Interfacing TMS320C5x and Parallel Stereo CODEC with other TMS320 DSP Considerations

APPLICATION REPORT: SPRA097

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Digital Signal Processing Solutions
December 1997
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Abstract

The CS4231 is a 16 bit stereo codec chip with various features, such as multiple analog inputs and outputs, mixing, and gain capabilities, that make them ideal for computer sound applications [1][2]. The digital interface consists of a parallel 8-bit bus and is meant to directly connect to a PC (ISA/EISA) interface. Since it is a glueless interface to a PC bus, it looks a bit different from a TMS320C5x or other TMS320 DSPs with asynchronous memory interface. This Application Note describes an optimum interface to a TMS320C5x DSP. Note that other TMS320 DSP asynchronous buses are very similar and most of the interface described here will also apply to any TMS320 DSP system. In this implementation the TMS320C5x and codec share the same bus with SRAM. This tradeoff keeps pin count and thus cost down, at the cost of performance. A separate codec bus mapped into the DSP’s memory or I/O space would make the system more efficient and is briefly described at the end of this Application Note along with other system considerations.
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INTRODUCTION

The CS4231 is a 16 bit stereo codec chip with various features, such as multiple analog inputs and outputs, mixing, and gain capabilities, that make them ideal for computer sound applications [1][2]. The digital interface consists of a parallel 8-bit bus and is meant to directly connect to a PC (ISA/EISA) interface. Since it is a glueless interface to a PC bus, it looks a bit different from a TMS320C5x or other TMS320 DSPs with asynchronous memory interface. This Application Note describes an optimum interface to a TMS320C5x DSP. Note that other TMS320 DSP asynchronous buses are very similar and most of the interface described here will also apply to any TMS320 DSP system. In this implementation the TMS320C5x and codec share the same bus with SRAM. This tradeoff keeps pin count and thus cost down, at the cost of performance. A separate codec bus mapped into the DSP’s memory or I/O space would make the system more efficient and is briefly described at the end of this Application Note along with other system considerations.
SYSTEM CONFIGURATION

This TMS320C5x implementation was done with a TPC1280 FPGA acting as the glue logic. It was meant to be a prototype for an ASIC/cDSP type system with minimum hardware and concurrent playback and capture. Thus the system was designed within these parameters, assuming a roadmap to ASIC/cDSP. There are a variety of other ways that this interface could be accomplished if discrete logic or an FPGA with FIFOs will be in the final system. Thus some aspects could be more efficient using a faster ASIC or even discrete logic or PLDs. The needs of the system seem to differ based on the DSP software/OS to be used. As much flexibility was put into this system as possible (such as polled and interrupt modes) to allow determination by the programmer based on the specific system.

System Modes

Thus the following three progressive levels of interface were implemented:

1) **Programmed I/O** - Necessary for initialization of the codec, but slow in actual operation due to the use of bit polling for capture and playback. Uses the least amount of pins and the DSP does all the work. This is not an efficient configuration.

2) **Interrupt driven** - Various possible configurations, but the general idea is that the DSP is somehow interrupted by the codec for capture and playback. It is faster than mode 1, but uses more pins and logic. Again the DSP does all the work. In this implementation, the number of interrupt pins used was minimized as a tradeoff for more software protocol. This mode is *probably* more efficient if classic assembly-level, low-overhead DSP code is used.
3) **Stereo Codec DMA** - Again various configurations, but the general idea is that the DSP is put in -HOLD (i.e. taken off the bus) based on an interrupt. Then external logic (i.e. a DMA controller implemented in the FPGA and modeled after the Buffered Serial Port seen in the TMS320C56/57 and TMS320C54x DSPs [7]) will copy the data for capture and playback between the DSP and memory. Mode 3 needs more pins and is faster than mode 1. (Again, as in mode 2, the number of interrupt pins was minimized). The DSP is oblivious to this task until an interrupt tells it that input or output buffers in memory are full and need to be processed. But there can be some overhead if the DSP needs to access external memory [3]. Mode 3 uses the same number of pins as mode 2 and (regarding speed) is *probably* more efficient, if a less-classic, C-based multi-tasking operating system, higher-overhead DSP code is used.

**NOTE:**

Note that in mode 1, the codec is placed in the PIO mode and uses the command interface. The command interface is there by default in a polled fashion and no additional pins are required. But while in modes 2 and 3, the DSP is in DMA mode and uses DMA pins (PDRQ/CDRQ and -PDAK/-CDAK). Note that these modes may be mixed, using one for playback and the other for capture if so desired.

### System Block Diagram

The following block diagram shows how the digital aspects of how the DSP/codec system appears (Figure 1). All three modes are supported here. Some pins may be eliminated if just a particular mode is needed. These are described in more detail in the System Operation section.
Three devices are connected to the TMS320C5x external bus: the SRAM, the codec and an FPGA. The SRAM is usually the most used, since the program is running from there. It is mapped into the program and/or data space (dual mapped in this case with a zero decode logic [4]). The four codec parallel Interface Registers R0-R3 are mapped into the DSP I/O space from 58h-5Bh. Various FPGA registers that control the codec (and other things) are mapped into DSP I/O space 50h-54h and 5Ch-5Fh.
System Registers and Bits

Table 1 describes the registers used in this implementation. Much of this comes from the original implementation and can be ignored. Registers with any codec relevant bits are in bold (for a full description of these registers please see reference [5]):

Table 1. Smart Registers

<table>
<thead>
<tr>
<th>Register</th>
<th>Memory Address</th>
<th>Default Value</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGR</td>
<td>000400h</td>
<td>xxxx</td>
<td>PC DSP</td>
</tr>
<tr>
<td>Reserved</td>
<td>000000h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSPCR</td>
<td>000002h</td>
<td>0108h</td>
<td>PC DSP</td>
</tr>
<tr>
<td>DSPSR</td>
<td>000004h</td>
<td>0xxh</td>
<td>PC DSP</td>
</tr>
<tr>
<td>DSPTXD</td>
<td>000006h</td>
<td>0050h</td>
<td>PC DSP</td>
</tr>
<tr>
<td>DSPRXD</td>
<td>000008h</td>
<td>0051h</td>
<td>PC DSP</td>
</tr>
<tr>
<td>Reserved</td>
<td>00000Ah-00000Fh</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PCSR</td>
<td>0052h</td>
<td>000xh</td>
<td>R/W</td>
</tr>
<tr>
<td>BIOR</td>
<td>0053h</td>
<td>xx0xh</td>
<td>R/W</td>
</tr>
<tr>
<td>SYSCFG</td>
<td>0054h</td>
<td>0080h</td>
<td>R/W</td>
</tr>
<tr>
<td>Reserved</td>
<td>0055h-0057h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CODEC R0</td>
<td>0058h</td>
<td>xx80h</td>
<td>R/W</td>
</tr>
<tr>
<td>CODEC R1</td>
<td>0059h</td>
<td>xx80h</td>
<td>R/W</td>
</tr>
<tr>
<td>CODEC R2</td>
<td>005Ah</td>
<td>xx80h</td>
<td>R/W</td>
</tr>
<tr>
<td>CODEC R3</td>
<td>005Bh</td>
<td>xx80h</td>
<td>R/W</td>
</tr>
<tr>
<td>ARR</td>
<td>005Ch</td>
<td>0000h</td>
<td>R/W</td>
</tr>
<tr>
<td>BKR</td>
<td>005Dh</td>
<td>0000h</td>
<td>R/W</td>
</tr>
<tr>
<td>AXR</td>
<td>005 Eh</td>
<td>0000h</td>
<td>R/W</td>
</tr>
<tr>
<td>BKX</td>
<td>005Fh</td>
<td>xx80h</td>
<td>R/W</td>
</tr>
</tbody>
</table>

The codec relevant bits are described in the following few Tables 2, 3, 4, 5, 6, 7, 8, 9, 10, and 11. Notice that they are in bold; please ignore the other bits. (Again for a full description of these all these registers and bits please see [5]). Note that some of the bits used for Mode 3 were placed in PC accessible registers DSPCR/DSPSR so that capture/play data was in shared memory that the PC could directly access. But this has not been stressed in this application note. See [5] for more detail.

Table 2. PC Status Register Definition

<table>
<thead>
<tr>
<th>15-8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>XH</td>
<td>RH</td>
<td>XINT</td>
<td>RINT</td>
<td>PDQR</td>
<td>CDQR</td>
<td>RXFULL</td>
<td>TXEMPTY</td>
<td></td>
</tr>
</tbody>
</table>

Interfacing TMS320C5x and Parallel Stereo CODEC with other TMS320 DSP Considerations  13
### Table 3. PCSR Explanation

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>CDRQ</td>
<td>This bit reflects the value of the stereo codec’s CDRQ pin.</td>
</tr>
<tr>
<td>3</td>
<td>PDRQ</td>
<td>This bit reflects the value of the stereo codec’s PDRQ pin.</td>
</tr>
<tr>
<td>4</td>
<td>RINT</td>
<td>Receive (Capture) Interrupt: This bit becomes active when the DSP needs to service a capture interrupt. In Mode 2 (BRE=0) this means that the DSP must move data from the codec to memory, and the bit is cleared by doing enough of these moves to make CDRQ inactive. In Mode 3 (BRE=1) it means that the capture buffer from the codec is full and needs servicing by the DSP, and the bit is cleared when PCSR is read (So just do it once). The default value of this bit is 0.</td>
</tr>
<tr>
<td>5</td>
<td>XINT</td>
<td>Transmit (Playback) Interrupt: This bit becomes active when the DSP needs to service a playback interrupt. In Mode 2 (BXE=0) this means that the DSP must move data from memory to the codec, and the bit is cleared by doing enough of these moves to make PDRQ inactive. In Mode 3 (BXE=1) it means that the playback buffer from the codec is full and needs servicing by the DSP, and the bit is cleared when PCSR is read (So just do it once). The default value of this bit is 0.</td>
</tr>
<tr>
<td>6</td>
<td>RH</td>
<td>(Receive Half) This bit indicates which half of the buffer has been processed. It should be considered a full flag so if RH=0 then the first half of the buffer (defined by ARR and BKR) is full and needs to be processed. The default value is 0.</td>
</tr>
<tr>
<td>7</td>
<td>XH</td>
<td>(Transmit Half) This bit indicates which half of the buffer has been processed. It should be considered an empty flag so if RH=0 then the first half of the buffer (defined by AXR and BKX) is empty and needs to be filled. The default value is 0.</td>
</tr>
<tr>
<td>8</td>
<td>Reserved</td>
<td>These bits are reserved and may reflect any value that has no relevance to the operation of the card.</td>
</tr>
</tbody>
</table>

### Table 4. Bit I/O Register Definition

<p>| | | | | | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10-8</td>
<td>7-4</td>
<td>3</td>
<td>2</td>
<td>1-0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-PDAK</td>
<td>-CDAK</td>
<td>CODECA1</td>
<td>CODECA0</td>
<td>-PWRDWN</td>
<td>O2-O0</td>
<td>Reserved</td>
<td>PDRQ</td>
<td>CDRQ</td>
<td>I1-I0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Table 5. Bit I/O Explanation

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>CDRQ</td>
<td>This bit reflects the value of the stereo codec's CDRQ pin.</td>
</tr>
<tr>
<td>3</td>
<td>PDRQ</td>
<td>This bit reflects the value of the stereo codec's PDRQ pin.</td>
</tr>
<tr>
<td>4-7</td>
<td>Reserved</td>
<td>These bits are reserved and may reflect any value that has no relevance to the operation of the card.</td>
</tr>
<tr>
<td>11</td>
<td>-PWRDWN</td>
<td>This bit output is directly connected to the -PWRDN pin of the codec for reset of the codec. The default is 0.</td>
</tr>
<tr>
<td>12-13</td>
<td>CODEC A0</td>
<td>These are the address bits to the codec that are latched by the FPGA to make the tADHD timing. Their corresponding pins will latch the last value of the address bits following a codec access. They totally bypass the BIOR protocol (presently) their bit value has no meaning. There is no way to make them bit outputs. The default is 0.</td>
</tr>
<tr>
<td></td>
<td>CODEC A1</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>-CDAK</td>
<td>This bit reflects that value of the pin to codec -CDAK input when in Mode 2 (BRE=0 in SYSCFG Register). Thus this pin is used to manually toggle -CDAK in Mode 2. If in Mode 3 (BRE=1), then this bit will not reflect the -CDAK pin since the FSM will handle the toggling. The default is 0. Be sure to change to one in Mode 2 before -PWRDWN=1.</td>
</tr>
<tr>
<td>15</td>
<td>-PDAK</td>
<td>This bit reflects that value of the pin to codec -PDAK input when in Mode 2 (BXE=0 in SYSCFG Register). Thus this pin is used to manually toggle -PDAK in Mode 2. If in Mode 3 (BXE=1), then this bit will not reflect the -PDAK pin since the FPGA FSM will handle the toggling. The default is 0. Be sure to change to one in Mode 2 before -PWRDWN=1.</td>
</tr>
</tbody>
</table>

### Table 6. DSP Control Register Bit Definitions

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-12</td>
<td></td>
<td>EXCP7-4</td>
</tr>
<tr>
<td>11-8</td>
<td></td>
<td>EXCHP3-0</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>CPD/-SPD</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td>BXE</td>
</tr>
<tr>
<td>5-4</td>
<td></td>
<td>GLODAP</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>PHD</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>BRE</td>
</tr>
<tr>
<td>1-0</td>
<td></td>
<td>CLK</td>
</tr>
</tbody>
</table>

### Table 7. SYSCFG Explanation

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>BRE</td>
<td>Receive Autobuffering Enable Bit. This bit enables the DMA for receive (capture) operation if BRE=1, i.e. Mode 3. This bit must be 0 for capture in mode 1 or 2 to occur. Note that BRE is mutually exclusive to BXE. The default is 0.</td>
</tr>
<tr>
<td>6</td>
<td>BXE</td>
<td>Transmit Autobuffering Enable Bit. This bit enables the DMA for transmit (playback) operation if BXE=1, i.e. Mode 3. This bit must be 0 for playback in mode 1 or 2 to occur. Note that BXE is mutually exclusive to BRE. The default is 0.</td>
</tr>
</tbody>
</table>
Stereo Codec Registers R0-R3:

- See [1] or [2] for definition of:
- Index Address Register
- Indexed Data Register
- Status Register
- PIO Data Register

**Table 8. Address Receive Register (ARR) Bit Definitions**

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-0</td>
<td>Receive (Capture) Buffer 16-Bit Beginning Address</td>
</tr>
</tbody>
</table>

The ARR 16 bit register (Table 8) gives the beginning address of the receive buffer for Stereo Codec external DMA.

**Table 9. Receive Buffer (BXR) Size Register Bit Definitions**

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-0</td>
<td>Receive (Capture) Buffer 16-Bit Ending Address</td>
</tr>
</tbody>
</table>

This 16 bit register (Table 9) gives the ending address of the receive buffer for Stereo Codec external DMA. (Note that this is slightly different than the BSP spec because of limited combinatorial gates in the FPGA).

**Table 10. Address Transmit Register (AXR) Bit Definitions**

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-0</td>
<td>Transmit (Playback) Buffer 16-Bit Beginning Address</td>
</tr>
</tbody>
</table>

This 16 bit register (Table 10) gives the beginning address of the transmit buffer for Stereo Codec external DMA.

**Table 11. Transmit Buffer (BXK) Size Register**

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>15-0</td>
<td>Transmit (Playback) Buffer 16-Bit Ending Address</td>
</tr>
</tbody>
</table>

This 16 bit register (Table 11) gives the ending address of the transmit buffer for Stereo Codec external DMA. (Note that this is slightly different than the BSP spec because of limited combinatorial gates in the FPGA).
SYSTEM OPERATION

The architecture described in this Application Note allows for the use of all three modes. DSP specific system level considerations can be found in various literature items available from TI, especially [6].

From the codec standpoint, it needs to be programmed after coming out of reset (unfortunately misnamed as -PDWN). This operation is done by addressing the R0-R3 registers in decoded logic and can be observed in the code section for all modes. Basically this programming involves setting of codec I/O channels, data format, gains, etc. since the huge flexibility in these parts rarely allow the system to be up and running, as is seen with more classic DSP codecs such as the TLC3204x family. Use of IN/OUT instructions was essential in the design because of the relatively slow FPGA accesses when compared to that of the DSP, especially turn-off time. Memory-mapped I/O accesses using the DSP are NOT advised.

Another system aspect that should be appreciated is how slow the codec cycles are (several hundred nanoseconds) compared to a 40 or 50 MIP DSP. This aspect is due to the analog noise margins that increased digital speeds would incur. This fact drove the decision to ignore certain functions that are provided in the codec (such as capture and play ready bits in modes 2 and 3, thus ignoring the codec INT pin) and to move these functions to the FPGA. The assumption is that when the interface logic is made discrete, or more likely into an ASIC or cDSP, the system will run operate faster.

Mode 1 Programmed I/O

From a hardware standpoint, the decode necessary for the programming makes this almost a default mode. The playback function is readily available since the DSP is writing to the codec. But in the case of capture, the tADHD address hold timing from the DSP is too fast for the codec which, as mentioned earlier, was made for a slower PC bus. Thus latching of the address lines for the codec is essential for reliable capture.

NOTE:
Figure 2 shows mode 1 PIO, whose only difference from the main block diagram in Figure 1 is the stress on stereo codec Direct Registers.
From the software standpoint, the codec must first be programmed into the PIO mode and various bits polled. Then PIO Capture and Playback bits (CRDY/PRDY) in the codec Status Register R2 (called Direct 2 Status on AD65) is polled by the DSP in a tight loop before receiving or sending data. Obviously this mode ends up becoming slow since it is poll driven. Also note that each of these codec accesses are in the hundreds of nanoseconds, slow to a DSP. Code for PIO that does a simple digital loop back can be seen in Appendix A.

Loop: Test codec Status Register R2 for CRDY/PRDY
Read/write data from/to codec Data Register R3
Goto Loop
Thus the other two modes place the codec in the DMA mode using the PDRQ and CDRQ pins. As mentioned earlier, the INT pin is not used because it does not differentiate between capture and play. This function was moved to the FPGA. This is not much faster, but was done based on the assumption that an ASIC/cDSP implementation was the final goal. Note that though the next two modes use the same pins, they handle data movement quite differently.

**Mode 2 Interrupt Driven**

In this mode after putting the codec into DMA mode the DSP handles not only the data movement interrupt-based, but also the handshake with DMA acknowledge pins -CDAK and -PDAK. The following Figure 3 shows the relevant configuration.

*Figure 3. Mode 2 - Interrupt Connection of TMS320C5x Parallel Stereo Codec*
The PDRQ/CDRQ requests have been multiplexed to the same DSP interrupt pin -INT2. The CDRQ and PDRQ bits in the DSPSR register must then be read and the appropriate action taken. Whether capture or play, the DSP must write to the CDAK or PDAK bits in the SYSCFG register to manually exercise the DMA mode. Thus the following sequence must occur in the ISR, assuming simultaneous capture and play.

1) Read PCSR and test if CDRQ, PDRQ or both are high.
2) Write 0 to -CDAK/-PDAK bit in SYSCFG (based on whichever is higher priority) to acknowledge the DMA cycle.
3) Read/write data value from/to codec before/after writing/reading to memory.
4) Write 1 to -CDAK/-PDAK bit in SYSCFG to end DMA cycle acknowledgement.
5) Repeat for number of bytes.

The last step is required since FPGA will pend and interrupt the DSP if PDRQ or CDRQ is high. If the DSP chooses to mask this interrupt, then data will be lost. Code that exercises some simple digital loopback in this mode may be found in Appendix A.

**Mode 3 Stereo Codec DMA**

In this mode the DSP is taken off the bus (using the -HOLD/-HOLDA protocol) and the data is copied back and forth between the DSP and memory. A DMA controller is designed into the FPGA that consists of three parts each for receive and transmit. These parts are: a finite state machine to act as the intelligent entity, address generation blocks, and waveform generation module. Parts of the waveform generation module can be shared between capture and playback parts since the single bus prevents them from occurring at the exact same time (even though they may run concurrently). If there is any conflict for resources, priority has been given to the capture module.

The following figure shows how these modules are constructed in the FPGA.
Figure 4. Mode 3 - DMA Controller Connection of TMS320C5x Parallel Stereo Codec
As mentioned earlier, this logic was designed to look similar to [7]. The capture and playback buffers may be placed anywhere in external memory. The DSP will be interrupted when the DMA controller reaches either the halfway point or end of the buffer. Then the RH/XH flag must be read to determine which half of the buffer needs servicing. The DMA controller for capture or play is enabled by the BRE and BXE flags respectively. The schematics for the FSM's and Address Generators can be seen in Appendix B. A full description of this would be found in [9].

From a software standpoint, after the DMA is setup the DSP needs to deal with the data only when a buffer is full or empty. The code looks similar to the interrupt driven except that the acknowledges are handled by the FSM and large buffers of data are used. Thus the following sequence must occur in the ISR, assuming simultaneous capture and play.

1) Read PCSR and test if RINT, XINT or both are high.

2) Test RH or XH to see which buffer may now be manipulated.

3) Change buffer pointers for main code to deal with these buffers.

In Appendix A, some code may be found that does some simple digital loopback. Appendix A also has a bit more interesting loopback code (Figure 5).
That sets up an intermediate buffer so that the capture ISR copies data from the capture buffer and puts it into the intermediary buffer. Meanwhile the playback ISR copies data from the intermediary buffer to the playback buffer. While all this is happening, the FSM’s are copying data to and from the codec from the capture and playback buffers. Also a second interrupt is occurring while all this is happening.
SYSTEM CONSIDERATIONS

The basic system described previously in this Application Note looks as follows in Figure 6.

Figure 6. Basic DSP/SRAM/Codec System

The problem with this architecture, which should minimize the time that the DSP is not accessing the SRAM, is compounded by the relatively slow access time of the stereo codec in relation to the codec. Three possible methods of speeding up this interface are described below, with different costs:

1) FIFO
2) External DMA
3) Serial Port (with internal DSP DMA)

NOTE:
Note that they all ignore the speed of the FPGA/ASIC/logic (which will be addressed later) and that only two were implemented in this paper.
In this implementation a FIFO is added as a classical mismatched speed bus interface solution. If the FIFO is fast enough, then the DSP can access data at zero wait states even though the codec interface is in the hundreds of nanoseconds. This method is probably the medium simplicity though higher cost since an additional part (and also interface glue logic) will need to be added. See Figure 7.

Figure 7. FIFO DSP/SRAM/Codec System
External DMA

This implementation was discussed in detail in this paper. It takes the burden off the DSP to do the data moving work, but is quite complicated. It is not that expensive, since existing logic may be used. This method is probably the most complex, and is medium-to-higher cost since much design and added logic are needed. See Figure 8. Note that TMS320 DSPs with their own DMA controllers exist, but much data is still going over the same bus, hence limiting the bandwidth.

*Figure 8. External DMA DSP/SRAM/Codec System*
Serial Codec with DSP “DMA”

In this implementation an alternative serial bus is given to the codec so that it does not conflict with the SRAM. It is important here for the DSP to have some sort of bi-directional DMA capability, which may be seen in TMS320C5x/C54x parts with the buffered serial port or TMS320C32/TMS320C6xxx with multiple DMA channels (see Figure 9). This system probably makes the most sense for the mass market customer who is not doing a cDSP/ASIC.

Figure 9. DSP with “DMA”/SRAM/Serial Codec System
Parallel Codec with Separate Bus and External DMA Optional

This implementation should be mentioned as the ideal for performance. A separate data bus is created through logic to feed the DSP. Thus the DSP is protected from the slowness of the codec in a FIFO like style if a fast ASIC is used for the logic. The use of the DMA is optional based on the system. Of course this implementation will cost the most pins. This implementation probably makes the most sense for the cDSP customer.

Figure 10. DSP/SRAM/Parallel Codec with Separate Bus and External DMA System
CONCLUSION

There are MANY ways to hook up these two parts. The important thing is to understand the parts and find the optimum configuration from both hardware AND software aspects. The limiting tradeoffs are those between design complexity and bus bandwidth.
REFERENCES

1) Crystal Data Book
2) TLC320AD65 Data Sheet
3) TMS320C5x User’s Guide (p. HOLD)
4) Designer Notebook Page #4x.
5) PCMCIA DSP/Memory Card for the TMS320C5x Specification
6) PCMCIA DSP/Memory Card for the TMS320C5x Application Note
7) TMS320C57 Buffered Serial Port Spec
8) TLC320AD65 Data Sheet - P_PORT Addendum
9) FPGA Spec
Appendix A - Code

The following section has all sorts of code that was written for a system based on [5]. Note in all cases that the codec is first initialized in either PIO or DMA mode and then put into its function. Note that there is a good amount of redundancy in the code, but all of it is fully functional.

Mode 1 - PIO Digital Loopback

This code initializes the codec in PIO mode with appropriate inputs and gains and then uses mode 1 - PIO to do the digital loopback one sample at a time.

.mmregs
.include "cs4231.inc"

.LEFT_ADC_GAIN .set 02h
CFS .set CS4231_48KHZ

.sect "vectors"

b init ;00; Reset.
.space 2 * 16 ;02; Vector for external interrupt
 ; INT1.
.space 2 * 16 ;04; Vector for external interrupt
 ; INT2.
.space 2 * 16 ;06; Vector for external interrupt
 ; INT3.
.space 2 * 16 ;08; timer interrupt vector - TINT
.space 2 * 16 ;0A; Serial port receive interrupt
 ; RINT
.space 2 * 16 ;0C; Serial port transmit
 ; interrupt XINT
.space 4 * 16 ;0E; vectors for TDM port TRNT,
 ; TXNT
.space 2 * 16 ;12; vector for external interrupt
 ; INT4
.space 14 * 16 ;14; Reserved space. Should not be
 ; used.
.space 2 * 16 ;22; Trap instruction vector
.space 2 * 16 ;24; Non Maskable Interrupt vector
.space 4 * 16 ;26; Reserved space. Should not be
 ; used.

.text

init:

ldp #0
splk #0000000110b, IMR
clrc OVM ; Disable overflow saturation mode
splk #001Fh, CWSR
splk #0000h, PDWSR
splk #0FFFAh, IOWSR ; 3 wait (I/O)
call _InitAIC
lacc #08000h ; set up circular buffer pointers
sacl CBSR1 ; buffer1 = 8000 -> ffff
lacc #0FFFFh :
sacl CBER1 ;
lar AR7,#08000h; set receive buffer
lacc #11101111b ;
sacl CBCR
lacc #0
mar *, AR7
rpt #8000h
sacl *+

SET_CS4231 I9, CS4231_ENABLE
; Capture and Playback enabled.
Clrc INTM ; Globally enable interrupts

Loop:
in TEMP0, CS4231_R2
nop
lact TEMP0
and #00100000B
bcnd Capture, NEQ
lact TEMP0
and #00000010B
bcnd Playback, NEQ
b Loop

Capture:
in *, CS4231_R3
lact *
and #0FFh
sacb

in *, CS4231_R3
lacc *, 8
sacl TEMP0
lacb
or TEMP0
sacl *

b Loop

Playback:
lacc  *+
sacl TEMP0
out TEMP0, CS4231_R3
rpt #07h
sfr
sacl TEMP0
out TEMP0, CS4231_R3
b Loop

;****************************************************************

;_InitAIC() - AIC Initialization Routine

;****************************************************************
_InitAIC:

zap
sacl TEMP1 ; TEMP1 <- clears MCE
lacc #8F00h ; Take out of reset
sacl TEMP0
out TEMP0, CS4231_PDWN
rpt #0F000h ; Wait a while longer (Dag)
nop

Wait_80:
in TEMP0, CS4231_R1
nop
cpl #80h, TEMP0
bcnd Wait_80, TC

; ====== Clear previous states ================

; IS_CS4231_RDY TEMP0 ; Wait for PIO ready
SET_CS4231 I9, 0 ; Disable playback and capture
out TEMP0, CS4231_R2
; Clear interrupts

; ====== Configure CODEC ======================

IS_CS4231_RDY TEMP0

SET_CS4231 SETMCE | I12, CS4231_SETMODE2
; Set the MODE2

SET_CS4231 SETMCE | I9, CS4231_PPIO | CS4231_CPIO

SET_CS4231 SETMCE | I28, CS4231_MONO | CS4231_16LINEAR
; Set The Capture mode to
; 16-bit linear
SET_CS4231 SETMCE | I8, CFS | CS4231_MONO |
CS4231_16LINEAR
; Set 16-bit, mono.

rpt  #0FFFFh
nop

IS_CS4231_RDY TEMP0  ; Clocks must resynch.

SET_CS4231 SETMCE | I0, CS4231_MIC | LEFT_ADC_GAIN
; Left ADC input source select : Microphone.

SET_CS4231 SETMCE | I6, CS4231_SETGAIN
; Left DAC attenuator.

; ====== Recalibrate CS4231 =====================
;

lacc  #SETMCE | I9  ; Set up R0 by setting Index
to I9
sacl  TEMP0  ; and setting MCE.
out  TEMP0, CS4231_R0
; Set the ACAL bits in

in  TEMP0, CS4231_R1
nop
lac1  TEMP0  ; Set ACI bit in I9 without clearing
or  #CS4231_SETACAL  ; any other bits. This will
sacl  TEMP0  ; cause device to recalibrate.
out  TEMP0, CS4231_R1
nop
out  TEMP1, CS4231_R0
; Clear MCE to initiate calibration

nop

Wait_cal:

in  TEMP0, CS4231_R1
nop
cpl  #80h, TEMP0
bcnd  Wait_cal, TC

lac1  #I11
sacl  TEMP0
out  TEMP0, CS4231_R0
; Wait until the device is
; finished calibrating.

Notdone:

in  TEMP0, CS4231_R1
nop
bit  TEMP0, BIT5  ; This bit indicates the
; status of calibration.

bcnd  Notdone, TC
ret
Mode 2 - Interrupt Driven Digital Loopback

This code initializes the codec in DMA simultaneous capture/playback mode with appropriate inputs and gains and then uses mode 2 - Interrupt Driven to do the digital loopback one sample at a time. Again the DSP is doing the moving based on interrupts from the codec based on PDRQ/CDRQ. Also the DSP must manually toggle -CDAK/-PDAK lines.

* This uses DMA mode - Interrupt PDRQ

```
*mmregs
.sect "vectors"

B start ;00; RESET
INT1 B pc_isr ;02; vectors for interrupts int1-int3
INT2 B codec_isr
INT3 B INT3
.receive B receive ;0A; Serial port receive interrupt
.transmit B transmit ;0C; Serial port transmit interrupt

.space 2 * 16 ;08; timer interrupt vector - TINT
.receive ;0A; Serial port receive interrupt
.transmit ;0C; Serial port transmit interrupt

.space 4 * 16 ;0E; vectors for TDM port TRNT, TXNT
.space 2 * 16 ;12; vector for external interrupt
.space 14 * 16 ;14; Reserved space. Should not be used.
.space 2 * 16 ;22; Trap instruction vector
.space 2 * 16 ;24; Non Maskable Interrupt vector
.space 4 * 16 ;26; Reserved space. Should not be used.

.text
start: LDP #0
LACC #0000h ; Reset codec
SACL 61h
OUT 61h, 53h
RPT #0f000h ; Wait
NOP
LACC #0c800h ;Take out of reset & -CDAK/-PDAK high
SACL 61h
OUT 61h, 53h
RPT #0f000h ; Wait a while longer (Dag)
NOP
.stuck: IN 61h, 58h ; Checking for 80h
LAACL 61h
AND #0080h
BCND stuck, NEQ
```
LACC #0009h ; Flip MCE bit=1 and Register 9
SACL 61h
OUT 61h, 58h
LACC #0008h ; Switch to DMA Dual Channel Mode
SACL 61h
OUT 61h, 59h

LACC #000bh ; Flip MCE bit=0 and Register 11
SACL 61h
OUT 61h, 58h

stuck1: IN 61h, 58h ; Checking for 80h
LA CL 61h
AND #0080h
BCND stuck1, NEQ

stuck2: IN 61h, 58h ; Checking for 20h on register 11
LA CL 61h
AND #0020h
BCND stuck2, NEQ

LACC #0009h ; Set to register 9
SA CL 61h
OUT 61h, 58h
LACC #000bh ; Enable any playback/capture
SA CL 61h
OUT 61h, 59h

LACC #0000h ; Set to Left Input Register
SA CL 61h
OUT 61h, 58h
LACC #0000h ; Write to Left Input Register
;
Making this 7h sounds better, but codec cuts out!
SA CL 61h
OUT 61h, 59h
LACC #0006h ; Set to Left Output Register
SA CL 61h
OUT 61h, 58h
LACC #0000h ; Write to Left Output Register
;

lacc #08000h ; set up circular buffer pointers
sacl CBSR1 ; buffer1 = 8000 -> ffff
lacc #08000h
sacl CBSR2
lacc #0800fh ; buffer2 = ffff -> 8000
sacl CBER1
lacc #0800fh ; buffer2 = ffff -> 8000
sacl CBER2
lar AR6,#08000h ; set receive buffer
lar AR7,#08000h ; set transmit buffer
lacc #000000011111110b ; buf1=AR7, buf2=AR6,   
    ; enable both
sacl CBCR     
; Set up block registers
LACC #8000h ; ARR Value
SACL 61h
OUT 61h, 5Ch ; Write
LACC #08010h ; BKR Value
SACL 61h
OUT 61h, 5Dh ; Write
LACC #0a000h ; AXR Value
SACL 61h
OUT 61h, 5Eh ; Write
LACC #0a010h ; BKX Value
SACL 61h
OUT 61h, 5Fh ; Write

; Set up DMA and Interrupts
LACC #0ffffh
SACL IFR
LACC #02h ; mask on PC and codec ISR
SACL IMR
IN 61h, 51h ; bogus read from DSPRXD
LACC #080h ; disable BXE and BRE
SACL 61h
OUT 61h, 54h
CLRC INTM

loop:
  NOP
  IN 61h, 51h ; bogus read from DSPRXD
  OUT 61h, 50h ; bogus write to DSPTXD
  NOP
  B loop

loop1:
  MAR *, AR6
  IN 61h, 5ah
  LAACL 61h
  AND #20h
  BCND loop1, EQ
  IN *, 5bh  ; Read data

loop2:
  IN 61h, 5ah
  LAACL 61h
  AND #02h
  BCND loop2, EQ
  OUT *+, 5bh  ; Write data
 ;
RPT #5000 ; Wait
 ;
B loop1
playback:
  RPT #5000 ; Wait
  NOP
  OUT *+, 5bh  ; Write data
B playback

pc_isr:
NOP
SETC XF
RPT #100
NOP
CLRC XF
RETE

; This one is for Level2
codec_isr:
SETC XF
NOP
IN 60h, 52h ; Read PCSR
LA CL 60h
; Need to change these bits, eh!
AND #0004h ; Test CDRQ
BC ND cap_serve, NEQ
ptest:
LA CL 60h ; Test PDRQ
AND #0008h
BC ND play_serve, NEQ
isr_done NOP
CLRC XF
RETE

cap_serve:
MAR *,AR6
LA CC #08800h ; -CDAK low
SA CL 61h
OUT 61h, 53h
IN 61h, 5bh ; Read Value
LA CL 61h
SA CL *+
LA CC #0c800h ; -CDAK high
SA CL 61h
OUT 61h, 53h
B ptest

play_serve:
MAR *,AR7
LA CC #04800h ; -PDAK low
SA CL 61h
OUT 61h, 53h
LA CL *+
SA CL 61h
OUT 61h, 5bh ; Play Value
LA CC #0c800h ; -PDAK high
SA CL 61h
OUT 61h, 53h
B isr_done
Mode 3 - Stereo Codec DMA Digital Loopback

This code initializes the codec in DMA simultaneous capture/playback mode with appropriate inputs and gains and then uses mode 3 - Stereo Codec to do the digital loopback one sample at a time. But here the DMA controller is doing the moving based on CDRQ/PDRQ, not the DSP. Capture and playback buffers are set as one and the same (8000h-B000h in DSP data memory). The DSP processes the data based on interrupts from the DMA controller. Also the FSM's in the DMA Controller must toggle the -CDAK/-PDAK lines.

* This uses DMA mode

```
.mmregs
.sect "vectors"

B start ;00; RESET
INT1 B pc_isr ;02; vectors for interrupts int1-int3
INT2 B codec_isr
INT3 B INT3
.space 2 * 16 ;08; timer interrupt vector - TINT
receive B receive ;0A; Serial port receive interrupt RINT
.transmit B transmit ;0C; Serial port transmit interrupt XINT
.space 4 * 16 ;0E; vectors for TDM port TRNT, TXNT
.space 2 * 16 ;12; vector for external interrupt
    ; INT4
.space 14 * 16 ;14; Reserved space. Should not
    ; be used.
.space 2 * 16 ;22; Trap instruction vector
.space 2 * 16 ;24; Non Maskable Interrupt vector
.space 4 * 16 ;26; Reserved space. Should not be
    ; used.

.text

start:
    LDP #0
    LACC #0c000h ; Reset codec
    SACL 61h
    OUT 61h, 53h
    RPT #0f000h ; Wait
    NOP
    LACC #0c800h ; Take out of reset
    SACL 61h
    OUT 61h, 53h
    RPT #0f000h ; Wait a while longer (Dag)
    NOP
stuck:
    IN 61h, 58h ; Checking for 80h
    LACL 61h
    AND #0080h
    BCND stuck, NEQ
```
LACC #0049h ; Flip MCE bit=1 and Register 9
SACL 61h
OUT 61h, 58h
LACC #0008h ; Switch to DMA Dual Channel Mode
SACL 61h
OUT 61h, 59h

; LACC #0048h ; Set to register 8
SACL 61h
OUT 61h, 58h
LACC #0040h ; 16 `bit mono
LACC #0000h ; 8 `bit mono
SACL 61h
OUT 61h, 59h
LACC #000bh ; Flip MCE bit=0 and Register 11
SACL 61h
OUT 61h, 58h

stuck1:
IN 61h, 58h ; Checking for 80h
LACL 61h
AND #0080h
BCND stuck1, NEQ

stuck2: IN 61h, 58h ; Checking for 20h on register 11
LACL 61h
AND #0020h
BCND stuck2, NEQ

LACC #0009h ; Set to register 9
SACL 61h
OUT 61h, 58h
LACC #000bh ; Enable any playback/capture
SACL 61h
OUT 61h, 59h
LACC #0000h ; Set to Left Input Register
SACL 61h
OUT 61h, 58h
LACC #0000h ; Write to Left Input Register
; Making this 7h sounds better, but codec cuts out!
SACL 61h
OUT 61h, 59h
LACC #0006h ; Set to Left Output Register
SACL 61h
OUT 61h, 58h
LACC #0000h ; Write to Left Output Register
SACL 61h
OUT 61h, 59h

lacc #09000h ; set up circular buffer pointers
sacl CBSR1 ; buffer1 = 8000 -> ffff
sacl CBSR2
lacc #0900fh ; buffer2 = ffff -> 8000
sacl CBER1
sacl CBER2
lar AR6,#09000h ; set receive buffer
lar AR7,#09000h ; set transmit buffer
lacc #000000011101111b ; buf1=AR7, buf2=AR6,
                 ; enable both
sacl CBC

; Set up block registers
LACC #8000h ; ARR Value
SACL 61h
OUT 61h, 5Ch ; Write
LACC #0b000h ; BKR Value
SACL 61h
OUT 61h, 5Dh ; Write
LACC #8000h ; AXR Value
SACL 61h
OUT 61h, 5Eh ; Write
LACC #0b000h ; BKX Value
SACL 61h
OUT 61h, 5Fh ; Write

; Set up DMA and Interrupts
LACC #0ffffff
SACL IFR
LACC #03h ; mask on PC and codec ISR
SACL IMR
IN 61h, 51h ; bogus read from DSPRXD
LACC #0c4h ; Enable BXE and BRE
SACL 61h
OUT 61h, 54h
CLRC INTM
SETC INTM

loop:
NOP
IN 61h, 51h ; bogus read from DSPRXD
OUT 61h, 50h ; bogus write to DSPTXD
NOP
B loop

MAR *, AR6

loop1:
IN 61h, 5ah
LAACL 61h
AND #20h
BCND loop1, EQ
IN *, 5bh ; Read data

loop2:
IN 61h, 5ah
LAACL 61h
AND #02h
BCND loop2, EQ
OUT *+, 5bh ; Write data
RPT #5000 ; Wait
B loop1

playback:
RPT #5000 ; Wait
NOP
OUT ++, 5bh ; Write data
B playback

pc_isr: NOP

SETC XF
RPT #100
NOP
CLRC XF
RETE

codec_isr:

SETC XF
NOP
IN 60h, 52h ; Read PCSR - Will clear all interrupts!
LACL 60h
AND #0010h ; Test RHFULL
BCND cap_serve, NEQ

ptest:
LACL 60h ; Test XHFULL
AND #0020h
BCND play_serve, NEQ

isr_done NOP

CLRC XF
RETE

cap_serve:
LACL 60h ; Test which half DMA is cap
AND #0040h
BCND dmachigh, NEQ

dmaclow NOP ; Process high
MAR *,AR6
RPT #0eh
BLDD #8000h, ++
B isr_done
dmachigh NOP ; Process low
MAR *,AR6
RPT #0eh
BLDD #8000h, ++
B isr_done

play_serve:
LACL 60h ; Test which half DMA is play
AND #0080h
BCND dmaphigh, NEQ
dmaplow NOP ; Process high
MAR *,AR7
RPT #0eh
Mode 3 - Stereo Codec DMA Digital Loopback with Intermediate Buffer and Interrupts

This code is graphically represented in Figure 5. It initializes the codec in DMA simultaneous capture/playback mode with appropriate inputs and gains and then uses mode 3 - Stereo Codec to do the digital loopback one sample at a time. Again the DMA controller is doing the moving based on CDRQ/PDRQ, not the DSP. The DSP processes the data based on interrupts from the DMA controller. But as an added twist, the capture/play buffers are different now (8000h-8010h and A000h-A0010h, respectively) and there is an intermediate buffer (9000h-9010h) and the DSP ISR's move the data to and from it. Also the FSM's in the DMA Controller must toggle -CDAK/-PDAK lines.

DMA Cap Play

* This uses DMA mode

.mmlregs
.sect "vectors"

start: LDP  #0
LACC #0C000h ; Reset codec
SACL 61h
OUT 61h, 53h
RPT #0f000h ; Wait
NOP
LACC #0C800h ; Take out of reset
SACL 61h
OUT 61h, 53h
RPT #0f000h ; Wait a while longer (Dag)
NOP

stuck: IN 61h, 58h ; Checking for 80h
LACL 61h
AND #0080h
BCND stuck, NEQ
LACC #0049h ; Flip MCE bit=1 and Register 9
SACL 61h
OUT 61h, 58h
LACC #0008h ; Switch to DMA Dual Channel Mode
SACL 61h
OUT 61h, 59h
LACC #0048h ; Set to register 8
SACL 61h
OUT 61h, 58h ; works better with 8
LACC #0040h ; 16 `bit mono
LACC #0000h ; 8 `bit mono
SACL 61h
OUT 61h, 59h
LACC #000bh ; Flip MCE bit=0 and Register 11
SACL 61h
OUT 61h, 58h

stuck1: IN 61h, 58h ; Checking for 80h
LACL 61h
AND #0080h
BCND stuck1, NEQ

stuck2: IN 61h, 58h ; Checking for 20h on register 11
LACL 61h
AND #0020h
BCND stuck2, NEQ
LACC #0009h ; Set to register 9
SACL 61h
OUT 61h, 58h
LACC #000bh ; Enable any playback/capture
SACL 61h
OUT 61h, 59h
LACC #0000h ; Set to Left Input Register
SACL 61h
OUT 61h, 58h
LACC #00000h ; Write to Left Input Register
; Making this 7h sounds better, but codec cuts out!
SACL 61h
OUT 61h, 59h
LACC #00006h ; Set to Left Output Register
SACL 61h
OUT 61h, 58h
LACC #00000h ; Write to Left Output Register
SACL 61h
OUT 61h, 59h

lacc #09000h ; set up circular buffer pointers
sacl CBSR1 ; buffer1 = 8000 -> ffff
lacc #0a000h
sacl CBSR2 ;
lacc #0900fh ; buffer2 = ffff -> 8000
sacl CBER1 ;
lacc #0a00fh ; buffer2 = ffff -> 8000
sacl CBER2 ;
lar AR6,#09000h ; set receive buffer
lar AR7,#0a000h ; set transmit buffer
lacc #0000000011111110b ; buf1=AR7, buf2=AR6, enable both
sacl CBCR ;

; Set up block registers
LACC #8000h ; ARR Value
SACL 61h
OUT 61h, 5Ch ; Write
LACC #08010h ; BKR Value
SACL 61h
OUT 61h, 5Dh ; Write
LACC #0a000h ; AXR Value
SACL 61h
OUT 61h, 5Eh ; Write
LACC #0a010h ; BKX Value
SACL 61h
OUT 61h, 5Fh ; Write

; Set up DMA and Interrupts
LACC #0ffffh
SACL IFR
LACC #02h ; mask on PC and codec ISR
SACL IMR
IN 61h, 51h ; bogus read from DSPRXD
LACC #0c4h ; Enable BXE and BRE
SACL 61h
OUT 61h, 54h
CLRC INTM

loop: NOP
IN 61h, 51h ; bogus read from DSPRXD
OUT  61h, 50h ; bogus write to DSPTXD
IN  61h, 5ch ; bogus read from DSPRXD
IN  61h, 5dh ; bogus read from DSPRXD
IN  61h, 5eh ; bogus read from DSPRXD
IN  61h, 5fh ; bogus read from DSPRXD
NOP
B   loop

loop1:
IN  61h, 5ah
LACL 61h
AND  #20h
BCND loop1, EQ
IN  *, 5bh ; Read data

loop2:
IN  61h, 5ah
LACL 61h
AND  #02h
BCND loop2, EQ
OUT  *, 5bh ; Write data
RPT  #5000 ; Wait
;
NOP
B   loop1

playback:
RPT  #5000 ; Wait
NOP
OUT  *, 5bh ; Write data
B   playback

pc_isr: NOP
SETC XF
RPT  #100
NOP
CLRC XF
RETE

codec_isr:
SETC XF
NOP
IN 60h, 52h ; Read PCSR - Will clear all interrupts!
LACL 60h
AND  #0010h ; Test RHFULL
BCND cap_serve, NEQ
ptest:
LACL 60h ; Test XHFULL
AND  #0020h
BCND play_serve, NEQ
isr_done NOP
CLRC XF
RETE

cap_serve:
LACL 60h ; Test which half DMA is cap
AND  #0040h
BCND  dmachigh, NEQ

dmaclow
NOP  ; Process high
MAR  *,AR6
RPT  #07h
BLDD  #8000h, *+
IN  61h, 5ch  ; Bogus Read
B  ptest
dmachigh
NOP  ; Process low
MAR  *,AR6
RPT  #07h
BLDD  #8008h, *+
IN  61h, 5ch  ; Bogus Read
B  ptest

play_serve:
LACL  60h  ; Test which half DMA is play
AND  #0080h
; Why?
BCND  dmaphigh, NEQ
dmaplow
NOP  ; Process high
MAR  *,AR7
RPT  #07h
BLDD  #9000h, *+
IN  61h, 5eh  ; Bogus Read
B  isr_done
dmaphigh
NOP  ; Process low
MAR  *,AR7
RPT  #07h
BLDD  #9008h, *+
IN  61h, 5eh  ; Bogus Read
B  isr_done
Appendix B - Stereo Codec DMA Structure

This Appendix addresses some specifics about the external DMA Controller that copies data between codec and external memory.

Stereo Codec DMA Schematic

Figure 11 displays the main schematic for the DMA controller. The top half is the capture section while the bottom is playback. All the way in the top left corner are the address generator counters. Farther to the right are the RH adders and comparators along with interrupt generators. Then all the way in the right top corner (with the 3 flip-flops) is the capture FSM. Right in the middle is the beginning of the waveform generators (continued in another sheet not shown here) that is a counter that executes the codec read and write cycles. Finally, tucked into the bottom left, are multiplexors going to the ‘C51 address bus. For much more detail see [9].

Figure 11. DMA Controller for Parallel Codec
Stereo Codec DMA FSM's

The following two ABEL files describe the FSM's used for capture and play respectively. Note that capture was given higher priority.

```ABEL
module FSM_maker

U5 device 'P22V10';

"inputs
CLK Pin 1;
CDRQ Pin 2;
PCHOLDREQ Pin 3;
HOLDA_ Pin 4;
CYCLEOVER Pin 5;
PDMAHOLDREQ Pin 6;

"outputs
CDMAHOLDREQ Pin 23;
CDMACYCLE Pin 22;
CDAK_ Pin 21;
CCYCLERESET_ Pin 20;
S0 Pin 19;
S1 Pin 18;

FSM [S1, S0];

"states
idle ^b000;
reqbus ^b001;
cycle ^b010;
dmafork ^b011;

state_diagram FSM

state idle:
CDMAHOLDREQ =0;
CDMACYCLE =0;
CDAK_ =1;
CCYCLERESET_ =1;
if [(PCHOLDREQ==0) & (CDRQ==1) & (PDMAHOLDREQ==0)] then reqbus
else idle;

state reqbus:
CDMAHOLDREQ =1;
CDMACYCLE =0;
CDAK_ =1;
CCYCLERESET_ =0;
if [(CYCLEOVER==0) & (HOLDA_==0)] then cycle
else reqbus;

state cycle:
```

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CDMAHOLDREQ = 1;
CDMACYCLE = 1;
CDAK_ = 0;
CCYCLERESET_ = 1;
if (CYCLEOVER==1) then dmafork
else cycle;

state dmafork:
  CDMAHOLDREQ = 1;
  CDMACYCLE = 0;
  CDAK_ = 1;
  CCYCLERESET_ = 1;
  if (CDRQ==1) then reqbus
  else idle;

end FSM_maker

module FSM_maker

    U5 device 'P22V10';

    "inputs
    CLK Pin 1;
PDRQ Pin 2;
PCHOLDREQ Pin 3;
HOLDA_ Pin 4;
CYCLEOVER Pin 5;
CDMAHOLDREQ Pin 6;

    "outputs
    PDMAHOLDREQ Pin 23;
PDMACYCLE Pin 22;
PDAK_ Pin 21;
PCYCLERESET_ Pin 20;
S0 Pin 19;
S1 Pin 18;

    FSM = [S1, S0];

    "states
    idle = ^b000;
reqbus = ^b001;
cycle = ^b010;
dmafork = ^b011;

state_diagram FSM

state idle:
PDMAHOLDREQ =0;
PDMACYCLE =0;
PDAK_ =1;
PCYCLERESET_ =1;
if [(PCHOLDREQ==0) & (PDRQ==1) & (CDMAHOLDREQ==0)] then
  reqbus
else
  idle;

state reqbus:
  PDMAHOLDREQ =1;
PDMACYCLE =0;
PDAK_ =1;
PCYCLERESET_ =0;
  if [(CYCLEOVER==0) & (HOLDA_=0) & (CDMAHOLDREQ==0)] then cycle
  else
    reqbus;

state cycle:
  PDMAHOLDREQ =1;
PDMACYCLE =1;
PDAK_ =0;
PCYCLERESET_ =1;
  if (CYCLEOVER==1) then dmafork
  else
    cycle;

state dmafork:
  PDMAHOLDREQ =1;
PDMACYCLE =0;
PDAK_ =1;
PCYCLERESET_ =1;
  if (PDRQ==1) then reqbus
  else
    idle;

end FSM_maker