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Audio Codec with Advanced Accessory Detect

General Description

The DA7219 is an ultra low-power audio codec with Advanced Accessory Detection (AAD), which supports sample rates up to 96 kHz at 24-bit resolution. It contains a mono microphone to analog to digital converter (ADC) path, and a stereo digital to analog converter (DAC) to headphone (HP) path.

AAD supports the detection and identification of 3-pole (headphone) and 4-pole (headset) jacks, and allows the automatic pin order switching of MIC/GND on CTIA or OMTP headsets. It also supports automatic multiple button detection.

Key Features

- Android Wired Headset v1.1 compliant
- High performance mono microphone to ADC record path with 90 dB SNR
 - ADC digital filters with Audio and Voice mode high-pass characteristics
 - Low-noise microphone bias regulator with programmable output
- High performance stereo DAC to headphone playback path with 100 dB SNR
 - DAC digital filters with Audio and Voice mode high-pass cutoff and 5-band equalizer
- Advanced Accessory Detect supports
 - 3-pole and 4-pole jack detection
 - MIC/GND polarity switching
 - Multiple button detection
 - Headphone impedance testing
- Microphone input with automatic level control
- Digital sidetone path with gain
- Digital tone generator
- System controller for simplified pop-free start-up and shut-down
- Mixed sample rates of 24 kHz ADC, 48 kHz DAC supported from a single digital interface
- Sample rates of up to 96 kHz at 24-bit resolution
- Shut-down mode for very low current consumption during standby
- Phase locked loop with WCLK tracking to generate system clock
- 4-wire digital audio interface with support for I²S, TDM and other audio formats
- 2-wire I²C compatible interface with support for High Speed mode up to 3.4 MHz
- 4.5 mm x 1.6 mm WLCSP RouteEasy™ package for low cost PCB manufacture

Applications

- Chromebooks
- Portable audio applications
- Tablets and eBooks
- All digital distributed systems
- Headphone accessories
- Remote controllers
- Gaming controllers

Audio Codec with Advanced Accessory Detect

System Diagram

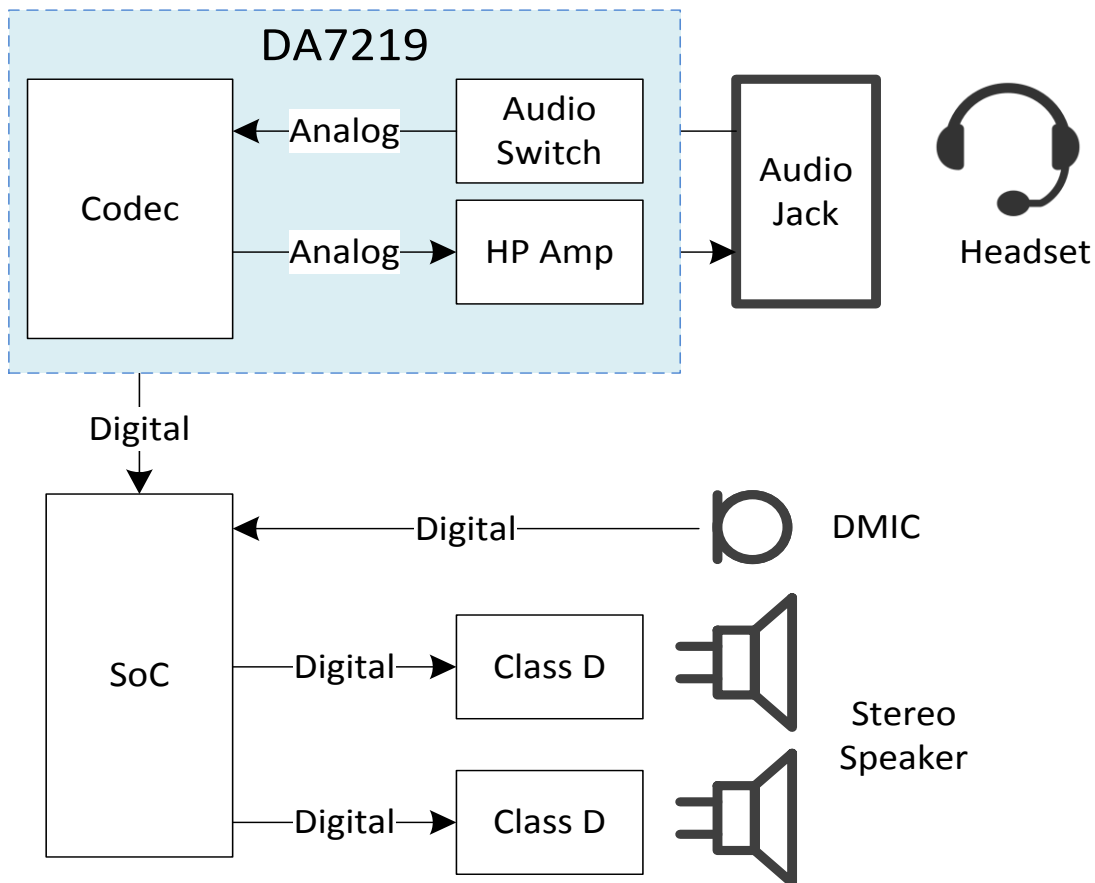


Figure 1: DA7219 in a Digital Distributed System

Audio Codec with Advanced Accessory Detect

Contents

General Description	1
Key Features	1
Applications	1
System Diagram	2
Contents	3
Figures	6
Tables	7
1 Terms and Definitions	11
1.1 Terminology	12
2 References	12
3 Block Diagram	13
4 Ballout	14
5 Pin Descriptions	16
5.1 Microphone Pins	16
5.1.1 MIC_P	16
5.1.2 MIC_N	16
5.1.3 MICBIAS	16
5.2 Accessory Detect Pins	16
5.2.1 JACKDET	16
5.2.2 SLEEVE	16
5.2.3 RING2	16
5.2.4 SLEEVE_SENSE	16
5.2.5 RING2_SENSE	16
5.2.6 MIC	16
5.3 Interface Input Pins	16
5.3.1 MCLK	16
5.3.2 SCL	17
5.3.3 DATIN	17
5.4 Interface Output Pins	17
5.4.1 nIRQ	17
5.4.2 DATOUT	17
5.5 Interface Bidirectional Pins	17
5.5.1 SDA	17
5.5.2 BCLK	17
5.5.3 WCLK	17
5.6 Headphone Output Pins	17
5.6.1 HP_L	17
5.6.2 HP_R	17
5.7 Charge Pump Pins	17
5.7.1 HPCSP	17
5.7.2 HPCSN	18
5.7.3 HPCFP	18
5.7.4 HPCFN	18

Audio Codec with Advanced Accessory Detect

5.8	References	18
5.8.1	VMID	18
5.8.2	DACREF	18
5.8.3	VREF	18
5.9	Supply Pins	18
5.9.1	VDD	18
5.9.2	VDD_IO.....	18
5.9.3	VDD_MIC.....	18
5.10	Ground Pins	18
5.10.1	GND.....	18
5.10.2	GND_CP	18
5.10.3	GND_HP	19
6	Absolute Maximum Ratings	20
7	Recommended Operating Conditions.....	20
8	Electrical Characteristics	21
9	Digital Interfaces	26
10	Timing Characteristics.....	27
11	Functional Description	29
11.1	Device Operating Modes.....	29
11.1.1	DEEP SLEEP	29
11.1.2	SLEEP	29
11.1.3	ON.....	29
11.2	Input Paths	31
11.2.1	Microphone Input.....	31
11.2.2	Analog to Digital Converter.....	33
11.3	Digital Engine	33
11.3.1	Input Processing	35
11.3.2	Sidetone Processing.....	37
11.3.3	Tone Generator	37
11.3.4	Digital Router	39
11.3.5	System Control	39
11.3.6	Output Processing	40
11.4	Output Paths	43
11.4.1	Digital to Analog Converter.....	43
11.4.2	Headphone Outputs.....	44
11.4.3	Charge Pump Control.....	45
11.4.4	Tracking the Demands on the Charge Pump Output	46
11.5	Advanced Accessory Detection	47
11.5.1	Configuring Advanced Accessory Detection	48
11.5.2	Detection of Jack Insertion or Removal.....	50
11.5.3	Three-Pole or Four-Pole Jack Insertion.....	51
11.5.4	Jack Pin Order Detection with Four-Pole Jacks	52
11.5.5	Headphone Output and Line Output.....	52
11.5.6	Detection of Buttons	53
11.6	Clocking 55	
11.6.1	MCLK Input.....	55

Audio Codec with Advanced Accessory Detect

11.6.2	Audio Reference Oscillator	55
11.6.3	PLL Bypass Mode.....	55
11.6.4	PLL Normal Mode (DAI Master)	56
11.6.5	Example Calculation of the Feedback Divider Setting	56
11.6.6	PLL SRM Mode (DAI Slave)	57
11.7	Reference Generation.....	58
11.7.1	Voltage References	58
11.7.2	Bias Currents	58
11.7.3	Voltage Levels	58
11.8	I ² C Control Interface.....	58
11.9	Digital Audio Interface.....	62
11.9.1	DAI Channels.....	63
11.9.2	I ² S Mode	63
11.9.3	Left Justified Mode.....	63
11.9.4	Right Justified Mode	63
11.9.5	DSP Mode	64
12	Register Definitions	65
13	Package Information	116
14	Ordering Information	117
Appendix A	Applications Information	118
A.1	Codec Initialization	118
A.2	Automatic ALC Calibration	118
Appendix B	Components.....	119
B.1	Audio Inputs	119
B.2	Microphone Bias	120
B.3	Audio Outputs	120
B.4	Headphone Charge Pump	121
B.5	Digital Interfaces	122
B.6	References.....	122
B.7	Supplies	123
B.8	Ground	123
Appendix C	PCB Layout Guidelines.....	124
C.1	Layout and Schematic Support.....	124
C.2	General Recommendations	124
C.3	Capacitor Selection	125

Audio Codec with Advanced Accessory Detect

Figures

Figure 1: DA7219 in a Digital Distributed System	2
Figure 2: DA7219 Block Diagram	13
Figure 3: DA7219 Ballout Diagram	14
Figure 4: I ² C Bus Timing	27
Figure 5: Digital Audio Interface Timing Diagram	28
Figure 6: Analog Inputs Block Diagram	31
Figure 7: ECM Microphone Configurations	32
Figure 8: Digital Engine Block Diagram	34
Figure 9: Digital Filters Block Diagram	34
Figure 10: ALC Principle of Operation	36
Figure 11: Attack, Delay and Hold Parameters	37
Figure 12: DA7219 Digital Router	39
Figure 13: Equalizer Filter Band 1 Frequency Response at FS = 48 kHz	41
Figure 14: Equalizer Filter Band 2 Frequency Response at FS = 48 kHz	42
Figure 15: Equalizer Filter Band 3 Frequency Response at FS = 48 kHz	42
Figure 16: Equalizer Filter Band 4 Frequency Response at FS = 48 kHz	42
Figure 17: Equalizer Filter Band 5 Frequency Response at FS = 48 kHz	43
Figure 18: Headphone Output Paths Showing the Two Amplifiers	44
Figure 19: Jack Socket Variants	47
Figure 20: Signal Timing Diagram for the AAD Function	50
Figure 21: Measuring the Impedance of a Button Press	53
Figure 22: Schematic of the I ² C Control Interface Bus	59
Figure 23: I ² C START and STOP Conditions	59
Figure 24: I ² C Byte Write (SDA line)	60
Figure 25: Examples of the I ² C Byte Read (SDA line)	60
Figure 26: Examples of I ² C Page Read (SDA line)	60
Figure 27: I ² C Page Write (SDA line)	61
Figure 28: I ² C Repeated Write (SDA line)	61
Figure 29: Master Mode (dai_clk_en = 1)	62
Figure 30: Slave Mode (dai_clk_en = 0)	62
Figure 31: I ² S Mode	63
Figure 32: Left Justified Mode	63
Figure 33: Right Justified Mode	63
Figure 34 DSP Mode	64
Figure 35: DA7219 Package Outline Drawing	116
Figure 36: MICBIAS Decoupling	120
Figure 37: Recommended Headphone Layout	121
Figure 38: Charge Pump Decoupling	121
Figure 39: Charge Pump Flying Capacitor	121
Figure 40: I ² C Pull Ups	122
Figure 41: Reference Capacitors	123
Figure 42: Power Supply Decoupling	123
Figure 43: DA7219 Example Layout	124

Audio Codec with Advanced Accessory Detect

Tables

Table 1: Ball Description.....	14
Table 2: Ball/Pin Type Definition	15
Table 3: Absolute Maximum Ratings.....	20
Table 4: Recommended Operating Conditions	20
Table 5: Power Consumption	21
Table 6: Microphone Bias.....	21
Table 7: Microphone Amplifier.....	21
Table 8: Input Mix Amplifier (mixinamp).....	22
Table 9: Mono Analog to Digital Converter (adc_mono).....	22
Table 10: Stereo Digital to Analog Converter (dac_stereo)	22
Table 11: Stereo Headphone Amplifier (audio_hpamp_stereo).....	22
Table 12: Input Filters.....	23
Table 13: DAC Filter	23
Table 14: Automatic Level Control (ALC).....	24
Table 15: Advanced Accessory Detect (AAD).....	24
Table 16: Reference Voltages	24
Table 17: PLL Mode	25
Table 18: Bypass Mode.....	25
Table 19: Tone Generator	25
Table 20: Digital I/O Characteristics	26
Table 21: I ² C Control Bus (V _{DD_IO} = 1.8 V).....	27
Table 22: Digital Audio Interface Timing (I ² S/DSP in Master/Slave Mode).....	28
Table 23: System States, Configuration, and Current Consumption	30
Table 24: Microphone Bias Settings.....	31
Table 25: First Microphone Amplifier Gain Settings.....	32
Table 26: Input Mixer Gain Settings	33
Table 27: Input HPF Settings	35
Table 28: DTMF Tones Corresponding to the dtmf_reg Value	38
Table 29: Output HPF Settings	40
Table 30: Output 5-Band Equalizer Center/Cutoff Frequencies.....	41
Table 31: Charge Pump Output Voltage Control	45
Table 32: cp_thresh_vdd2 Settings in DAC Volume Mode (cp_mchange = 10).....	45
Table 33: cp_thresh_vdd2 Settings in Signal Size Mode (cp_mchange = 11)	46
Table 34: DA7219 Advanced Accessory Detection Feature Summary	49
Table 35: Jack Detection Latency Timings Controlled by jack_detect_rate.....	51
Table 36: Debounce Settings for Jack Insertion Events	51
Table 37: Debounce Settings for Jack Removal Events	51
Table 38: Resistance Threshold Settings for Three-Pole and Four-Pole Jack Determination	52
Table 39: Resistance Threshold Settings for Headphone and Lineout Determination	53
Table 40: Button Names and Functions in Android Devices.....	54
Table 41: Setting the Number of Measurements Used in Averaging	54
Table 42: Sample Rate Control Register and Corresponding System Clock Frequency.....	55
Table 43: PLL Input Divider	56
Table 44: Example PLL Configurations	57
Table 45: IO Voltage Level Setting.....	58
Table 46: Device I ² C Slave Addresses	59
Table 47: Register map accdet_cad_00 page 0	65
Table 48: ACCDET_STATUS_A (Page 0: 0x000000C0).....	66
Table 49: ACCDET_STATUS_B (Page 0: 0x000000C1).....	66
Table 50: ACCDET_IRQ_EVENT_A (Page 0: 0x000000C2)	66
Table 51: ACCDET_IRQ_EVENT_B (Page 0: 0x000000C3)	67
Table 52: ACCDET_IRQ_MASK_A (Page 0: 0x000000C4)	67
Table 53: ACCDET_IRQ_MASK_B (Page 0: 0x000000C5)	68
Table 54: ACCDET_CONFIG_1 (Page 0: 0x000000C6)	68
Table 55: ACCDET_CONFIG_2 (Page 0: 0x000000C7)	69
Table 56: ACCDET_CONFIG_3 (Page 0: 0x000000C8)	71
Table 57: ACCDET_CONFIG_4 (Page 0: 0x000000C9)	71
Table 58: ACCDET_CONFIG_5 (Page 0: 0x000000CA).....	72

Audio Codec with Advanced Accessory Detect

Table 59: ACCDET_CONFIG_6 (Page 0: 0x000000CB)	72
Table 60: ACCDET_CONFIG_7 (Page 0: 0x000000CC)	72
Table 61: ACCDET_CONFIG_8 (Page 0: 0x000000CD)	73
Table 62: Register map adc_filters_cad_00 page 0	74
Table 63: ADC_FILTERS1 (Page 0: 0x00000038)	74
Table 64: Register map alc_cad_00 page 0	74
Table 65: ALC_CTRL1 (Page 0: 0x0000002F)	75
Table 66: ALC_CTRL2 (Page 0: 0x0000009A)	76
Table 67: ALC_CTRL3 (Page 0: 0x0000009B)	76
Table 68: ALC_NOISE (Page 0: 0x0000009C)	77
Table 69: ALC_TARGET_MIN (Page 0: 0x0000009D)	77
Table 70: ALC_TARGET_MAX (Page 0: 0x0000009E)	78
Table 71: ALC_GAIN_LIMITS (Page 0: 0x0000009F)	78
Table 72: ALC_ANA_GAIN_LIMITS (Page 0: 0x000000A0)	79
Table 73: ALC_ANTICLIP_CTRL (Page 0: 0x000000A1)	79
Table 74: ALC_ANTICLIP_LEVEL (Page 0: 0x000000A2)	80
Table 75: ALC_OFFSET_AUTO_M_L (Page 0: 0x000000A3)	80
Table 76: ALC_OFFSET_AUTO_U_L (Page 0: 0x000000A4)	80
Table 77: Register map analogue_cad_00 page 0	80
Table 78: MIC_1_GAIN_STATUS (Page 0: 0x00000006)	82
Table 79: MIXIN_L_GAIN_STATUS (Page 0: 0x00000008)	82
Table 80: ADC_L_GAIN_STATUS (Page 0: 0x0000000A)	83
Table 81: DAC_L_GAIN_STATUS (Page 0: 0x0000000C)	83
Table 82: DAC_R_GAIN_STATUS (Page 0: 0x0000000D)	83
Table 83: HP_L_GAIN_STATUS (Page 0: 0x0000000E)	84
Table 84: HP_R_GAIN_STATUS (Page 0: 0x0000000F)	84
Table 85: MIC_1_SELECT (Page 0: 0x00000010)	84
Table 86: REFERENCES (Page 0: 0x00000032)	84
Table 87: MIXIN_L_SELECT (Page 0: 0x00000033)	85
Table 88: MIXIN_L_GAIN (Page 0: 0x00000034)	85
Table 89: ADC_L_GAIN (Page 0: 0x00000036)	85
Table 90: MIC_1_GAIN (Page 0: 0x00000039)	86
Table 91: DAC_L_GAIN (Page 0: 0x00000045)	86
Table 92: DAC_R_GAIN (Page 0: 0x00000046)	86
Table 93: HP_L_GAIN (Page 0: 0x00000048)	87
Table 94: HP_R_GAIN (Page 0: 0x00000049)	87
Table 95: MIXOUT_L_SELECT (Page 0: 0x0000004B)	87
Table 96: MIXOUT_R_SELECT (Page 0: 0x0000004C)	87
Table 97: MICBIAS_CTRL (Page 0: 0x00000062)	88
Table 98: MIC_1_CTRL (Page 0: 0x00000063)	88
Table 99: MIXIN_L_CTRL (Page 0: 0x00000065)	88
Table 100: ADC_L_CTRL (Page 0: 0x00000067)	89
Table 101: DAC_L_CTRL (Page 0: 0x00000069)	89
Table 102: DAC_R_CTRL (Page 0: 0x0000006A)	90
Table 103: HP_L_CTRL (Page 0: 0x0000006B)	90
Table 104: HP_R_CTRL (Page 0: 0x0000006C)	91
Table 105: MIXOUT_L_CTRL (Page 0: 0x0000006E)	92
Table 106: MIXOUT_R_CTRL (Page 0: 0x0000006F)	92
Table 107: IO_CTRL (Page 0: 0x00000091)	92
Table 108: Register map charge_pump_cad_00 page 0	92
Table 109: CP_CTRL (Page 0: 0x00000047)	92
Table 110: CP_VOL_THRESHOLD1 (Page 0: 0x00000095)	93
Table 111: Register map cif_i2c_addr_cad_00 page 0	93
Table 112: CIF_I2C_ADDR_CFG (Page 0: 0x0000001B)	93
Table 113: Register map common1_cad_00 page 0	94
Table 114: CIF_TIMEOUT_CTRL (Page 0: 0x00000012)	94
Table 115: CIF_CTRL (Page 0: 0x00000013)	94
Table 116: SR_24_48 (Page 0: 0x00000016)	95
Table 117: SR (Page 0: 0x00000017)	95

Audio Codec with Advanced Accessory Detect

Table 118: GAIN_RAMP_CTRL (Page 0: 0x00000092)	95
Table 119: PC_COUNT (Page 0: 0x00000094)	96
Table 120: Register map common2_cad_00 page 0	96
Table 121: CHIP_ID1 (Page 0: 0x00000081)	96
Table 122: CHIP_ID2 (Page 0: 0x00000082)	96
Table 123: CHIP_REVISION (Page 0: 0x00000083)	97
Table 124: Register map dac_filters_cad_00 page 0	97
Table 125: DAC_FILTERS5 (Page 0: 0x00000040)	97
Table 126: DAC_FILTERS2 (Page 0: 0x00000041)	98
Table 127: DAC_FILTERS3 (Page 0: 0x00000042)	98
Table 128: DAC_FILTERS4 (Page 0: 0x00000043)	99
Table 129: DAC_FILTERS1 (Page 0: 0x00000044)	99
Table 130: Register map dac_ng_cad_00 page 0	100
Table 131: DAC_NG_SETUP_TIME (Page 0: 0x000000AF)	100
Table 132: DAC_NG_OFF_THRESH (Page 0: 0x000000B0)	101
Table 133: DAC_NG_ON_THRESH (Page 0: 0x000000B1)	101
Table 134: DAC_NG_CTRL (Page 0: 0x000000B2)	101
Table 135: Register map dai_cad_00 page 0	102
Table 136: DAI_CLK_MODE (Page 0: 0x0000002B)	102
Table 137: DAI_CTRL (Page 0: 0x0000002C)	103
Table 138: DAI_TDM_CTRL (Page 0: 0x0000002D)	103
Table 139: DAI_OFFSET_LOWER (Page 0: 0x00000030)	104
Table 140: DAI_OFFSET_UPPER (Page 0: 0x00000031)	104
Table 141: Register map pll_cad_00 page 0	104
Table 142: PLL_CTRL (Page 0: 0x00000020)	105
Table 143: PLL_FRAC_TOP (Page 0: 0x00000022)	105
Table 144: PLL_FRAC_BOT (Page 0: 0x00000023)	106
Table 145: PLL_INTEGER (Page 0: 0x00000024)	106
Table 146: PLL_SRM_STS (Page 0: 0x00000025)	106
Table 147: Register map router_cad_00 page 0	106
Table 148: DIG_ROUTING_DAI (Page 0: 0x0000002A)	107
Table 149: DIG_ROUTING_DAC (Page 0: 0x0000002E)	107
Table 150: DIG_CTRL (Page 0: 0x00000099)	108
Table 151: Register map sidetone_cad_00 page 0	108
Table 152: SIDETONE_CTRL (Page 0: 0x0000003A)	108
Table 153: SIDETONE_GAIN (Page 0: 0x0000003B)	109
Table 154: DROUTING_ST_OUTFLT_1L (Page 0: 0x0000003C)	109
Table 155: DROUTING_ST_OUTFLT_1R (Page 0: 0x0000003D)	109
Table 156: Register map system_active_cad_00 page 0	109
Table 157: SYSTEM_ACTIVE (Page 0: 0x000000FD)	110
Table 158: Register map system_controller_cad_00 page 0	110
Table 159: SYSTEM_MODES_INPUT (Page 0: 0x00000050)	110
Table 160: SYSTEM_MODES_OUTPUT (Page 0: 0x00000051)	111
Table 161: SYSTEM_STATUS (Page 0: 0x000000E0)	111
Table 162: Register map tone_gen_cad_00 page 0	111
Table 163: TONE_GEN_CFG1 (Page 0: 0x000000B4)	112
Table 164: TONE_GEN_CFG2 (Page 0: 0x000000B5)	112
Table 165: TONE_GEN_CYCLES (Page 0: 0x000000B6)	113
Table 166: TONE_GEN_FREQ1_L (Page 0: 0x000000B7)	113
Table 167: TONE_GEN_FREQ1_U (Page 0: 0x000000B8)	113
Table 168: TONE_GEN_FREQ2_L (Page 0: 0x000000B9)	114
Table 169: TONE_GEN_FREQ2_U (Page 0: 0x000000BA)	114
Table 170: TONE_GEN_ON_PER (Page 0: 0x000000BB)	115
Table 171: TONE_GEN_OFF_PER (Page 0: 0x000000BC)	115
Table 172: Ordering Information	117
Table 173: Audio Inputs	119
Table 174: Microphone Bias	120
Table 175: Headset	120
Table 176: Headphone Charge Pump	121

Audio Codec with Advanced Accessory Detect

Table 177: Digital Interfaces – I ² C.....	122
Table 178: Digital Interfaces - I ² S.....	122
Table 179: References	122
Table 180: Power Supplies.....	123
Table 181: Ground.....	123
Table 182: Recommended Capacitor Values.....	125

Audio Codec with Advanced Accessory Detect

1 Terms and Definitions

AAD	Advanced Accessory Detect
ADC	Analog to Digital Converter
ALC	Automatic Level Control
CMRR	Common Mode Rejection Ratio
CTIA	Cellular Telecommunications Industry Association, (now known as 'The Wireless Association')
DAC	Digital to Analog Converter
DAI	Digital Audio Interface
DMIC	Digital Microphone
DTMF	Dual Tone Multi Frequency
EQ	Equalizer
FS	Sample Rate
HP	Headphones
HPF	High-Pass Filter
I ² C	Inter-Integrated Circuit Interface
I ² S	Inter-Integrated Circuit Sound
LDO	Low Dropout Regulator
MCLK	Master Clock
OMTP	Open Mobile Terminals Platform
PC	Program Counter
PGA	Programmable Gain Amplifier
PLL	Phase Locked Loop
PSRR	Power Supply Rejection Ratio
SC	System Controller
SDM	Sigma Delta Modulator
SNR	Signal to Noise Ratio
SRM	Sample Rate Matching
SWG	Sine Wave Generator
TDM	Time Division Multiplexing
THD+N	Total Harmonic Distortion plus Noise
VCO	Voltage-Controlled Oscillator
WCLK	Word Clock

Audio Codec with Advanced Accessory Detect

1.1 Terminology

Crosstalk (dB)

The level difference between the active path output and the idle path measured signal level, at the test signal frequency. The active path is configured and supplied with an input signal capable of driving a full scale output, with the signal measured at the output of the specified idle path.

Mute Attenuation

The difference in level between the full scale output signal and the output with mute applied.

Channel Separation (dB) [left-to-right and right-to-left]

The difference in level between the active channel (driven to maximum full scale output) and the signal level measured in the idle channel at the test signal frequency. The active channel is configured and supplied with an input signal capable of driving a full scale output, with the signal measured at the output of the associated idle channel.

PSRR

The ratio of a given power supply change relative to the output signal that results from it. PSRR is measured under quiescent signal path conditions.

SNR

The difference in level between the maximum full scale output signal and the output with no input signal applied.

THD+N

The level of the rms value of the sum of harmonic distortion products plus noise in the specified bandwidth relative to the amplitude of the measured output signal.

All performance measurements carried out with 20 kHz low pass filter, and where noted an A-weighted filter. Failure to use such a filter will result in higher THD and lower SNR readings than are found in the Electrical Characteristics. The low-pass filter removes out of band noise; although it is not audible it may affect dynamic specification values.

2 References

- [1] Android Wired Audio Headset Specification (v1.1)
(<https://source.android.com/accessories/headset/specification.html>)

Audio Codec with Advanced Accessory Detect

3 Block Diagram

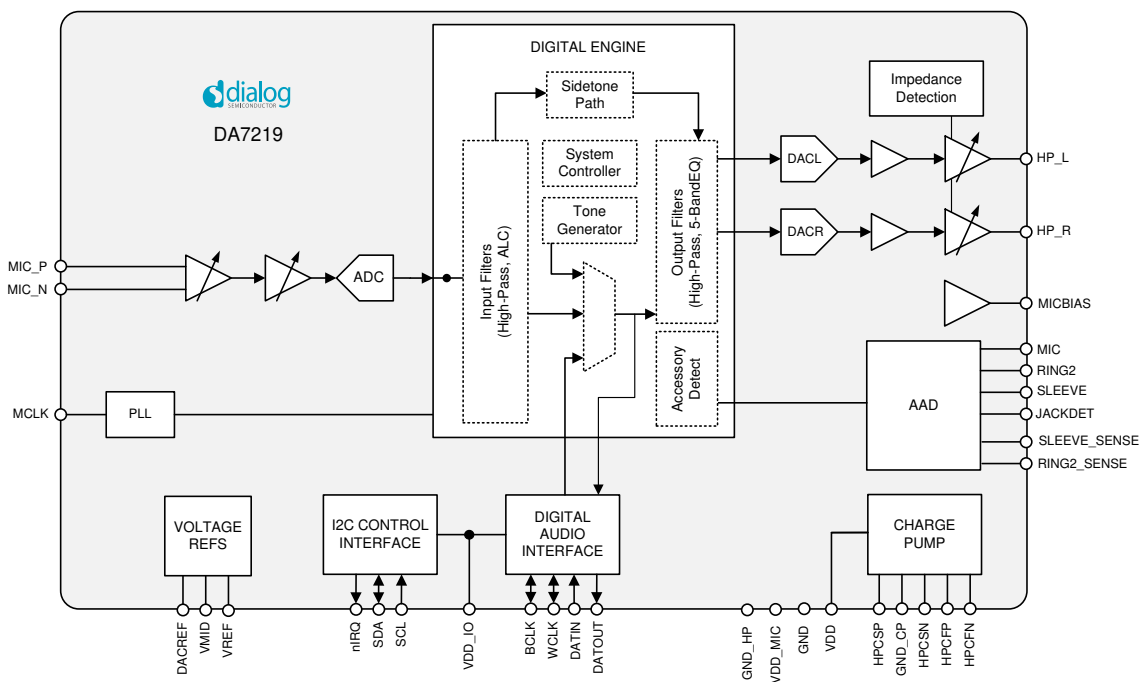


Figure 2: DA7219 Block Diagram

Audio Codec with Advanced Accessory Detect

4 Ballout

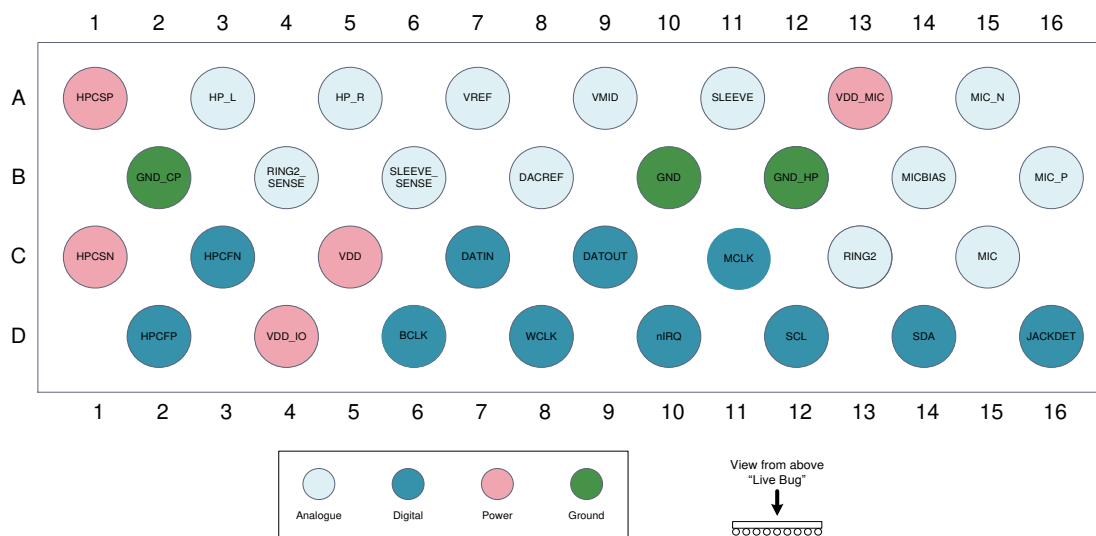


Figure 3: DA7219 Ballout Diagram

Table 1: Ball Description

Ball No.	Ball/Pin Name	Type (Table 2)	Description
Microphone Inputs			
B16	MIC_P	AI	Differential analog microphone 1 input (Pos)
A15	MIC_N	AI	Differential analog microphone 1 input (Neg)
B14	MICBIAS	AO	Microphone bias output
Accessory Detect			
D16	JACKDET	DI	Jack Detect Input from socket
A11	SLEEVE	AIO	Socket Sleeve (configured as MIC or GND)
C13	RING2	AIO	Socket Ring 2 (configured as GND or MIC)
B6	SLEEVE_SENSE	AIO	Socket Sleeve (Sense)
B4	RING2_SENSE	AIO	Socket Ring 2 (Sense)
C15	MIC	AIO	Microphone DC input
Headphone Outputs			
A3	HP_L	AO	Single-ended headphone output (Left)
A5	HP_R	AO	Single-ended headphone output (Right)
Charge Pump			
A1	HPCSP	AIO	Charge pump reservoir capacitor (Positive)
C1	HPCSN	AIO	Charge pump reservoir capacitor (Negative)
D2	HPCFP	AIO	Charge pump flying capacitor (Positive)
C3	HPCFN	AIO	Charge pump flying capacitor (Negative)
Digital Interface			
D14	SDA	DIOD	I ² C bidirectional data
D12	SCL	DI	I ² C clock

Audio Codec with Advanced Accessory Detect

Ball No.	Ball/Pin Name	Type (Table 2)	Description
D10	nIRQ	DIOD	Interrupt output (open drain active low)
C7	DATIN	DIO	DAI data input to DA7219
C9	DATOUT	DIO	DAI data output from DA7219
D6	BCLK	DIO	DAI bit clock
D8	WCLK	DIO	DAI word clock
C11	MCLK	DI	Master clock input
References			
B8	DACREF	AIO	DAC reference decoupling capacitor
A9	VMID	AIO	Mid-rail reference decoupling capacitor
A7	VREF	AIO	Bandgap reference decoupling capacitor
Supplies			
C5	VDD	AI	Main analog and digital supply
A13	VDD_MIC	AI	Supply for MICBIAS LDO
D4	VDD_IO	AI	Supply for digital interfaces
Grounds			
B2	GND_CP	AI	Ground
B10	GND	AI	Ground
B12	GND_HP	AI	Ground

Table 2: Ball/Pin Type Definition

Ball/Pin Type	Description	Ball/Pin Type	Description
DI	Digital Input	AI	Analog Input
DIO	Digital Input/Output	AO	Analog Output
DIOD	Digital Input/Output open Drain	AIO	Analog Input/Output

Audio Codec with Advanced Accessory Detect

5 Pin Descriptions

5.1 Microphone Pins

5.1.1 MIC_P

MIC_P is the positive differential input for the analog microphone channel. It can be used as a single-ended input if MIC_N is grounded (see [Figure 7](#)).

5.1.2 MIC_N

MIC_N is the negative differential input for the analog microphone channel. It should be grounded when using a single-ended analog microphone configuration.

5.1.3 MICBIAS

MICBIAS is the internally generated microphone supply. This must be decoupled with a 1 μ F capacitor.

5.2 Accessory Detect Pins

5.2.1 JACKDET

JACKDET is used to signal to the device when the Jack is fully inserted into the 3.5 mm jack (or alternative) socket.

The JACKDET pin is designed to be pulled either HIGH or LOW on the insertion of the jack. If using an HPLDET type headset socket additional external circuitry is required.

If not required it should be left unconnected.

5.2.2 SLEEVE

Sleeve is tested during the sense stage and then configured as either the headset microphone input or the headset ground connection.

5.2.3 RING2

RING2 is tested during the sense stage and then configured as either the headset microphone input or the headset ground connection.

5.2.4 SLEEVE_SENSE

SLEEVE sense line to guarantee accuracy over distance, cables and connectors.

5.2.5 RING2_SENSE

RING2 sense line to guarantee accuracy over distance, cables and connectors.

5.2.6 MIC

MIC is the DC input for the analog accessory detect.

5.3 Interface Input Pins

5.3.1 MCLK

MCLK is the master clock input pin. It is used as the main system clock either directly or via the PLL.

Audio Codec with Advanced Accessory Detect

5.3.2 SCL

SCL is the Control Interface (I²C) clock input and is used in conjunction with SDA to control the device.

5.3.3 DATIN

DATIN is the data input pin which forms part of the Digital Audio Interface (DAI). It is used to present audio playback data to the device.

5.4 Interface Output Pins

5.4.1 nIRQ

nIRQ is the open drain active-low interrupt output to alert the host to either an accessory or a level detect event.

5.4.2 DATOUT

DATOUT is the data output pin which forms part of the DAI. It is used to present audio record data to the host.

5.5 Interface Bidirectional Pins

5.5.1 SDA

SDA is the Control Interface (I²C) data input/output and is used in conjunction with SCL to control the device.

5.5.2 BCLK

BCLK is the bit clock input/output pin which forms part of the DAI. It is used to clock audio data bits into or out from the device or both.

5.5.3 WCLK

WCLK is the word clock input/output pin which forms part of the DAI. It is used to indicate whether the data bits belong to the left or right audio channel.

5.6 Headphone Output Pins

5.6.1 HP_L

HP_L is the left-channel single-ended headphone output. It is ground-centered so the headphone speaker can be connected directly between HP_L and ground.

5.6.2 HP_R

HP_R is the right-channel single-ended headphone output. It is ground-centered so the headphone speaker can be connected directly between HP_R and ground.

5.7 Charge Pump Pins

5.7.1 HPCSP

HPCSP is the positive output from the headphone charge pump. It should be connected to GND_CP via a reservoir capacitor.

Audio Codec with Advanced Accessory Detect

5.7.2 HPCSN

HPCSN is the negative output from the headphone charge pump. It must be connected to GND_CP via a reservoir capacitor.

5.7.3 HPCFP

HPCFP is one of the flying capacitor connections required by the headphone charge pump. It must be connected to HPCFN via a capacitor.

5.7.4 HPCFN

HPCFN is one of the flying capacitor connections required by the headphone charge pump. It must be connected to HPCFP via a capacitor.

5.8 References

5.8.1 VMID

VMID is the mid-rail reference decoupling capacitor connection.

5.8.2 DACREF

DACREF is the DAC reference decoupling capacitor connection.

5.8.3 VREF

VREF is the bandgap reference decoupling capacitor connection.

5.9 Supply Pins

5.9.1 VDD

VDD is main analog supply pin. It supplies all the analog circuits except the MICBIAS output and the HPAMP outputs.

5.9.2 VDD_IO

VDD_IO is the supply pin for the digital input/output signals. VDD_IO must be greater than or equal to VDD during device operation.

5.9.3 VDD_MIC

VDD_MIC is the supply pin for the MICBIAS. VDD_MIC must be greater than or equal to VDD during device operation.

5.10 Ground Pins

5.10.1 GND

GND is the main analog ground pin. It is the ground connection for all analog circuits with the exception of the charge pump.

5.10.2 GND_CP

GND_CP is the ground pin for the charge pump and the digital engine.

Audio Codec with Advanced Accessory Detect**5.10.3 GND_HP**

GND_HP is the ground point for the headset. When a headset is connected this pin is automatically connected internally to either RING2 or SLEEVE.

Audio Codec with Advanced Accessory Detect

6 Absolute Maximum Ratings

Table 3: Absolute Maximum Ratings

Parameter	Description	Conditions (Note 1)	Min	Max	Unit
T _{STG}	Storage temperature		-65	+165	°C
T _a	Operating temperature		-40	+85	°C
V _{DD_LIM}	Main supply voltage		-0.3	+2.75	V
V _{VDD_IO}	Digital IO supply voltage		-0.3	+5.5	V
V _{DD_MIC}	Microphone bias supply voltage		-0.3	+5.5	V
V _{DDIO}	Digital IO pins: SDA, SCL, BCLK, WCLK, DATIN, DATOUT, MCLK		-0.3	V _{DD_IO} + 0.3	V
V _{JACKDET}	Accessory detect pins: JACKDET		-0.3	V _{DD} + 0.3	V
V _{ACCDDET}	Accessory detect pins: RING2, SLEEVE, MIC, RING2_SENSE, SLEEVE_SENSE		-0.3	V _{DD_MIC} + 0.3	V
V _{MIC_P} , V _{MIC_N}	Analog input pins MIC_P and MIC_N		-0.3	V _{DD} + 0.3	V
V _{ESD_HBM}	ESD susceptibility	Human body model (HBM)	2000		V
V _{ESD_CDM}	ESD susceptibility	Charged device model (CDM)	500		V

Note 1 Stresses beyond those listed under 'Absolute Maximum Ratings' may cause permanent damage to the device. These are stress ratings only, so functional operation of the device at these or any other conditions beyond those indicated in the operational sections of the specification are not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

7 Recommended Operating Conditions

Table 4: Recommended Operating Conditions

Parameter	Description	Conditions	Min	Typ	Max	Unit
T _a	Operating temperature		-25		85	°C
V _{DD}	Main supply voltage		1.7		2.5	V
V _{DD_IO}	Digital IO supply voltage	(Note 1)	VDD		3.6	V
V _{DD_MIC}	Microphone bias supply voltage	(Note 1)	VDD		3.6	V

Note 1 V_{DD_IO} and V_{DD_MIC} must be greater than or equal to V_{DD}.

Audio Codec with Advanced Accessory Detect

8 Electrical Characteristics

Unless otherwise stated, test conditions are as follows: $V_{DD} = V_{DD_IO} = 1.8\text{ V}$, $V_{DD_MIC} = 3.3\text{ V}$, $MCLK = 12.288\text{ MHz}$, $SR = 48\text{ kHz}$, $PLL = \text{Bypass mode}$, $T_a = 25\text{ }^\circ\text{C}$.

Table 5: Power Consumption

Description	Conditions	Min	Typ	Max	Unit
DEEP SLEEP mode			4	10	μA
SLEEP mode	AAD on without button detection		185		μA
Digital playback to headphone, no load	DAC to HP_L/R, quiescent		3.4		mW
Digital playback to headphone, with load	DAC to HP_L/R, 16 Ω load, 0.1 mW at 0 dBFS		7.5		mW
Microphone stereo record	MIC P/N to ADCL/R		2.75		mW
Microphone stereo record and digital playback to headphone, no load	MIC P/N to ADCL/R and DACL/R to HP_L/R, quiescent		4.8		mW
Microphone stereo record and digital playback to headphone, with load	MIC P/N to ADCL/R and DACL/R to HP_L/R, 16 Ω load, 0.1 mW at 0 dBFS		8.9		mW

Table 6: Microphone Bias

Parameter	Description	Conditions	Min	Typ	Max	Unit
$V_{MICBIAS}$	Output voltage	No load, $V_{DD_MIC} > V_{MICBIAS} + 200\text{ mV}$ Level programmable using micbias1_level	1.6		2.9	V
I_{BIAS}	Output current	Output voltage droop < 50 mV		2		mA
PSRR	Power supply rejection ratio	20 Hz to 2 kHz 2 kHz to 20 kHz	70 50			dB
V_{NO}	Output voltage noise	$V_{MICBIAS} \leq 2.2\text{ V}$		5		μV_{RMS}

Table 7: Microphone Amplifier

Parameter	Description	Conditions	Min	Typ	Max	Unit
	Full-scale input signal	0 dB, singled-ended 0 dB gain, differential		$0.8 \cdot V_{DD}$ $1.6 \cdot V_{DD}$		V_{PP}
	Input resistance		12	15	18	k Ω
	Programmable gain		-6		36	dB
	Gain step size			6		dB
	Absolute gain accuracy	0 dB @ 1 kHz	-1.0		1.0	dB
	Gain step error	20 Hz to 20 kHz	-0.1		0.1	dB
VNI	Input noise level	Inputs connected to GND, 24 dB gain, input-referred, A-weighted		5		μV_{RMS}
	Amplitude ripple	20 Hz to 20 kHz	-0.5		0.5	dB
PSRR	Power supply rejection ratio	20 Hz to 2 kHz 2 kHz to 20 kHz	90 70			dB

Audio Codec with Advanced Accessory Detect

Parameter	Description	Conditions	Min	Typ	Max	Unit
CMRR	Common mode rejection ratio			70		dB

Table 8: Input Mix Amplifier (mixinamp)

Parameter	Description	Conditions	Min	Typ	Max	Unit
	Programmable gain		-4.5		+18	dB
	Gain step size			1.5		dB
	Absolute gain accuracy	0 dB @ 1 kHz	-1.0		+1.0	dB
	Gain step error	20 Hz to 20 kHz	-0.1		+0.1	dB
	Amplitude ripple	20 Hz to 20 kHz	-0.5		+0.5	dB

Table 9: Mono Analog to Digital Converter (adc_mono)

Parameter	Description	Conditions	Min	Typ	Max	Unit
V _{MAX}	Full-scale input signal	0 dBFS digital output level		1.6*V _{DD}		V _{PP}
SNR	Signal to noise ratio	A-weighted		90		dB
THD+N	Total harmonic distortion plus noise	-1 dBFS analog input level		-85		dB
PSRR	Power supply rejection ratio	20 Hz to 2 kHz 2 kHz to 20 kHz	70 50			dB

Table 10: Stereo Digital to Analog Converter (dac_stereo)

Parameter	Description	Conditions	Min	Typ	Max	Unit
V _{MAX}	Full-scale output signal	0 dBFS digital input level		1.6*V _{DD}		V _{PP}
SNR	Signal to Noise Ratio	A-weighted		100		dB
THD+N	Total harmonic distortion plus noise	-1 dBFS digital input level		-90		dB
PSRR	Power supply rejection ratio	20 Hz to 2 kHz 2 kHz to 20 kHz	70 50			dB

Table 11: Stereo Headphone Amplifier (audio_hpamp_stereo)

Parameter	Description	Conditions	Min	Typ	Max	Unit
V _{MAX}	Full-scale output signal	No load		1.6*V _{DD}		V _{PP}
	DC output offset	-30 dB gain		250		μV
	Maximum output power per channel	V _{DD} = 1.8 V, THD < 0.1%, R _{LOAD} = 16 Ω, 1 kHz		30		mW _{RMS}
	Maximum output power per channel	V _{DD} = 2.5 V, THD < 0.1%, R _{LOAD} = 16 Ω, 1 kHz		70		mW _{RMS}
	Load resistance		13	16		Ω
	Load capacitance				500	pF
	Load inductance				400	μH
Frequency Response	20 Hz to 20 kHz		-0.5		+0.5	dB
SNR	Signal to Noise Ratio	V _{DD} = 1.8 V, 0 dB gain		98		dB

Audio Codec with Advanced Accessory Detect

Parameter	Description	Conditions	Min	Typ	Max	Unit
		$V_{DD} = 2.5\text{ V}$, 0 dB gain		100		dB
V_{NO}	Output noise level	20 Hz to 20 kHz, <20 dB gain			2.5	μV_{RMS}
THD+N	Total harmonic distortion plus noise	$V_{DD} = 1.8\text{ V}$, $R_{LOAD} = 16\ \Omega$, -5 dBFS, 1 kHz		-85		dB
	Channel separation	$V_{DD} = 1.8\text{ V}$, $R_{LOAD} = 32\ \Omega$, 1 kHz		90		dB
	Programmable gain		-57		6	dB
	Gain step size			1.0		dB
	Absolute gain accuracy	0 dB @ 1 kHz	-0.8		0.8	dB
	Left/right gain mismatch	20 Hz to 20 kHz	-0.1		0.1	dB
	Gain step error	20 Hz to 20 kHz	-0.1		0.1	dB
	Amplitude ripple	20 Hz to 20 kHz	-0.5		0.5	dB
	Mute attenuation			-70		dB
PSRR	Power supply rejection ratio	20 Hz to 2 kHz 2 kHz to 20 kHz	70 50			dB

Table 12: Input Filters

Parameter	Description	Conditions	Min	Typ	Max	Unit
BPASS	Pass band				$0.45 \cdot FS$	Hz
	Pass band ripple	Voice mode Music mode			± 0.3 ± 0.1	dB
BSTOP	Stop band	$FS \leq 48\text{ kHz}$ $FS = 88.2\text{ kHz}$ or 96 kHz	$0.56 \cdot FS$		$7 \cdot FS$ $3.5 \cdot FS$	Hz
	Stop band attenuation	Voice mode Music mode	70 55			dB
	Group delay	Voice mode Music mode $FS = 88.2\text{ kHz}$ or 96 kHz		$4.3/FS$ $18/FS$ $9/FS$		s
	Digital gain		-83.25		12	dB
	Digital gain step size			0.75		dB

Table 13: DAC Filter

Parameter	Description	Conditions	Min	Typ	Max	Unit
BPASS	Pass band				$0.45 \cdot FS$	Hz
	Pass band ripple	Voice mode Music mode			± 0.3 ± 0.1	dB
BSTOP	Stop band	$FS \leq 48\text{ kHz}$ $FS = 88.2\text{ kHz}$ or 96 kHz	$0.56 \cdot FS$		$7 \cdot FS$ $3.5 \cdot FS$	Hz
	Stop band attenuation	Voice mode Music mode	70 55			dB

Audio Codec with Advanced Accessory Detect

Parameter	Description	Conditions	Min	Typ	Max	Unit
	Group delay	Voice mode Music mode FS = 88.2 kHz or 96 kHz		4.3/FS 18/FS 9/FS		s
	Group delay variation	20 Hz to 20 kHz			1	µs
	Left/right channel group delay mismatch				2	µs
	Digital gain range		-71.25		18	dB
	Digital gain step size			0.75		dB

Table 14: Automatic Level Control (ALC)

Parameter	Description	Conditions	Min	Typ	Max	Unit
	Attack rate	FS = 48 kHz	1.6		6500	dB/s
	Release rate	FS = 48 kHz	1.6		1675	dB/s
	Hold time	FS = 48 kHz	1.3		42300	ms
	Maximum threshold		-94.5		0	dBFS
	Minimum threshold		-94.5		0	dBFS
	Noise threshold		-94.5		0	dBFS
	Threshold step size			1.5		dB
	Maximum overall gain		0		90	dB
	Maximum overall attenuation		0		90	dB
	Maximum analog gain		0		36	dB
	Minimum analog gain		0		36	dB
	Gain step size			1.5		dB

Table 15: Advanced Accessory Detect (AAD)

Parameter	Description	Conditions	Min	Typ	Max	Unit
	Ring2 ground switch resistance				50	mΩ
	Sleeve ground switch resistance				50	mΩ

Table 16: Reference Voltages

Parameter	Description	Conditions	Min	Typ	Max	Unit
V _{REF}	Bandgap voltage reference			1.2		V
DACREF	DAC reference			0.9*V _{DD}		V
V _{MID}	Mid-rail voltage reference			0.45*V _{DD}		V
	Charge pump positive voltage	VDD mode		1.8		V
		VDD/2 mode		0.9		V
	Charge pump negative voltage	VDD mode		-1.8		V
		VDD/2 mode		-0.9		V

Audio Codec with Advanced Accessory Detect

Table 17: PLL Mode

Description	Conditions	Min	Typ	Max	Unit
MCLK input jitter	Absolute jitter (rms) Note 1			540	ps
MCLK input frequency	Normal mode	2		54	MHz
SRM tracking range	DAI slave mode WCLK frequency variation	-4		4	%
SRM tracking rate	DAI slave mode WCLK drift rate			54	ppm/s

Note 1 Jitter in the 100 Hz to 40 kHz band

Table 18: Bypass Mode

Description	Conditions	Min	Typ	Max	Unit
MCLK input jitter	Absolute jitter (rms) Note 1			540	ps
MCLK input frequency	$F_S = 11.025, 22.05, 44.1, 88.2$ kHz $F_S = 8, 12, 16, 24, 32, 48, 96$ kHz		11.2896 12.288		MHz

Note 1 Jitter in the 100 Hz to 40 kHz band

Table 19: Tone Generator

Description	Conditions	Min	Typ	Max	Unit
Single-tone frequency	$F_S = 8, 12, 16, 24, 32, 48, 96$ kHz	1		12000	Hz
	$F_S = 11.025, 22.05, 44.1, 88.2$ kHz	1		11025	Hz
Single-tone frequency step	$F_S = 8, 12, 16, 24, 32, 48, 96$ kHz		0.18		Hz
	$F_S = 11.025, 22.05, 44.1, 88.2$ kHz		0.17		Hz
Dual-tone modulation frequency A			697		Hz
			770		Hz
			852		Hz
			941		Hz
Dual-tone modulation frequency B			1209		Hz
			1336		Hz
			1477		Hz
			1633		Hz
Output programmable gain	Programmable via tone_gen_gain	-45		0	dBFS
On/off pulse duration		10		2000	ms
On/off pulse step size	10 ms to 200 ms duration		10		ms
	200 ms to 2000 ms duration		50		ms
On/off pulse repeat	Programmable Continuous		1, 2, 3, 4, 5, 6 ∞		Cycles