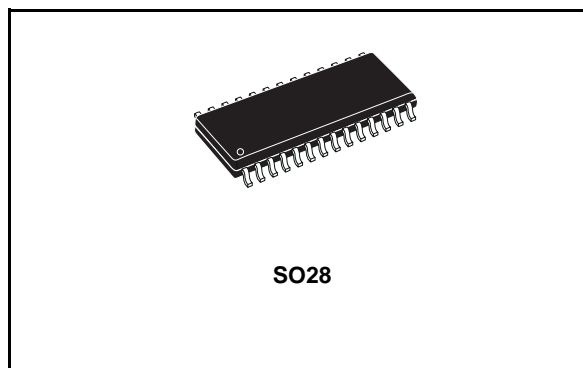


## MPEG 2.5 LAYER III AUDIO DECODER

- SINGLE CHIP MPEG2 LAYER 3 DECODER SUPPORTING:
  - All features specified for Layer III in ISO/IEC 11172-3 (MPEG 1 Audio) except 44.1KHz Audio
  - All features specified for Layer III 2 channels in ISO/IEC13818-3.2 (MPEG 2 Audio) except 22.05KHz Audio
  - Lower sampling frequencies syntax extension, (not specified by ISO) called MPEG 2.5 except 11.025KHz Audio
- DECODES LAYER III STEREO CHANNELS, DUAL CHANNEL, SINGLE CHANNEL (MONO)
- SUPPORTING THE MPEG 1 & 2 SAMPLING FREQUENCIES AND THE EXTENSION TO MPEG 2.5:
  - 48, 32, 24, 16, 12, 8 KHz
- ACCEPTS MPEG 2.5 LAYER III ELEMENTARY COMPRESSED BITSTREAM WITH DATA RATE FROM 8 Kbit/s UP TO 128 Kbit/s
- DIGITAL VOLUME CONTROL
- DIGITAL BASS & TREBLE CONTROL
- SERIAL BITSTREAM INPUT INTERFACE
- ANCILLARY DATA EXTRACTION VIA I2C INTERFACE.
- SERIAL PCM OUTPUT INTERFACE (I<sup>2</sup>S AND OTHER FORMATS)
- PLL FOR INTERNAL CLOCK AND FOR OUTPUT PCM CLOCK GENERATION
- LOW POWER DATA ELABORATION FOR POWER CONSUMPTION OPTIMISATION
- CRC CHECK AND SYNCHRONISATION ERROR DETECTION WITH SOFTWARE INDICATORS
- I<sup>2</sup>C CONTROL BUS
- LOW POWER 3.3V CMOS TECHNOLOGY
- 14.72MHz EXTERNAL INPUT CLOCK OR BUILT-IN XTAL OSCILLATOR



### APPLICATIONS

- STARMAN SATELLITE RADIO RECEIVER

### DESCRIPTION

The STA003T is a fully integrated high flexibility MPEG Layer III Audio Decoder, capable of decoding Layer III compressed elementary streams, as specified in MPEG 1 and MPEG 2 ISO standards. The device decodes also elementary streams compressed by using low sampling rates, as specified by MPEG 2.5.

STA003T receives the input data through a Serial Input Interface. The decoded signal is a stereo, mono, or dual channel digital output that can be sent directly to a D/A converter, by the PCM Output Interface. This interface is software programmable to adapt the STA003T digital output to the most common DACs architectures used on the market.

The functional STA003T chip partitioning is described in Fig.1.

Figure 1. BLOCK DIAGRAM: MPEG 2.5 Layer III Decoder Hardware Partitioning.

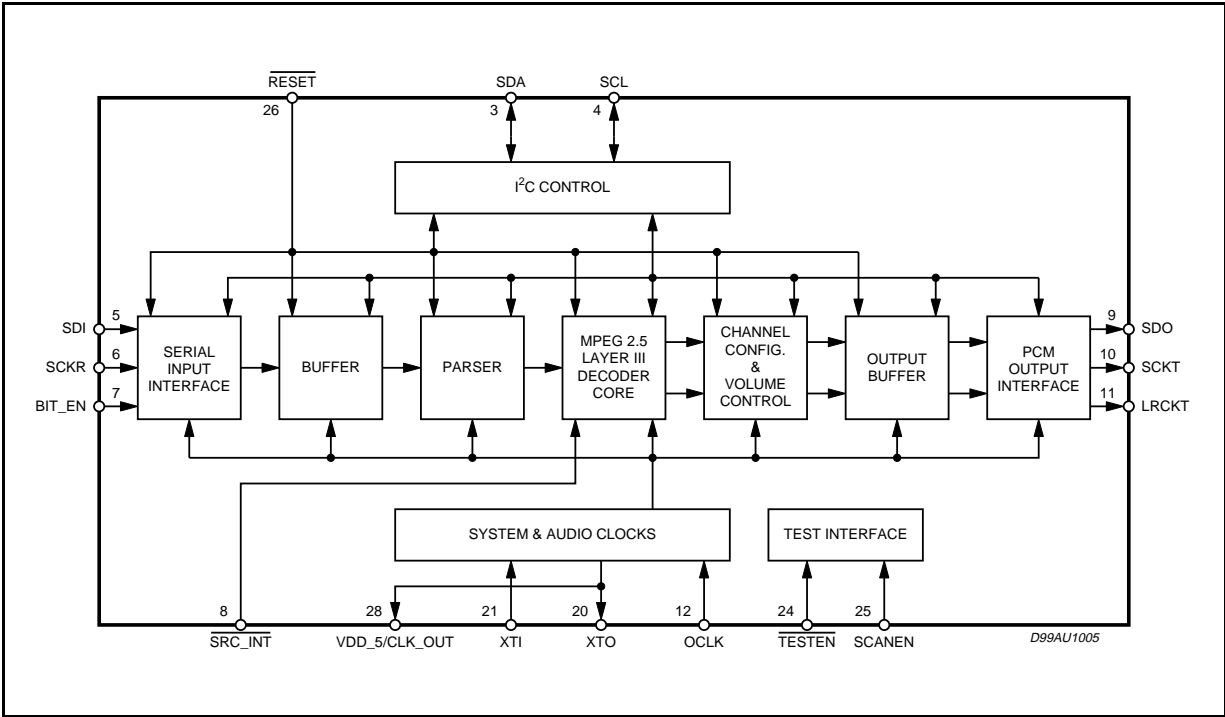


Figure 2. PIN CONNECTION

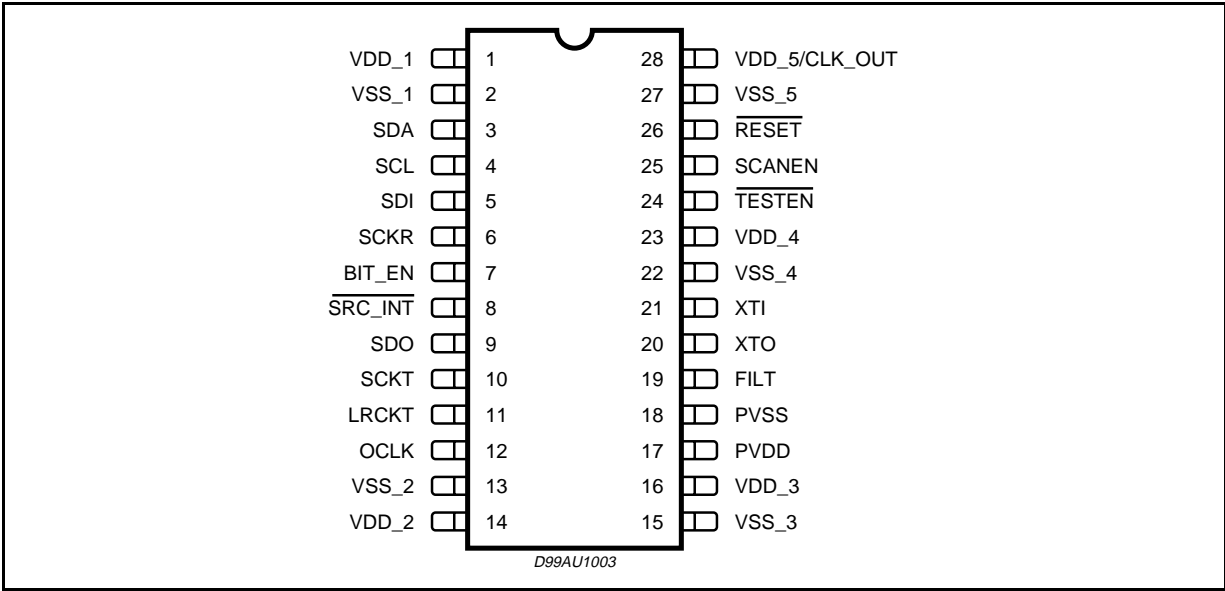


Fig. 2 describes the STA003T pinout in SO28 package

THERMAL DATA

Symbol	Parameter	Value	Unit
R <sub>th j-amb</sub>	Thermal resistance Junction to Ambient	85	°C/W

## PIN DESCRIPTION

Type	Pin Name	Type	Function	PAD Description
1	VDD_1		Supply Voltage	
2	VSS_1		Ground	
3	SDA	I/O	I <sup>2</sup> C Serial Data + Acknowledge	CMOS Input Pad Buffer CMOS 4mA Output Drive
4	SCL	I	I <sup>2</sup> C Serial Clock	CMOS Input Pad Buffer
5	SDI	I	Receiver Serial Data	CMOS Input Pad Buffer
6	SCKR	I	Receiver Serial Clock	CMOS Input Pad Buffer
7	BIT_EN	I	Bit Enable	CMOS Input Pad Buffer with pull up
8	SRC_INT	I	Interrupt Line For S.R. Control	CMOS Input Pad Buffer
9	SDO	O	Transmitter Serial Data (PCM Data)	CMOS 4mA Output Drive
10	SCKT	O	Transmitter Serial Clock	CMOS 4mA Output Drive
11	LRCLKT	O	Transmitter Left/Right Clock	CMOS 4mA Output Drive
12	CLK	I/O	Oversampling Clock for DAC	CMOS Input Pad Buffer CMOS 4mA Output Drive
13	VSS_2		Ground	
14	VDD_2		Supply Voltage	
15	VSS_3		Ground	
16	VDD_3		Supply Voltage	
17	PVDD		PLL Power	
18	PVSS		PLL Ground	
19	FILT	O	PLL Filter Ext. Capacitor Conn.	
20	XTO	O	Crystal Output	CMOS 4mA Output Drive
21	XTI	I	Crystal Input (Clock Input)	Specific Level Input Pad (see paragraph 2.1)
22	VSS_4		Ground	
23	VDD_4		Supply Voltage	
24	TESTEN	I	Test Enable	CMOS Input Pad Buffer with pull up
25	SCANEN	I	Scan Enable	CMOS Input Pad Buffer
26	RESET	I	System Reset	CMOS Input Pad Buffer with pull up
27	VSS_5		Ground	
28	VDD_5/CLK_OUT		Power/14.72MHz Buffered Output Clock	CMOS 4mA Output Drive

**Note:** In functional mode TESTEN must be connected to VDD, SCANEN to ground.

## ABSOLUTE MAXIMUM RATINGS

Symbol	Parameter	Value	Unit
V <sub>DD</sub>	Power Supply	-0.3 to 4	V
V <sub>i</sub>	Voltage on Input pins	-0.3 to V <sub>DD</sub> +0.3	V
V <sub>o</sub>	Voltage on output pins	-0.3 to V <sub>DD</sub> +0.3	V
T <sub>stg</sub>	Storage Temperature	-40 to +150	°C
T <sub>oper</sub>	Operative ambient temp	-20 to +85	°C

**1. ELECTRICAL CHARACTERISTICS:**  $V_{DD} = 3.3V \pm 0.3V$ ;  $T_{amb} = 0$  to  $70^{\circ}C$ ;  $R_g = 50\Omega$  unless otherwise specified

#### DC OPERATING CONDITIONS

Symbol	Parameter	Value
$V_{DD}$	Power Supply Voltage	2.7 to 3.6V
$T_j$	Operating Junction Temperature	-20 to $125^{\circ}C$

#### GENERAL INTERFACE ELECTRICAL CHARACTERISTICS

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit	Note
$I_{IL}$	Low Level Input Current Without pull-up device	$V_i = 0V$	-10		10	$\mu A$	1
$I_{IH}$	High Level Input Current Without pull-up device	$V_i = V_{DD}$	-10		10	$\mu A$	1
$V_{esd}$	Electrostatic Protection	Leakage $< 1\mu A$	2000			V	2

**Note 1:** The leakage currents are generally very small,  $< 1nA$ . The value given here is a maximum that can occur after an electrostatic stress on the pin.

**Note 2:** Human Body Model.

#### DC ELECTRICAL CHARACTERISTICS

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit	Note
$V_{IL}$	Low Level Input Voltage				$0.2 \cdot V_{DD}$	V	
$V_{IH}$	High Level Input Voltage		$0.8 \cdot V_{DD}$			V	
$V_{OL}$	Low Level Output Voltage	$I_{OL} = Xma$			0.4V	V	1, 2
$V_{OH}$	High Level Output Voltage		$0.85 \cdot V_{DD}$			V	1, 2

**Note 1:** Takes into account 200mV voltage drop in both supply lines.

**Note 2:** X is the source/sink current under worst case conditions and is reflected in the name of the I/O cell according to the drive capability.

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit	Note
$I_{PU}$	Pull-up current	$V_i = 0V$ ; pin numbers 7, 24 and 26	-25	-66	-125	$\mu A$	1
$R_{PU}$	Equivalent Pull-up Resistance			50		$k\Omega$	

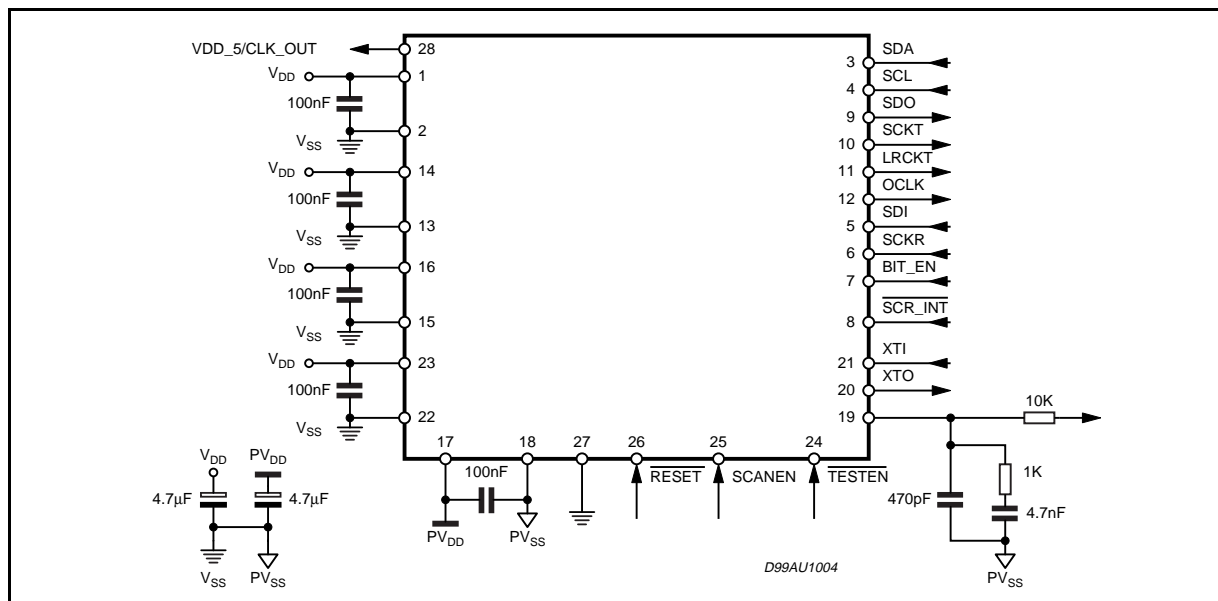
**Note 1:** Min. condition:  $V_{DD} = 2.7V$ ,  $125^{\circ}C$  Min process

Max. condition:  $V_{DD} = 3.6V$ ,  $-20^{\circ}C$  Max.

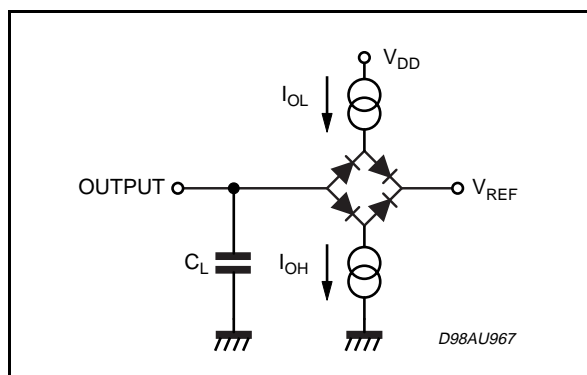
#### POWER DISSIPATION

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit	Note
PD	Power Dissipation @ $V_{DD} = 3V$	Sampling_freq $\leq 24$ kHz		120		mW	
		Sampling_freq $\leq 32$ kHz		125		mW	
		Sampling_freq $\leq 48$ kHz		135		mW	

Figure 3. Test Circuit



Test Load Circuit



Test Load

Output	IOL	IOH	CL	VREF
SDA	1mA		100pF	3.6V
Other Outputs	100μA	100μA	100pF	1.5V

## 2. FUNCTIONAL DESCRIPTION

### 2.1 - Clock Signal

The STA003T input clock is derived from an external source or from a 14.72 MHz crystal.

XTI is an input Pad with specific levels.

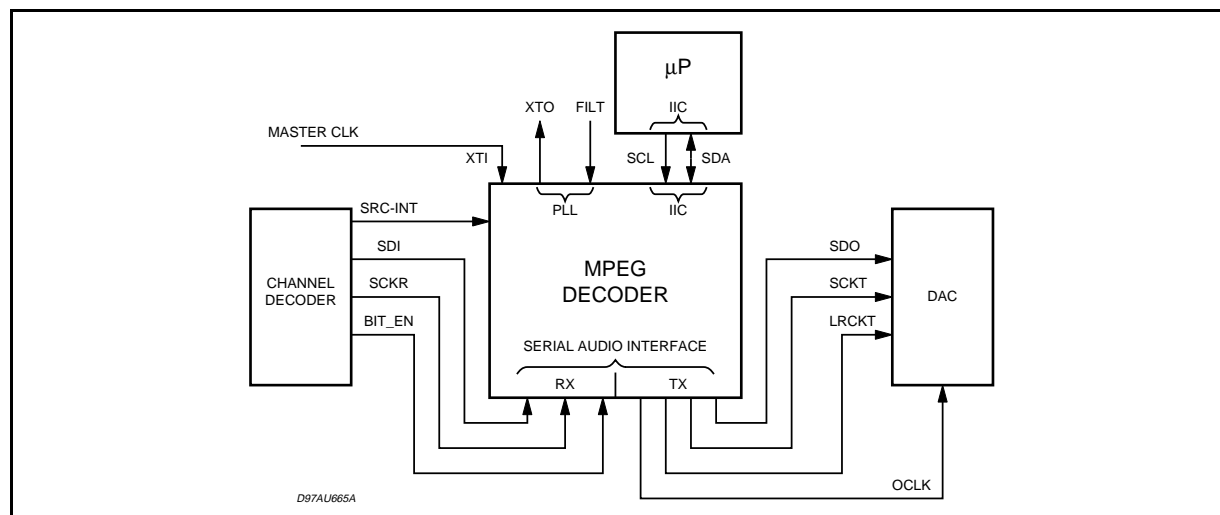
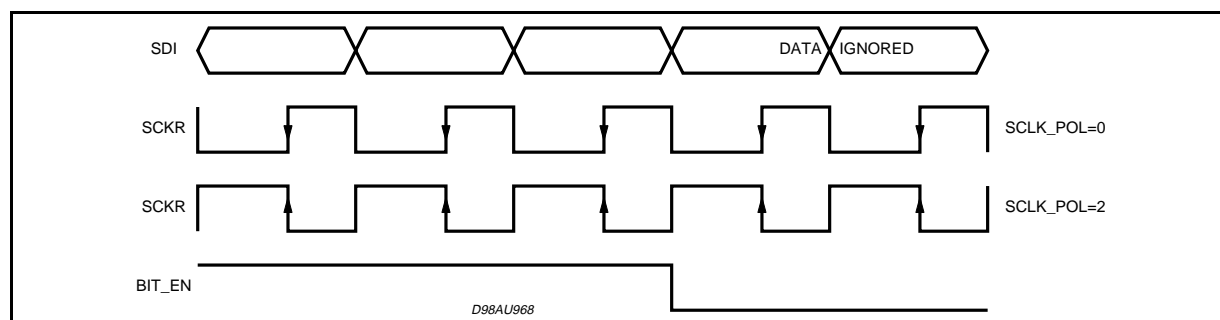
Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit
$V_{IL}$	Low Level Input Voltage				$V_{DD}-1.8$	V
$V_{IH}$	High Level Input Voltage		$V_{DD}-0.8$			V

#### CMOS compatibility

The XTI pad low and high levels are CMOS compatible; XTI pad noise margin is better than typical CMOS pads.

#### TTL compatibility

The XTI pad low level is compatible with TTL while the high level is not compatible (for example if  $V_{DD} = 3V$  TTL min high level = 2.0V while XTI min high level = 2.2V)

**Figure 4.** MPEG Decoder Interfaces.**Figure 5.** Serial Input Interface Clocks

## 2.2 - Serial Input Interface

STA003T receives the input data through the Serial Input Interface (Fig.4). It is a serial communication interface connected to the SDI (Serial Data Input) and SCKR (Receiver Serial Clock).

The interface can be configured to receive data sampled on both rising and falling edge of the SCKR clock. The BIT\_EN pin, when set to low, forces the bitstream input interface to ignore the incoming data. The possible configurations are described in Fig. 5.

The bitstream must be sent MSB first to STA003T.

## 2.3 - PLL & Clocks Generation System

The STA003T has a clock generation system that is used by the device core to adjust the core speed, for power saving, adapting the processing speed to the needs of the decoded audio program. The clocks generation system is even used to generate all the PCM output interface clocks: SCKT, LRCKT, and OCLK.

The block diagram in Fig. 6 is a description of STA003T clocks generation system. The input of

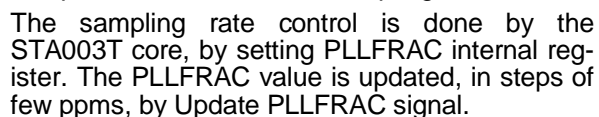
STA003T clocks system is a 14.72MHz input clock.

Internally it is composed by a PLL loop, and the VCO output is fed into a divider stage, used to program the Core speed and the PCM interface clocks. Several registers are programmed by the Layer III decoder core, and by the user, when a specific interface configuration is required.

The PLL can be programmed by a set of registers, as described in the I2C Registers section. The particularity of the STA003T clocks generation system is the possibility to modify the Audio Sampling Frequency (LRCKT) in steps of few ppm to compensate dynamically the audio sampling rate offset between the receiver and the broadcasting station.

The compensation is done by the STA003T core without requiring interaction with the application controller and the sampling rate compensation produces a jittering effect outside the audible range.

The device implements a sampling rate offset control receiving by STA002 (WorldSpace Channel Decoder) a dedicated signal every decoded Broadcast Channel Frame (432ms).



**Figure 7. WorldSpace BC Framing**

## 2.4 - PCM Output Interface

The decoded audio data are output in serial PCM format. The interface consists of the following signals:

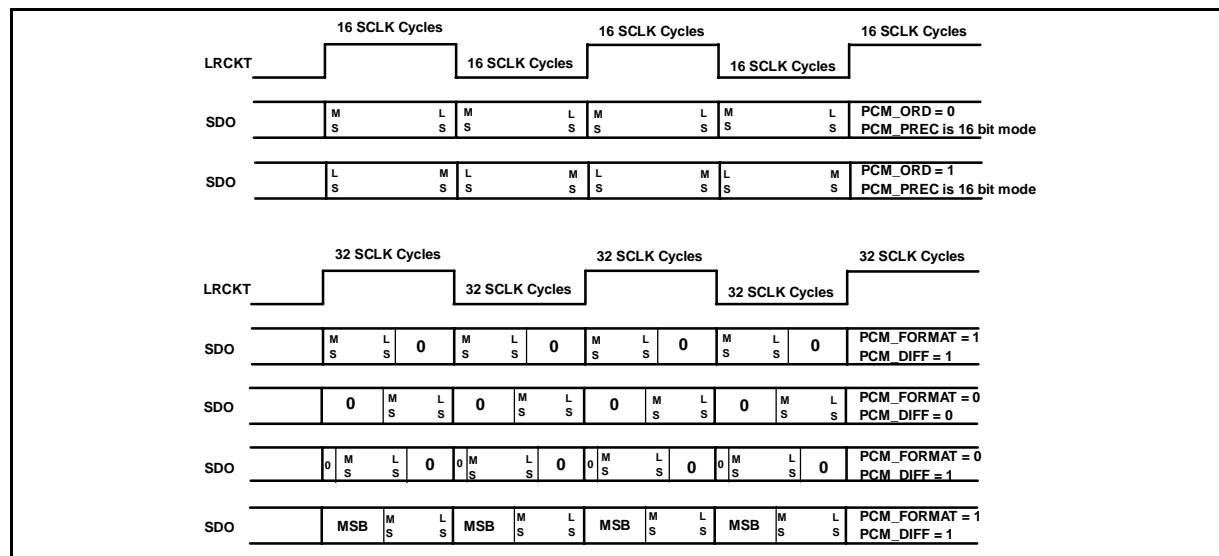
SDO            PCM Serial Data Output  
SCKT           PCM Serial Clock Output  
LRCLK        Left/Right Channel Selection Clock  
The output samples precision is selectable from

16 to 24 bits/word, by setting the output precision (16, 18, 20 and 24 bits) with PCMCONF register. Data can be output either with the most significant bit first (MS) or least significant bit first (LS), selected by writing into a flag of the PCMCONF register.

Figure 8 gives a description of the STA003T PCM Output Formats.

The sample rates set decoded by STA003T is described in Table 1.

**Figure 8.** PCM Output Formats



**Table 1: MPEG Sampling Rates (KHz)**

MPEG 1	MPEG 2	MPEG 2.5
48	24	12
32	16	8

## 2.5 - STA003T Decoding States

There are three different decoder states: **Idle**, **Init**, and **Decode**. Commands to change the decoding states are described in the STA003T I<sup>2</sup>C registers description.

### Idle Mode

In this mode the decoder is waiting for the RUN command. This mode should be used to initialise the configuration register of the device. The DAC connected to STA003T can be initialised during this mode (set MUTE to 1).

PLAY	MUTE	Clock State	PCM Output
X	0	Not Running	0
X	1	Running	0

### Init Mode

"PLAY" and "MUTE" changes are ignored in this mode. The internal state of the decoder will be updated only when the decoder changes from the state "init" to the state "decode". The "init" phase ends when the first decoded samples are at the output stage of the device.

### Decode Mode

This mode is completely described by the following table:

PLAY	MUTE	Clock State	PCM Output	Decoding
0	0	Not Running	0	No
0	1	Running	0	No
1	0	Running	Decoded Samples	Yes
1	1	Running	0	Yes



### 3 - I<sup>2</sup>C BUS SPECIFICATION

The STA003T supports the I<sup>2</sup>C protocol. This protocol defines any device that sends data on to the bus as a transmitter and any device that reads the data as a receiver. The device that controls the data transfer is known as the master and the others as the slave. The master always starts the transfer and provides the serial clock for synchronisation. The STA003T is always a slave device in all its communications.

#### 3.1 - COMMUNICATION PROTOCOL

##### 3.1.0 - Data transition or change

Data changes on the SDA line must only occur when the SCL clock is low. SDA transition while the clock is high are used to identify START or STOP condition.

##### 3.1.1 - Start condition

START is identified by a high to low transition of the data bus SDA signal while the clock signal SCL is stable in the high state. A START condition must precede any command for data transfer.

##### 3.1.2 - Stop condition

STOP is identified by low to high transition of the data bus SDA signal while the clock signal SCL is stable in the high state. A STOP condition terminates communications between STA003T and the bus master.

##### 3.1.3 - Acknowledge bit

An acknowledge bit is used to indicate a successful data transfer. The bus transmitter, either master or slave, releases the SDA bus after sending 8 bit of data.

During the 9th clock pulse the receiver pulls the SDA bus low to acknowledge the receipt of 8 bits of data.

##### 3.1.4 - Data input

During the data input the STA003T samples the

SDA signal on the rising edge of the clock SCL.

For correct device operation the SDA signal has to be stable during the rising edge of the clock and the data can change only when the SCL line is low.

#### 3.2 - DEVICE ADDRESSING

To start communication between the master and the STA003T, the master must initiate with a start condition. Following this, the master sends onto the SDA line 8 bits (MSB first) corresponding to the device select address and read or write mode.

The 7 most significant bits are the device address identifier, corresponding to the I<sup>2</sup>C bus definition. For the STA003T these are fixed as 1000011.

The 8th bit (LSB) is the read or write operation RW, this bit is set to 1 in read mode and 0 for write mode. After a START condition the STA003T identifies on the bus the device address and, if a match is found, it acknowledges the identification on SDA bus during the 9th bit time. The following byte after the device identification byte is the internal space address.

#### 3.3 - WRITE OPERATION (see fig. 9)

Following a START condition the master sends a device select code with the RW bit set to 0.

The STA003T acknowledges this and waits for the byte of internal address.

After receiving the internal bytes address the STA003T again responds with an acknowledge.

##### 3.3.1 - Byte write

In the byte write mode the master sends one data byte, this is acknowledged by STA003T. The master then terminates the transfer by generating a STOP condition.

##### 3.3.2 - Multibyte write

The multibyte write mode can start from any internal address. The transfer is terminated by the master generating a STOP condition.

**Figure 9.** Write Mode Sequence

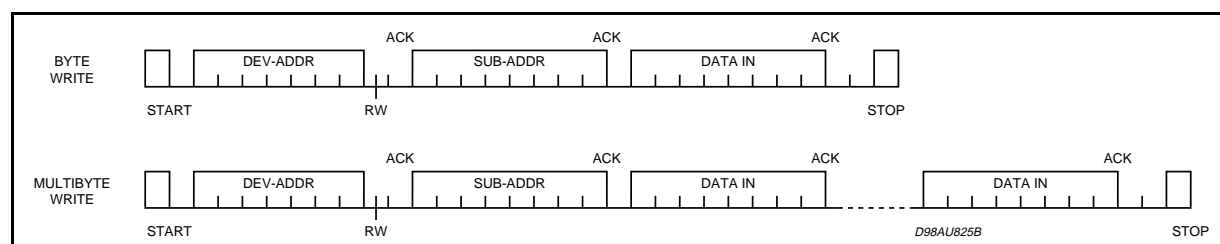
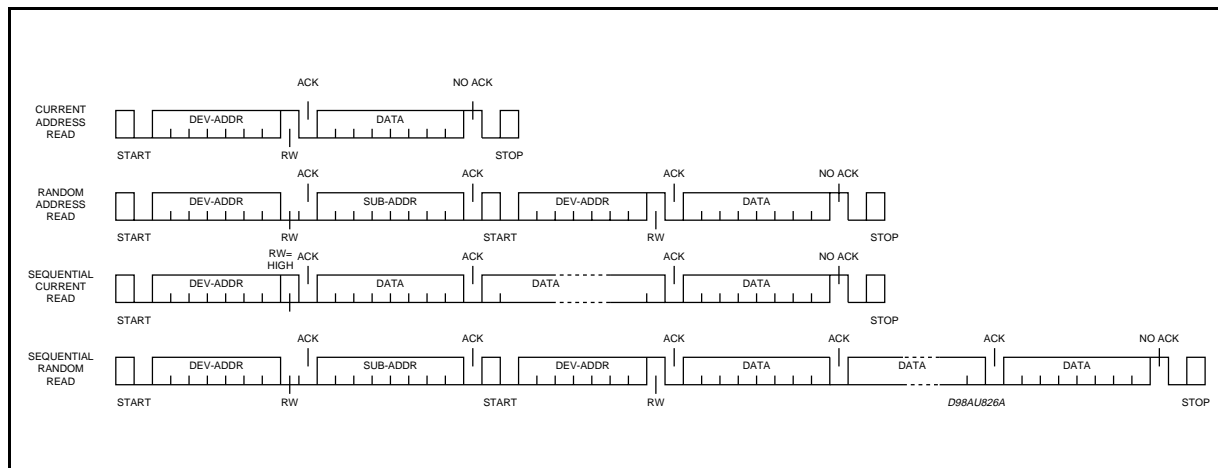


Figure 10. Read Mode Sequence



### 3.4 - READ OPERATION (see Fig. 10)

#### 3.4.1 - Current byte address read

The STA003T has an internal byte address counter. Each time a byte is written or read, this counter is incremented.

For the current byte address read mode, following a START condition the master sends the device address with the RW bit set to 1.

The STA003T acknowledges this and outputs the byte addressed by the internal byte address counter. The master does not acknowledge the received byte, but terminates the transfer with a STOP condition.

#### 3.4.2 - Sequential address read

This mode can be initiated with either a current address read or a random address read. However in this case the master does acknowledge the data byte output and the STA003T continues to output the next byte in sequence.

To terminate the streams of bytes the master

does not acknowledge the last received byte, but terminates the transfer with a STOP condition. The output data stream is from consecutive byte addresses, with the internal byte address counter automatically incremented after one byte output.

## 4 - I<sup>2</sup>C REGISTERS

The following table gives a description of the MPEG Source Decoder (STA003T) register list.

The first column (HEX\_COD) is the hexadecimal code for the sub-address.

The second column (DEC\_COD) is the decimal code.

The third column (DESCRIPTION) is the description of the information contained in the register.

The fourth column (RESET) indicates the reset value if any. When no reset value is specified, the default is "undefined".

The fifth column (R/W) is the flag to distinguish register "read only" and "read and write", and the useful size of the register itself.

Each register is 8 bit wide. The master shall operate reading or writing on 8 bits only.

## I<sup>2</sup>C REGISTERS

HEX_COD	DEC_COD	DESCRIPTION	RESET	R/W
0x00	0	VERSION		R (8)
0x01	1	IDENT	0xAC	R (8)
0x05	5	PLLCTL [7:0]	0x21	R/W (8)
0x06	6	PLLCTL_M	0x0C	R/W (8)
0x07	7	PLLCTL_N	0x00	R/W (8)
0x0B	11	reserved		
0x0C	12	reserved		
0x0D	13	SCLK_POL	0x04	R/W (8)
0x0F	15	ERROR_CODE	0x00	R (8)

I<sup>2</sup>C REGISTERS (continued)

HEX_COD	DEC_COD	DESCRIPTION	RESET	R/W
0x10	16	SOFT_RESET	0x00	W (8)
0x13	19	PLAY	0x01	R/W(8)
0x14	20	MUTE	0x00	R/W(8)
0x16	22	CMD_INTERRUPT	0x00	R/W(8)
0x18	24	reserved		
0x40	64	SYNCSTATUS	0x00	R (8)
0x41	65	ANCCOUNT_L	0x00	R (8)
0x42	66	ANCCOUNT_H	0x00	R (8)
0x43	67	HEAD_H[23:16]	0x00	R(8)
0x44	68	HEAD_M[15:8]	0x00	R(8)
0x45	69	HEAD_L[7:0]	0x00	R(8)
0x46	70	DLA	0x00	R/W (8)
0x47	71	DLB	0xFF	R/W (8)
0x48	72	DRA	0x00	R/W (8)
0x49	73	DRB	0xFF	R/W (8)
0x54	84	PCMDIVIDER	0x01	R/W (8)
0x55	85	PCMCONF	0x21	R/W (8)
0x56	86	PCMCROSS	0x00	R/W (8)
0x59	89	ANC_DATA_1 [7:0]	0x00	R (8)
0x5A	90	ANC_DATA_2 [15:8]	0x00	R (8)
0x5B	91	ANC_DATA_3 [23:16]	0x00	R (8)
0x5C	92	ANC_DATA_4 [31:24]	0x00	R (8)
0x5D	93	ANC_DATA_5 [39:32]	0x00	R (8)
0x61	97	MFSDF (X)	0x0F	R/W (8)
0x63	99	DAC_CLK_MODE	0x00	R/W (8)
0x64	100	PLLFRAC_L	0xC8	R/W (8)
0x65	101	PLLFRAC_H	0x59	R/W (8)
0x67	103	FRAME_CNT_L	0x00	R (8)
0x68	104	FRAME_CNT_M	0x00	R (8)
0x69	105	FRAME_CNT_H	0x00	R (8)
0x6A	106	AVERAGE_BITRATE	0x00	R (8)
0x71	113	SOFTVERSION		R (8)
0x72	114	RUN	0x00	R/W (8)
0x77	119	TREBLE_FREQUENCY_LOW	0x00	R/W (8)
0x78	120	TREBLE_FREQUENCY_HIGH	0x00	R/W (8)
0x79	121	BASS_FREQUENCY_LOW	0x00	R/W (8)
0x7A	122	BASS_FREQUENCY_HIGH	0x00	R/W (8)
0x7B	123	TREBLE_ENHANCE	0x00	R/W (8)
0x7C	124	BASS_ENHANCE	0x00	R/W (8)
0x7D	125	TONE_ATTEN	0x00	R/W (8)

Note:

- 1) The HEX\_COD is the hexadecimal adress that the microcontroller has to generate to access the information.
- 2) RESERVED: register used for production test only, or for future use.

#### 4.1 - STA003T REGISTERS DESCRIPTION

The STA003T device includes 128 I<sup>2</sup>C registers. In this document, only the user-oriented registers are described. The undocumented registers are reserved. These registers must never be accessed (in Read or in Write mode). The Read-Only registers must never be written.

The following table describes the meaning of the abbreviations used in the I2C registers description:

Symbol	Comment
NA	Not Applicable
UND	Undefined
NC	No Charge
RO	Read Only
WO	Write Only
R/W	Read and Write
R/WS	Read, Write in specific mode

#### VERSION

Address: 0x00

Type: RO

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
V8	V7	V6	V5	V4	V3	V2	V1

The VERSION register is read-only and it is used to identify the IC on the application board.

#### IDENT

Address: 0x01

Type: RO

Software Reset: 0xAC

Hardware Reset: 0xAC

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
1	0	1	0	1	1	0	0

IDENT is a read-only register and is used to identify the IC on an application board. IDENT always has the value "0xAC"

#### PLLCTL

Address: 0x05

Type: R/W

Software Reset: 0x21

Hardware Reset: 0x21

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
XTO_BUF	XTODIS	OCLKEN	SYS2OCLK	PPLDIS	XTI2DSPCLK	XTI2OCLK	UPD_FRAC

**UPD\_FRAC:** when is set to 1, updates FRAC in the switching circuit. It is set to 1 after autoboot.

**XTI2OCLK:** when is set to 1, uses the XTI as input of the divider X instead of VCO output. It is set to 0 on HW reset.

**XTI2DSPCLK:** when is set to 1, uses the XTI as input of the divider S instead of VCO output. It is set to 0 on HW reset.

**PPLDIS:** when set to 1, the VCO output is disabled. It is set to 0 on HW reset.

**SYS2OCLK:** when is set to 1, the OCLK frequency is equal to the system frequency. It is useful for testing. It is set to 0 on HW reset.

**OCLKEN:** when is set to 1, the OCLK pad is enable as output pad. It is set to 1 on HW reset.

**XTODIS:** when is set to 1, the XTO pad is disabled. It is set to 0 on HW reset.

**XTO\_BUF:** when this bit is set, the pin nr. 28 (VDD\_5/CLK\_OUT) is enabled as buffered (4mA) master clock output (CLK\_OUT). It is set to 0 after autoboot.

#### PLLCTL\_M

Address: 0x06

Type: R/W

Software Reset: 0x0C

Hardware Reset: 0x0C

#### PLLCTL\_N

Address: 0x07

Type: R/W

Software Reset: 0x00

Hardware Reset: 0x00

The M and N registers are used to configure the STA003T PLL by DSP embedded software.

M and N registers are R/W type but they are completely controlled, on STA003T, by DSP software.

**SCKL\_POL****Address: 0x0D**

Type: R/W

Software Reset: 0x04

Hardware Reset: 0x04

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	X	0	0	0	(1)
					1	0	0	(2)

X = don't care

SCKL\_POL is used to select the working polarity of the Input Serial Clock (SCKR).

- (1) If SCKL\_POL is set to 0x00, the data (SDI) are sent with the falling edge of SCKR and sampled on the rising edge.
- (2) If SCKL\_POL is set to 0x04, the data (SDI) are sent with the rising edge of SCKR and sampled on the falling edge.

**ERROR\_CODE****Address: 0x0F**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	0	0	0	0	(1)
				0	0	0	1	(2)
				0	0	1	0	(3)

X = don't care

ERROR\_CODE register contains the last error occurred if any. The codes can be as follows:

Code	Description
(1) 0x00	No error since the last SW or HW Reset
(2) 0x01	CRC Failure
(3) 0x02	DATA not available

**SOFT\_RESET****Address: 0x10**

Type: WO

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	X	X	X	0	
							1	

X = don't care; 0 = normal operation; 1 = reset

When this register is written, a soft reset occurs. The STA003T core command register and the interrupt register are cleared. The decoder goes in to idle mode.

**PLAY****Address: 0x13**

Type: R/W

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	X	X	X	0	
							1	

X = don't care; 0 = normal operation; 1 = play

The PLAY command is handled according to the state of the decoder, as described in section 2.5. PLAY only becomes active when the decoder is in DECODE mode.

**MUTE**
**Address: 0x14**

Type: R/W

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	X	X	X	X	0
							1

X = don't care; 0 = normal operation; 1 = mute

The MUTE command is handled according to the state of the decoder, as described in section 2.5.

MUTE sets the clock running.

non-zero value.

**SYNCSTATUS**
**Address: 0x40**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

MSB						LSB		Description
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	X	X	SS1	SS0	
						0	0	Research of sync word
						0	1	Wait for Confirmation
						1	0	Synchronised
						1	1	not used

**CMD\_INTERRUPT**
**Address: 0x16**

Type: R/W

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	X	X	X	X	0
							1

X = don't care;

0 = normal operation;

1 = write into I<sup>2</sup>C/Ancillary Data

The INTERRUPT is used to give STA003T the command to write into the I2C/Ancillary Data Buffer (Registers: 0x59 ... 0x5D). Every time the Master has to extract the new buffer content (5 bytes) it writes into this register, setting it to a

**ANCCOUNT\_L****Address: 0x41**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0

**ANCCOUNT\_H****Address: 0x42**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

ANCCOUNT\_H

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
AC15	AC14	AC13	AC12	AC11	AC10	AC9	AC8

ANCCOUNT registers are logically concatenated and indicate the number of Ancillary Data bits available at every correctly decoded MPEG frame.

**HEAD\_H[23:16]**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	H20	H19	H18	H17	H16

x = don't care

**HEAD\_M[15:8]**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
H15	H14	H13	H12	H11	H10	H9	H8

**HEAD\_L[7:0]**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
H7	H6	H5	H4	H3	H2	H1	H0

**Address: 0x43, 0x44, 0x45**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

Head[1:0] emphasis

Head[2] original/copy

Head[3] copyrightHead

[5:4] mode extension

Head[7:6] mode

Head[8] private bit

Head[9] padding bit

Head[11:10] sampling frequency index

Head[15:12] bitrate index

Head[16] protection bit

Head[18:17] layer

Head[19] ID

Head[20] ID\_ex

The HEAD registers can be viewed as logically concatenated to store the MPEG Layer III Header content. The set of three registers is updated every time the synchronisation to the new MPEG frame is achieved .

The meaning of the flags are shown in the following tables:

#### MPEG IDs

IDex	ID	
0	0	MPEG 2.5
0	1	reserved
1	0	MPEG 2
1	1	MPEG 1

#### Layer

in Layer III these two flags must be set always to "01".

#### Protection\_bit

It equals "1" if no redundancy has been added and "0" if redundancy has been added.

#### Bitrate\_index

indicates the bitrate (Kbit/sec) depending on the MPEG ID.

bitrate index	ID = 1	ID = 0
'0000'	free	free
'0001'	32	8
'0010'	40	16
'0011'	48	24
'0100'	56	32
'0101'	64	40
'0110'	80	48
'0111'	96	56
'1000'	112	64
'1001'	128	80
'1010'	not supported	96
'1011'	not supported	112
'1100'	not supported	128
'1101'	not supported	not supported
'1110'	not supported	not supported
'1111'	forbidden	forbidden

#### Sampling Frequency

indicates the sampling frequency of the encoded audio signal (KHz) depending on the MPEG ID

Sampling Frequency	MPEG1	MPEG2	MPEG2.5
'00'	not supported	not supported	not supported
'01'	48	24	12
'10'	32	16	8
'11'	reserved	reserved	reserved

#### Padding bit

if this bit equals '1', the frame contains an additional slot to adjust the mean bitrate to the sampling frequency, otherwise this bit is set to '0'.

#### Private bit

Bit for private use. This bit will not be used in the future by ISO/IEC.

#### Mode

Indicates the mode according to the following table. The joint stereo mode is intensity\_stereo and/or ms\_stereo.

mode	mode specified
'00'	stereo
'01'	joint stereo (intensity_stereo and/or ms_stereo)
'10'	dual_channel
'11'	single_channel (mono)

#### Mode extension

These bits are used in joint stereo mode. They indicate which type of joint stereo coding method is applied. The frequency ranges, over which the intensity\_stereo and ms\_stereo modes are applied, are implicit in the algorithm.

#### Copyright

If this bit is equal to '0', there is no copyright on the bitstream, '1' means copyright protected.

#### Original/Copy

This bit equals '0' if the bitstream is a copy, '1' if it is original.

#### Emphasis

Indicates the type of de-emphasis that shall be used.

emphasis	emphasis specified
'00'	none
'01'	50/15 microseconds
'10'	reserved
'11'	CCITT J,17



**DLA****Address: 0x46**

Type: R/W

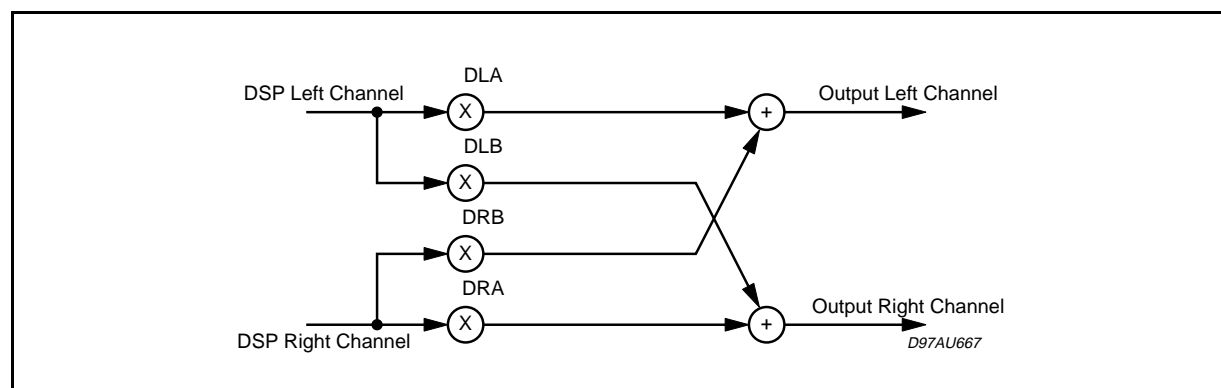
Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB				Description
b7	b6	b5	b4	b3	b2	b1	b0	OUTPUT ATTENUATION
DLA7	DLA6	DLA5	DLA4	DLA3	DLA2	DLA1	DLA0	
0	0	0	0	0	0	0	0	NO ATTENUATION
0	0	0	0	0	0	0	1	-1dB
0	0	0	0	0	0	1	0	-2dB
:	:	:	:	:	:	:	:	:
0	1	1	0	0	0	0	0	-96dB

DLA register is used to attenuate the level of audio output at the Left Channel using the butterfly shown in Fig. 11. When the register is set to

255 (0xFF), the maximum attenuation is achieved.  
A decimal unit correspond to an attenuation step of 1 dB.

**Figure 11.** Volume Control and Output Setup**DLB****Address: 0x47**

Type: R/W

Software Reset: 0xFF

Hardware Reset: 0xFF

MSB				LSB				Description
b7	b6	b5	b4	b3	b2	b1	b0	OUTPUT ATTENUATION
DLB7	DLB6	DLB5	DLB4	DLB3	DLB2	DLB1	DLB0	
0	0	0	0	0	0	0	0	NO ATTENUATION
0	0	0	0	0	0	0	1	-1dB
0	0	0	0	0	0	1	0	-2dB
:	:	:	:	:	:	:	:	:
0	1	1	0	0	0	0	0	-96dB

DLB register is used to re-direct the Left Channel on the Right, or to mix both the Channels.

Default value is 0x00, corresponding at the maximum attenuation in the re-direction channel.

**DRA**
**Address: 0x48**

Type: R/W

Software Reset: 0X00

Hardware Reset: 0X00

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	Description
DRA7	DRA6	DRA5	DRA4	DRA3	DRA2	DRA1	DRA0	OUTPUT ATTENUATION
0	0	0	0	0	0	0	0	NO ATTENUATION
0	0	0	0	0	0	0	1	-1dB
0	0	0	0	0	0	1	0	-2dB
:	:	:	:	:	:	:	:	:
0	1	1	0	0	0	0	0	-96dB

DRA register is used to attenuate the level of audio output at the Right Channel using the butterfly shown in Fig. 11. When the register is set to

255 (0xFF), the maximum attenuation is achieved.  
A decimal unit correspond to an attenuation step of 1 dB.

**DRB**
**Address: 0x49**

Type: R/W

Software Reset: 0xFF

Hardware Reset: 0xFF

MSB				LSB				
b7	b6	b5	b4	b3	b2	b1	b0	Description
DRB7	DRB6	DRB5	DRB4	DRB3	DRB2	DRB1	DRB0	OUTPUT ATTENUATION
0	0	0	0	0	0	0	0	NO ATTENUATION
0	0	0	0	0	0	0	1	-1dB
0	0	0	0	0	0	1	0	-2dB
:	:	:	:	:	:	:	:	:
0	1	1	0	0	0	0	0	-96dB

DRB register is used to re-direct the Right Channel on the Left, or to mix both the Channels.

Default value is 0x00, corresponding at the maximum attenuation in the re-direction channel.

**PCMDIVIDER**
**Address: 0x54**

Type: RW

Software Reset: 0x01

Hardware Reset: 0x01

7	6	5	4	3	2	1	0
PD7	PD6	PD5	PD4	PD3	PD2	PD1	PD0

PCMDIVIDER is used to set the frequency ratio between the OCLK (Oversampling Clock for

DACs), and the SCKT (Serial Audio Transmitter Clock).

The relation is the following:

$$\text{SCKT\_freq} = \frac{\text{OCLK\_freq}}{2 (1 + \text{PCMDIVIDER})}$$

The Oversampling Factor (O\_FAC) is related to OCLK and SCKT by the following expression:

- 1)  $OCLK\_freq = O\_FAC * LRCKT\_Freq$   
(DAC relation)
- 2)  $OCLK\_Freq = 2 * (1+PCMDIVIDER) * 32 * LRCKT\_Freq$  (when 16 bit PCM mode is used)
- 3)  $OCLK\_Freq = 2 * (1+PCMDIVIDER) * 64 * LRCKT\_Freq$  (when 32 bit PCM mode is used)
- 4)  $PCMDIVIDER = (O\_FAC/64) - 1$  in 16 bit mode
- 5)  $PCMDIVIDER = (O\_FAC/128) - 1$  in 32 bit mode

Example for setting:

MSB				LSB				Description	
b7	b6	b5	b4	b3	b2	b1	b0		
PD7	PD6	PD5	PD4	PD3	PD2	PD1	PD0		
0	0	0	0	0	1	1	1	16 bit mode	512 x Fs
0	0	0	0	0	1	0	1	16 bit mode	384 x Fs
0	0	0	0	0	0	1	1	16 bit mode	256 x Fs
0	0	0	0	0	0	1	1	32 bit mode	512 x Fs
0	0	0	0	0	0	1	0	32 bit mode	384 x Fs
0	0	0	0	0	0	0	1	32 bit mode	256 x Fs

for 16 bit PCM Mode

O\_FAC = 512 ; PCMDIVIDER = 7

O\_FAC = 256 ; PCMDIVIDER = 3

O\_FAC = 384 ; PCMDIVIDER = 5

for 32 bit PCM Mode

O\_FAC = 512 ; PCMDIVIDER = 3

O\_FAC = 256 ; PCMDIVIDER = 1

O\_FAC = 384 ; PCMDIVIDER = 2

## PCMCONF

**Address: 0x55**

Type: R/W

Software Reset: 0x21

Hardware Reset: 0x21

MSB				LSB				Description
b7	b6	b5	b4	b3	b2	b1	b0	
X	ORD	DIF	INV	FOR	SCL	PREC [1]	PREC ([0]	
X	1							PCM order the LS bit is transmitted First
X	0							PCM order the MS bit is transmitted First
X		0						The word is right padded
X		1						The word is left padded
X			1					LRCKT Polarity compliant to I2S format
X			0					LRCKT Polarity inverted
X				0				I2S format
X				1				Different formats
X					1			Data are sent on the rising edge of SCKT
X					0			Data are sent on the falling edge of SCKT
X						0	0	16 bit mode (32 slots transmitted per LRCKT period)
X						0	1	18 bit mode (64 slots transmitted per LRCKT period)
X						1	0	20 bit mode (64 slots transmitted per LRCKT period)
X						1	1	24 bit mode (64 slots transmitted per LRCKT period)

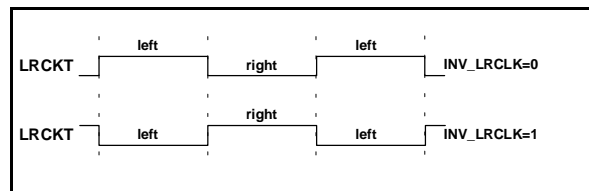
PCMCONF is used to set the PCM Output Interface configuration:

ORD: PCM order. If this bit is set to '1', the LS Bit is transmitted first, otherwise MS Bit is transmitted first.

DIF: PCM\_DIFF. It is used to select the position of the valid data into the transmitted word. This setting is significant only in 18/20/24 bit/word mode. If it is set to '0' the word is right-padded, otherwise it is left-padded.

INV (fig.12): It is used to select the LRCKT clock polarity. If it is set to '1' the polarity is compliant to I2S format (low -> left, high -> right), otherwise the LRCKT is inverted. The default value is '0'. (if I2S have to be selected, must be set to '1' in the STA003T configuration phase).

**Figure 12. LRCKT Polarity Selection**



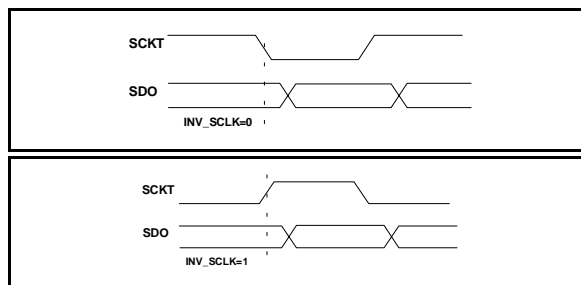
FOR: FORMAT is used to select the PCM Output Interface format.

After hw and sw reset the value is set to 0 corresponding to I2S format.

SCL (fig.13): used to select the Transmitter Serial Clock polarity. If set to '1' the data are sent on the

rising edge of SCKT and sampled on the falling. If set to '0', the data are sent on the falling edge and sampled on the rising. This last option is the most commonly used by the commercial DACs. The default configuration for this flag is '0'.

**Figure 13. SCKT Polarity Selection**



### PREC [1:0]: PCM PRECISION

It is used to select the PCM samples precision, as follows:

'00': 16 bit (16 slots transmitted per LCKT period)

'01': 18 bit (32 slots transmitted per LCKT period)

'10': 20 bit (32 slots transmitted per LCKT period)

'11': 24 bit (32 slots transmitted per LCKT period)

The PCM samples precision in STA003T can be 16 or 18-20-24 bits.

When STA003T operates with a 16 (18-20-24) bits precision, the number of bits transmitted during a LRCKT period is 32 (64).

**PCMCROSS****Address: 0x56**

Type: R/W

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB				Description
b7	b6	b5	b4	b3	b2	b1	b0	
X	X	X	X	X	X	0	0	Left channel is mapped on the left output. Right channel is mapped on the Right output
X	X	X	X	X	X	0	1	Left channel is duplicated on both Output channels.
X	X	X	X	X	X	1	0	Right channel is duplicated on both Output channels
X	X	X	X	X	X	1	1	Right and Left channels are toggled

The default configuration for this register is '0x00'.

**ANCILLARY DATA BUFFER****Address: 0x59 - 0x5D**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

STA003T can extract max 56 bytes/MPEG frame. To know the number of A.D. bits available every MPEG frame, the ANCCOUNT\_L and ANCCOUNT\_H registers (0x41 and 0x42) have to be read.

The buffer dimension is 5 bytes, written by STA003T core in sequential order. The timing information to read the buffer can be obtained by reading the FRAME\_CNT registers (0x67 - 0x69).

To fill up the buffer with a new 5-bytes slot, the STA003T waits until a CMD\_INTERRUPT register is written by the master.

**MFSDF (X)****Address: 0x61**

Type: R/W

Software Reset: 0x0F

Hardware Reset: 0x0F

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	M4	M3	M2	M1	M0

The register contains the values for PLL X divider (see Fig. 6).

The value is changed by the internal STA003T Core, to set the clock frequencies, according to the incoming bitstream. This value can be even set by the user to select the PCM interface configuration.

The VCO output frequency is divided by (X+1).

**DAC\_CLK\_MODE****Address: 0x63**

Type: RW

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	X	X	X	X	MODE

This register is used to select the operating mode for OCLK clock signal.

If it is set to '1', the OCLK frequency is fixed, and it is maintained to the value fixed by the user even if the sampling frequency of the incoming bitstream changes.

If the MODE flag is set to '0', the OCLK frequency changes, and can be set to (512, 384, 256) \* Fs. The default configuration for this mode is 256 \* Fs.

When this mode is selected, the default OCLK frequency is 12.288 MHz.

**PLLFRAC\_L ([7:0])**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
PF7	PF6	PF5	PF4	PF3	PF2	PF1	PF0

**PLLFRAC\_H ([15:8])**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
PF15	PF14	PF13	PF12	PF11	PF10	PF9	PF8

**Address: 0x64 - 0x65**

Type: R/W

Software Reset: 0xC8-0x59

Hardware Reset: 0xC8-0x59

The registers are considered logically concatenated and contain the fractional values for the PLL, used to select the internal configuration.

After Reset, the values are NA, and the operational setting are done when the MPEG synchronisation is achieved.

The following formula describes the relationships among all the STA003T fractional PLL parameters:

$$\text{OCLK\_Freq} = \left[ \frac{1}{\text{MFSDf}(X) + 1} \right] \cdot \left[ \frac{\text{MCLK\_freq}}{\text{PLLTL\_N} + 1} \right] \cdot \left[ \text{PLLCTL\_M} + 1 + \frac{\text{PLLFRAC}}{65536} \right]$$

where:

PLLFRAC=256 x FRAC\_H + PLLFRAC\_L (decimal)

**FRAME\_CNT\_L**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
FC7	FC6	FC5	FC4	FC3	FC2	FC1	FC0

**FRAME\_CNT\_M**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
FC15	FC14	FC13	FC12	FC11	FC10	FC9	FC8

**FRAME\_CNT\_H**

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
FC23	FC22	FC21	FC20	FC19	FC18	FC17	FC016

**Address: 0x67, 0x68, 0x69**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

The three registers are considered logically concatenated and compose the Global Frame Counter.

They are updated at every decoded MPEG Frame. The registers are reset on both hardware and software reset.

**AVERAGE\_BITRATE****Address: 0x6A**

Type: RO

Software Reset: 0x00

Hardware Reset: 0x00

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
AB7	AB6	AB5	AB4	AB3	AB2	AB1	AB0

AVERAGE\_BITRATE is a read-only register and it contains the average bitrate of the incoming bit-stream. The value is rounded with an accuracy of 1 Kbit/sec.

**SOFTVERSION****Address: 0x71**

Type: RO

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
SV7	SV6	SV5	SV4	SV3	SV2	SV1	SV0

After the STA003T boot, this register contains the version code of the embedded software.

**RUN****Address: 0x72**

Type: RW

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
X	X	X	X	X	X	X	RUN

Setting this register to 1, STA003T leaves the idle state, starting the decoding process.

The Microcontroller is allowed to set the RUN flag, once all the control registers have been initialized.

**TREBLE\_FREQUENCY\_LOW****Address: 0x77**

Type: RW

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
TF7	TF6	TF5	TF4	TF3	TF2	TF1	TF0

**TREBLE\_FREQUENCY\_HIGH****Address: 0x78**

Type: RW

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
TF15	TF14	TF13	TF12	TF11	TF10	TF9	TF8

The registers TREBLE\_FREQUENCY\_HIGH and TREBLE\_FREQUENCY\_LOW, logically concatenated as a 16 bit wide register, are used to select the frequency, in Hz, where the selected frequency is +12dB respect to the stop band.

By setting these registers, the following rule must be kept:

$$\text{Treble\_Freq} < F_s/2$$
**BASS\_FREQUENCY\_LOW****Address: 0x79**

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
BF7	BF6	BF5	BF4	BF3	BF2	BF1	BF0

**BASS\_FREQUENCY\_HIGH****Address: 0x7A**

Software Reset: 0x00

Hardware Reset: 0x00

MSB							LSB
b7	b6	b5	b4	b3	b2	b1	b0
BF15	BF14	BF13	BF12	BF11	BF10	BF9	BF8

The registers BASS\_FREQUENCY\_HIGH and BASS\_FREQUENCY\_LOW, logically concatenated as a 16 bit wide register, are used to select the frequency, in Hz, where the selected frequency is -12dB respect to the pass-band. By setting the BASS\_FREQUENCY registers, the following rules must be kept:

$$\text{Bass\_Freq} \leq \text{Treble\_Freq}$$

$$\text{Bass\_Freq} > 0$$

(suggested range: 20 Hz < Bass\_Freq < 750 Hz)

Example:

Bass = 200Hz

Treble = 3kHz

**TFS**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	1	1	1	0	1	1	1	0	0	0

**BFS**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	1	1	0	0	1	0	0	0

**TREBLE\_ENHANCE****Address: 0x7B**

Software Reset: 0x00

Hardware Reset: 0x00

Signed number (2 complement)

This register is used to select the enhancement or attenuation STA003T has to perform on Treble Frequency range at the digital signal.

A decrement (increment) of a decimal unit corresponds to a step of attenuation (enhancement) of 1.5dB.

The allowed Attenuation/Enhancement range is [-18dB, +18dB].

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
TE7	TE6	TE5	TE4	TE3	TE2	TE1	TE0

MSB				LSB				ENHANCE/ATTENUATION
b7	b6	b5	b4	b3	b2	b1	b0	1.5dB step
0	0	0	0	1	1	0	0	+18
0	0	0	0	1	0	1	1	+16.5
0	0	0	0	1	0	1	0	+15
0	0	0	0	1	0	0	1	+13.5
.								
.								
.								
0	0	0	0	0	0	0	1	+1
0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	-1
.								
.								
.								
1	1	1	1	0	1	1	1	-13.5
1	1	1	1	0	1	1	0	-15
1	1	1	1	0	1	0	0	-16.5
1	1	1	1	0	1	0	0	-18



**BASS\_ENHANCE****Address: 0x7C**

Software Reset: 0x00

Hardware Reset: 0x00

Signed number (2 complement)

This register is used to select the enhancement or attenuation STA003T has to perform on Bass Frequency range at the digital signal.

A decrement (increment) of a decimal unit corresponds to a step of attenuation (enhancement) of 1.5dB.

The allowed Attenuation/Enhancement range is [-18dB, +18dB].

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
BE7	BE6	BE5	BE4	BE3	BE2	BE1	BE0

MSB				LSB				ENHANCE/ATTENUATION
b7	b6	b5	b4	b3	b2	b1	b0	1.5dB step
0	0	0	0	1	1	0	0	+18
0	0	0	0	1	0	1	1	+16.5
0	0	0	0	1	0	1	0	+15
0	0	0	0	1	0	0	1	+13.5
.								
.								
.								
0	0	0	0	0	0	0	1	+1
0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1	-1
.								
.								
.								
1	1	1	1	0	1	1	1	-13.5
1	1	1	1	0	1	1	0	-15
1	1	1	1	0	1	0	0	-16.5
1	1	1	1	0	1	0	0	-18

**TONE\_ATTEN****Address: 0x7D**

Type: RW

Software Reset: 0x00

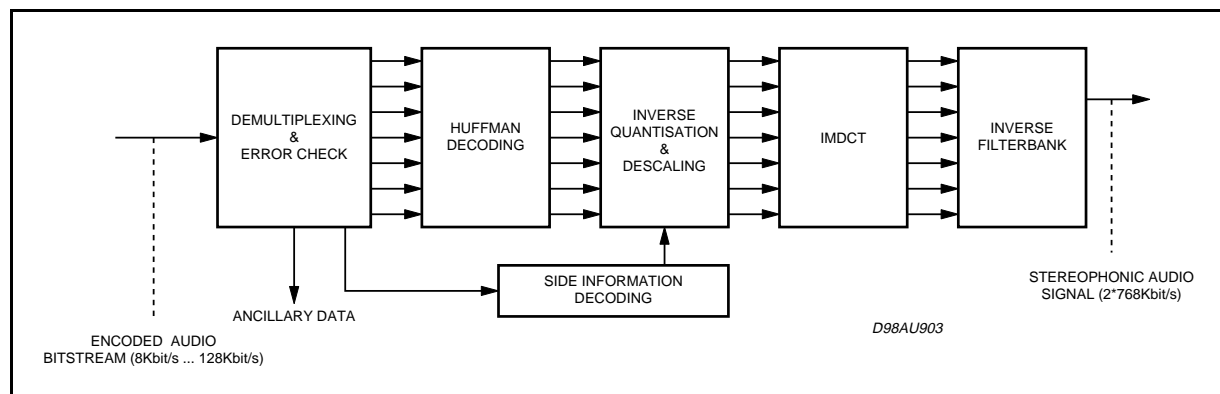
Hardware Reset: 0x00

MSB				LSB			
b7	b6	b5	b4	b3	b2	b1	b0
TA7	TA6	TA5	TA4	TA3	TA2	TA1	TA0

In the digital output audio, the full signal is achieved with 0 dB of attenuation. For this reason, before applying Bass & Treble Control, the user has to set the TONE\_ATTEN register to the maximum value of enhancement is going to perform.

For example, in case of a 0 dB signal (max. level) only attenuation would be possible. If enhancement is desired, the signal has to be attenuated accordingly before in order to reserve a margin in dB. An increment of a decimal unit corresponds to a Tone Attenuation step of 1.5dB.

MSB				LSB				ATTENUATION
b7	b6	b5	b4	b3	b2	b1	b0	-1.5dB step
0	0	0	0	0	0	0	0	0dB
0	0	0	0	0	0	0	1	-1.5dB
0	0	0	0	1	0	1	0	-3dB
0	0	0	0	0	0	1	1	-4.5dB
...								
0	0	0	0	1	0	1	0	-15dB
0	0	0	0	1	0	1	1	-16.5dB
0	0	0	0	1	1	0	0	-18dB

**5. GENERAL INFORMATION****5.1. MPEG 2.5 Layer III Algorithm.****5.2 - MPEG Ancillary Data Description:**

As specified in the ISO standard, the MPEG Layer III frames have a variable bit length, and are constant in time depending on the audio sam-

pling frequencies. The time duration of the Layer III frames is shown in Tab 2.

**Table2: MPEG Layer III Frames Time Duration**

Sampling Frequency (KHz)	48	32	24	16	12	8
MPEG Frame Length (ms)	24	36	24	36	48	72

The Ancillary Data extraction on STA003T can be described as follow:

STA003T has a specific 5 bytes Ancillary Data buffer, mapped into the I2C registers:

0x59	ANC_DATA_1
0x5A	ANC_DATA_2
0x5B	ANC_DATA_3
0x5C	ANC_DATA_4
0x5D	ANC_DATA_5

Since the content of Ancillary Data into an MPEG

Frame is max. 56 bytes, a specific register, to require new 5 bytes, is needed.

This register is:

0x16	CMD_INTERRUPT
------	---------------

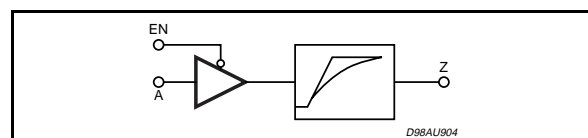
The interrupt register, is sensitive to any non-zero value written by the Microcontroller. When this register is updated the Ancillary Data buffer is filled up with new values and the registers

0x41	ANCCOUNT_L
0x42	ANCCOUNT_H

are updated (decremented) accordingly.

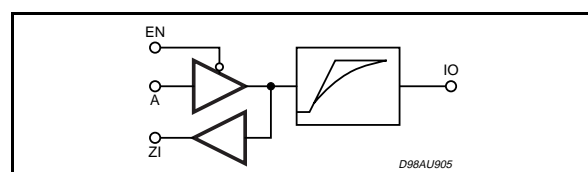
### 5.3. I/O CELL DESCRIPTION

#### 1) CMOS Tristate Output Pad Buffer, 4mA, with Slew Rate Control / Pin numbers 9, 10, 11, 20, 28



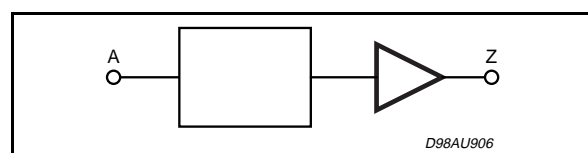
OUTPUT PIN	MAX LOAD
Z	100pF

#### 2) CMOS Bidir Pad Buffer, 4mA, with Slew Rate Control / Pin numbers 3, 12



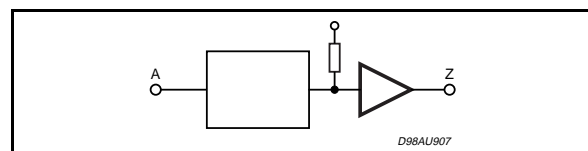
OUTPUT PIN	CAPACITANCE	OUTPUT PIN	MAX LOAD
IO	5pF	IO	100pF

#### 3) CMOS Input Pad Buffer / Pin numbers 4, 5, 6, 8, 21, 25



INPUT PIN	CAPACITANCE
A	3.5pF

#### 4) CMOS Input Pad Buffer with Active Pull-Up / Pin numbers 7, 24, 26

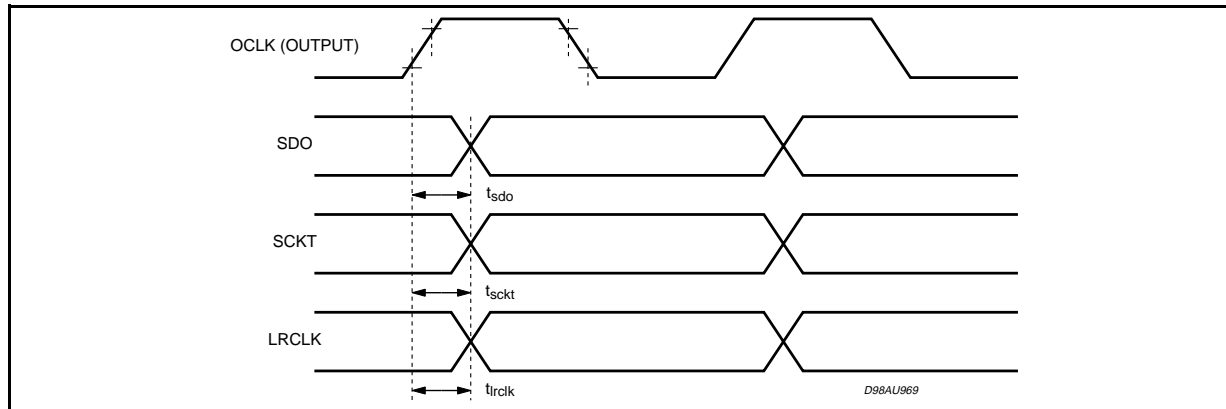


INPUT PIN	CAPACITANCE
A	3.5pF

## 5.4. TIMING DIAGRAMS

### 5.4.1. Audio DAC Interface

a) OCLK in output. The audio PLL is used to clock the DAC



$$tsdo = 3.5 + \text{pad\_timing}(\text{Cload\_SDO}) - \text{pad\_timing}(\text{Cload\_OCLK})$$

$$tsckt = 4 + \text{pad\_timing}(\text{Cload\_SCKT}) - \text{pad\_timing}(\text{Cload\_OCLK})$$

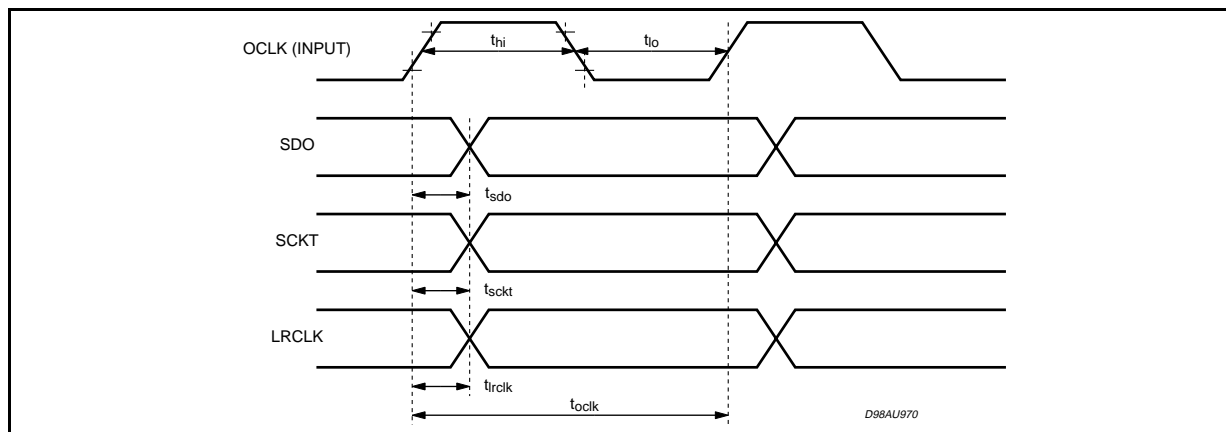
$$tlrcck = 3.5 + \text{pad\_timing}(\text{Cload\_LRCKT}) - \text{pad\_timing}(\text{Cload\_OCLK})$$

#### Pad-timing versus load

Load (pF)	Pad_timing
25	2.90ns
50	3.82ns
75	4.68ns
100	5.52ns

Cload\_XXX is the load in pF on the XXX output.  
pad\_timing (Cload\_XXX) is the propagation delay added to the XXX pad due to the load.

b) OCLK in input.



$$Thi \text{ min} = 3\text{ns}$$

$$Tlo \text{ min} = 3\text{ns}$$

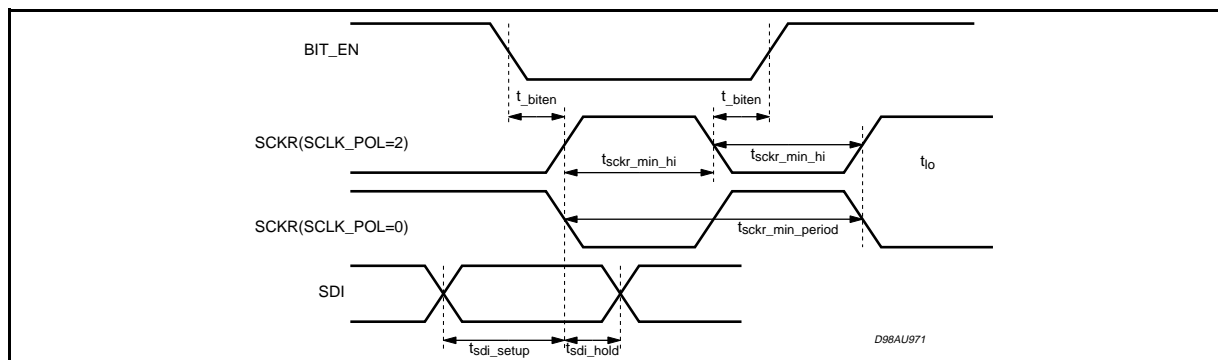
$$Toclk \text{ min} = 25\text{ns}$$

$$tsdo = 5.5 + \text{pad\_timing}(\text{Cload\_SDO}) \text{ ns}$$

$$tsckt = 6 + \text{pad\_timing}(\text{Cload\_SCKT}) \text{ ns}$$

$$tlrcck = 5.5 + \text{pad\_timing}(\text{Cload\_LRCKT}) \text{ ns}$$

### 5.4.2. Bitstream input interface (SDI, SCKR, BIT\_EN)



$t_{\text{sdi\_setup\_min}} = 2\text{ns}$

$t_{\text{sdi\_hold\_min}} = 3\text{ns}$

$t_{\text{sckr\_min\_hi}} = 10\text{ns}$

$t_{\text{sckr\_min\_low}} = 10\text{ns}$

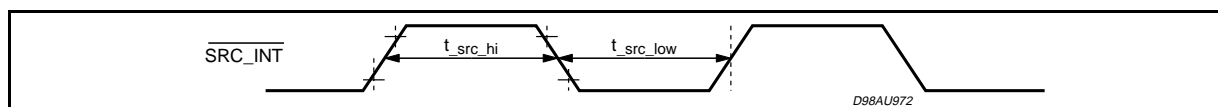
$t_{\text{sckr\_min\_lperiod}} = 50\text{ns}$

$t_{\text{biten}} (\text{min}) = 2\text{ns}$

### 5.4.3. SRC\_INT

This is an asynchronous input used in "broadcast" mode.

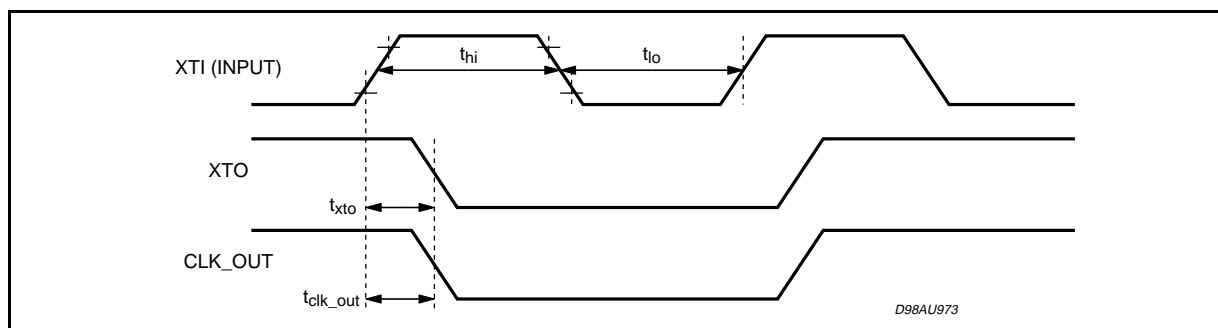
**SRC\_INT is active low**



$t_{\text{src\_low}}$  min duration is 50ns (1DSP clock period)

$t_{\text{src\_high}}$  min duration is 50ns (1DSP clock period)

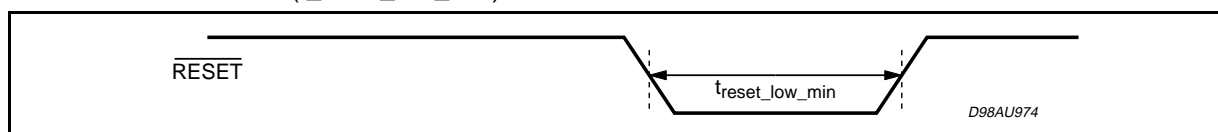
### 5.4.4. XTI, XTO and CLK\_OUT timings



$t_{\text{xto}} = 1.40 + \text{pad\_timing} (\text{Cload\_XTO}) \text{ ns}$

### 5.4.5. RESET

The Reset min duration ( $t_{\text{reset\_low\_min}}$ ) is 100ns



## 5.5 DAC RELATED REGISTERS CONFIGURATION

The different DAC registers must be configured for 48kHz audio frequency: this is the reference frequency. The STA003T will use these parameters to derivate the register configurations for the other audio frequencies (32, 24, 16, 12, 8 KHz) according to the bistream informations.

The STA003T DAC and PLL register must be configured according to the following steps:

- 1) OCLK\_Freq determination from the DAC over-sampling factor O\_FAC.  
As all STA003T registers must be configured for 48KHz reference frequency, the OCLK frequency is:  

$$\text{OCLK\_Freq} = \text{O\_FAC} \cdot 48\text{KHz}$$
ex: O\_FAC = 384, OCLK\_Freq = 18.432MHz
- 2) PCMDIVIDER (0 x 54) register configuration.  
The PCMDIVIDER register is used to configure the frequency ratio between OCLK\_Freq and SCKT\_Freq:

$$\text{SCKT\_Freq} = \frac{\text{OCLK\_Freq}}{(2 \cdot (1 + \text{PCMDIVIDER}))}$$

The SCKT signal is the bit clock for the DAC serial output. The SCKT frequency depends on the number of bits to be transmitted to the DAC during one LRCKT (Left/Right clock) clock period. These number of bit depends on the DAC precision (16, 18, 20 or 24bits) and on the mode that is used to transmit the data to the DAC (see figure 8). Once the PCMCONF register is set according to the DAC requirements, the number of SCKT clock periods per LRCKT clock period is 16x2 or 32x2.

$$\text{a) LRCKT\_period} = 16 \times 2 \text{ SCKT\_periods}$$

$$\begin{aligned} \text{SCKT\_Freq} &= \text{LRCKT\_Freq} \cdot 32 = \\ &= \frac{\text{OCLK\_Freq}}{(2 \cdot (1 + \text{PCMDIVIDER}))} \end{aligned}$$

As the reference audio frequency is 48 KHz, the previous relation becomes:  

$$48\text{KHz} \cdot 32 = 48\text{kHz} \cdot \text{O\_FAC} (2 \cdot (1 + \text{PCMDIVIDER}))$$

Consequently:

$$\begin{aligned} \text{PCMDIVIDER} &= (\text{O\_FAC}/64) - 1 \\ \text{ex: O\_FAC} &= 384, \text{PCMCONF}[1:0] = 00, \\ \text{PCMDIVIDER} &= 5 \end{aligned}$$

$$\text{b) LRCKT\_period} = 32 \times 2 \text{ SCKT\_periods}$$

$$\begin{aligned} \text{SCKT\_Freq} &= \text{LRCKT\_Freq} \cdot 64 = \\ &= \frac{\text{OCLK\_Freq}}{(2 \cdot (1 + \text{PCMDIVIDER}))} \end{aligned}$$

Consequently:

$$\text{PCMDIVIDER} = (\text{O\_FAC}/128) - 1$$

- 3) Configuration of the PLL registers to set OCLK\_FREQ to the desired value computed in step 1.  
The PLL configuration in direct relation with the XTI input clock frequency (14.72 MHz).

$$\begin{aligned} \text{OCLK\_freq} &= \left( \frac{1}{1 + \text{MFSDf}(X)} \right) \cdot \\ &\cdot \left( \frac{14.72\text{MHz}}{1 + \text{PLLCTL\_N}} \right) \cdot \left( \text{PLLCTL\_M} + 1 + \frac{\text{PLLFRAC}}{65536} \right) \end{aligned}$$

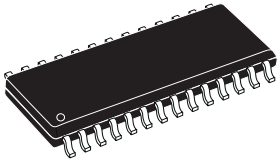
- \* MFSDf(X) is the value of the MFSDf(X)(0x61) register.
- \* PLLCTL\_N is the value of the PLLCTL\_N (0x07) register.
- \* PLLCTL\_M is the value of the PLLCTL\_N (0x07) register.
- \* PLLFRAC (decimal) is the value of the PLLFRAC\_H and PLLFRAC\_L registers as  $\text{PLLFRAC} = 256 \cdot \text{PLLFRAC\_H} + \text{PLLFRAC\_L}$ .

The following table gives the possible values for these registers according to different OCLK\_Freq values. Other values can be supported on request to STMicroelectronics.

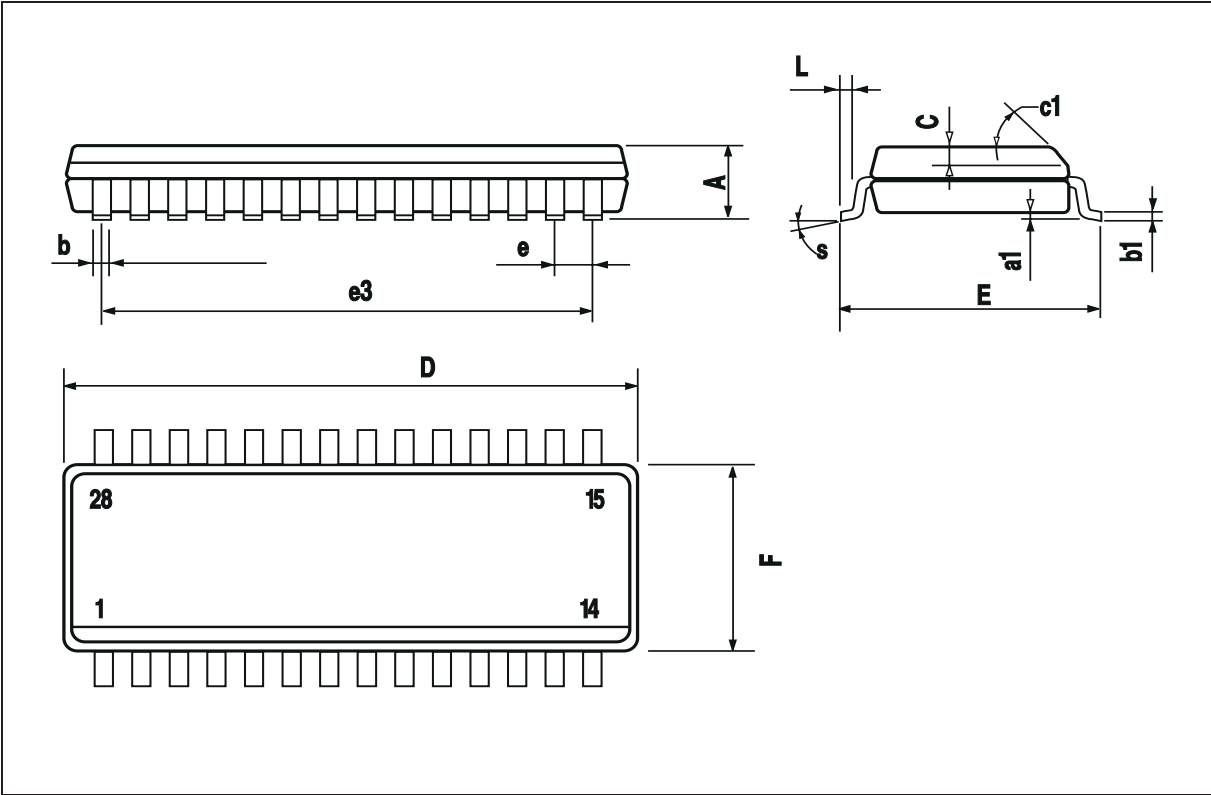
O_FAC	OCLK_Freq at 48KHz	PLLCTL_N	PLLCTL_M	PLLFRAC	MFSDf
128	6.144MHz	0	12	23365	31
256	12.288MHz	0	12	23365	15
384	18.432MHz	0	11	34193	9

DIM.	mm			inch		
	MIN.	TYP.	MAX.	MIN.	TYP.	MAX.
A			2.65			0.104
a1	0.1		0.3	0.004		0.012
b	0.35		0.49	0.014		0.019
b1	0.23		0.32	0.009		0.013
C		0.5			0.020	
c1	45° (typ.)					
D	17.7		18.1	0.697		0.713
E	10		10.65	0.394		0.419
e		1.27			0.050	
e3		16.51			0.65	
F	7.4		7.6	0.291		0.299
L	0.4		1.27	0.016		0.050
S	8° (max.)					

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