



StarFive
赛昉科技

Software SDK Developer Guide for I2S

VisionFive 2

Version: 1.0

Date: 2022/11/10

Doc ID: JH7110-DGEN-008

StarFive

Legal Statements

Important legal notice before reading this documentation.

PROPRIETARY NOTICE

Copyright © Shanghai StarFive Technology Co., Ltd., 2022. All rights reserved.

Information in this document is provided "as is," with all faults. Contents may be periodically updated or revised due to product development. Shanghai StarFive Technology Co., Ltd. (hereinafter "StarFive") reserves the right to make changes without further notice to any products herein.

StarFive expressly disclaims all warranties, representations, and conditions of any kind, whether express or implied, including, but not limited to, the implied warranties or conditions of merchantability, fitness for a particular purpose, and non-infringement.

StarFive does not assume any liability arising out of the application or use of any product or circuit, and specifically disclaims any and all liability, including without limitation indirect, incidental, special, exemplary, or consequential damages.

All material appearing in this document is protected by copyright and is the property of StarFive. You may not reproduce the information contained herein, in whole or in part, without the written permission of StarFive.

Contact Us

Address: Room 502, Building 2, No. 61 Shengxia Rd., China (Shanghai) Pilot Free Trade Zone, Shanghai, 201203, China

Website: <http://www.starfivetech.com>

Email:

- Sales: sales@starfivetech.com
- Support: support@starfivetech.com

Preface

About this guide and technical support information.

About this document

This document mainly provides the SDK developers with the programming basics and debugging know-how for the I2S of the StarFive next generation SoC platform - JH7110.

Audience

This document mainly serves the I2S relevant driver developers. If you are developing other modules, place a request to your sales or support consultant for our complete documentation set on JH7110.

Revision History

Table 0-1 Revision History

Version	Released	Revision
1.0		First official release.

Notes and notices

The following notes and notices might appear in this guide:

-  **Tip:**
Suggests how to apply the information in a topic or step.
-  **Note:**
Explains a special case or expands on an important point.
-  **Important:**
Points out critical information concerning a topic or step.
-  **CAUTION:**
Indicates that an action or step can cause loss of data, security problems, or performance issues.
-  **Warning:**
Indicates that an action or step can result in physical harm or cause damage to hardware.

Contents

List of Tables.....	5
List of Figures.....	6
Legal Statements.....	ii
Preface.....	iii
1. Introduction.....	7
1.1. Function Introduction.....	7
1.2. Block Diagram.....	7
1.3. Device Tree Overview.....	7
1.4. Source Code Structure.....	8
1.5. Device Tree Source Code.....	8
2. Configuration.....	10
2.1. Device Tree Configuration.....	10
2.2. VisionFive 2 Board Level Configuration.....	11
2.3. Enabling I2S on VisionFive 2.....	13
2.4. Kernel Menu Configuration.....	13
2.5. U-Boot Parameter Configuration.....	21
3. Functional Description.....	22
3.1. View Sound Card and Device Status.....	22
3.2. Audio Controller Configuration.....	22
3.2.1. Audio Controller Description.....	23
3.2.2. Audio Channel Configuration.....	24
3.3. Function Validation.....	24
3.3.1. Validate Recording.....	24
3.3.2. Validate Playback.....	24
3.3.3. Validate Loopback.....	24
4. External Codecs.....	25
4.1. Supported External Codecs.....	25
4.2. Connection Procedure.....	25
4.2.1. Prepare Hardware.....	25
4.2.2. Prepare Software.....	25
4.2.3. Board Level Validation.....	25

List of Tables

Table 0-1 Revision History.....	iii
Table 3-1 Audio Controller Description.....	23

StarFive

List of Figures

Figure 1-1 Block Diagram.....	7
Figure 1-2 Device Tree Workflow.....	8
Figure 2-1 Device Drivers.....	14
Figure 2-2 Sound Card Support.....	15
Figure 2-3 Advanced Linux Sound Architecture.....	16
Figure 2-4 ALSA for SoC Audio Support.....	17
Figure 2-5 Synopsys I2S Device Drivers.....	18
Figure 2-6 CODEC Drivers.....	19
Figure 2-7 AC108.....	20
Figure 2-8 WM8960 Codec.....	21
Figure 4-1 I2C Detect.....	26

StarFive

1. Introduction

Inter-Integrated Circuit for Sound (IIS) is a digital audio transmission standard defined by Philips in 1986 (revised in 1996). The standard is used for the transmission of digital audio data between internal devices of the system, such as codec, DSP, digital input/output interface, ADC, DAC and digital filter. The only relationship between I2S and I2C is that they are both defined by Philips.

I2S is a relatively simple digital interface protocol without address or device selection mechanism. On the I2S bus, only one master device and one source device can exist at a time. The master device may be a source device, or a target device, or other control devices that coordinate the source device and the target device.

1.1. Function Introduction

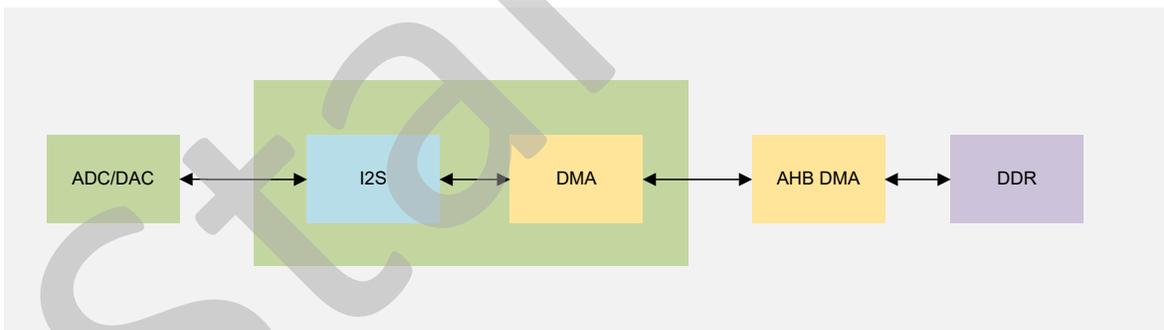
The JH7110 SoC Platform supports the following features and specifications on the audio codec interface.

- Support playback
- Support record
- Support master/slave operation modes
- Support multiple sample rate (with range 8 KHz - 48 KHz) for playback and record
- Support 16-bit/32-bit sample width
- Support up to 8 channels for both playback and record

1.2. Block Diagram

The following figure shows the block diagram of the audio codec interface.

Figure 1-1 Block Diagram



1.3. Device Tree Overview

Since Linux 3.x, device tree is introduced as a data structure and language to describe hardware configuration. It is a system-readable description of hardware settings so that the operating system doesn't have to hard code details of the machine.

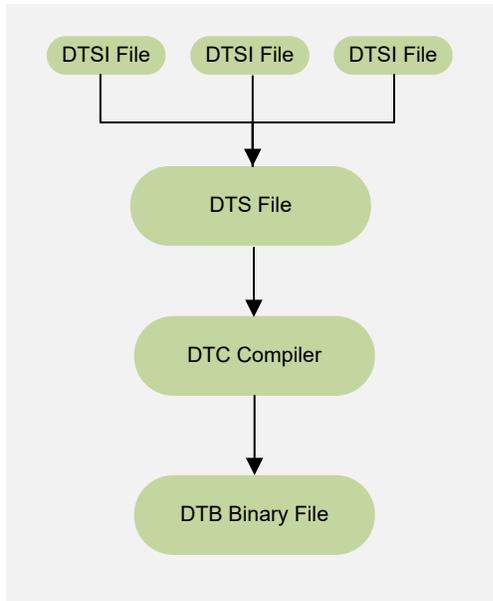
A device tree is primarily represented in the following forms.

- *Device Tree Compiler (DTC)*: The tool used to compile device tree into system-readable binaries.
- *Device Tree Source (DTS)*: The human-readable device tree description file. You can locate the target parameters and modify hardware configuration in this file.

- *Device Tree Source Information (DTSI)*: The human-readable header file which you can include in device tree description. You can locate the target parameters and modify hardware configuration in this file.
- *Device Tree Blob (DTB)*: The system-readable device tree binary blob files which is burned in system for execution.

The following diagram shows the relationship (workflow) of the above forms.

Figure 1-2 Device Tree Workflow



1.4. Source Code Structure

The following code block displays the source code structure for I2S.

```

/freelight-u-sdk/linux/sound/soc/dwc
|  └─ dwc-i2s.c // I2S driver source file for JH7110
|  └─ local.h // I2S driver header file for JH7110
|  └─ i2srx-master.c // The source file while I2S works as the master
|  └─ i2srx-master.h // The header file while I2S works as the master
/freelight-u-sdk/linux/sound/soc/codecs
|  └─ wm8960.c and wm8960.h // external codec (WM8960) driver
|  └─ ac108.c, ac108.h, ac101.c, ac101_regs.h, ac10x.h // external codec (AC108) driver
    
```

1.5. Device Tree Source Code

Overview Structure

The device tree source code of JH7110 is listed as follows:

```

linux
├─ arch
│  └─ riscv
│     └─ boot
│        └─ dts
│           └─ starfive
│              └─ codecs
│                 └─ sf_pdm.dtsi
│                 └─ sf_pwm dac.dtsi
│                 └─ sf_spdif.dtsi
│                 └─ sf_tdm.dtsi
│                 └─ sf_wm8960.dtsi
│              └─ evb-overlay
│                 └─ jh7110-evb-overlay-can.dts
│                 └─ jh7110-evb-overlay-rgb2hdmi.dts
│                 └─ jh7110-evb-overlay-sdio.dts
    
```


2. Configuration

2.1. Device Tree Configuration

JH7110 platform stores all DMIC configuration in the device tree of the kernel. The device tree is listed as follows:

```
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/jh7110.dtsi
```

For example, the device tree configuration of JH7110 is as follows:

```
i2stx: i2stx@100c0000 {
compatible = "snps,designware-i2stx";
reg = <0x0 0x100c0000 0x0 0x1000>;
interrupt-names = "tx";
#sound-dai-cells = <0>;
dmas = <&dma 28 1>;
dma-names = "rx";
status = "disabled";
};

i2srx_3ch: i2srx_3ch@100e0000 {
compatible = "snps,designware-i2srx";
reg = <0x0 0x100e0000 0x0 0x1000>;
clocks = <&clkgen JH7110_APB0>,
<&clkgen JH7110_I2SRX0_3CH_CLK_APB>,
<&clkgen JH7110_AUDIO_ROOT>,
<&clkgen JH7110_MCLK_INNER>,
<&clkgen JH7110_I2SRX_3CH_BCLK_MST>,
<&clkgen JH7110_I2SRX_3CH_LRCK_MST>,
<&clkgen JH7110_I2SRX0_3CH_BCLK>,
<&clkgen JH7110_I2SRX0_3CH_LRCK>,
<&clkgen JH7110_MCLK>,
<&i2srx_bclk_ext>,
<&i2srx_lrck_ext>;
clock-names = "apb0", "3ch-apb",
"audioroot", "mclk-inner",
"bclk_mst", "3ch-lrck",
"rx-bclk", "rx-lrck",
"mclk", "bclk-ext",
"lrck-ext";
resets = <&rstgen RSTN_U0_I2SRX_3CH_APB>,
<&rstgen RSTN_U0_I2SRX_3CH_BCLK>;
dmas = <&dma 24 1>;
dma-names = "rx";
starfive,sys-syscon = <&sys_syscon 0x18 0x34>;
#sound-dai-cells = <0>;
status = "disabled";
};

i2stx_4ch0: i2stx_4ch0@120b0000 {
compatible = "snps,designware-i2stx-4ch0";
reg = <0x0 0x120b0000 0x0 0x1000>;
clocks = <&clkgen JH7110_MCLK_INNER>,
<&clkgen JH7110_I2STX_4CH0_BCLK_MST>,
<&clkgen JH7110_I2STX_4CH0_LRCK_MST>,
<&clkgen JH7110_MCLK>,
<&clkgen JH7110_I2STX0_4CHBCLK>,
<&clkgen JH7110_I2STX0_4CHLRCK>;
clock-names = "inner", "bclk-mst",
"lrck-mst", "mclk",
"bclk0", "lrck0";
resets = <&rstgen RSTN_U0_I2STX_4CH_APB>,
<&rstgen RSTN_U0_I2STX_4CH_BCLK>;
dmas = <&dma 47 1>;
dma-names = "tx";
#sound-dai-cells = <0>;
status = "disabled";
};
```

```

i2stx_4ch1: i2stx_4ch1@120c0000 {
compatible = "snps,designware-i2stx-4ch1";
reg = <0x0 0x120c0000 0x0 0x1000>;
clocks = <&clkgen JH7110_AUDIO_ROOT>,
<&clkgen JH7110_MCLK_INNER>,
<&clkgen JH7110_I2STX_4CH1_BCLK_MST>,
<&clkgen JH7110_I2STX_4CH1_LRCK_MST>,
<&clkgen JH7110_MCLK>,
<&clkgen JH7110_I2STX1_4CHBCLK>,
<&clkgen JH7110_I2STX1_4CHLRCK>,
<&clkgen JH7110_MCLK_OUT>,
<&clkgen JH7110_APB0>,
<&clkgen JH7110_I2STX1_4CHCLK_APB>,
<&mclk_ext>,
<&i2stx_bclk_ext>,
<&i2stx_lrck_ext>;
clock-names = "audroot", "mclk_inner", "bclk_mst",
"lrck_mst", "mclk", "4chbclk",
"4chlrck", "mclk_out",
"apb0", "clk_apb",
"mclk_ext", "bclk_ext", "lrck_ext";
resets = <&rstgen RSTN_U1_I2STX_4CH_APB>,
<&rstgen RSTN_U1_I2STX_4CH_BCLK>;
dmas = <&dma 48 1>;
dma-names = "tx";
#sound-dai-cells = <0>;
status = "disabled";
};

```

The following list provides more information for the different nodes in the code block.

- **reg:** The basic address and the max offset of the module.
- **clocks:** The clocks used by the module. Usually, this parameter is filled with the system clock source or the clock of the module.
- **resets:** The reset items used by the module.
- **dmas:** The DMA channel used by the module.
For example, in the code `<&dma 48 1>`, 48 indicates channel number; 1 indicates burst length is 4.
- **dma-names:** The names of the DMA channels, including "rx" for the receiver channel and "tx" for the transceiver channel.
- **status:** The status of the module.
 - **okay:** The module is enabled.
 - **disabled:** The module is disabled.
- **other:** Other parameters for sound card registration and association.



CAUTION:

Do not change this parameter!

2.2. VisionFive 2 Board Level Configuration

wm8960 Codec

The file `jh7110-visionfive-v2-wm8960.dts` stores the **wm8960** codec.

For example, the board-level configuration for VisionFive 2 SBC is listed in the following code block:

```

/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/jh7110-visionfive-v2-wm8960.dts
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/jh7110-visionfive-v2-ac108.dts
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/codecs/sf_wm8960.dtsi

```

**Note:**

The codecs file `sf_wm8960.dtsi` is used for sound card configuration.

Use the following configuration to connect **wm8960** as the external sound card.

```
&sound{
    /* i2s + wm8960 */
    simple-audio-card,dai-link@1 {
        reg = <0>;
        status = "okay";
        format = "i2s";
        bitclock-master = <&sndcodecl>;
        frame-master = <&sndcodecl>;

        widgets =
            "Microphone", "Mic Jack",
            "Line", "Line In",
            "Line", "Line Out",
            "Speaker", "Speaker",
            "Headphone", "Headphone Jack";

        routing =
            "Headphone Jack", "HP_L",
            "Headphone Jack", "HP_R",
            "Speaker", "SPK_LP",
            "Speaker", "SPK_LN",
            "LINPUT1", "Mic Jack",
            "LINPUT3", "Mic Jack",
            "RINPUT1", "Mic Jack",
            "RINPUT2", "Mic Jack";

        cpu0 {
            sound-dai = <&i2srx_3ch>;
        };
        cpu1 {
            sound-dai = <&i2stx_4ch1>;
        };

        sndcodecl:codec {
            sound-dai = <&wm8960>;
            clocks = <&wm8960_mclk>;
            clock-names = "mclk";
        };
    };
};
```

ac108 Codec

The `jh7110-visionfive-v2-ac108.dts` file stores the ac108 codec.

For example, the board-level configuration for VisionFive 2 is listed in the following code block:

```
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/jh7110-visionfive-v2-wm8960.dts
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/jh7110-visionfive-v2-ac108.dts
/freelight-u-sdk/linux/arch/riscv/boot/dts/starfive/codecs/sf_ac108.dtsi
```

**Note:**

The codecs file `sf_ac108.dtsi` is used for sound card configuration.

Use the following configuration to connect **ac108** as the external sound card.

```
&sound {
    /* i2s + ac108 */
    simple-audio-card,dai-link@0 {
        reg = <0>;
        format = "i2s";
        bitclock-master = <&sndcodecl>;
        frame-master = <&sndcodecl>;

        widgets =
```

```

        "Microphone", "Mic Jack",
        "Line", "Line In",
        "Line", "Line Out",
        "Speaker", "Speaker",
        "Headphone", "Headphone Jack";

routing =
    "Headphone Jack", "HP_L",
    "Headphone Jack", "HP_R",
    "Speaker", "SPK_LP",
    "Speaker", "SPK_LN",
    "INPUT1", "Mic Jack",
    "INPUT3", "Mic Jack",
    "RINPUT1", "Mic Jack",
    "RINPUT2", "Mic Jack";

cpu {
    sound-dai = <&i2srx_3ch>;
};
sndcodecl: codec {
    sound-dai = <&ac108_a>;
    clocks = <&ac108_mclk>;
    clock-names = "mclk";
};
};
};

```

2.3. Enabling I2S on VisionFive 2

Follow the steps below to enable I2S in the board.dts file for VisionFive 2 SBC.

1. Locate the correct board level configuration file (`jh7110-visionfive-v2-wm8960.dts` and `jh7110-visionfive-v2-ac108.dts`).
2. Locate the nodes of `i2srx_3ch` and `i2stx_4ch1`.
3. Modify the **status** parameter to `okay`.

The following code block shows an example configuration.

```

&i2srx_3ch {
    status = "okay";
};

&i2stx_4ch1 {
    status = "okay";
};

```

4. Save and exit.

2.4. Kernel Menu Configuration

Follow the steps below to enable the kernel configuration for I2S.

1. Under the root directory of `freelight-u-sdk`, type the following command to enter the kernel menu configuration GUI.

```
make linux-menuconfig
```

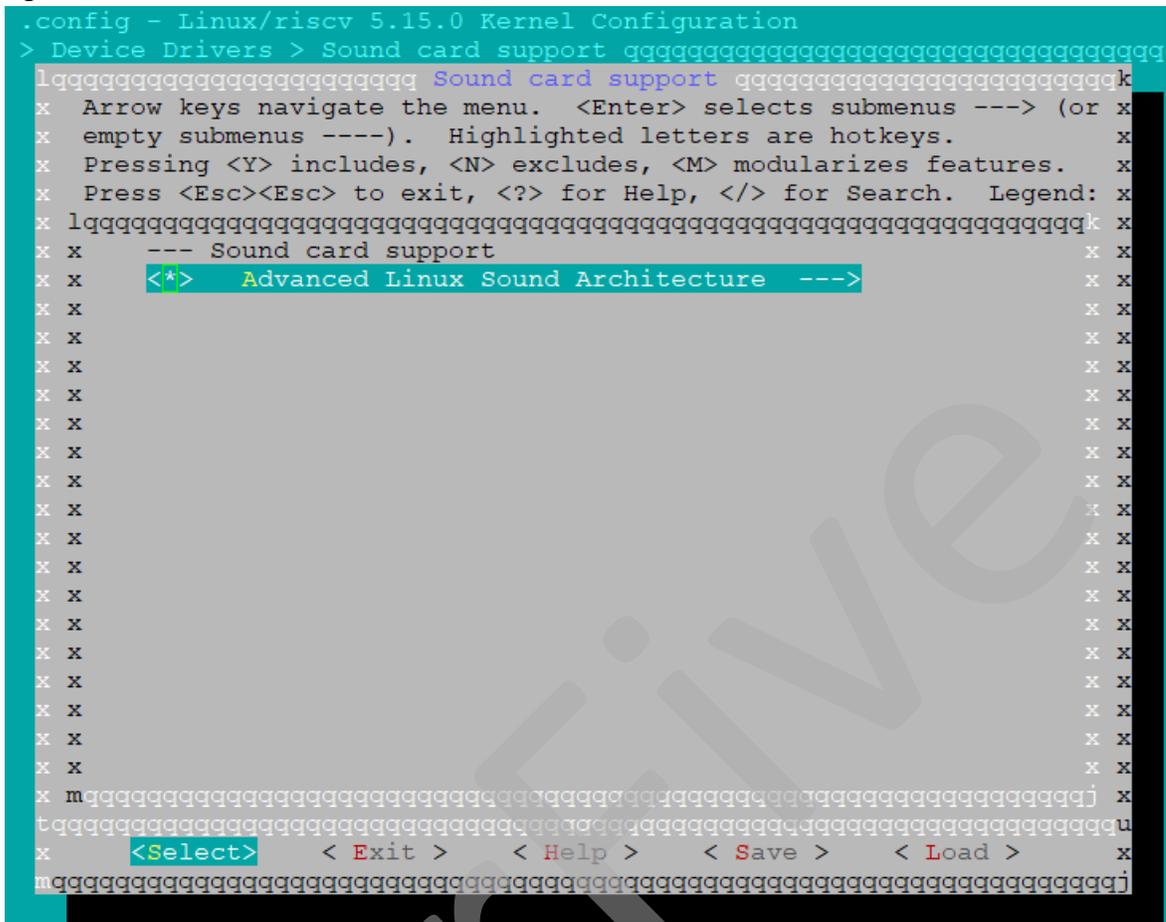
2. Enter the **Device Drivers** menu.

Figure 2-1 Device Drivers

```
.config - Linux/riscv 5.15.0 Kernel Configuration
Linux/riscv 5.15.0 Kernel Configuration
x Arrow keys navigate the menu. <Enter> selects submenus ---> (or x
x empty submenus --->). Highlighted letters are hotkeys. Pressing x
x <Y> includes, <N> excludes, <M> modularizes features. Press x
x <Esc><Esc> to exit, <?> for Help, </> for Search. Legend: [*] x
x lqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqk x
x x General setup ---> x x
x x [*] MMU-based Paged Memory Management Support x x
x x SoC selection ---> x x
x x CPU errata selection ---> x x
x x Platform type ---> x x
x x Kernel features ---> x x
x x Boot options ---> x x
x x Power management options ---> x x
x x CPU Power Management ---> x x
x x General architecture-dependent options ---> x x
x x [*] Enable loadable module support ---> x x
x x [*] Enable the block layer ---> x x
x x IO Schedulers ---> x x
x x Executable file formats ---> x x
x x Memory Management options ---> x x
x x [*] Networking support ---> x x
x x Device Drivers ---> x x
x x File systems ---> x x
x x Security options ---> x x
x x *- Cryptographic API ---> x x
x mqqqqv(+)qqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqq] x
tqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
x <Select> < Exit > < Help > < Save > < Load > x
mqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqq]
```

3. Select the **Sound Card Support** option and enter the next level.

Figure 2-3 Advanced Linux Sound Architecture



5. Select the **ALAS for SoC audio support** option and enter the next level.

3. Functional Description

3.1. View Sound Card and Device Status

Take the external codec (wm8960) as an example, the virtual sound card is described as follows.

- For virtual sound card registered in I2S interfaces:

```
# cat /proc/asound/cards
0 [StarfiveMultiSo]: simple-card - Starfive-Multi-Sound-Card
  Starfive-Multi-Sound-Card
```

- To view the device for recording:

```
# arecord -l
**** List of CAPTURE Hardware Devices ****
card 0: StarfiveMultiSo [Starfive-Multi-Sound-Card], device 0: 100e0000.i2srx_3ch-wm8960-hifi
wm8960-hifi-0 [100e0000.i2srx_3ch-wm8960-hifi wm8960-hifi-0]
  Subdevices: 1/1
  Subdevice #0: subdevice #0
```

- To view the device for playback:

```
# aplay -l
**** List of PLAYBACK Hardware Devices ****
card 0: StarfiveMultiSo [Starfive-Multi-Sound-Card], device 1: 120c0000.i2stx_4ch1-wm8960-hifi
wm8960-hifi-1 [120c0000.i2stx_4ch1-wm8960-hifi wm8960-hifi-1]
  Subdevices: 1/1
  Subdevice #0: subdevice #0
```

Use the following commands to check sound flow settings.

- To view playback parameters (Check during play. The example is based on checking a file of 32-bit, 48 KHz sampling rate.)

```
# aplay -Dhw:0,1 -f S32_LE -r48000 -t wav tdm_32bit_48k.wav &
# cat /proc/asound/card0/pcm1p/sub0/hw_params
access: RW_INTERLEAVED
format: S32_LE // Sample rate: 32-bit
subformat: STD
channels: 2 // Number of channels: 2 channels
rate: 48000 (48000/1) // Sample rate: 48 KHz
period_size: 512
buffer_size: 24064
```

- To view playback parameters (Check during play.)

```
# arecord -Dhw:0,0 -f S32_LE -r16000 -c2 -d 10 -t wav music_32b_16k.wav &
# cat /proc/asound/card0/pcm0c/sub0/hw_params
access: RW_INTERLEAVED
format: S32_LE // Sample rate: 32-bit
subformat: STD
channels: 2 // Number of channels: 2 channels
rate: 16000 (16000/1) // Sample rate: 16 KHz
period_size: 512
buffer_size: 8192
```

3.2. Audio Controller Configuration

The following code block provides an example of showing the sound card controller list and audio router of the audio module:

```
# cat /proc/asound/cards
0 [StarfiveMultiSo]: simple-card - Starfive-Multi-Sound-Card
  Starfive-Multi-Sound-Card
# amixer -controls
numid=12,iface=MIXER,name='Headphone Playback ZC Switch'
```

```

numid=11,iface=MIXER,name='Headphone Playback Volume'
numid=17,iface=MIXER,name='PCM Playback -6dB Switch'
numid=57,iface=MIXER,name='Mono Output Mixer Left Switch'
numid=58,iface=MIXER,name='Mono Output Mixer Right Switch'
numid=41,iface=MIXER,name='ADC Data Output Select'
numid=19,iface=MIXER,name='ADC High Pass Filter Switch'
numid=36,iface=MIXER,name='ADC PCM Capture Volume'
numid=18,iface=MIXER,name='ADC Polarity'
numid=2,iface=MIXER,name='Capture Volume ZC Switch'
numid=3,iface=MIXER,name='Capture Switch'
numid=1,iface=MIXER,name='Capture Volume'
numid=10,iface=MIXER,name='Playback Volume'
numid=23,iface=MIXER,name='3D Filter Lower Cut-Off'
numid=22,iface=MIXER,name='3D Filter Upper Cut-Off'
numid=25,iface=MIXER,name='3D Switch'
numid=24,iface=MIXER,name='3D Volume'
numid=33,iface=MIXER,name='ALC Attack'
numid=32,iface=MIXER,name='ALC Decay'
numid=26,iface=MIXER,name='ALC Function'
numid=30,iface=MIXER,name='ALC Hold Time'
numid=27,iface=MIXER,name='ALC Max Gain'
numid=29,iface=MIXER,name='ALC Min Gain'
numid=31,iface=MIXER,name='ALC Mode'
numid=28,iface=MIXER,name='ALC Target'
numid=21,iface=MIXER,name='DAC Deemphasis Switch'
numid=42,iface=MIXER,name='DAC Mono Mix'
numid=20,iface=MIXER,name='DAC Polarity'
numid=45,iface=MIXER,name='Left Boost Mixer LINPUT1 Switch'
numid=43,iface=MIXER,name='Left Boost Mixer LINPUT2 Switch'
numid=44,iface=MIXER,name='Left Boost Mixer LINPUT3 Switch'
numid=9,iface=MIXER,name='Left Input Boost Mixer LINPUT1 Volume'
numid=5,iface=MIXER,name='Left Input Boost Mixer LINPUT2 Volume'
numid=4,iface=MIXER,name='Left Input Boost Mixer LINPUT3 Volume'
numid=49,iface=MIXER,name='Left Input Mixer Boost Switch'
numid=53,iface=MIXER,name='Left Output Mixer Boost Bypass Switch'
numid=37,iface=MIXER,name='Left Output Mixer Boost Bypass Volume'
numid=52,iface=MIXER,name='Left Output Mixer LINPUT3 Switch'
numid=38,iface=MIXER,name='Left Output Mixer LINPUT3 Volume'
numid=51,iface=MIXER,name='Left Output Mixer PCM Playback Switch'
numid=35,iface=MIXER,name='Noise Gate Switch'
numid=34,iface=MIXER,name='Noise Gate Threshold'
numid=48,iface=MIXER,name='Right Boost Mixer RINPUT1 Switch'
numid=46,iface=MIXER,name='Right Boost Mixer RINPUT2 Switch'
numid=47,iface=MIXER,name='Right Boost Mixer RINPUT3 Switch'
numid=8,iface=MIXER,name='Right Input Boost Mixer RINPUT1 Volume'
numid=7,iface=MIXER,name='Right Input Boost Mixer RINPUT2 Volume'
numid=6,iface=MIXER,name='Right Input Boost Mixer RINPUT3 Volume'
numid=50,iface=MIXER,name='Right Input Mixer Boost Switch'
numid=56,iface=MIXER,name='Right Output Mixer Boost Bypass Switch'
numid=39,iface=MIXER,name='Right Output Mixer Boost Bypass Volume'
numid=54,iface=MIXER,name='Right Output Mixer PCM Playback Switch'
numid=55,iface=MIXER,name='Right Output Mixer RINPUT3 Switch'
numid=40,iface=MIXER,name='Right Output Mixer RINPUT3 Volume'
numid=16,iface=MIXER,name='Speaker AC Volume'
numid=15,iface=MIXER,name='Speaker DC Volume'
numid=13,iface=MIXER,name='Speaker Playback Volume'
numid=14,iface=MIXER,name='Speaker Playback ZC Switch'

```

3.2.1. Audio Controller Description

The following table shows the commonly used audio controller.

Table 3-1 Audio Controller Description

Index	Controller	Values	Description
10	Playback Volume	<ul style="list-style-type: none"> min=0 max=255 	To set the volume value to 224: <pre>amixer cset numid=10 224</pre>

Table 3-1 Audio Controller Description (continued)

Index	Controller	Values	Description
			To get the volume value: asmixer cget numid=10
36	ADC PCM Capture Volume	<ul style="list-style-type: none"> • min=0 • max=255 	To set the volume value to 224: amixer cset numid=36 224 To get the volume value: asmixer cget numid=36

3.2.2. Audio Channel Configuration

Before a physical codec has been associated with the I2S audio card, all the registered audio cards are virtual, thus configuration is not needed. Follow the instructions of the external codec when you have the physical codec connected.

3.3. Function Validation

3.3.1. Validate Recording

Use the commands below to validate the recording function.

- To record a 10-second sound track in the sample rate of 16 KHz:

```
# arecord -Dhw:0,0 -f S32_LE -r16000 -c2 -d 10 -t wav sound_32b_16k.wav
```

- To record a 10-second sound track in the sample rate of 44.1 KHz:

```
# arecord -Dhw:0,0 -f S32_LE -r44100 -c2 -d 10 -t wav sound_32b_44100.wav
```

3.3.2. Validate Playback

Use the commands below to validate the playback function.

- To play a 10-second sound track in the sample rate of 16 KHz:

```
# aplay -Dhw:0,1 -f S32_LE -r16000 -t wav sound_32b_16k.wav
```

- To play a 10-second sound track in the sample rate of 44.1 KHz:

```
# arecord -Dhw:0,1 -f S32_LE -r44100 -t wav sound_32b_44100.wav
```

3.3.3. Validate Loopback

Loopback is essentially the test channel between TXFIFO and RXFIFO in IC. No external pin connections are required. Once loopback has been enabled, if you can write data in I2S TX, you can read data from I2S RX. The function is usually used in audio data recording scenarios.

Use the commands below to validate the loopback function.

```
# arecord -D hw:0,0 -r 16000 -c 2 -f S32_LE -t raw | aplay -D hw:0,1 -t raw -r 16000 -c 2 -f S32_LE
```

4. External Codecs

4.1. Supported External Codecs

The JH7110 I2S module supports up to 8 channels. All the 8 channels can connect to the external codecs of **wm8960** or **ac108**.

4.2. Connection Procedure

4.2.1. Prepare Hardware

Follow the steps below to prepare hardware for connecting to external codecs.

1. Make sure hardware connections are correct.
 - a. Make sure all the hardware connections are correct, including I2C_SDA, I2C_SCK, I2S_MCLK, I2S_BCLK, I2S_LRCK, I2S_DIN, and I2S_DOUT, all the clock and data pins are confirmed as working properly.
 - b. Make sure the I2S module of the SoC and the external codec modules are fed with the proper power supply.
2. Make sure you have checked the hardware schematics. And by checking the schematics, all the following items are correct.
 - a. Confirm that the target I2S and the corresponding pins and pin multiplexing are working properly.
 - b. Confirm that the I2C used for communication between the external codec and SoC is working properly.
3. Make sure you have checked the datasheet of the external codec. And by checking the datasheet, confirm all the following items are correct.
 - a. Confirm the required work mode is master mode or slave mode.
 - b. Confirm that the mclk, sysclk, bclk and lrclk are derived from sysclk.
 - c. Confirm the supported sample rate range.
 - d. Confirm the clock polarity.
 - e. Confirm the data format. (For sample bit width, Left justified, Right justified, I2S, and DSP mode).
 - f. Confirm the I2C address of the external codec.

4.2.2. Prepare Software

Follow the steps below to prepare software for connecting to external codecs.

1. Make sure you have the drivers for I2S and the external codec.
2. Make sure you have enabled the driver modules in kernel.
 - a. SoC I2S driver modules, including `linux-menuconfig` and `jh7110.dtsi`, `jh7110-common.dtsi`.
 - b. External codec driver modules, including `linux-menuconfig` and `sf_wm8960.dtsi`, `sf_ac108.dtsi`.
3. Build and pack your program correctly.

4.2.3. Board Level Validation

Follow the steps below to validate board-level settings for connecting to external codecs.

1. Make sure OS can boot and the audio card has been registered successfully.
 - a. Use the command `cat /proc/asound/cards` to check the existing audio cards.
 - b. Use `aplay -l` to check the audio playback device.
 - c. Use `arecord -l` to check the audio record device.
2. Make sure I2C is working properly.
 - Use the command `i2cdetect` to search codec device (**wm8960**'s address is 0x1a)

Figure 4-1 I2C Detect

```
# i2cdetect -y -r 0
   0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f
00:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
10:  --  --  --  --  --  --  --  --  --  --  UU  --  --  --  --
20:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
30:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
40:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
50:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
60:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
70:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
#
```



Note:

UU in the above screen indicates **wm8960** is present.

- Use the debug nodes of the external codec to read and write the registers for I2C communication debug.

```
mount -t debugfs none /mnt
```

```
cat /mnt/wm8960_reg
```

3. Verify the playback and record functions.

Usage:

Playback:

```
aplay -Dhw:0,1 -f S32_LE -r16000 -t wav sound_32b_16k.wav
```

Record:

```
arecord -Dhw:0,0 -f S32_LE -r16000 -c2 -d 10 -t wav sound_32b_16k.wav
```