

## Objective

This example demonstrates how to use the I<sup>2</sup>S hardware block in PSoC 6 to interface with an audio codec.

## Overview

This code example shows how to play a short audio on a speaker or headphone. The application stores the audio data in the flash memory. This data is written to the output TX FIFO of the I<sup>2</sup>S hardware block, which interfaces with an audio codec chip.

The audio codec chip converts a digital audio stream into analog. The chip is configured by the PSoC 6 over an I<sup>2</sup>C interface. The code example includes the files `codec.c/h`, which wrap the configuration of the audio codec.

## Requirements

**Tool:** PSoC Creator 4.2

**Programming Language:** C (ARM® GCC 5.4-2016-q2-update)

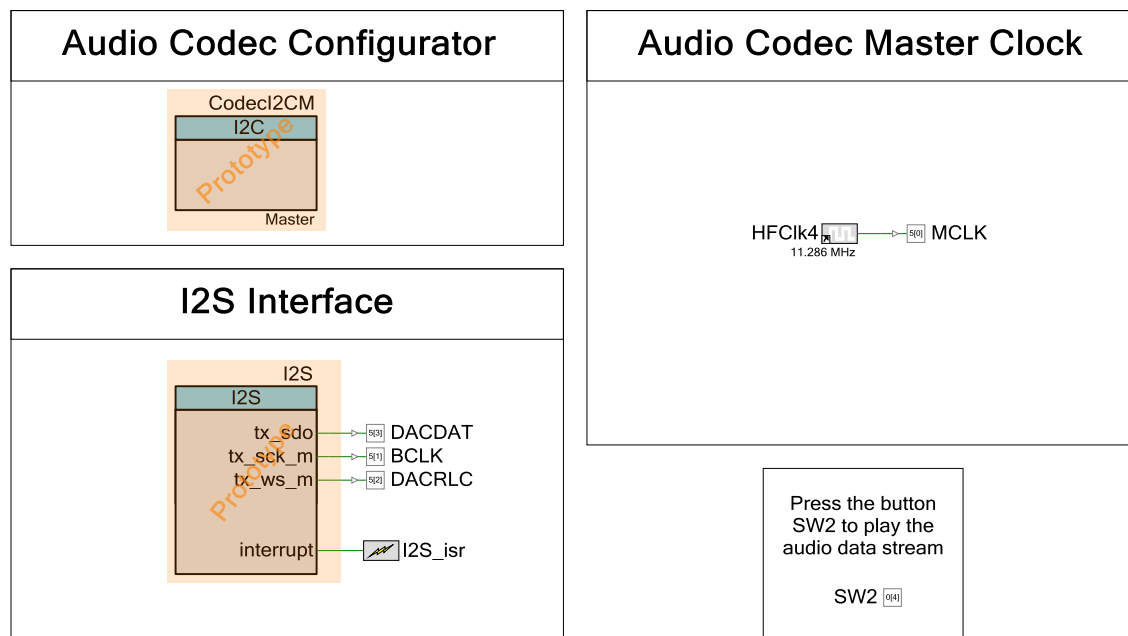
**Associated Parts:** All PSoC 6 parts with I<sup>2</sup>S

**Related Hardware:** CY8CKIT-062 or CY8CKIT-062-BLE, CY8CKIT-028-TFT

## Design

Figure 1 shows the PSoC Creator schematic for interfacing an audio codec with the I<sup>2</sup>S Component.

Figure 1. Project Schematics

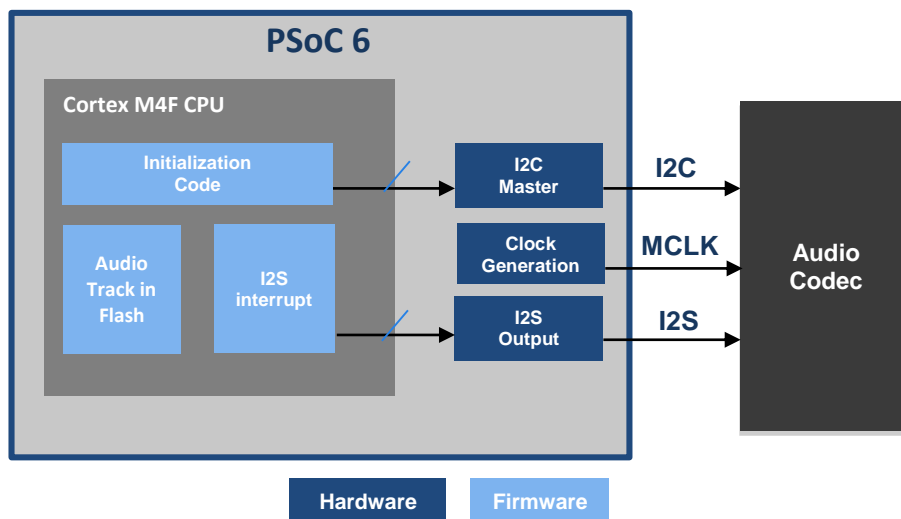


The CY8CKIT-028-TFT shield contains the audio codec [AK4954A](#) and an audio jack. This allows you to listen to any audio data stream transmitted to the audio codec over the I<sup>2</sup>S interface. You can connect a speaker or headphone to the audio jack. The PSoC 6 in the CY8CKIT-062 kit generates the data over the I<sup>2</sup>S. This is done by storing a short audio track in the flash memory, and writing it to the TX FIFO of the I<sup>2</sup>S hardware block. The I<sup>2</sup>S interface requires a continuous stream of data, which can be satisfied by feeding the TX FIFO with DMA transfers or interrupt service routine (ISR). In this example, an ISR is configured to be triggered when the TX FIFO is not full.

PSoC 6 also generates the clock fed to the audio codec. Based on the AK4954A datasheet, this codec requires an 11.2896 MHz MCLK and a 2.822 MHz BCLK to sample at 44.1 kHz. The code example contains an I<sup>2</sup>C Master, through which the PSoC 6 configures the audio codec. The code example provides an API to easily configure the AK4954A.

Figure 2 shows the high-level block diagram of the interface between the PSoC 6 and the audio codec chip.

Figure 2. Block Diagram



## Design Considerations

This code example runs on CY8CKIT-062-BLE or CY8CKIT-062 kits, which have a PSoC 6 device. To port the design to other PSoC 6 devices and kits, change the target device in the **Project > Device Selector**, and pin assignment in the Design Wide Resources.

## Hardware Setup

This example requires the CY8CKIT-028-TFT shield to be connected to the CY8CKIT-062 (-BLE) kit.

## Operation

1. Connect the CY8CKIT-028-TFT shield to the CY8CKIT-062 kit.
2. Build the “CE218636\_I2S” project and program the CY8CKIT-062 kit. For more information on building projects and device programming, see PSoC Creator Help.
3. Connect a headphone or speaker to the audio jack of the CY8CKIT-028-TFT shield.
4. Press the CY8CKIT-062 SW2 button to play the short audio “PSoC Rocks”.

## Components

Table 1 lists the PSoC Creator Components used in this example, as well as the hardware resources used by each.

Table 1. List of PSoC Creator Components

Component	Instance Name	Hardware Resources
I <sup>2</sup> S	I2S	I <sup>2</sup> S Block
I <sup>2</sup> C (Master)	Codecl2CM	SCB
Clock	HFClk4	High Frequency Clock
Interrupt	I2S_isr	Interrupt [CM4]

Component	Instance Name	Hardware Resources
Digital Output Pin	MCLK	GPIO
Digital Output Pin	TX_SDO	GPIO
Digital Output Pin	TX_SCK	GPIO
Digital Output Pin	TX_WS	GPIO
Digital Input Pin	SW2	GPIO

## Parameter Settings

This section shows the changed settings for various Components as well as the system clocks.

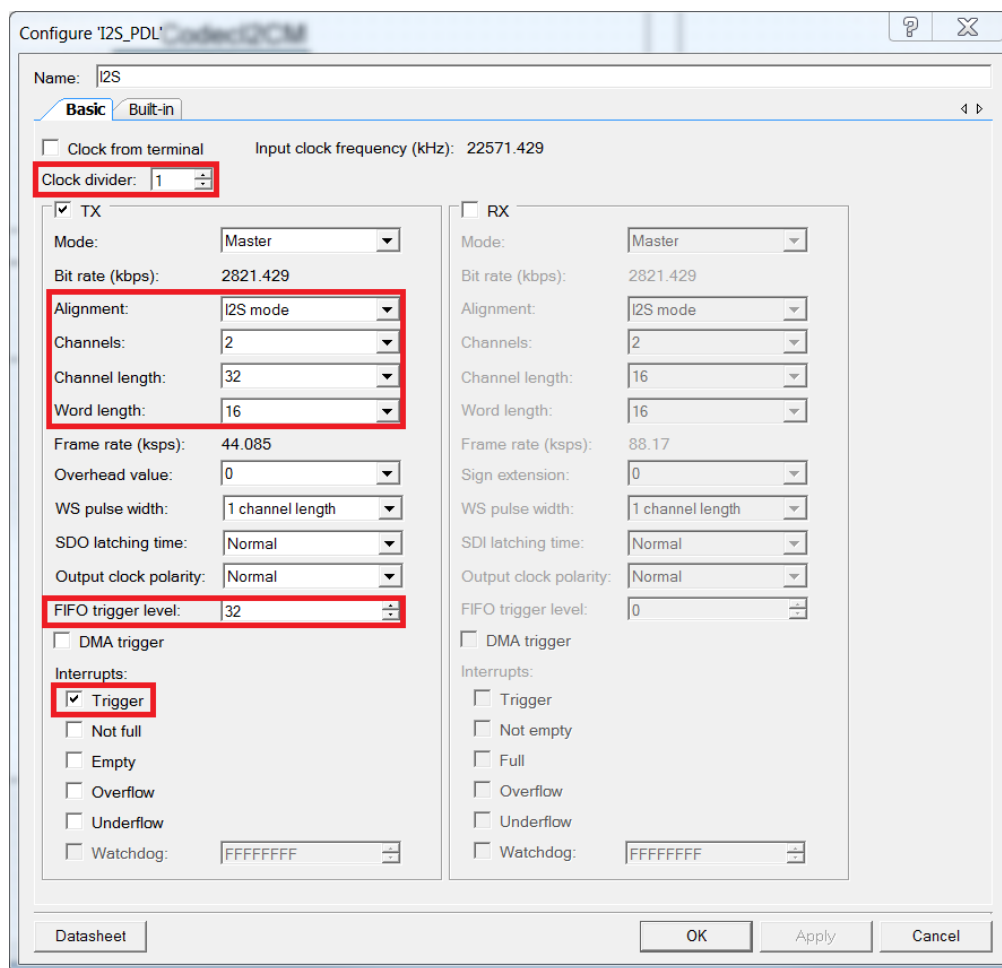
### I<sup>2</sup>S

The I<sup>2</sup>S Component is configured for a frame rate of 44.1 kbps. Configure the HFC1k1 clock to a specific frequency (see below). The Input clock frequency displayed in the Component is derived from HFC1k1. The frame rate is calculated as:

$$\text{Frame Rate (kps)} = \frac{\text{HFC1k1}}{\text{Clock divider} \times 16 \times \text{Channel Length}}$$

Figure 3 shows the I<sup>2</sup>S configuration window. Note that the frame rate is not exactly 44.1 kbps due to the PLL output frequency cannot achieve the desired frequency of 22.5792 MHz.

Figure 3. I<sup>2</sup>S Component Configuration Window



Configure 'I2S\_PDL'

Name: I2S

**Basic** Built-in

☐ Clock from terminal Input clock frequency (kHz): 22571.429

**Clock divider:** 1

☒ **TX**

Mode: Master

Bit rate (kbps): 2821.429

Alignment: I2S mode

Channels: 2

Channel length: 32

Word length: 16

Frame rate (kps): 44.085

Overhead value: 0

WS pulse width: 1 channel length

SDO latching time: Normal

Output clock polarity: Normal

FIFO trigger level: 32

☐ DMA trigger

Interrupts:

☒ Trigger

☐ Not full

☐ Empty

☐ Overflow

☐ Underflow

☐ Watchdog: FFFFFFFF

☐ **RX**

Mode: Master

Bit rate (kbps): 2821.429

Alignment: I2S mode

Channels: 2

Channel length: 16

Word length: 16

Frame rate (kps): 88.17

Sign extension: 0

WS pulse width: 1 channel length

SDI latching time: Normal

Output clock polarity: Normal

FIFO trigger level: 0

☐ DMA trigger

Interrupts:

☐ Trigger

☐ Not empty

☐ Full

☐ Overflow

☐ Underflow

☐ Watchdog: FFFFFFFF

Datasheet OK Apply Cancel

## I2S\_isr

The I<sup>2</sup>S Interrupt Type is configured to be **Auto-Select Trigger**.

## HFClk4

The Component clock is configured to be 11.286 MHz, which is sourced from the PLL output and divided by 2.

## SW2

The pin drive mode is configured to be Resistive Pull Up.

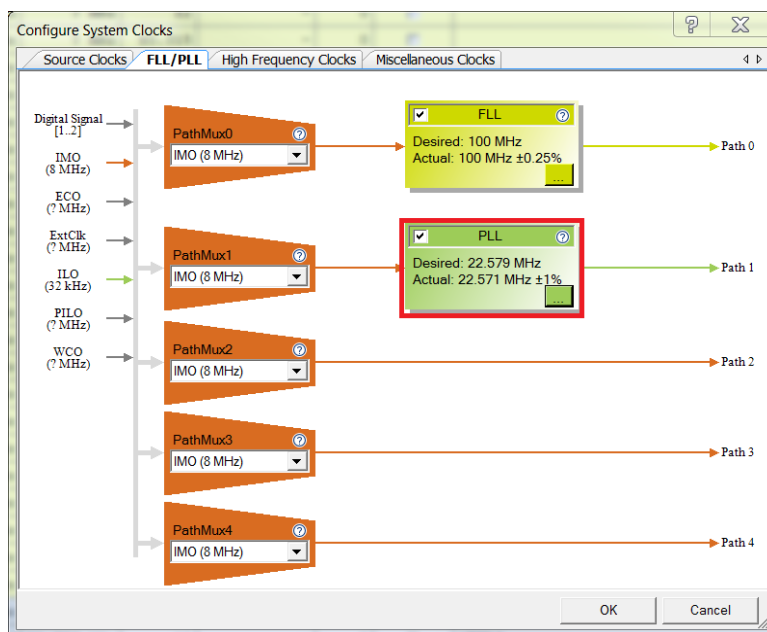
## Design-Wide Resources

In the FLL/PLL tab, enable the PLL to be 22.5792 MHz. This clock frequency comes from the following equation:

$$HFClk1 = \text{Frame Rate} \times \text{Clock divider} \times 16 \times \text{Channel Length} = 44.1k \times 1 \times 16 \times 32 = 22579.2 \text{ kHz}$$

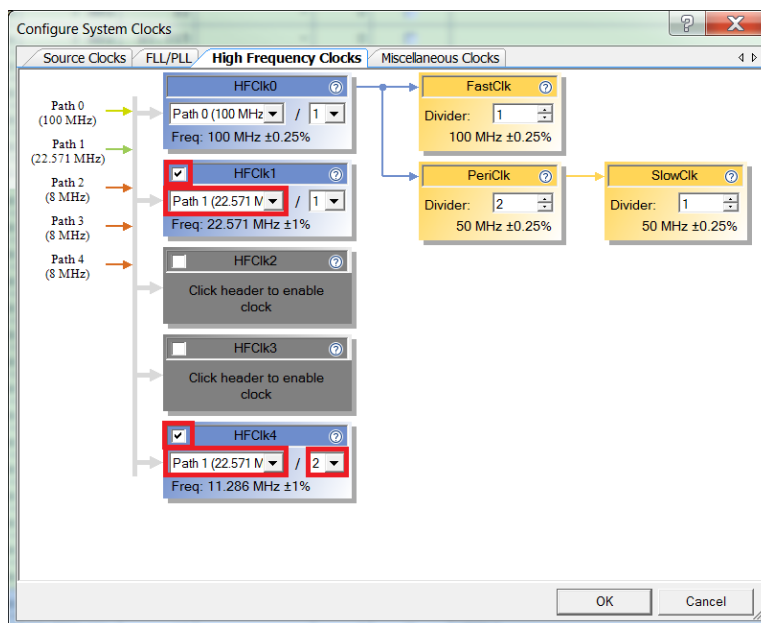
Figure 4 shows the configuration of the PLL. Note that the actual frequency is 22.571 MHz, instead of the desired frequency of 22.5792 MHz.

Figure 4. Clock Configuration Window



Configure the High Frequency Clocks HFClk1 and HFClk4 to be linked to the Path 1. Note that ideally both the clocks created for the I<sup>2</sup>S block (MCLK and BCLK) should come from the same source. Figure 4 shows how the high frequency clocks are configured.

Figure 5. High Frequency Clock Configuration



## Related Documents

Table 2 lists all relevant application notes, code examples, knowledge base articles, device datasheets, and Component / user module datasheets.

Table 2. Related Documents

Application Notes	
<a href="#">AN210781 Getting Started with PSoC 6 MCU with BLE Connectivity</a>	Describes the PSoC 6 BLE, and how to build this code example
<a href="#">AN217666 PSoC 6 MCU Interrupts</a>	Describes how to use interrupts in PSoC 6
PSoC Creator Component Datasheets	
<a href="#">Inter-IC Sound Bus (I<sup>2</sup>S) Component</a>	Sends digital audio streaming data to external I <sup>2</sup> S devices
<a href="#">Intra-Integrated Circuit (I<sup>2</sup>C) Component</a>	Supports I <sup>2</sup> C slave, master, and master-slave operation configurations.
Device Documentation	
<a href="#">PSoC 6 MCU: PSoC 63 with BLE Datasheet (PRELIMINARY)</a>	
<a href="#">PSoC 6 MCU: PSoC 62 Datasheet</a>	
<a href="#">PSoC 6 MCU: PSoC 63 with BLE Architecture Technical Reference Manual</a>	
<a href="#">PSoC 6 MCU: PSoC 63 with BLE Register Technical Reference Manual</a>	
<a href="#">PSoC 6 MCU Programming Specifications</a>	
Development Kit (DVK) Documentation	
<a href="#">CY8CKIT-062-BLE PSoC 6 BLE Pioneer Kit</a>	

## Document History

Document Title: CE218636 - PSoC 6 MCU Inter-IC Sound (I2S) Example

Document Number: 002-18636

Revision	ECN	Orig. of Change	Submission Date	Description of Change
**	5697907	RLOS	06/21/2017	New Code Example
*A	5849304	RLOS	08/10/2017	Updated Project to PSoC Creator 4.2 Updated Clock Frequencies to use slower values
*B	5891795	RLOS	09/21/2017	Updated Audio Codec part Updated TopDesign screenshot

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