1	0	1	0/1

3.2.2. I²C Registers and Subaddresses

The interface uses one level of subaddresses. The MAS 35xyH interface has 3 subaddresses allocated for the corresponding I²C registers.

The address $6A_{hex}$ is used for basic control, i.e. reset and task select. The other addresses are used for data transfer from/to the MAS 35xyH.

The I²C control and data registers of the MAS 35xyH are 16 bits wide, the MSB is denoted as bit [15]. Transmissions via I²C bus have to take place in 16-bit words (two byte transfers, MSB sent first); thus for each register access two 8-bit data words must be sent or received via I²C bus.

Table 3–2: Subaddresses

Sub-address	I²C-Register	Function
68_{hex}	data	Controller writes to MAS 35xyH data register
69_{hex}	data	Controller reads from MAS 35xyH data register
$6A_{hex}$	control	Controller writes to MAS 35xyH control register

3.2.3. Conventions for the Command Description

The description of the various controller commands uses the following formalism:

– **Abbreviations** used in the following descriptions:
  a address
  d data value
  n count value
  o offset value
  r register number
  x don't care

– A data value is split into 4-bit nibbles which are numbered zero-bound.

– Data values in nibbles are always shown in hexadecimal notation.

– A hexadecimal 20-bit number **d** is written, e.g. as **d** = $17C63_{hex}$, its five nibbles are d0 = 3_{hex}, d1 = 6_{hex}, d2 = C_{hex}, d3 = 7_{hex}, and d4 = 1_{hex}.

– **Variables** used in the following descriptions:

dev_write	$3A_{hex}$	device write
dev_read	$3B_{hex}$	device read
data_write	68_{hex}	data register write
data_read	69_{hex}	data register read
control	$6A_{hex}$	control register write

– **Bus signals**

S	Start		
P	Stop		
A	ACK	=	Acknowledge
N	NAK	=	Not acknowledge
W	Wait	=	I²C clock line is held low while the MAS 35xyH is processing the current I²C command

– **Symbols** in the telegram examples

<	Start Condition
>	Stop Condition
dd	data byte
xx	ignore

All telegram numbers are hexadecimal, data originating from the MAS 35xyH are shown in gray.
Example:

<3A 68 dd dd>	write data to DSP
<3A 69 <3B dd dd>	read data from DSP

Fig. 3–1 shows I²C bus protocols for read and write operations of the interface; the read operation requires an extra start condition and repetition of the chip address with the read command ($3B_{hex}$). Fields with signals/data originating from the MAS 35xyH are marked by a gray background. Note that in some cases, the data reading process must be concluded by a NAK condition.

Example: I2C write access

S	dev_write ($3A_{hex}$)	W	A	data_write (68_{hex})	A	high data word	A	low data word	A	P

Example: I^2C read access

S	dev_write ($3A_{hex}$)	W	A	data_read (69_{hex})	A	S	dev_read ($3B_{hex}$)	W	A	high data word	A	
										low data word	N	P

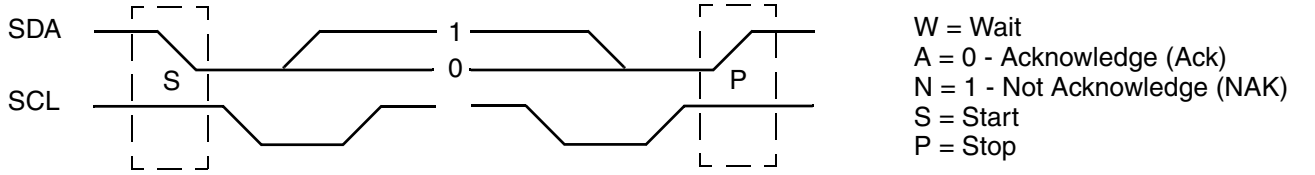


Fig. 3–1: I^2C bus protocol for the MAS 35xyH (MSB first; data must be stable while clock is high)

3.2.4. The Internal Fixed Point Number Format

In the following sections, two number representations are used: The fixed point notation ‘v’ and the 2’s complement number notation ‘r’.

The conversion between the two forms of notation is easily done (see the following equations).

$r = v*524288.0+0.5; (-1.0 \leq v < 1.0)$ (EQ 1)

$v = r/524288.0; (-524288 < r < 524287)$ (EQ 2)

3.3. I^2C Control Register (Code $6A_{hex}$)

S	dev_write	W	A	control	A	d3,d2	A	d1,d0	A	P

The I^2C control register is a write-only register. Its main purpose is the software reset of the MAS 35xyH. The software reset is done by writing a 16-bit word to the MAS 35xyH with bit 8 set. The four least significant bits are reserved for task selection. In standard Dolby Digital/MPEG-decoding, these bits must always be set to 0.

Table 3–3: Control register bit assignment1)

15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
x	x	x	x	x	x	x	R	0	0	0	0	T3	T2	T1	T0

1) x = don’t care, R = reset, T3...T0 0 task selection

3.4. I^2C Data Register (Codes 68_{hex} and 69_{hex}) and the MAS 35xyH DSP-Command Syntax

The DSP core of the MAS 35xyH has two RAM-banks denoted D0 and D1. The word size is 20 bits. All RAM-addresses can be accessed in a 20-bit or a 16-bit mode via I^2C bus. For fast access of internal DSP-states, the processor core also has an address space of 256 data registers. All register and RAM addresses are given in hexadecimal notation.

The control of the DSP in the MAS 35xyH is done via the I^2C data register by using a special command syntax. These commands allow the controller to access the DSP registers and RAM cells and thus monitor internal states, set the parameters for the DSP firmware, control the hardware, and even provide a download of alternative software modules.

The DSP commands consist of a “Code” which is sent to I^2C data register together with additional parameters.

S	dev_write	W	A	data_write	A	**Code**,...	A	...,...	A	...

The MAS 35xyH firmware scans the I^2C interface periodically and checks for pending or new commands. The commands are then executed by the DSP during its normal operation without any loss or interruption of the incoming data or outgoing audio data stream. However, due to some time critical firmware parts, a certain latency time for the response has to be expected. The theoretical worst case response time does not exceed 4 ms. However, the typical response time is less than 0.5 ms. Table 3–4 on page 22 shows the basic controller commands that are available by the MAS 35xyH.

Table 3–4: Basic controller command codes

Code (hex)	Command	Function
A	Read from register	Controller reads an internal register of the MAS 35xyH.
B	Write to register	Controller writes an internal register of the MAS 35xyH.
C	Read D0 memory	Controller reads a block of the DSP memory.
D	Read D1 memory	Controller reads a block of the DSP memory.
E	Write D0 memory	Controller writes a block of the DSP memory.
F	Write D1 memory	Controller writes a block of the DSP memory.

Table 3–4 gives an overview of the different commands which the DSP-core may receive. The “Code” is always the first data nibble transmitted after the “data_write” byte. A second auxiliary code nibble is used for the short memory access commands.

Because of the 16-bit width of the I^2C-data register, all actions always transmit telegrams with multiples of 16 data bits.

3.4.1. Read Register (Code A_{hex})

1) send command

S	dev_write	W	A	data_write	A	**A**,r1	A	r0,0	W	A	P

2) get register value

S	dev_write	W	A	data_read	A	S	dev_read	W	A			
	x,x	A	x,d4	W	A	d3,d2	A	d1,d0	W	N	P	

The MAS 35xyH has an address space of 256 DSP-registers. Some of the registers (**r** = r1,r0 in the figure above) are direct control inputs for various hardware blocks, others control the internal program flow. In Section 3.5. on page 25, the registers of interest with respect to the Dolby Digital/MPEG-decoding firmware are described in detail. In contrast to memory cells, registers cannot be accessed as a block but must always be addressed individually.

Example:
Read the content of register ($2E_{hex}$):

```
<3A 68 A2 E0>                    define register
<3A 69 <3B xx xd dd dd>          and read
```

3.4.2. Write Register (Code B_{hex})

S	dev_write	W	A	data_write	A	**B**,r1	A	r0,d4	W	A	
						d3,d2	A	d1,d0	W	A	P

The controller writes the 20-bit value (**d** = d4,d3,d2,d1,d0) into the MAS 35xyH register (**r** = r1,r0). A list of registers is given in Section 3.5. on page 25

Example: Disable automatic S/PDIF loop-through for DTS by writing the value 1000_{hex} into the register with the number $2E_{hex}$:

```
<3A 68 B2 E0 10 00>
```

3.4.3. Read Memory (Codes C_{hex} and D_{hex})

The MAS 35xyH has 2 memory areas called D0 and D1. Both areas have different read and write commands. The memory areas D0 can be read by using the codes C_{hex}.

1) send command (e.g. Read D0)

S	dev_write	W	A	data_write	A	**C**,0	A	0,0	W	A	
						n3,n2	A	n1,n0	W	A	
						a3,a2	A	a1,a0	W	A	P

2) get memory value

S	dev_write	W	A	data_read	A	S	dev_read	W	A			
	x,x	A	x,d4	W	A	d3,d2	A	d1,d0	W	A		
	....repeat for n data values....											
	x,x	A	x,d4	W	A	d3,d2	A	d1,d0	W	N	P	

The *Read D0 Memory* command gives the controller access to all 20 bits of D0-memory cells of the MAS 35xyH. The telegram to read three words starting at location D0:100 is

```
<3A 68 C0 00 00 03 01 00>
<3A 69 <3B xx xd dd dd
          xx xd dd dd xx xd dd dd>
```

The *Read D1 Memory* command (D_{hex})is provided to get information from D1 memory cells of the MAS 35xyH.

3.4.4. Short Read Memory (Codes $C4_{hex}$ and $D4_{hex}$)

Because most cells in the Dolby Digital user interface are only 16 bits wide, it is faster and more convenient to access the memory locations with a special 16-bit mode for reading:

1) send command (e.g. Short Read D0)

S	dev_write	W	A	data_write	A	**C,4**	A	0,0	W	A	
						n3,n2	A	n1,n0	W	A	
						a3,a2	A	a1,a0	W	A	P

2) get memory value

S	dev_write	W	A	data_read	A	S	dev_read	W	A		
						d3,d2	A	d1,d0	W	A	
					....repeat for n data values....						
						d3,d2	A	d1,d0	W	N	P

This command is similar to the normal 20-bit read command and uses the same command codes C_{hex} and D_{hex} for D0 and D1-memory, respectively, however, it is followed by a 4_{hex} rather than a 0_{hex}.

The *Short Read D1 Memory* command works similarly to the *Read D1 Memory* command but with the code D_{hex} followed by a 4_{hex}.

Example: Read 16 bits of D1:123 has the following I^2C protocol:

```
<3A 68 D4 00          read 16 bits from D1
       00 01          one word to be read
       01 23>         start address
<3A 69 <3B dd dd>     start reading
```

3.4.5. Write Memory (Codes E_{hex} and F_{hex})

The memory areas D0 and D1 can be written by using the codes E_{hex} and F_{hex}, respectively.

e.g. Write D0

S	dev_write	W	A	data_write	A	**E**,0	A	0,0	W	A
						n3,n2	A	n1,n0	W	A
						a3,a2	A	a1,a0	W	A
						0,0	A	0,d4	W	A
						d3,d2	A	d1,d0	W	A

....repeat for n data values....

0,0	A	0,d4	W	A		
d3,d2	A	d1,d0	W	A	P	

With the *Write D0/D1 Memory* command n 20-bit memory cells in D0*/D1* can be initialized with new data.

Example: Write 80234_{hex} to D0:FFB has the following I^2C protocol:

```
<3A 68 E0 00          write D0 memory
       00 01          1 word to write
       0F Fb          start address FFB_hex
       00 08          value = 80234_hex
       02 34>
```

3.4.6. Short Write Memory (Codes $E4_{hex}$ and $F4_{hex}$)

e.g. Short Write D0

S	dev_write	W	A	data_write	A	**E,4**	A	0,0	W	A
					A	n3,n2	A	n1,n0	W	A
					A	a3,a2	A	a1,a0	W	A
					A	d3,d2	A	d1,d0	W	A

....repeat for n data values....

A	d3,d2	A	d1,d0	W	A	P

For faster access, only the lower 16 bits of each memory cell are accessed. The four MSBs of the cell are cleared. The command uses the same codes E_{hex} and F_{hex} for D0/D1 as for the 20-bit command but followed by a 4 rather than a 0.

3.4.7. Default Read

The *Default Read* command is the fastest way to get information from the MAS 35xyH. Executing the *Default Read* in a polling loop can be used to detect a special state during decoding.

S	DW	W	A	data_read	A	S	dev_read	W	A			
							d3,d2	A	d1,d0	W	N	P

The *Default Read* command immediately returns the lower 16 bit content of a specific RAM location as defined by the pointer D0:FFB. The pointer must be loaded before the first *Default Read* action occurs. If the MSB of the pointer is set, it points to a memory location in D1 rather than to one in D0.

Example: For watching D1:123, the pointer D0:FFB must be loaded with 8123_{hex}:

```
<3A 68 E0 00          write to D0 memory
     00 01            one word to write
     0F Fb            start address FFB
     00 08            value = 8_hex...
     01 23>                ...0123_hex
```

Now the *Default Read* commands can be issued as often as desired:

```
<3A 69 <3B            Default Read command
  dd dd>              16 bit content of the
                      address as defined by the
                      pointer
<3A 69 <3B dd dd>     ... and do it again
```

3.5. Registers

In Table 3–5, the internal registers that are useful for controlling the MAS 35xyH are listed. They are accessible by Read/Write Register I^2C commands (see Section 3.4.1. and Section 3.4.2. on page 23).

Note: Registers not given in this table must not be written.

Table 3–5: Command Register Table

Register Address (hex)	R/W	Function	Default (hex)	Name
2E		**Loop-through and Sync Pin Control S/PDIF-Input**	00000	Output_Conf
	W	bit[12] 0: automatic active loop-through if the input format at S/PDIF_in cannot be determined (default) 1: bit[1] controls loop-through		
	-	bit[11:2] reserved: do not change!		
	W	bit[1] 0: normal operation 1: connect SPDI_in to SPDIF OUT (loop-through)		
	R	bit[0] sync bit in case of AC-3 and MPEG signals, this bit will be automatically detected and set by internal software, it will not be set by PCM signals.		
4B	W	**PIO Configuration** Configuration of pins must be zero.	00000	PIO_Config
48	R	**PIO Data Input** The input level of every PI pin in the input mode can be read out of this register; the bit number corresponds to the PI number. bit[n] 0: input is low bit[n] 1: input is high		PIO_Data_In
49	W	**PIO Data Output** The output level of every PI pin in the output mode can be defined by this register; the bit number corresponds to the PI number. bit[n] 0: output is low bit[n] 1: output is high		PIO_Data_Out

Table 3–5: Command Register Table, continued

Register Address (hex)	R/W	Function	Default (hex)	Name
CC	R/W	**PIO Direction** Every bit switches the PI pin with the corresponding number from input to output. bit[n] 0: input mode bit[n] 1: output mode bit[14:16] must be zero if PI14, PI15, and PI16 are used as alternative inputs SID*, SII*, and SIC*.	00000	PIO_Direction
56	R	**Incoming S/PDIF Channel Status Bits S/PDIF-Input** bit[19:0] mirrors first 20 channel status bits		SPI0CS

3.6. Special Memory Locations and User Interface

Operation of the DSP and the interfaces can be observed and controlled via the memory locations of the user interface. These memory cells are located at the high end of the D0-RAM.

Status cells are written by the DSP and read by the controller, configuration cells are written by the controller and read by the DSP, hybrid cells can be written and read by either side.

Note: Memory addresses not given in this table must not be accessed.

3.6.1. Status Interface for Decoding

The following table contains the memory locations of the firmware status information. Addresses are hexadecimal, memory cell content is binary when written without indicator and hexadecimal when written with a hex-suffix.

Table 3–6: Status memory cells

Memory Address (hex)	Function	Mode	Name
D0:13A0	**Sample Rate of Input Bitstream** (Table 5.1 of ATSC Spec. A/52) bit[1:0] 00 48 kHz 01 44.1 kHz 10 32 kHz 11 not detected (default)	**Dolby Digital** **DTS** **MPEG** **PCM**	UIS_FSCOD
D0:13A1	**Bit Stream Identification (bsid)** (Section 5.4.2.1 of ATSC Spec. A/52) bit[4:0] $00_{hex}...1f_{hex}$ current bsid value Bit streams that have a bsid higher than the decoder's version number may be incompatible. In this case, the decoding is inhibited. The version number for the implemented firmware is 8. **Bit Stream Identification (bsid)** bit[3:0] $0_{hex}...f_{hex}$ current bsid value Bit streams that have a bsid higher than the decoder's version number may be incompatible. In this case, the decoding is inhibited. The version number for the implemented firmware is 7. Revision 0 - 6 will be compatible with this specification. Revision 8 -15 will be incompatible with this specification. **Note:** see description of D0:13d0 bit 17	**Dolby Digital** **DTS**	UIS_BSID

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13A2	**Bit Stream Mode (bsmod)** (Table 5.2 of ATSC Spec. A/52) bit[2:0] 000 main audio service: complete main (CM) 001 main audio service: music and effects (ME) 010 associated service: visually impaired (VI) 011 associated service: hearing impaired (HI) 100 associated service: dialogue (D) 101 associated service: commentary (C) 110 associated service: emergency (E) 111 acmod = 001, associated service: voice over (VO) 111 acmod = 010-111, main audio service: karaoke This information is valid after selecting (D0:13D0) an available (D0:13BC) channel (data stream) from the S/PDIF input. Prior to this, the bsmod can be directly derived from the Pc-preambles of the S/PDIF-data (D0:13BD...13C4).	**Dolby Digital**	UIS_BSMOD
D0:13A3	**Audio Coding Mode (acmod)** (Table 5.3 of ATSC Spec. A/52) DD: bsmod != '111' bsmod = '111' (Karaoke) DTS: this column bit[2:0] 000 1+1 Ch1, Ch2 Voice Over (VO) 001 1/0 C 010 2/0 L, R L, R 011 3/0 L, C, R L, M, R 100 2/1 L, R, S L, R, V1 101 3/1 L, C, R, S L, M, R, V1 110 2/2 L, R, SL, SR L, R, V1, V2 111 3/2 L, C, R, SL, SR L, M, R, V1, V2 For user information: indicates the applied main channel.	**Dolby Digital** **DTS**	UIS_ACMOD
D0:13A4	**Center Mix Level (cmixlev)** (Table 5.4 of ATSC Spec. A/52) bit[1:0] 00 0.707 (–3.0 dB) 01 0.595 (–4.5 dB) 10 0.500 (–6.0 dB) 11 reserved (–6.0 dB), nominal downmix level of center with respect to left and right channels Used in the internal algorithm.	**Dolby Digital**	UIS_CLEV
D0:13A5	**Surround Mix Level (surmixlev)** (Table 5.5 of ATSC Spec. A/52**)** bit[1:0] 00 0.707 (–3.0 dB) 01 0.500 (–6.0 dB) 10 0 11 reserved (–6.0 dB), nominal downmix level of surround channels Used in the internal algorithm.	**Dolby Digital**	UIS_SLEV

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13A6	**Dolby Surround Mode (dsurmod)** (Table 5.6 of ATSC Spec. A/52) bit[1:0] 00 not indicated 01 not Dolby Surround encoded 10 Dolby Surround encoded 11 reserved (not indicated) As soon as the audio is Dolby Surround encoded, the controller must activate the Dolby Pro Logic decoder (e.g. in the DPL 4519G) without any user interaction.	**Dolby Digital** **DTS**	UIS_DSURMOD
D0:13A7	**Low Frequency Effects Channel (lfeon)** (Section 5.4.2.7 of ATSC Spec. A/52) bit[0] 0 LFE off 1 LFE on The user may want to choose a different output configuration depending on the availability of the LFE.	**Dolby Digital** **DTS**	UIS_LFEON
D0:13A8	**Dialogue Nomalization (dialnorm)** (Section 5.4.2.8 of ATSC Spec. A/52) bit[4:0] 00_{hex} reserved 01_{hex}... –1 dBFS... $1F_{hex}$ –31dBFS average dialog level Used in the internal algorithm.	**Dolby Digital** **DTS**	UIS_DIALNORM
D0:13AA	**Language Code (langcode, langcod)** (Sections 5.4.2.11 and 5.4.2.12 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ langcode = 0 (langcod nonexistent in stream) bit[7:0] langcod The controller may check all S/PDIF data streams (channels) for the desired language.	**Dolby Digital**	UIS_LANGCOD
D0:13AB	**Mixing Level and Room Type (audprodie, mixlevel, roomtyp)** (Sections 5.4.2.13, 5.4.2.14 and 5.4.2.15 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ audprodie = 0 (mixlevel, roomtyp nonexistent in data stream) bit[6:2] mixlevel bit[1:0] roomtyp For user information.	**Dolby Digital**	UIS_MIXLEVEL_ ROOMTYP
D0:13AC	**Dialogue Nomalization 2 for Dual Mono Mode 1+1 (dialnorm2)** (Section 5.4.2.16 of ATSC Spec. A/52) bit[4:0] 01_{hex}...$1F_{hex}$ average dialog level –1dB...–31dB below 100% digital 00_{hex} reserved Used in the internal algorithm.	**Dolby Digital**	UIS_DIALNORM2

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13AE	**Language Code 2 for Ch2 in Dual Mono Mode 1+1 (langcod2e, langcod2)** (Section 5.4.2.19 and 20 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ langcod2e = 0 (langcod2 nonexistent in stream) bit[7:0] langcod2 Used in the internal algorithm.	**Dolby Digital**	UIS_LANGCOD2
D0:13AF	**Mixing Level and Room Type for Ch2 in Dual Mono Mode 1+1 (audprodi2e, mixlevel2, roomtyp2)** (Section 5.4.2.21, 22 and 23 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ audprodi2e = 0 (mixlevel2, roomtyp2 nonexistent in stream) bit[6:2] mixlevel2 bit[1:0] roomtyp2 For user information.	**Dolby Digital**	UIS_MIXLEVEL2_ ROOMTYP2
D0:13B0	**Copyright Bit (copyrightb)** (Section 5.4.2.24of ATSC Spec. A/52) bit[0] 0 not protected 1 protected by copyright (copy prohibited)	**Dolby Digital** **DTS**	UIS_COPYRIGHT B
D0:13B1	**Original Bit Stream (origbs)** (Section 5.4.2.25 of ATSC Spec. A/52) bit[0] 0 copy of a bit stream 1 original bit stream Original Bit Stream (origbs) bit[1..0] 01 first generation 10 second generation 11 original bit stream valid if copyrightb = 0	**Dolby Digital** DTS	UIS_ORIGBS
D0:13B2	**Time Code 1** (Section 5.4.2.27of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ timecod1e = 0 (time code 1 nonexistent) bit[13:0] time code 1(first half) bit[13:9] time in hours (0...23 valid) bit[8:3] time in minutes (0...59 valid) bit[2:0] time in 8-second increments (0 = 0 seconds) (1 = 8 seconds) : (7 = 56 seconds) For external synchronization purposes. **Note:** DTS: if TIMEF = 0 this value will always be $FFFF_{hex}$	**Dolby Digital** **DTS**	UIS_TIMECOD1

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13B3	**Time Code 2** (Section 5.4.2.28of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ timecod2e = 0 (time code 2 nonexistent) bit[13:0] time code 2 (second half) bit[13:11] time in 8-second increments, see time code 1 bit[10:6] time in frames (0...29 valid) bit[5:0] time in 1/6 frames For external synchronization purposes. **Note:** DTS: if TIMEF = 0 this value will always be $FFFF_{hex}$	**Dolby Digital** **DTS**	UIS_TIMECOD2
D0:13B4	**Dynamic Range Gain Word (dynrnge, dynrng)** (Section 5.4.3.3 and 5.4.3.4 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ dynrnge = 0 (dynrng nonexistent in stream) bit[7:0] current dynrng / RANGE value Used in the internal algorithm. **Dynamic Range Gain Word (dynf, RANGE)** bit[15:0] $FFFF_{hex}$ dynf nonexistent in stream bit[19:0] current RANGE value (15bit mantissa, 4bit exp.)	**Dolby Digital** **DTS**	UIS_DYNRNG
D0:13B5	**Dynamic Range Gain Word 2 for Ch2 in dual mono mode (dynrng2e, dynrng2)** (Section 5.4.3.5 and 5.4.3.6 of ATSC Spec. A/52) bit[15:0] $FFFF_{hex}$ dynrng2e = 0 (dynrng2 nonexistent in stream) bit[7:0] current dynrng value Used in the internal algorithm.	**Dolby Digital**	UIS_DYNRNG2
D0:13B6	**Karaoke Flag** bit[0] 0 no Karaoke info in bit stream 1 Karaoke info in bit stream	**Dolby Digital**	UIS_ KARAOKEFLAG
	AUX bit[12:0] Memory address of auxiliary data bytes bit[18:13] Auxiliary data byte count. Present if auxiliary data bytes are appended at end of frame bit[19] Auxiliary data flag	**DTS**	UIS_AUX
D0:13B7	**Frame Count** bit[19:0] counts 0, 1, 2, 3, 4, ..., 1048575 (= $FFFFF_{hex}$), 1, ...	**Dolby Digital** **MPEG** **DTS**	UIS_FRAME_ COUNTER

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13B8	**MPEG Header Bits 12...31** bit[19] ID (must be 1 for MPEG-1) bit[18:17] Layer 00 reserved 01 Layer 3 10 Layer 2 11 Layer 1 bit[16] Protection 0 CRC 1 no CRC bit[15:12] bit rate (see table in IEC 11172-3, Layer 2) 0_{hex} free 1 32 2 48 3 56 4 64 5 80 6 96 7 112 8 128 9 160 a 192 b 224 c 256 d 320 e 384 f forbidden bit[11:10] sampling frequency (MPEG-1 Layer-2) 00 44.1 kHz 01 48 kHz 10 32 kHz 11 reserved ...	**MPEG**	UIS_MPEG_ HEADER

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13B8 (continued)	bit[9]	padding bit	
	bit[8]	private bit	
	bit[7:6]	Mode	
	00	stereo	
	01	joint stereo	
	10	dual channel	
	11	reserved	
	bit[5]	Joint Stereo Mode Extension ms_stereo	
	0	off	
	1	on	
	bit[4]	Joint Stereo Mode Extension Intensity Stereo	
	0	off	
	1	on	
	bit[3]	Copyright	
	0	not protected	
	1	protected	
	bit[2]	Original/Copy	
	0	copy	
	1	original	
	bit[1:0]	Emphasis	
	00	none	
	01	50/15 µs	
	10	reserved	
	11	CCITT J.17	

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function			Mode	Name
D0:13B8 (continued)	**Protection (CPF)**			**DTS**	UIS_DTS_ HEADER
	bit[11]	0	no CRC		
		1	CRC		
	RATE				
	bit[10:6]	00_{hex}	32 kbps		
		01_{hex}	56 kbps		
		02_{hex}	64 kbps		
		03_{hex}	96 kbps		
		04_{hex}	112 kbps		
		05_{hex}	128 kbps		
		06_{hex}	192 kbps		
		07_{hex}	557 kbps		
		08_{hex}	256 kbps		
		09_{hex}	320 kbps		
		$0a_{hex}$	384 kbps		
		$0b_{hex}$	448 kbps		
		$0c_{hex}$	512 kbps		
		$0d_{hex}$	576 kbps		
		$0e_{hex}$	640 kbps		
		$0f_{hex}$	768 kbps		
		10_{hex}	960 kbps		
		11_{hex}	1024 kbps		
		12_{hex}	1152 kbps		
		13_{hex}	1280 kbps		
		14_{hex}	1344 kbps		
		15_{hex}	1408 kbps		
		16_{hex}	1411.2 kbps		
		17_{hex}	1472 kbps		
		18_{hex}	1536 kbps		
		19_{hex}	1920 kbps		
		$1a_{hex}$	2048 kbps		
		$1b_{hex}$	3072 kbps		
		$1c_{hex}$	3840 kbps		
		$1d_{hex}$	open		
		$1e_{hex}$	variable		
		$1f_{hex}$	lossless		
	PCMR			**DTS**	
	bit[5:1]	10_{hex}	16 bits		
		14_{hex}	20 bits		
		18_{hex}	24 bits		
	HDCD			**DTS**	
	bit[0]	copy of HDCD in bit stream			
D0:13B9	**MPEG Status**			**MPEG**	UIS_MPEG_ STATUS
	bit[5]	0	mono		
		1	stereo		
	bit[4]	1	CRC error		
	bit[3:2]	>0	other decoding error (not enough data)		
	bit[1:0]	>0	header error		

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13BB	**Global Operation Status (GOS)**	**All**	UIS_GOS
	bit[7:5] GOS_Type 0 GOS_NODEC, not decodable 1 GOS_PCM_WARN, channel status not plausible 2 GOS_DATA, data type 3 GOS_PCM 4...6 reserved 7 GOS_I2S		
	bit[4:1] Appl_Type 0 AC-3 1 MPEG Layer-2 2 PCM 3 time code 4 noise generator 5 DTS 15 unknown		
	bit[0] 0 unsynchronized (default) 1 valid bit stream detected		
	This status cell reflects the result of the decoding with the parameters given. If an incorrect input data type (D0:13D0) is selected, the input data stream will not be decodable. The GOS_PCM_WARN-flag is set when the S/PDIF-channel status indicates PCM-encoded audio, but valid synchronization headers (Dolby Digital or MPEG) are found.		
D0:13BC	**Bit Stream Information**	**S/PDIF-Input**	UIS_DSI
	each bit: 1 channel available 0 channel not available bit[7] bit stream number 7 ... bit[0] bit stream number 0 Available bit streams (channels) in the S/PDIF-data.		

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13BD ... D0:13C4	**Pc Information of Selected Data Stream (burst_info)** (Section 4.4.3 of Annex B of ATSC Spec. A/52)	**S/PDIF-Input**	UIS_PC<i>, i = 0...7
	bit[15:13] $0_{hex}...7_{hex}$ channel number (data_stream_number)		
	bit[12:8] data_type_dependent, see below		
	bit[7] error flag (error_flag) 0 data may be valid 1 data burst may contain errors		
	bit[6:5] reserved		
	bit[4:0] 00_{hex} reserved 01_{hex} AC-3 data 02_{hex} reserved 03_{hex} pause 04_{hex} MPEG Layer-1 05_{hex} MPEG-1 Layer-2, 3, or MPEG-2 without extension 06_{hex} MPEG-2 data with extension 07_{hex} reserved 08_{hex} MPEG-2 Layer-1 low fs 09_{hex} MPEG-1 Layer-2, 3 low fs $0A_{hex}$ reserved $0B_{hex}...D_{hex}$ DTS $0E_{hex}...1F_{hex}$ reserved		
	This memory cell mirrors the Pc-word of the S/PDIF-preamble (burst_info) of the selected of eight possible data streams (channels) if available.		
	Meaning of Field data_type_dependent	**Dolby Digital**	
	AC-3: (Section 4.7 of Annex B of ATSC Spec. A/52)		
	bit[12,11] 00 reserved, shall be ’00’		
	bit[10:8] value of bsmod as described in D0:13A2		

Table 3–6: Status memory cells, continued

Memory Address (hex)	Function	Mode	Name
D0:13C7	**S/PDIF Status** bit[15] S/PDIF Input is synchronized while processing I2S D0:13D0 [9] = 0 S/PDIF Input selected 0 bit is always 0 (to be compatible with MAS 3528E) D0:13D0 [9] = 1 I²S Input selected 0 S/PDIF Input not synchronized; no valid bit stream 1 S/PDIF Input in sync; valid bit stream. Further information about the signal can be obtained from UIS_DSI and UIS_PC<i>; i=0..7. bit[3:2] Parity Error (only valid when processing S/PDIF Input) 0 no error >0 parity error bit[1] Data Mode 0 PCM 1 compressed audio data bit[0] S/PDIF Copy Active 0 inactive 1 active	**S/PDIF-Input**	UIS_SP_STATUS
D0:13FC	**MAS 35xyH Type** bit[15:0] 30_{dec} MAS 35**30**H-C6 29_{dec} MAS 35**29**H-C6 27_{dec} MAS 35**27**H-C6	**All**	UIS_MASH_TYPE
D0:1FF7	**MAS 35xyH Version** bit[15:0] 0201_{hex} MAS 35xyH-**B3** 0203_{hex} MAS 35xyH-**C4** 0206_{hex} MAS 35xyH-**C6**	**All**	UIS_MASH_ VERSION
D0:1FFF	**Version Number** Returns the version number of the ROM-code as ASCII	**All**	UIS_VERSION

3.6.2. Control Interface for Decoding Operation

The following table gives the writable memory addresses of the control interface for the decoding firmware.

Table 3–7: Configuration memory cells

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13D0	**I/O Control**		00000	UIC_IO_CONTROL
	Version Number Check	**DTS**		
	bit[17] VerNum Check 0 DTS version number not checked 1 DTS version number checked for VerNum 0-7 bitstream is decoded; for VerNum 8-15 bitstream is not decoded			
	Soft Mute	**All**		
	bit[15] Soft Mute 0 Soft mute off 1 Soft mute on This switch is provided for user-controlled fast audio mute.			
	CRC Check	**Dolby Digital MPEG**		
	bit[14] CRC1 0 CRC1 on 1 CRC1 off bit[13] CRC2 0 CRC2 on 1 CRC2 off **Dolby Digital:** CRC1 protects the header and 3/5 of the data, CRC2 protects the remaining 2/5 of the data. It is recommended that both AC-3 CRC-checks are enabled which yields to an automatic mute upon detection of an error. However, under special operating conditions (noisy channel), it may be advantageous to turn one (preferably CRC2) or both CRC-checks off. In this case, it is important to decrease the listening volume to prevent hearing injuries and damages to the equipment. **MPEG:** For MPEG, only CRC1 is applied. It is recommended to enable CRC1 to avoid strong digital noise in case of deranged or unreliable signals.			

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13D0 (continued)	**S/PDIF Channel Select** bit[12:10] 000 Channel 0 ... 111 Channel 7 The S/PDIF may carry up to eight channels of compressed audio. Their content is shown in the S/PDIF-Pc-preambles (D0:13B8...13BF).	**S/PDIF**	00000	UIC_IO_CONTROL
	Input and Mode Selection bit[18, 7:6] Input data type 000 Auto-detection 001 AC-3 (Dolby Digital) 010 MPEG Layer-2 011 PCM 100 DTS bit[9] S/PDIF or I^2S Input Select 0 S/PDIF input 1 I^2S input bit[8] I^2S input select 0 I^2S input at SID (word mode) 1 Continuous data stream at SID (SII connected to ground)	**All**		
	Output Interface Mode I^2S word strobe polarity bit[5] 0 low = right, high = left 1 high = right, low = left bit[5] 0 default 1 I^2S output mode: invert word strobe bit[1] I^2S output channels 0 1×8 channels 1 4×2 channels The clock and word strobe outputs SOC and SOI apply to all 4 data outputs SOD...SOD3 bit[0] I^2S word strobe alignment 0 WS changes at data word boundary 1 WS changes one clock cycle in advance	**All**		
	Input Interface Mode I^2S word strobe alignment bit[4] 0 WS changes at data word boundary 1 WS changes one clock cycle in advance bit[3] I^2S word strobe polarity 0 low = right, high = left 1 high = right, low = left bit[2] 0 default 1 invert clock	**All**		

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13D1	**Noise Generator** (Sec. 4.10.2 of Dolby Digital Licensee Information Manual Issue 3) bit[7] 0 Noise generator off 1 Noise generator on bit[6] Noise type 0 White noise 1 Band-pass shaped noise bit[5:0] 000001 L 000010 C 000100 R 001000 LS 010000 RS 100000 LFE 000000 No channel selected By combining the appropriate bits, more than one channel can output noise. The noise type can be selected between white and band-pass filtered with a maximum between 500 and 1000 Hz. The required stepping actions have to be initiated by the controller.	**All**	00000	UIC_NOISE
D0:13D2	**Center Channel Delay** (Sec. 4.10.1 of Dolby Digital LIM Issue 3) bit [2:0] 000 0 ms ... 101 5 ms	**Dolby Digital** **DTS** **Dolby Pro Logic II**	00000	UIC_C_DELAY
D0:13D3	**Left Surround Channel Delay** (Sec. 4.10.1 of Dolby Digital LIM Issue 3 and Sec. 2.1.4 of Pro Logic II LIM Issue 1) Dolby Digital: all Modes Pro Logic II: Music Mode / Matrix Mode; Movie Mode / PL Emulation bit[3:0] 0000 0 ms 10 ms ... ... 1111 15 ms 25 ms For Dolby Pro Logic II in Movie and in Pro Logic Emulation Mode, the delay is automatically extended by 10 ms.	**Dolby Digital** **DTS** **Dolby Pro Logic II**	00001	UIC_SL_DELAY
D0:13D4	**Right Surround Channel Delay** (Sec. 4.10.1 of Dolby Digital LIM Issue 3 and Sec. 2.1.4 of Pro Logic II LIM Issue 1) Dolby Digital: all Modes Pro Logic II: Music Mode / Matrix Mode; Movie Mode / PL Emulation bit[3:0] 0000 0 ms 10 ms ... ... 1111 15 ms 25 ms For Dolby Pro Logic II in Movie and in Pro Logic Emulation Mode, the delay is automatically extended by 10 ms.	**Dolby Digital** **DTS** **Dolby Pro Logic II**	00000	UIC_SR_DELAY

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function — Mode	Reset Value (hex)	Name
D0:13D5	**LFE Channel Enable** — **Dolby Digital DTS** bit[0] Route LFE Channel to subwoofer output (if it exists in stream) 1 enable LFE 0 disable LFE The subwoofer output is assembled from the LFE and the other channels depending on the Output Configuration. This switch disables only content coming from the LFE.	00001	UIC_OUT_LFE
D0:13D6	**Output Mode Control (Downmix)** (Section 7.8 of ATSC Spec. A/52) — **Dolby Digital DTS Dolby Pro Logic II** bit[4:3] Dual mono setting of Dolby C decoder, applicable only if Audio Coding Mode is dual mono (acmod = 0). The actual mixing depends on the number of available output channels (speakers). 00 Stereo (straight output of both channels) 01 Left Mono (channel 1) 10 Right Mono (channel 2) 11 Mixed Mono (sum of both channels) bit[2:0] Listening Mode Selector Defines the number of available (desired) output channels (loudspeakers). 000 2/0 L, R Dolby Surround compatible 001 1/0 C 010 2/0 L, R 011 3/0 L, C, R 100 2/1 L, R, S 101 3/1 L, C, R, S 110 2/2 L, R, SL, SR 111 3/2 L, C, R, SL, SR These downmixing options are independent of the setting of the Extra Stereo Output (D0:13DE). Undesired channels can be muted by setting the volume to zero or by muting the outputs in the DPL 4519G or MSP 44x0G, respectively. Only listening modes 1/0, and 2/0 should be used if dual mono is transmitted. **Note:** other values or combinations of bits must not be written, bits not mentioned must be set to 0.	00007	UIC_OUT_MODE_CTRL

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function Mode	Reset Value (hex)	Name
D0:13D7	**Compression Control (Operational Modes, Dialog Normalization)** **Dolby Digital** (Sec. 3.7 of Dolby Digital Licensee Information Manual, Issue 3) bit[1:0] Setting of Dolby C decoder 00 Custom Mode 0 (analog dialog normalization) 01 Custom Mode 1 (internal digital dialog normalization) 10 Line Mode 11 Compression RF out The implemented dynamic range compression uses the transmitted variables dynrng, compr, and dialnorm. In Line Mode and in the Custom Modes, the dynamic compression may be scaled down by using the user-controlled high-level cut and low-level boost factors. Note that in Custom Mode 0, the effect of dynrng must be implemented in the analog part of the audio equipment. Note that in the Custom Mode downmix, an internal digital attenuation of 11 dB is applied that must be compensated externally.	00001	UIC_ COMPRESSION_ CONTROL
D0:13D8	**High-Level Cut Compression Scale Factor** **Dolby Digital** (Sec. 3.7 and Sec. 4.11.9 of Dolby Digital Licensee Information Manual, Issue 3) bit[19:0] 00000_{hex} (full dynamic)...$7FFFF_{hex}$ (full compression) This factor scales down potential attenuation (i.e. dynamic compression) of loud portions of the audio as defined by dynrng. High-Level Cut is only used in Line Mode (except in downmix) and in the Custom Modes. **Note:** In order to prevent clipping due to the downmixing in the Custom and Line Modes, the High-Level Cut Compression Scale Factor must always be left at $7FFFF_{hex}$ when the Extra Stereo Output (D0:13DE) is used in conjunction with non-downmixed channels (D0:13D6). Please refer to section 4.5.8. of Dolby Digital Licensee Information Manual, Issue 3.	7FFFF	UIC_CUT_X
D0:13D9	**Low-Level Boost Compression Boost Factor** **Dolby Digital** (Sec. 3.7 and Sec. 4.11.9 of Dolby Digital Licensee Information Manual, Issue 3) bit[19:0] 00000_{hex} (full dynamic)...$7FFFF_{hex}$ (full compression) This factor scales down potential amplification (i.e. dynamic compression) of weak portions of the audio as defined by dynrng. Low-Level Boost is only used in Line Mode and in the Custom Modes.	7FFFF	UIC_BOOST_Y

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13DA	**Bass Management** (see chapter 2.9.10.3.;Sec. 4.7 of Dolby Digital Licensee Information Manual Issue 3) bit[4:0] 00000 Direct loop-through of all six channels without channel mixing 01000 Dolby Configuration 0 01001 Dolby Configuration 1 01010 Dolby Configuration 2 01011 Dolby Alternative Configuration 2 01100 Dolby Configuration 3 (No SubwooferOut) 01101 Dolby Configuration 3 (Subwoofer Out) 01110 Multichannel Source Products (I) 01111 Multichannel Source Products (II) 11000 B2C (Bass to Center) **Note:** If Bass Management is enabled, high processor clock must be selected (D0:13DF; bit16=1) The LFE-content can be disabled in D0:13D5. The output configurations can be used for all input formats. However, for MPEG and PCM-data, only the L and R input channels will carry information.	**All**	00000	UIC_POST_PROCESSING
	Cross-Over Frequency (LP and complementary HP) bit[15:8] 0_{dec} 100 Hz (compatible with Type 2) 5_{dec} 50 Hz min. cross-over frequency. 10_{dec} 100 Hz 15_{dec} 150 Hz 20_{dec} 200 Hz 25_{dec} 250 Hz 30_{dec} 300 Hz 35_{dec} 350 Hz 40_{dec} 400 Hz max. cross-over frequency	**All**		UIC_CROSSOVER_FREQ
D0:13DD	**Karaoke Mode** bit[1:0] 00 no vocals 01 vocal 1 10 vocal 2 11 vocal 1 (left) + vocal 2 (right)	**Dolby Digital**	00003	UIC_KARAOKE_MODE
D0:13DE	**Extra Stereo Output (Lt/Rt or Lo/Ro)** bit[0] 0 Lt/Rt stereo output 1 Lo/Ro stereo output For headphone operation, the 2-channel output can be switched to the Lo/Ro-mode. **Note:** In order to prevent clipping due to the downmixing in the Custom and Line Modes, the High-Level Cut Compression Scale Factor (D0:13D8) must always be left at $7FFFF_{hex}$ when the Extra Stereo Output is used in conjunction with non-downmixed channels (D0:13D6).	**Dolby Digital** (surround encoded)	00000	UIC_DOWNMIX_MODE

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13DF	**Output Clock Scaling** bit[19] 0 enable CLKO 1 disable CLKO bit[18:17] Division factor applied to the internal reference clock (see Table 2–2 on page 19) for the CLKO-output 0 divide reference clock by 1 1 divide by 2 2 divide by 4 3 divide by 8 bit[16] Low/high system clock for Dolby Digital (please refer to Table 2–1 on page 10) 0 61/56/40 MHz for 48/44.1/32 kHz 1 73/67/49 MHz for 48/44.1/32 kHz Sets the processor clock and the output clock at pin CLKO. The clock frequencies are coupled to the audio data sampling rate of the input signal by a PLL. The high clock frequencies have to be used if the internal Dolby Digital Bass Management is used.	**All**	80004	UIC_OUT_CLK_SCALE
	Auxiliary Interface Control bit[11] 0 enable SO* output 1 tristate SO* output bit[10:7] 0 reserved (set to 0) bit[6] S/PDIF input select 0 select SPDI input 1 select SPDI2 input bit[5:3] 0 reserved (set to 0) bit[2] SO* Impedance 0 low impedance 1 high impedance bit[1] Serial input select 0 select SID, SII, SIC 1 select SID*, SII*, SIC* bit[0] 0 reserved Input/output interface selections.	**All**		UIC_AUX_INTERFACE_CTRL

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13E0	**PCM/MPEG De-emphasis Control**	**MPEG/PCM**	00000	UIC_DEEMPHASE_CONTROL
	bit[1:0] De-emphasis 00 automatic detection (only for PCM via S/PDIF and all MPEG-inputs, no deemphasis if PCM via I^2S-input is selected) 01 50/15 µs de-emphasis 10 no de-emphasis 11 J17 de-emphasis PCM-signals coming via the serial interface do not contain embedded de-emphasis information. The correct de-emphasis must therefore be initiated by the controller. PCM-signals coming via the S/PDIF-interface and MPEG-data streams contain such information. In this case, the automatic detection should be enabled to achieve the correct de-emphasis.			
D0:13E1 D0:13E2 D0:13E3 D0:13E4 D0:13E5 D0:13E6 D0:13E7 D0:13E8	**Volume Control** Volume left channel Volume center channel Volume right channel Volume surround left channel Volume surround right channel Volume subwoofer channel Volume stereo left channel Volume stereo right channel bit[15:8] $7F_{hex}$ +12 dB ... 73_{hex} 0 dB ... 01_{hex} –114 dB 00_{hex} mute The resolution is 1 dB/step.	**All**	07300 (all)	UIC_L_VOLUME UIC_C_VOLUME UIC_R_VOLUME UIC_SL_VOLUME UIC_SR_VOLUME UIC_LFE_VOLUME UIC_L_ST_VOLUME UIC_R_ST_VOLUME
D0:13EA	**S/PDIF Channel Status Bits Control** bit[15] L-bit (generation status) bit[14:8] category code bit[7:6] should be “0” bit[5:3] should be “0” bit[2] cp-bit (copyright protection) bit[1] should be “0” for PCM output bit[0] should be “0” for consumer use These bits control the status word in the S/PDIF output. This control is inactive if S/PDIF loop-through is selected. **Note:** It must be made sure that bits 2, 8, .., 15 are set correctly. Incorrect settings may affect the ability to make digital copies.	**All**	01904	UIC_CHANNEL_STATUS

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13EE	**Operational Modes** (Sec. 2.2 of Pro Logic II LIM Issue 1) **Pro Logic II Standard Modes** bit[2:0]	**Dolby Pro Logic II**	00000	UIC_DPL_ STANDARD
	000	**Movie Mode** Autobalance: enabled Surround Filter: No Surround Coherence (RS Inv.): enabled Panorama Mode: disabled Center Width Control: disabled Dimension Control: neutral (3)		
	001	**Music Mode** Autobalance: disabled Surround Filter: Shelf Surround Coherence (RS Inv.): disabled Panorama Mode: User defined Center Width Control: User defined Dimension Control: User defined		
	010	**Virtual compatible Mode** Autobalance: enabled Surround Filter: No Surround Coherence (RS Inv.): disabled Panorama Mode: disabled Center Width Control: disabled Dimension Control: neutral (3)		
	011	**Pro Logic Emulation** Autobalance: enabled Surround Filter: 7-kHz LP Surround Coherence (RS Inv.): disabled Panorama Mode: disabled Center Width Control: disabled Dimension Control: neutral (3)		
	100	**Matrix Mode** Autobalance: disabled Surround Filter: Shelf Surround Coherence (RS Inv.): disabled Panorama Mode: disabled Center Width Control: disabled Dimension Control: neutral (3)		
	101	– **(do not use!)**		
	110	**Custom Mode** Surround Filter: User defined Surround Coherence (RS Inv.): User defined Autobalance: User defined Panorama Mode: User defined Center Width Control: User defined Dimension Control: User defined		
	111	**Off (Bypass Mode)**		

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13EE (continued)	**Operational Modes** (Sec. 2.2 of Pro Logic II LIM Issue 1)	**Dolby Pro Logic II**	00000	
	Surround Filter bit[4:3] 00 No 01 Shelf 10 7kHz LPF			UIC_DPL_MODE_SURR_FILT
	Surround Coherence bit[5] 0 RS Polarity Inversion disabled 1 RS Polarity Inversion enabled			UIC_DPL_MODE_RS_POL
	Auto-Balance bit[6] 0 enabled 1 disabled			UIC_DPL_MODE_AUTO_BAL
	Panorama Mode bit[7] 0 disabled 1 enabled			UIC_DPL_MUSIC_PANORAMA
	Pro Logic II Input Matrix bit[9:8] 00 Stereo or AB 01 Sound A 10 Sound B			UIC_DPL_MATRIX
D0:13ED	**Music Mode Controls** (Sec. 2.1 of Pro Logic II LIM Issue 1)	**Dolby Pro Logic II**	06060	
	Center Width Control see also “Table 2-2 Center Width Control Levels” of LIM Dolby Pro Logic II bit[7:5] Control: 000 0 / 001 1 / 010 2 / 011 3 (default) / 100 4 / 101 5 / 110 6 / 111 7 Angle: 00.0° / 20.8° / 28.0° / 36.0° / 54.0° / 62.0° / 69.2° / 90.0° C Lev.(dB): 0.0 / -0.6 / -1.1 / -1.8 / -4.6 / -6.6 / -9.0 / off L/R Lev.(dB): off / -12 / -9.6 / -7.6 / -4.8 / -4.1 / -3.6 / -3.0 This control allows center-channel sounds to be positioned between the center speaker and the left/right speakers over a range of eight steps. Step “3” uses a combination of all three front speakers to give the best vocal imaging and most seamless soundstage presentation, and is recommended for most recordings. Step “0” places all center sound in the center speaker. Step “7” places all center sound equally in the left/right speakers, just as in conventional stereo.			UIC_DPL_MUSIC_CENTER_WIDTH

Table 3–7: Configuration memory cells, continued

Memory Address (hex)	Function	Mode	Reset Value (hex)	Name
D0:13ED (continued)	**Music Mode Controls** (Sec. 2.1 of Pro Logic II LIM Issue 1)	**Dolby Pro Logic II**	06060	
	Dimension Control			UIC_DPL_MUSIC_DIMENSION
	bit[15:13] 000 0 Most Center 001 1 010 2 011 3 (default) Neutral 100 4 101 5 110 6 Most Surround			
	This control allows the user to gradually adjust the sound field either towards the front or the rear. This can be useful to help achieving the desired balance from all the speakers with certain recordings that may contain either too much or too little spatial effect. Step “3” is the recommended setting, which has no effect on the sound. Steps 2, 1, and 0 gradually move the sound forward, and steps 4, 5, and 6 move the sound towards the surrounds.			
	Note: Center Width Control and Dimension Control with higher resolution may be implemented in firmware in a later version of the MAS 35xyH. Therefore, bits[4:0] and bits[12:8] must be set to 0.			

3.6.3. Hybrid User Interface Cells

Table 3–8: Hybrid User Interface Cells

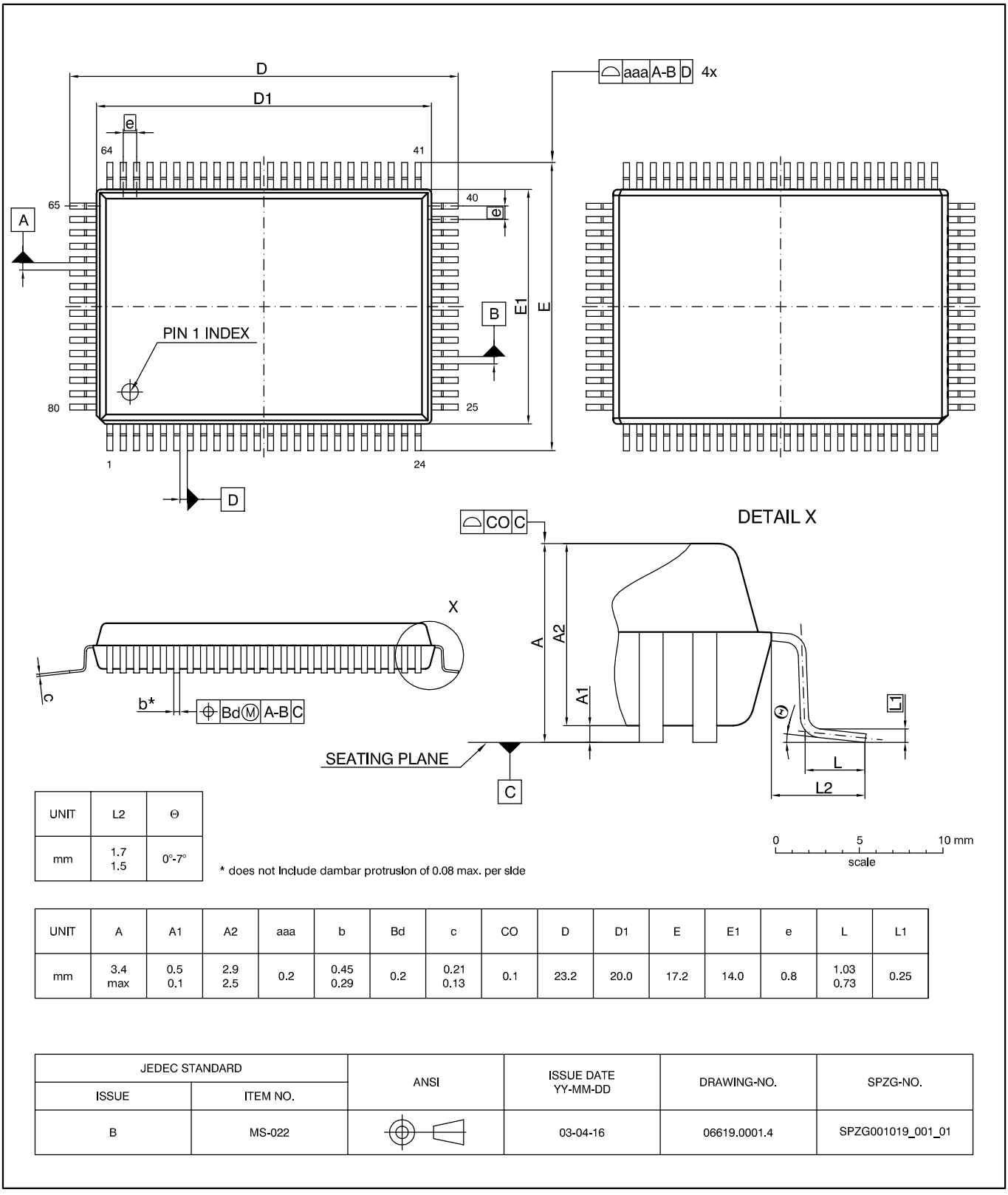
Memory Address (hex)	Function	Reset Value (hex)	Name
D0:13FF	**Message Constants** **All** **Messages** bit[19:0] 0 no error 8 all errors with an error number higher or equal to this error number cause a restart 9 S/PDIF: sync lost during look for Pa, Pb, Pc, Pd 10 S/PDIF: sync lost during operation 11 Data Stream Error (Pa not correct) 12 Data Stream Error (Pb not correct) 13 Data Stream Error (Pc not correct) 14 Data Stream Error (Pd to big) 15 I^2S time-out error 16 no input data type selected in I^2S input mode (i.e. auto-detection is ON) 17 input type over S/PDIF changed from pcm to data 18 AC-3: initial waiting time out 19 AC-3: sync waiting time out 20 AC-3: sync lost 21 AC-3: header corrupted 22 AC-3: CRC1 wait time-out 23 AC-3: CRC1 fail 24 AC-3: CRC2 wait time-out 25 AC-3: CRC2 fail 26 selected bit-stream-number not available 27 PCM recognition inconsistent, restart 28 DATA TYPE in BurstInfo not AC-3, PCM, MPEG, or DTS. 29 AC-3 - Sampling frequency changed 30 invalid exponents detected 31 S/PDIF: Input type chosen manually (not autodetected) 32 AC3: Input buffer overrun - the input pointer overwrites the actual frame 33 S/PDIF input parity error 40 MPEG: sampling frequency changed 41 MPEG no header found 42 MPEG: no Layer 2 header found 43 MPEG: restart forced 44 MPEG: not enough data to decode 45 MPEG: S/PDIF error 46 MPEG: decoding error 47 MPEG: input time-out 48 MPEG: sync error 49 MPEG: data rate too high (probably PCM input) 50 LM_USER_CHANGE 51 LM_IO_CONTROL 52 LM_NOISE 53 LM_C_DELAY ...	00000	UIH_LAST_ MESSAGE

Table 3–8: Hybrid User Interface Cells, continued

Memory Address (hex)	Function	Reset Value (hex)	Name
D0:13FF (continued)	54 LM_SL_DELAY 55 LM_RL_DELAY 56 LM_OUT_LFE 57 LM_OUT_MODE_CONTROL 58 LM_COMPRESSION_CONTROL 59 LM_CUT_X 60 LM_BOOST_Y 61 LM_POST_PROCESSING 62 LM_SAMP_FREQ 63 LM_OUTN_CHANNELS 64 LM_KARAOKE_MODE 65 LM_DOWNMIX_MODE 66 LM_OUT_CLK_SCALE 70 PCM: Sampling frequency changed in PCM Mode 80 DTS: LOST_SYNC 81 DTS: WRONG_DSYNC 82 DTS: NBLKS_ERROR 83 DTS: FSIZE_ERROR 84 DTS: SFREQ_ERROR 85 DTS: FS_CHANGED 86 DTS: PCMR_ERROR 87 DTS: VERNUM_ERROR 88 DTS: PCHS_ERROR 89 DTS: SUBS_ERROR 90 DTS: VQSUBS_ERROR 91 DTS: JOINX_ERROR 92 DTS: SSC_ERROR 93 DTS: ABITSHuff_ERROR 94 DTS: BLCK_ERROR 95 DTS: AUXCT_ERROR 96 DTS: SCALESHuff_ERROR 97 DTS: AUDIOHuff_ERROR 98 DTS: AUDIOHuff1_ERROR 99 DTS: NOT_VALID_BS; sync found,but not the next one 100 DTS: TIMEOUT_DISCARD 101 DTS: TIMEOUT_FINDSYNC 102 DTS: TIMEOUT_READBYTES 103 DTS: TIMEOUT_SPDIFWAIT1 104 DTS: TIMEOUT_SPDIFWAIT2 105 DTS: TIMEOUT_512INPUT 106 DTS: UNSUPPORTED_BS_TYPE; if bs_type=24 or 14 107 DTS: UNKNOWN_ERROR The latest message that occurred is displayed in this cell. The controller should frequently (e.g. once per frame) check and clear this memory location. After reading the message it is recommended to clear this cell (by writing a “0”) to see whether this message occurs again.	00000	UIH_LAST_ MESSAGE

4. Specifications

4.1. Outline Dimensions



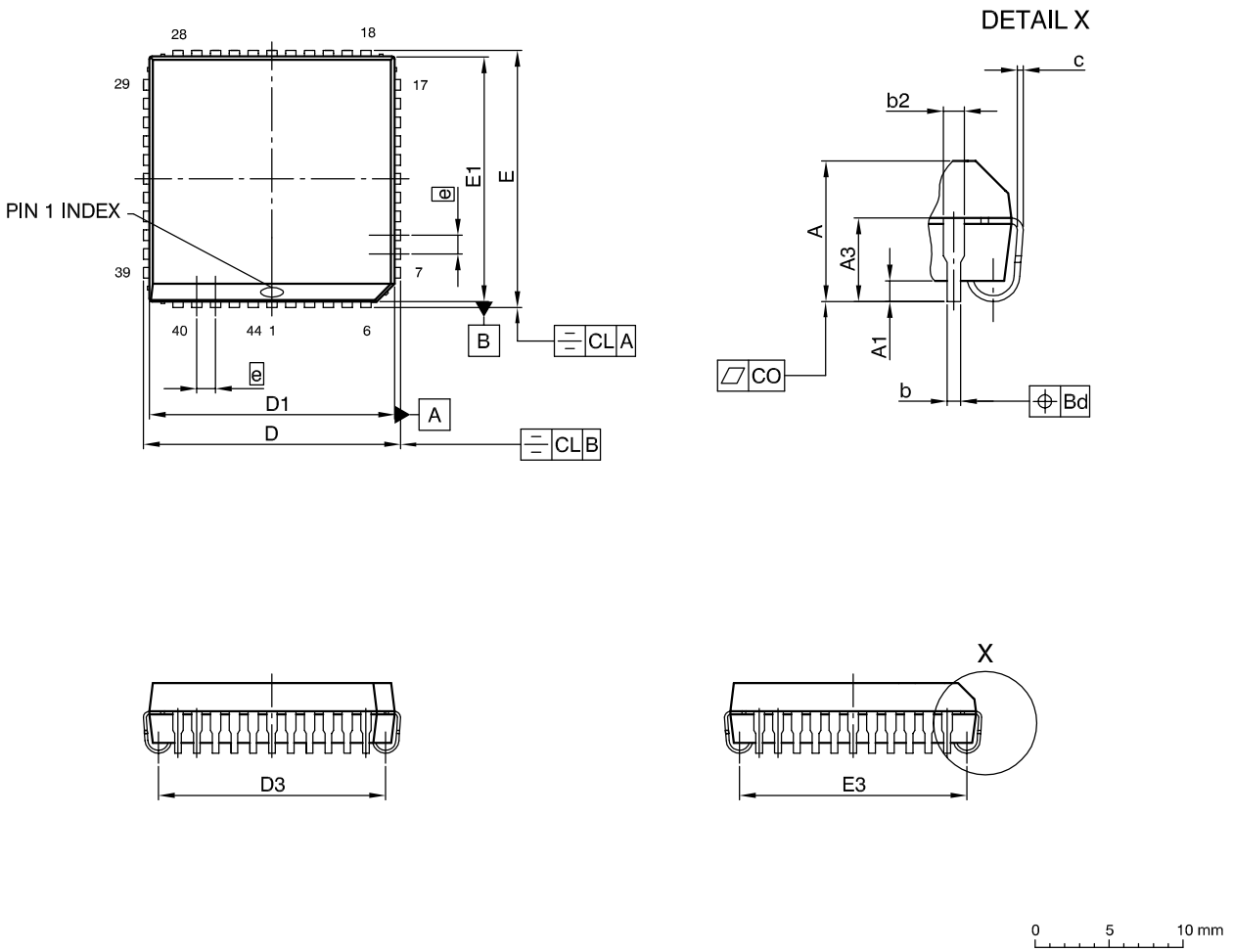
UNIT	L2	Θ
mm	1.7 1.5	0°-7°

* does not include dambar protrusion of 0.08 max. per side

UNIT	A	A1	A2	aaa	b	Bd	c	CO	D	D1	E	E1	e	L	L1
mm	3.4 max	0.5 0.1	2.9 2.5	0.2	0.45 0.29	0.2	0.21 0.13	0.1	23.2	20.0	17.2	14.0	0.8	1.03 0.73	0.25

JEDEC STANDARD		ANSI	ISSUE DATE YY-MM-DD	DRAWING-NO.	SPZG-NO.
ISSUE	ITEM NO.				
B	MS-022		03-04-16	06619.0001.4	SPZG001019_001_01

Fig. 4–1:
PMQFP80-11: Plastic **M**etric **Q**uad **F**lat **P**ackage, **80** leads, $14 \times 20 \times 2.7$ mm^3, high standoff
Ordering code: QA
Weight approximately 1.68 g



UNIT	A	A1	A3	b	b2	Bd	c	CL	CO	D	D1	D3	E	E1	E3	e
mm	4.90 4.20	0.90 0.50	3.04 2.29	0.54 0.33	0.81 0.66	0.18	0.30 0.19	0.20	0.10	17.65 17.40	16.66 16.40	16.00 14.99	17.65 17.40	16.66 16.40	16.00 14.99	1.27

JEDEC STANDARD		ANSI	ISSUE DATE YY-MM-DD	DRAWING-NO.	SPZG-NO.
ISSUE	ITEM NO.				
B	MO-047		03-07-07	06635.0001.4	SPZG001035_001_01

Fig. 4–2:
PLCC44-4: Plastic **L**eaded **C**hip **C**arrier, **44** leads, $16.6 \times 16.6 \times 4.15$ mm^3, die down, heat slug
Ordering code: PR
Weight approximately 2.61 g

PLCC44-4 is not intended for use in new designs.

4.2. Pin Connections and Short Descriptions

NC = not connected, leave vacant
LV = If not used, leave vacant
OBL = obligatory, pin must be connected as described in application information
VDD: connect to positive supply
VSS: connect to ground

PLCC44-4 is not intended for use in new designs.

Pin No. PMQFP 80-11	Pin No. PLCC 44-4	Pin Name	Type	Connection (If not used)	Short Description
1	7	AVSS	SUPPLY	OBL	Ground supply for analog circuits
2	–	NC			
3	–	NC			
4	6	TE	IN	VSS	Test enable
5	5	$\overline{\text{POR}}$	IN	IN	OBL
6	4	I2CC	IN/OUT	OBL	I^2C clock line
7	3	I2CD	IN/OUT	OBL	I^2C data line
8	–	NC			
9	–	NC			
10	–	NC			
11	2	VDD	SUPPLY	OBL	Positive supply for digital parts
12	–	VDD	SUPPLY	OBL	Positive supply for digital parts
13	1	VSS	SUPPLY	OBL	Ground supply for digital parts
14	–	VSS	SUPPLY	OBL	Ground supply for digital parts
15	–	NC			
16	–	NC			
17	44	SYNC	OUT	LV	Reserved for frame synchronization
18	43	TP	OUT	LV	Test pin
19	42	TP	OUT	LV	Test pin
20	41	TP	OUT	LV	Test pin
21	40	SPDI2	IN	LV	S/PDIF input 2
22	–	NC			
23	–	NC			
24	–	NC			
25	39	SPREF	IN	LV	S/PDIF input (reference)

Pin No. PMQFP 80-11	Pin No. PLCC 44-4	Pin Name	Type	Connection (If not used)	Short Description
26	38	SPDI	IN	LV	S/PDIF input 1
27	–	NC			
28	–	NC		LV	
29	–	NC		LV	
30	–	NC		LV	
31	37	TP	IN	VDD	Test pin
32	36	TP	IN	VDD	Test pin
33	35	PI19	IN (OUT)[1)]	VSS	PIO data [19]
34	34	PI18	IN (OUT)[1)]	VSS	PIO data [18]
35	33	PI17	IN (OUT)[1)]	VSS	PIO data [17]
36	32	SIC* (PI16)	IN (OUT)[1)]	VSS	PIO data[16], SIC* = alternative input for SIC
37	31	SII* (PI15)	IN (OUT)[1)]	VSS	PIO data [15], SII* = alternative input for SII
38	30	SID* (PI14)	IN (OUT)[1)]	VSS	PIO data [14], SID* = alternative input for SID
39	–	NC		LV	
40	29	PI13	IN (OUT)[1)]	VSS	PIO data [13]
41	–	NC		LV	
42	–	NC		LV	
43	28	PI12	IN (OUT)[1)]	VSS	PIO data [12]
44	27	SOD	OUT	OBL	Serial output data
45	26	SOI	OUT	OBL	Serial output frame identification
46	25	SOC	OUT	OBL	Serial output clock
47	24	PI8	IN (OUT)[1)]	VSS	PIO data [8]
48	–	NC		LV	
49	–	NC		LV	
50	–	NC		LV	
51	–	NC		LV	
52	–	NC		LV	
53	–	NC		LV	
54	–	XVDD	SUPPLY	OBL	Positive supply for output buffers

Pin No. PMQFP 80-11	Pin No. PLCC 44-4	Pin Name	Type	Connection (If not used)	Short Description
55	23	XVDD	SUPPLY	OBL	Positive supply for output buffers
56	22	XVSS	SUPPLY	OBL	Ground for output buffers
57	–	XVSS	SUPPLY	OBL	Ground for output buffers
58	21	SID	IN	VSS	Serial input data
59	20	SII	IN	VSS	Serial input frame identification
60	19	SIC	IN	VSS	Serial input clock
61	18	PI4	IN (OUT)[1)]	VSS	PIO data [4]
62	–	NC		LV	
63	–	NC		LV	
64	–	NC		LV	
65	17	SPDIFOUT	OUT	LV	S/PDIF output
66	16	SOD3	OUT	LV	Serial output data 3
67	15	SOD2	OUT	LV	Serial output data 2
68	14	SOD1	OUT	LV	Serial output data 1
69	–	NC		LV	
70	–	NC		LV	
71	–	NC		LV	
72	–	NC		LV	
73	–	NC		LV	
74	–	NC		LV	
75	–	NC		LV	
76	13	CLKO	OUT	LV	DSP clock output
77	12	TP	OUT	LV	Test pin
–	11	NC		LV	
78	10	XTO	IN/OUT	OBL	Quartz oscillator pin 2, input for external clock
79	9	XTI	IN	LV	Quartz oscillator pin 1
80	8	AVDD	SUPPLY	OBL	Supply for analog circuits

4.3. Pin Descriptions

4.3.1. Power Supply Pins

Connection of all power supply pins is mandatory for the functioning of the MAS 35xyH.

VDD **SUPPLY**
VSS **SUPPLY**
The VDD/VSS pair is internally connected with all digital modules of the MAS 35xyH.

XVDD **SUPPLY**
XVSS **SUPPLY**
The XVDD/XVSS pins are internally connected with the pin output buffers.

AVDD **SUPPLY**
AVSS **SUPPLY**
The AVDD/AVSS pair is connected internally with the analog blocks of the MAS 35xyH, i.e. clock synthesizer and supply voltage supervision circuits.

4.3.2. Control Lines

I2CC **SCL** **IN/OUT**
I2CD **SDA** **IN/OUT**
Standard I^2C control lines.

4.3.3. General Purpose Input/Output

PI4, PI8, PI12...PI19 **IN/OUT**
General purpose input/output pins. PI14 to PI16 can be used as alternative I^2S bus inputs. Function is controlled by the registers PIO_Config, PIO_Direction, PIO_Data_Out, PIO_Data_In.

4.3.4. Clocking

XTO **IN**
This is the clock input of the MAS 35xyH. The nominal clock frequency is 18.432 MHz.

XTI **IN**
This connection is needed for the quartz oscillator.

CLKO **OUT**
The CLKO is an oversampling clock that is synchronized to the digital audio data (SOD) and the frame identification (SOI).

4.3.5. Serial Input Interface

SID **IN**
SII **IN**
SIC **IN**
Data, frame indication, and clock line of the standard I^2S (word mode) serial input interface.

PI16 **SIC*** **IN**
PI15 **SII*** **IN**
PI14 **SID*** **IN**
The SIC*, SID*, and SII* are alternative serial input lines. This interface can be selected in memory cell D0:13D0.

4.3.6. S/PDIF Input Interface

SPDI **IN**
SPDI2 **IN**
SPREF **IN**
Input lines (SPDI/SPDI2) and ground reference line (SPREF) of the S/PDIF-input interfaces. One of the two alternate input lines is selected by in D0:13DF.

4.3.7. S/PDIF Output Interface

SPDIFOUT **OUT**
S/PDIF-output line.

4.3.8. Serial Output Interface

SOD **OUT**
SOD1 **OUT**
SOD2 **OUT**
SOD3 **OUT**
SOI **OUT**
SOC **OUT**
Data, frame indication, and clock line of the serial output interface. The SOI indicates whether the left or the right audio sample is transmitted. Besides the two modes, it is possible to reconfigure the interface.

4.3.9. Miscellaneous

$\overline{\text{POR}}$ **IN**
The $\overline{\text{POR}}$ pin is used to reset the digital parts of the MAS 35xyH. $\overline{\text{POR}}$ is a low active signal.

TE **IN**
The TE pin is for production test only and must be connected with VSS in all applications.

SYNC
The SYNC pin is set while decoding Dolby Digital or MPEG. Only during header processing, there is a short Low period (20...300 µs depending on the audio format)

4.4. Pin Configurations

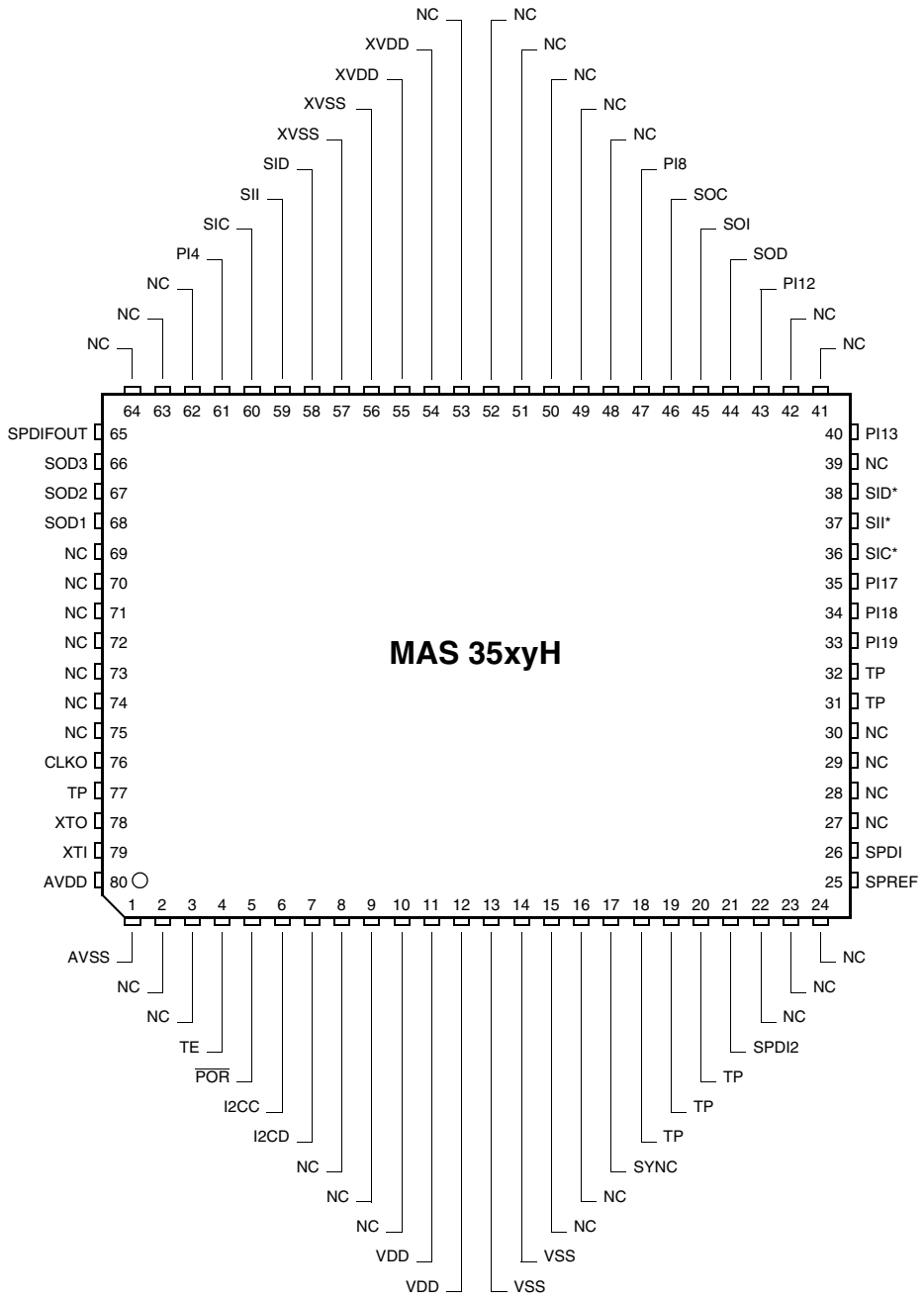


Fig. 4–3: PMQFP80-11 package

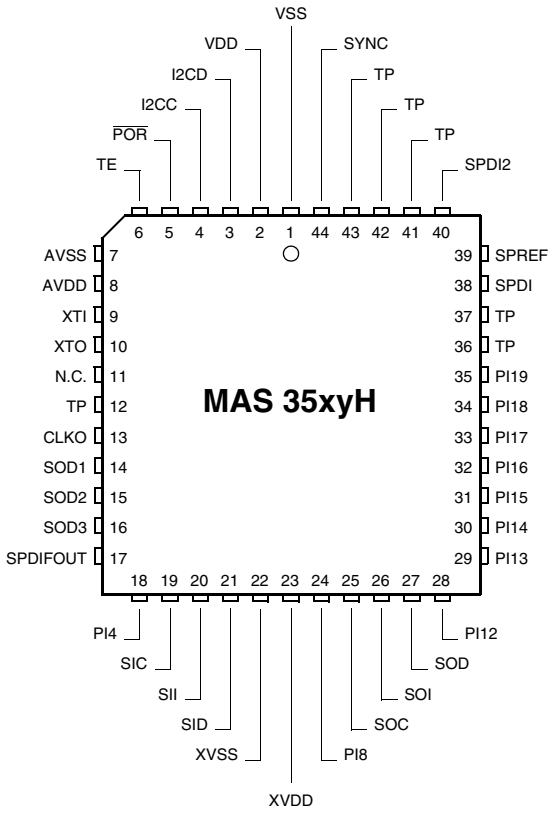


Fig. 4–4: PLCC44-4 package

PLCC44-4 is not intended for use in new designs.

4.5. Internal Pin Circuits

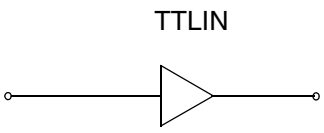


Fig. 4–5: Input pins $\overline{PCS}$, PR

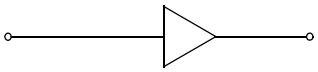


Fig. 4–6: Input pin TE

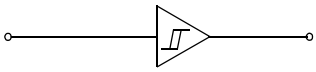


Fig. 4–7: Input pin $\overline{POR}$

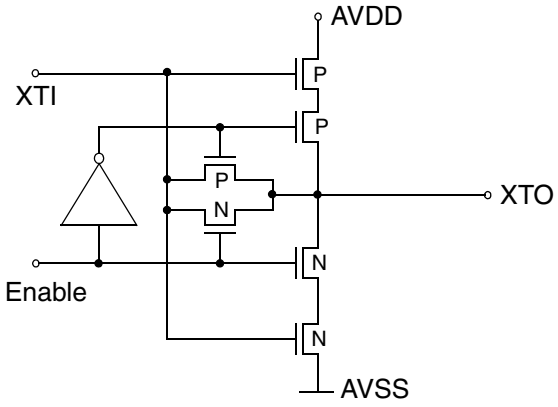


Fig. 4–8: Clock oscillator XTI, XTO

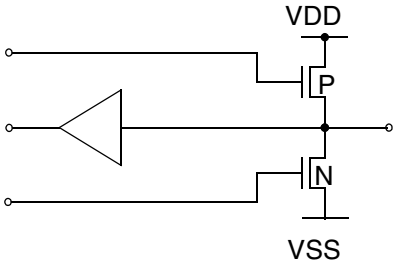


Fig. 4–9: Input/Output pins SOD1, SOD2, SOD3, SPDIFOUT, PI4, PI8, SOC, SOI, SOD, PI12...PI19

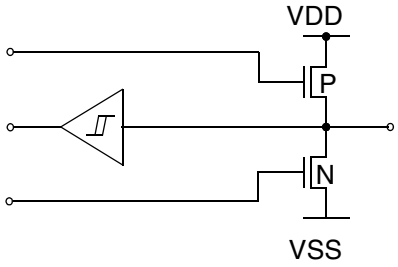


Fig. 4–10: Input/Output pins SIC, SII, SID

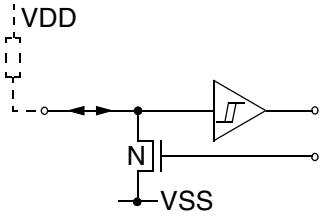


Fig. 4–11: Input/Output pins I2CC, I2CD

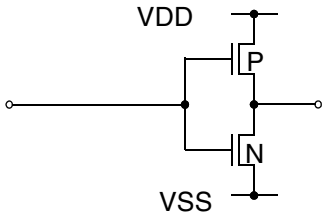


Fig. 4–12: Output pins CLKO,SYNC

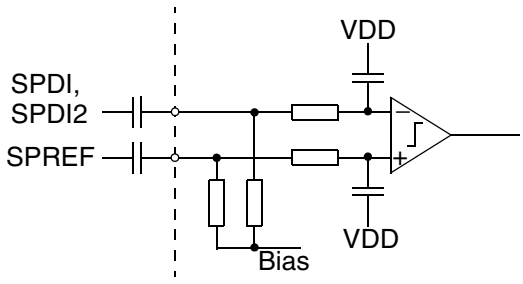


Fig. 4–13: S/PDIF Input

4.6. Electrical Characteristics

Abbreviations:

tbd = to be defined
vacant = not applicable
positive current values mean current flowing into the chip

4.6.1. Absolute Maximum Ratings

Stresses beyond those listed in the “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only. Functional operation of the device at these conditions is not implied. Exposure to absolute maximum rating conditions for extended periods will affect device reliability.

This device contains circuitry to protect the inputs and outputs against damage due to high static voltages or electric fields; however, it is advised that normal precautions be taken to avoid application of any voltage higher than absolute maximum-rated voltages to this high-impedance circuit.

All voltages listed are referenced to ground (0 V, V_{SS}) except where noted.

All GND pins must be connected to a low-resistive ground plane close to the IC.

PLCC44-4 is not intended for use in new designs.

Table 4–1: Absolute Maximum Ratings

Symbol	Parameter	Pin Name	Limit Values		Unit
			Min.	Max.	
T_A [1]	Ambient Operating Temperature PMQFP80-11 PLCC44-4	–	 0 0	 65 [2] 65	°C
T_C	Case Operating Temperature PMQFP80-11 PLCC44-4	–	 0 0	 105 105	°C
T_S	Storage Temperature	–	–40	125	°C
P_{MAX}	Power Dissipation PMQFP80-11 PLCC44-4	VDD, XVDD, AVDD		 1550 1250	 mW mW
V_{SUP}	Supply Voltage		–0.3	6.0	V
ΔV_{SUP}	Voltage differences within supply domains		–0.5	0.5	V
V_I	Input Voltage	all digital pins	–0.3	V_{SUP} +0.3	V
I_I	Input Current	all digital pins	–20	20	mA
V_O	Output Voltage	all digital pins	–0.3	V_{SUP} +0.3	V
I_O	Output Current	all digital pins		250	mA

[1] Measured on Micronas typical 2-layer (1s1p) board based on JESD - 51.2 Standard with maximum power consumption allowed for this package

[2] A power-optimized board layout is recommended. The Case Operating Temperature mentioned in the “Absolute Maximum Ratings” must not be exceeded at worst case conditions of the application.

4.6.2. Recommended Operating Conditions (T_A = 0 to +65 °C)

Functional operation of the device beyond those indicated in the “Recommended Operating Conditions/Characteristics” is not implied and may result in unpredictable behavior, reduce reliability and lifetime of the device.

All voltages listed are referenced to ground (0 V, V_{SS}) except where noted.

All GND pins must be connected to a low-resistive ground plane close to the IC.

Do not insert the device into a live socket. Instead, apply power by switching on the external power supply. Keep VDD = AVDD = XVDD during all power-up and power-down sequences.

PLCC44-4 is not intended for use in new designs.

4.6.2.1. General Recommended Operating Conditions

Symbol	Parameter	Pin Name	Limit Values			Unit
			Min.	Typ.	Max.	
T_A	Ambient Operating Temperature PMQFP80-11 PLCC44-4	–	 0	–	 65[1)] 65	°C
T_C	Case Operating Temperature PMQFP80-11 PLCC44-4	–	 0		 105 105	°C
P_{MAX}	Power Dissipation PMQFP80-11 PLCC44-4	VDD, XVDD, AVDD			 1550[2)] 1250[2)]	 mW mW
V_{SUP}	Supply Voltage	VDD, XVDD, AVDD	4.75	5.0	5.25	V
V_{IL}	Input Voltage Low[3)]	$\overline{POR}$ I2CC, I2CD			0.5	V
V_{IH}	Input Voltage High[3)]		2.6			V
V_{ILD}	Input Voltage Low (digital)[3)]	PI<i>, SII, SIC, SID, PR, TE,			0.5	V
V_{IHD}	Input Voltage High (digital)[3)]		V_{SUPD} * 0.5			

[1)] A power-optimized board layout is recommended. The Case Operating Temperatures mentioned in the “Recommended Operating Conditions” must not be exceeded at worst case conditions of the application.

[2)] P_{MAX} variation: user-determined by application circuit for I/Os

[3)] Input levels at V_{DD} = 4.5 V...5.5 V

4.6.2.2. Reference Frequency Generation and Crystal Recommendations

Symbol	Parameter	Pin Name	Limit Values			Unit
			Min.	Typ.	Max.	
External Clock Input Recommendations						
CLK_F	Clock frequency	XTO		18.432		MHz
CLK_{Amp}	Clock amplitude		0.7		3.5	V_{pp}
Crystal Recommendations						
T_{AC}	Ambient temperature range	XTI, XTO	–20		80	°C
f_P	Load resonance frequency at C_l = 12 pF			18.432		MHz
$\Delta f/f_S$	Accuracy of frequency adjustment		–50		50	ppm
$\Delta f/f_S$	Frequency variation vs. temperature		–50		50	ppm
R_{EQ}	Equivalent series resistance			12	30	Ω
C_0	Shunt (parallel) capacitance			3	7	pF

4.6.3. Characteristics at T_A = 0 to 65 °C, V_{DD} = 5.0 V, $f_{Crystal}$ = 18.432 MHz

4.6.3.1. General Characteristics

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
Supply Current							
I_{SUP}	Current consumption	all supply pins		210		mA	5.0 V, audio sampling frequency 48 kHz Dolby Digital, 61 MHz fproc
Digital Outputs and Inputs							
O_{DigL}	Output low voltage	PI<i>, SOI, SOC, SOD, SOD1, SOD2, SOD3, $\overline{EOD}$, $\overline{RTR}$, $\overline{RTW}$, CLKO SPDIF-OUT			0.5	V	at I_{load} = 1 mA
O_{DigH}	Output high voltage		V_{SUP} –0.5			V	at I_{load} = 1 mA
C_{DigI}	Input capacitance	all digital Inputs			7	pF	
I_{DLeak}	Input leakage current		–1		1	µA	0 V < V_{pin} < V_{SUP}

4.6.3.2. I²C Characteristics

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
R_{ON}	Output resistance	I2CC, I2CD			60	Ω	I_{load} = 5 mA, V_{DD} = 4.5 V
f_{I2C}	I²C bus frequency	I2CC			400	kHz	
t_{I2C1}	I²C START condition setup time	I2CC, I2CD	300			ns	
t_{I2C2}	I²C STOP condition setup time	I2CC, I2CD	300			ns	
t_{I2C3}	I²C clock low pulse time	I2CC	1250			ns	
t_{I2C4}	I²C clock high pulse time	I2CC	1250			ns	
t_{I2C5}	I²C data hold time before rising edge of clock	I2CC	80			ns	
t_{I2C6}	I²C data hold time after falling edge of clock	I2CC	80			ns	
V_{I2COL}	I²C output low voltage	I2CC, I2CD			0.3	V	I_{LOAD} = 5 mA
I_{I2COH}	I²C output high leakage current	I2CC, I2CD			1	µA	V_{I2CH} = 5.5 V
t_{I2COL1}	I²C data output hold time after falling edge of clock	I2CC, I2CD	20			ns	
t_{I2COL2}	I²C data output setup time before rising edge of clock	I2CC, I2CD	250			ns	f_{I2C} = 400kHz

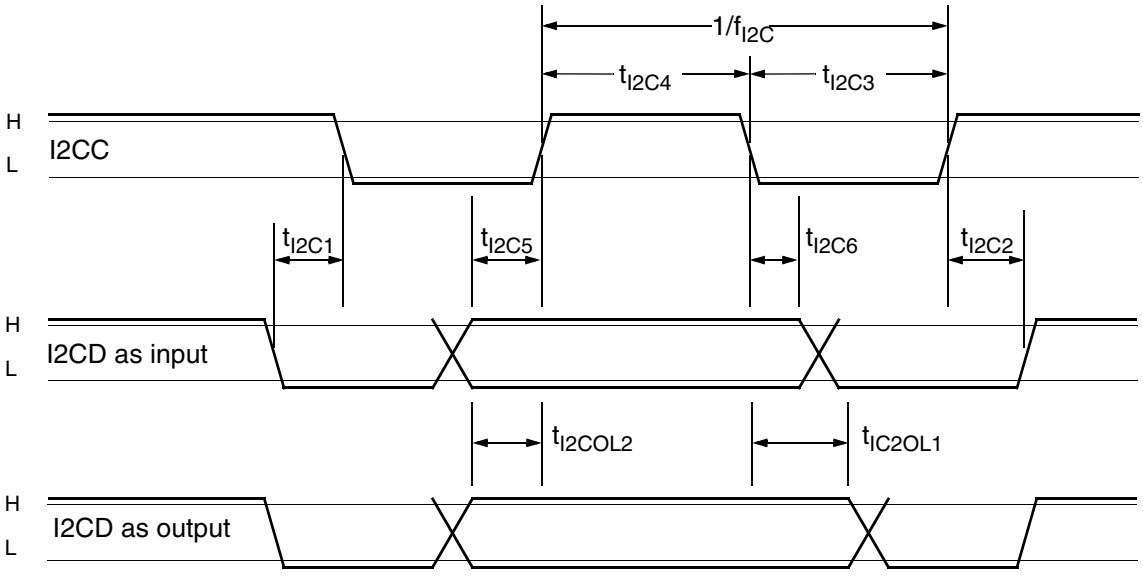


Fig. 4–14: I²C timing diagram

4.6.3.3. S/PDIF Bus Input Characteristics

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
V_S	Signal amplitude	SPDI, SPDI2,	200	500	1000	mV_{pp}	
f_{s1}	Biphase frequency	SPDI, SPDI2		3.072		MHz	±1000 ppm, f_s = 48 kHz
f_{s2}	Biphase frequency	SPDI, SPDI2		2.822		MHz	±1000 ppm, f_s = 44.1 kHz
f_{s3}	Biphase frequency	SPDI, SPDI2		2.048		MHz	±1000 ppm, f_s = 32 kHz
t_p	Biphase period	SPDI, SPDI2		326		ns	at f_s = 48 kHz, (highest sampling rate)
t_r	Rise time	SPDI, SPDI2	0		65	ns	at f_s = 48 kHz, (highest sampling rate)
t_f	Fall time	SPDI, SPDI2	0		65	ns	at f_s = 48 kHz, (highest sampling rate)
	Duty-cycle	SPDI, SPDI2	40	50	60	%	at “1” and f_s = 48 kHz

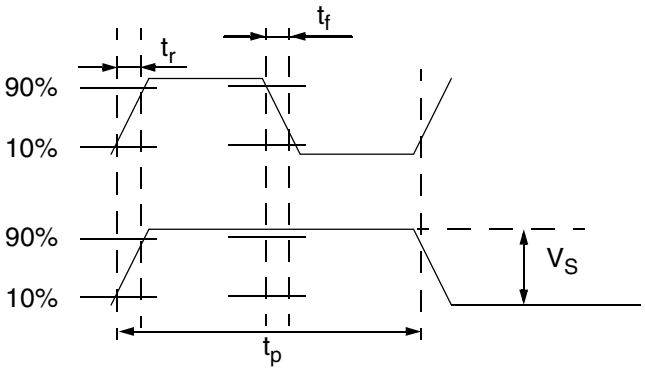


Fig. 4–15: Timing of the S/PDIF-input

4.6.3.4. S/PDIF Bus Output Characteristics

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
f_{s1}	Biphase frequency	SPDIFOUT		3.072		MHz	f_s = 48 kHz
f_{s2}	Biphase frequency	SPDIFOUT		2.822		MHz	f_s = 44.1 kHz
f_{s3}	Biphase frequency	SPDIFOUT		2.048		MHz	f_s = 32 kHz
t_p	Biphase period	SPDIFOUT		326		ns	at f_s = 48 kHz, (highest sampling rate)
t_r	Rise time	SPDIFOUT	0		2	ns	C_{load} = 10 pF
t_f	Fall time	SPDIFOUT	0		2	ns	C_{load} = 10 pF
	Duty-cycle	SPDIFOUT		50		%	at “1” and f_s = 48 kHz

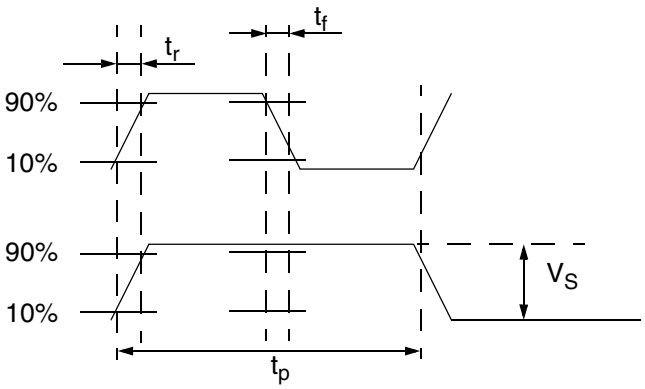


Fig. 4–16: Timing of the S/PDIF output

4.6.3.5. I^2S Bus Characteristics – Input

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
t_{SICLK}	I^2S clock input clock period	SIC	960			ns	Burst mode, mean data rate < 150 kbit/s
t_{SIDDS}	I^2S data setup time before falling edge of clock	SIC, SID	50		t_{SICLK} −100	ns	
t_{SIDDH}	I^2S data hold time	SIC, SID	50			ns	
t_{SIIDS}	I^2S word strobe setup time before falling(/rising) edge of clock	SIC, SII	50		t_{SICLK} −100	ns	
t_{SIIDH}	I^2S word strobe hold time	SIC, SII	50			ns	
t_{bw}	Burst wait time	SIC, SID	480			ns	

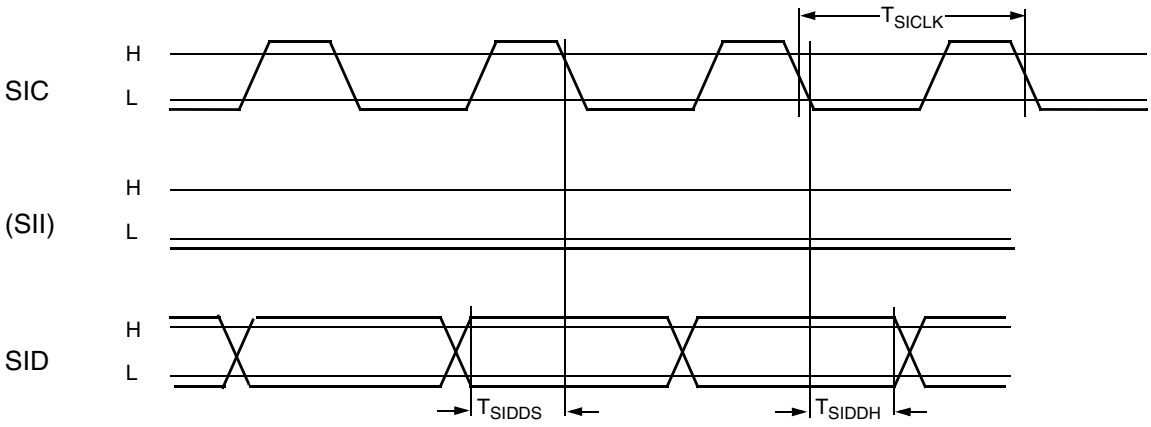


Fig. 4–17: Serial input of continuous data stream (SII must be held down). Data values are latched with falling clock per default.

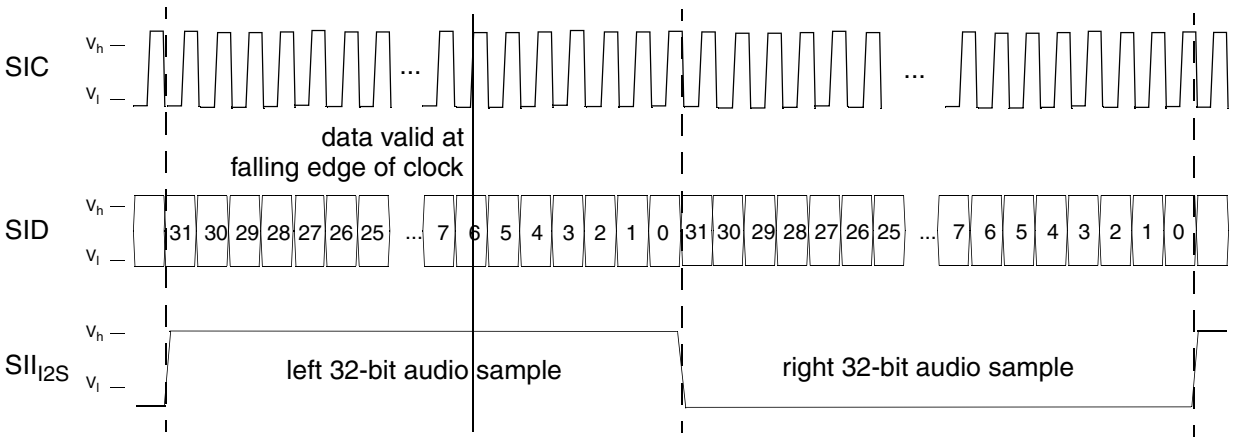


Fig. 4–18: Serial input of I^2S signal (PCM). Data values are latched with rising clock per default.

4.6.3.6. I^2S Characteristics – Output

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
t_{SCLKO}	I^2S clock output frequency	SOC		325		ns	48 kHz sample rate 2×32 bits/sample
t_{SOISS}	I^2S word strobe hold time after falling edge of clock	SOC, SOI	10		$t_{SCLKO}/2$	ns	
t_{SOODC}	I^2S data hold time after falling edge of clock	SOC, SOD	10		$t_{SCLKO}/2$	ns	

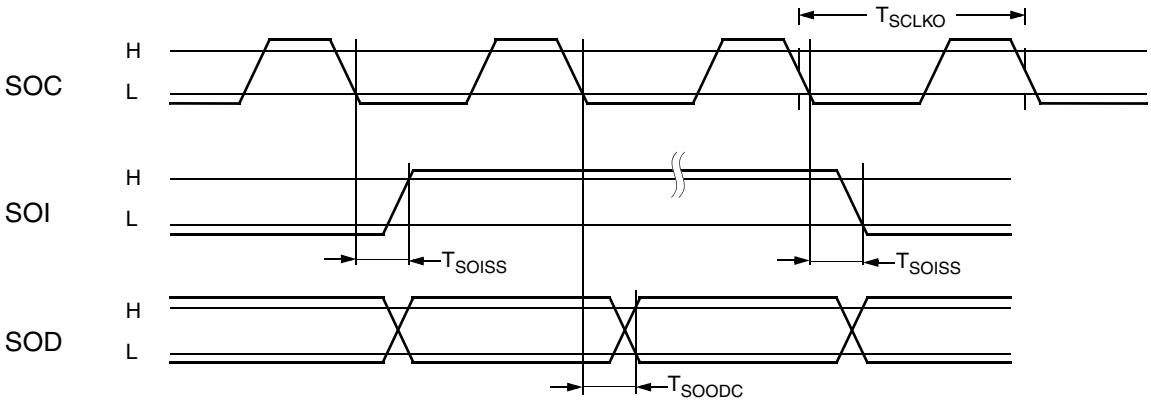


Fig. 4–19: I^2S-output. Data values are valid with rising clock per default.

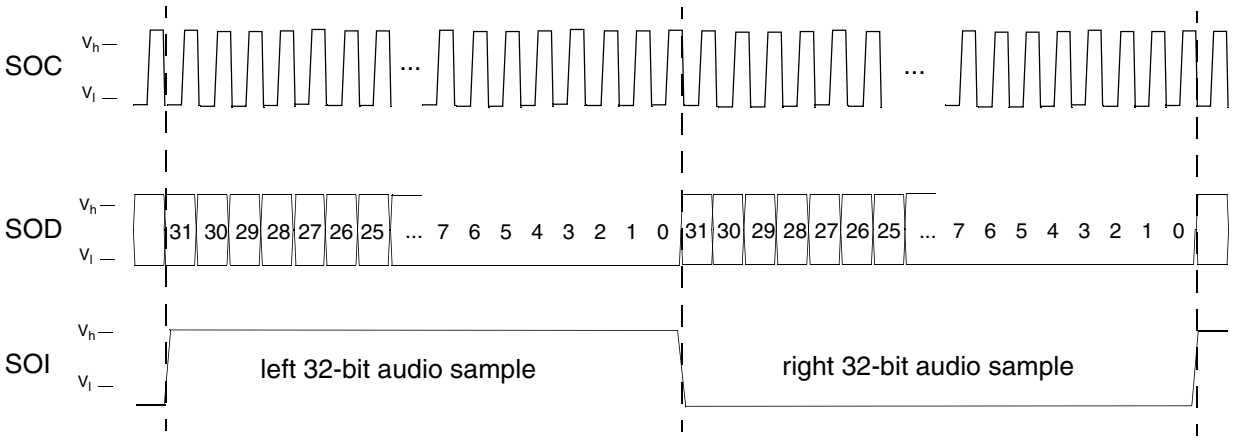


Fig. 4–20: Schematic timing of the SDO interface in 32 bit/sample mode

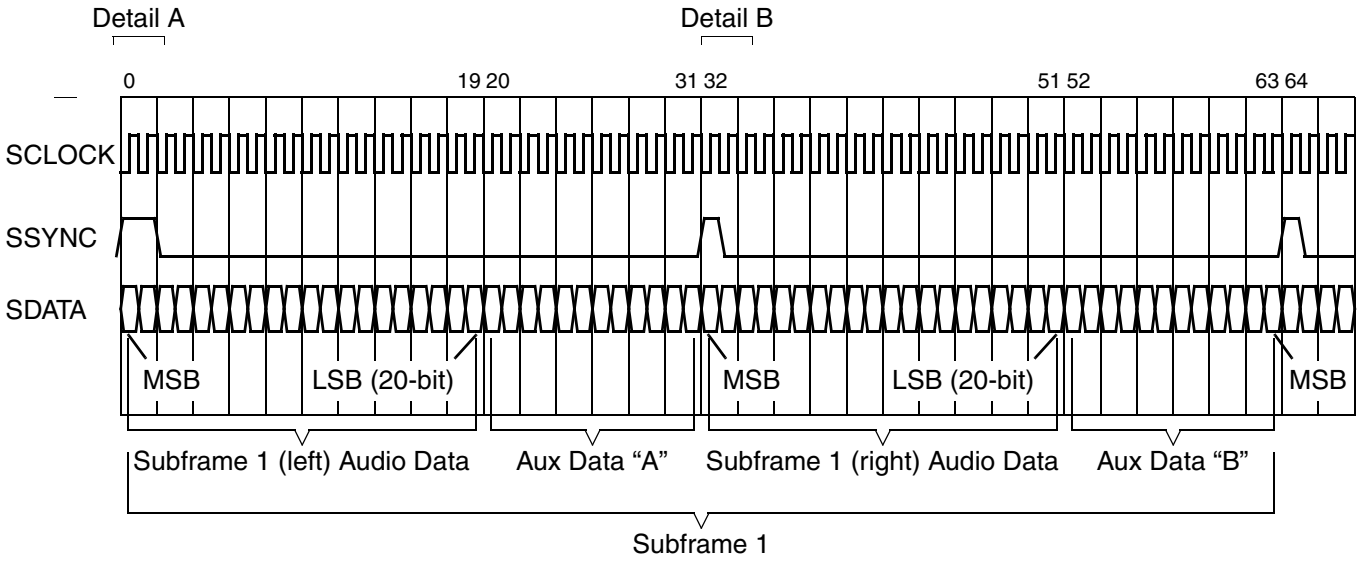


Fig. 4–21: Serial interface format for multichannel mode.

4.6.4. Firmware Characteristics

Symbol	Parameter	Pin Name	Limit Values			Unit	Test Conditions
			Min.	Typ.	Max.		
Synchronization Times for Dolby Digital Mode							
t_{DDsync}	Synchronization on Dolby Digital Bit Streams			140		ms	f_s = 48 kHz, AC-3
Synchronization Times for MPEG-Mode							
$t_{mpgsync}$	Synchronization on MPEG Bit Streams			120	48	ms	f_s = 48 kHz, MPEG
Ranges							
PLLRange	Tracking range of sampling clock recovery PLL		–200		200	ppm	

5. Application

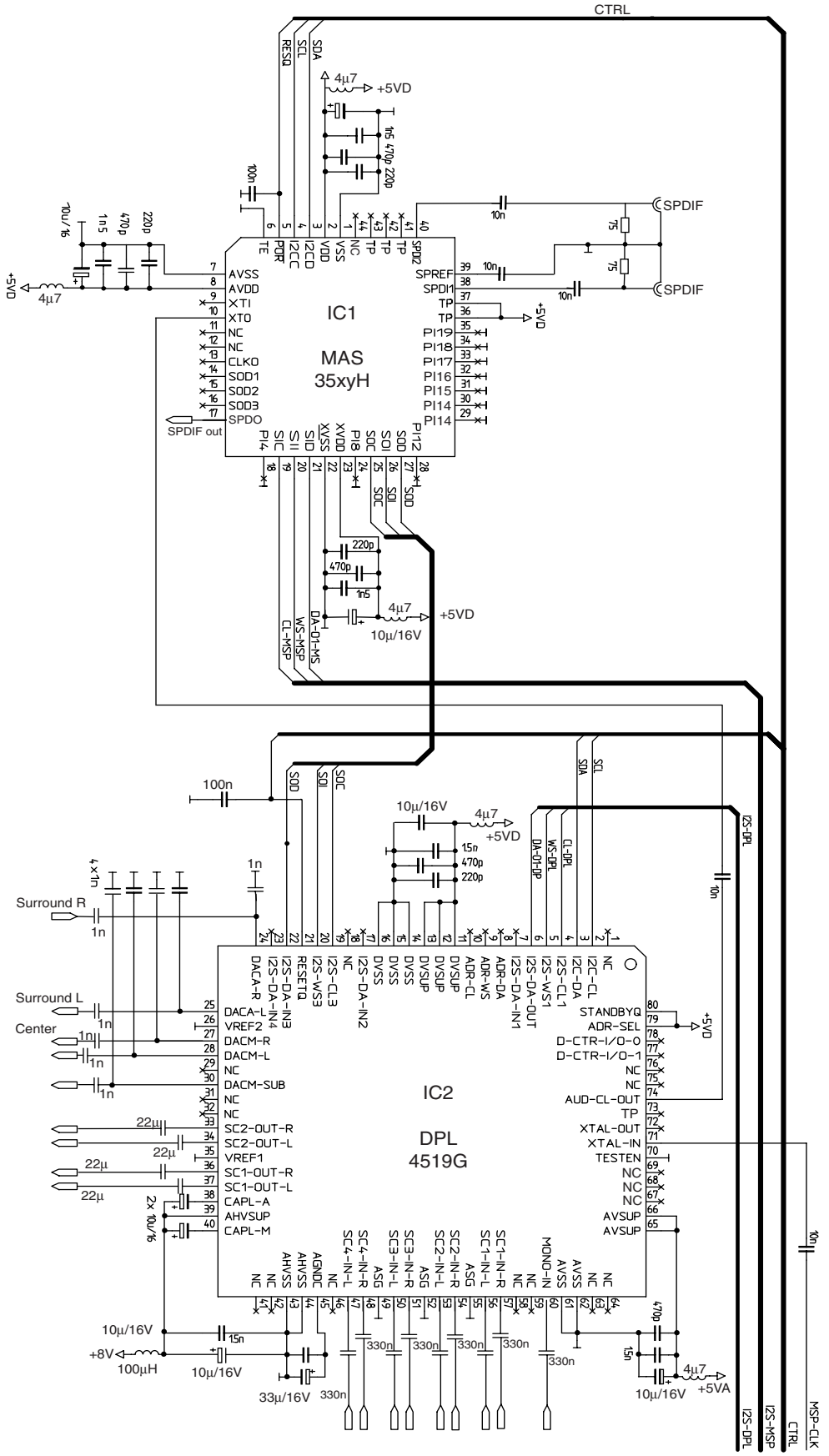


Fig. 5–1: Part 1 of the application circuit diagram.
For details please refer to the Micronas Digital Multichannel Audio application kit

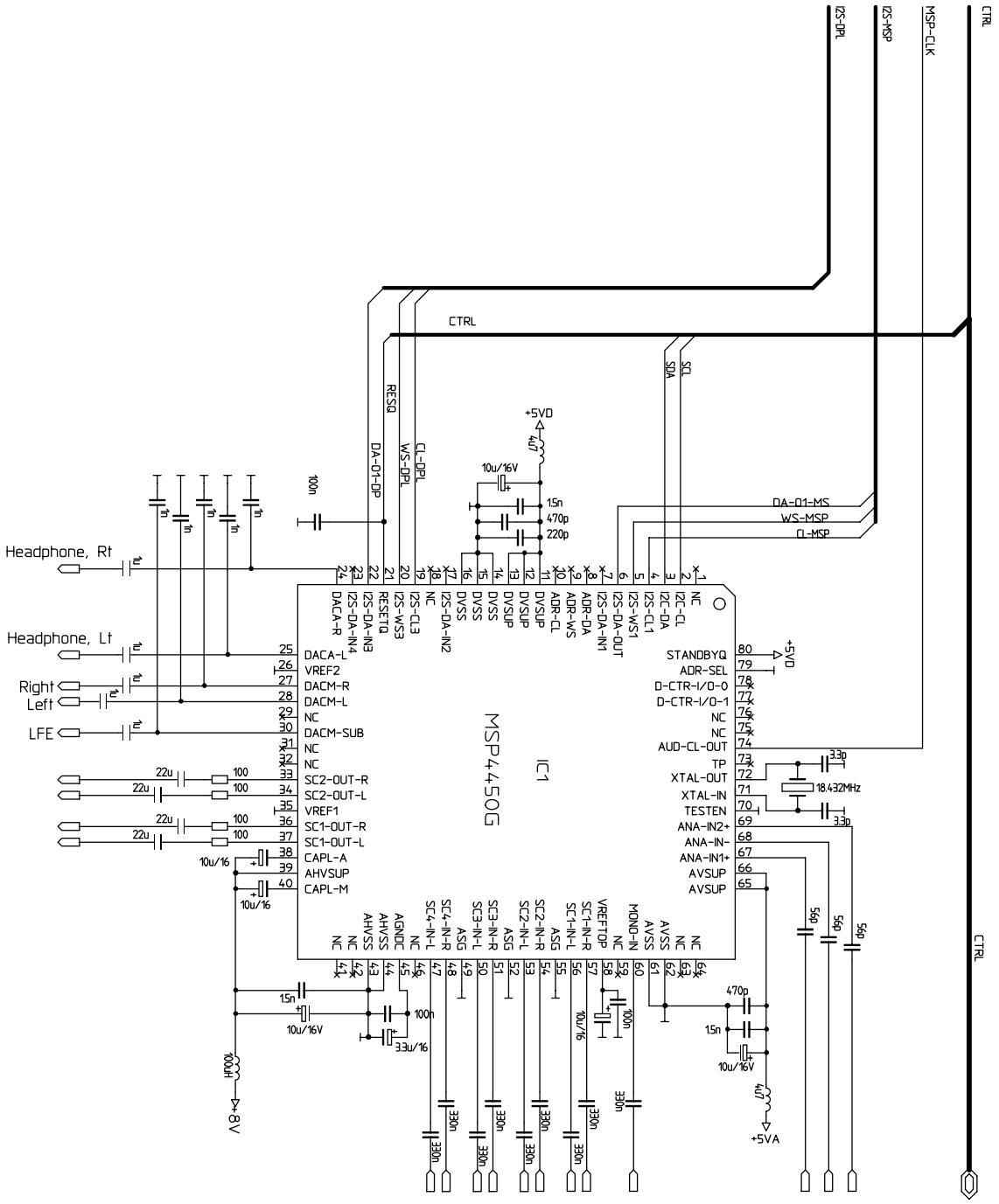


Fig. 5–2: Part 2 of the application diagram.
For details please refer to the Micronas Digital Multichannel Audio application kit.

6. Data Sheet History

1. Preliminary Data Sheet: “MAS 3529H Audio Decoder IC Family”, Sept. 24, 2002, 6251-598-1PD. First release of the preliminary data sheet.

2. Preliminary Data Sheet: “MAS 35xyH Audio Decoder IC Family”, Dec. 4, 2003, 6251-598-2PD. Second release of the preliminary data sheet. Major changes:

– Specification for PMQFP80-11 package added.

– New package diagram for PLCC44-4

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