

AC690N Series Development Details and Considerations

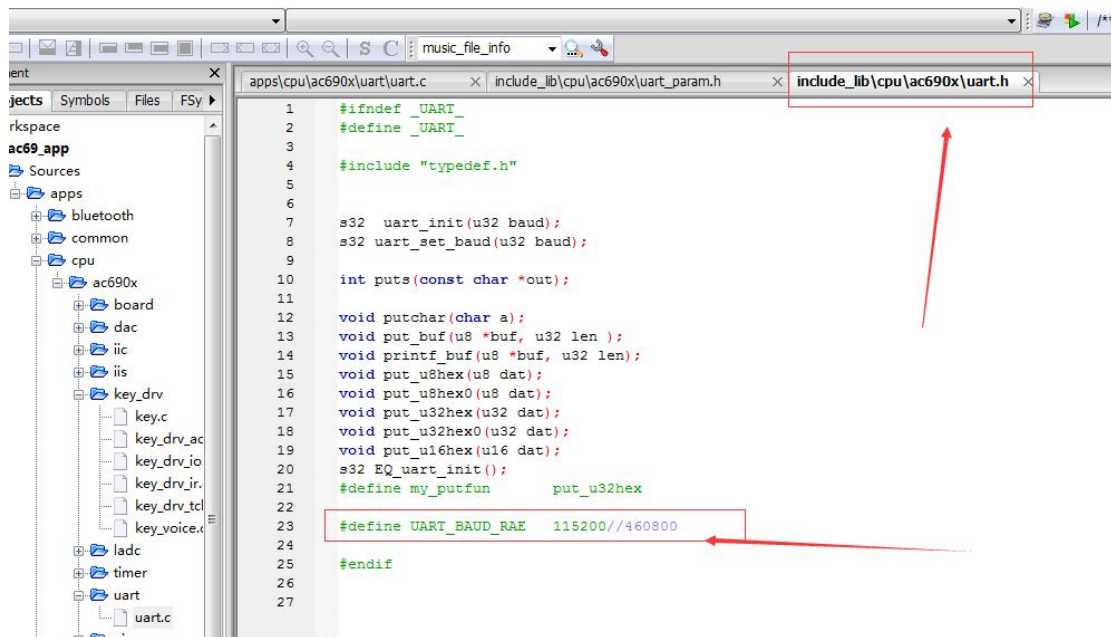
1. If the initial compilation of the AC690x_SDK_V1.0.0_release project fails and the following issue occurs,

```
device offline
output file name jl_isd.bin
WARNING : can't match flash type
device id: e04016
down err @ line 2261 : 5-ISD_ERR_DISK_MISMATCH

系统找不到指定的文件。
找不到 G:\AC690N\AC690x_SDK_V1.0.0_release\apps\download\ac690x\post_build\no_isd_file
open file jl_690x.bin fail
jl_690x.bfu
jl_flash_cfg.bin
已复制 1 个文件。
```

you need to change the FLASH ID in isd_tools.cfg to e04015.

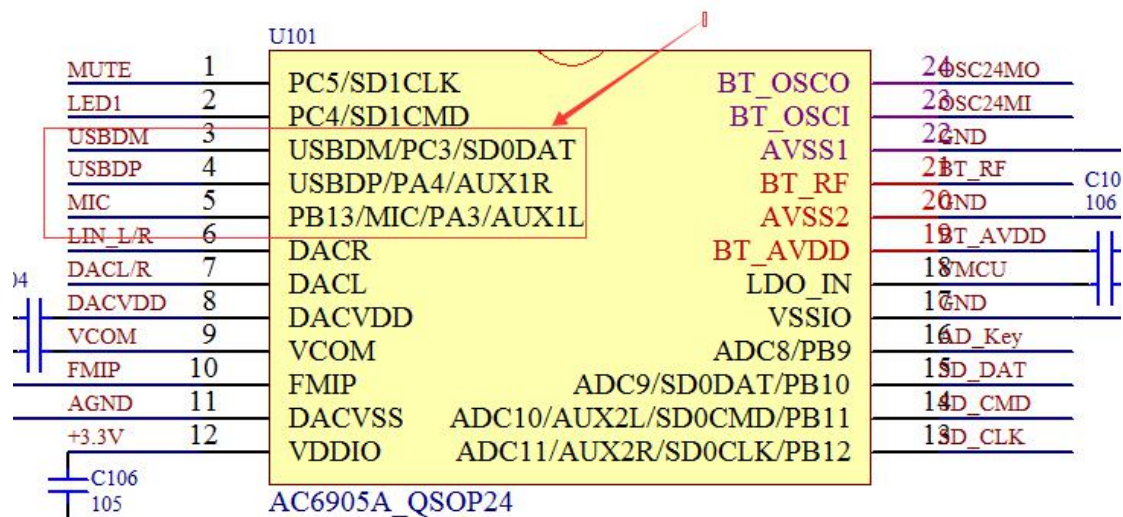
2. If the AC69 series encounters garbled output when using a new SDK, you can modify the UART baud rate as follows.



3. For the AC69 series ICs, if some pins are multiplexed and one pin is used, the other pin must be set to high impedance. For example, with the AC6905A, the other unused pins that are multiplexed should be set to high impedance. Otherwise, it will affect the IO functionality of other pins that are tied together. For instance, PB13 and PA3 are tied together, where PB13 is the MIC and PA3 is set to pull-down by default, which will result in no sound during calls.

```
void AC6905A_NOUSER_IO(void)
```

```
{
    JL_PORTA->DIR |= (BIT(3)|BIT(4));
    JL_PORTA->PU &= ~(BIT(3)|BIT(4));
    JL_PORTA->PD &= ~(BIT(3)|BIT(4));
    JL_PORTA->DIE |= (BIT(3)|BIT(4));
    JL_PORTC->DIR |= (BIT(3));
    JL_PORTC->PU &= ~(BIT(3));
    JL_PORTC->PD &= ~(BIT(3));
    JL_PORTC->DIE |= (BIT(3));
}
```



4. For the newly released AC69 series SDK AC690x_SDK_V1.0.0_release, there is a missing message in the usb_device program's usb_key.c in the ADKEY section regarding long press of the key, which causes issues with long press of the key at 24K.

```

34      /*07*/ MSG_PC_PLAY_PREV,\
35      /*08*/ MSG_PC_PLAY_PREV,\
36      /*09*/ MSG_PC_PP,\
37
38      #endif // #if LCD_SUPPORT_MENU
39
40      #define ADKEY_USB_LONG \
41      /*00*/ NO_MSG,\
42      /*01*/ NO_MSG,\
43      /*02*/ NO_MSG,\
44      /*03*/ NO_MSG,\
45      /*04*/ NO_MSG,\
46      /*05*/ MSG_VOL_UP,\
47      /*06*/ MSG_VOL_UP,\
48      /*07*/ MSG_VOL_DOWN,\
49      /*08*/ MSG_VOL_DOWN,\
50      /*09*/ MSG_CHANGE_WORKMODE,\
51
52
53      #define ADKEY_USB_HOLD \
54      /*00*/ NO_MSG,\
55      /*01*/ NO_MSG,\

```

添加上此句话

5. The AC690N series requires attention to the following three points when adding a low battery alert sound.

1) The red box point needs to be added in play_sel.h.

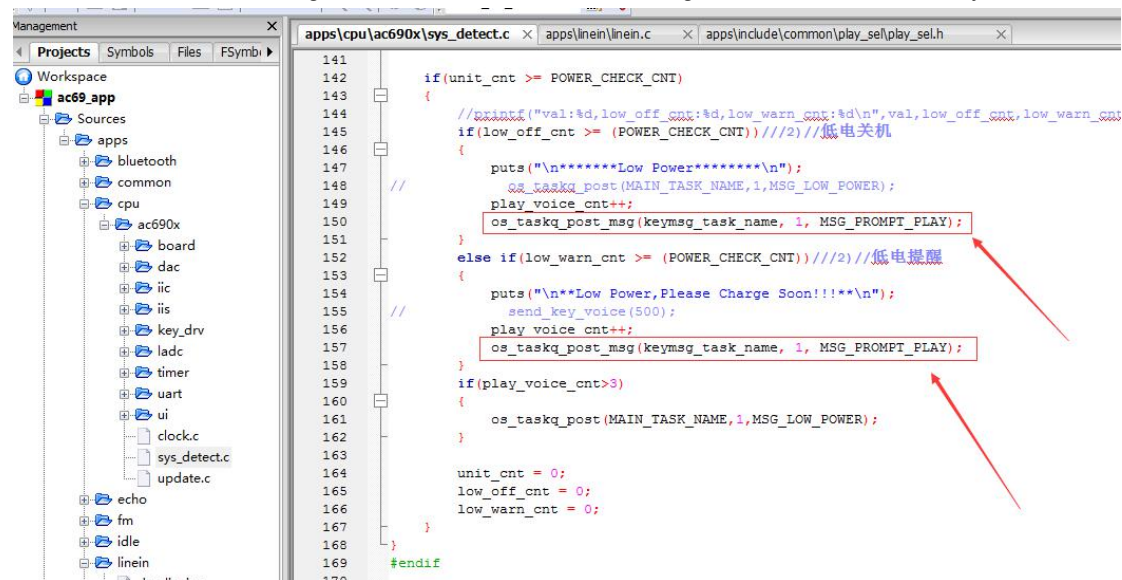
```

46      #define BPF_7_MP3 "7.***"
47      #define BPF_8_MP3 "8.***"
48      #define BPF_9_MP3 "9.***"
49
50      #define BPF_LOW_POWER_MP3 "low power.***"
51      #define BPF_MUSIC_PLAY_MP3 "test.***"
52      #define BPF_MUSIC_PAUSE_MP3 "test.***"
53      #define BPF_TEST_MP3 "test.***"
54

```

添加上此句话

2) Although there is a MSG_LOW_POWER message handling in every project, the low battery alert is issued. The MSG_LOW_POWER message is for the MAIN task, so the following statement can be added in sys_detect.c.



3) Add the following statement in download.bat.

