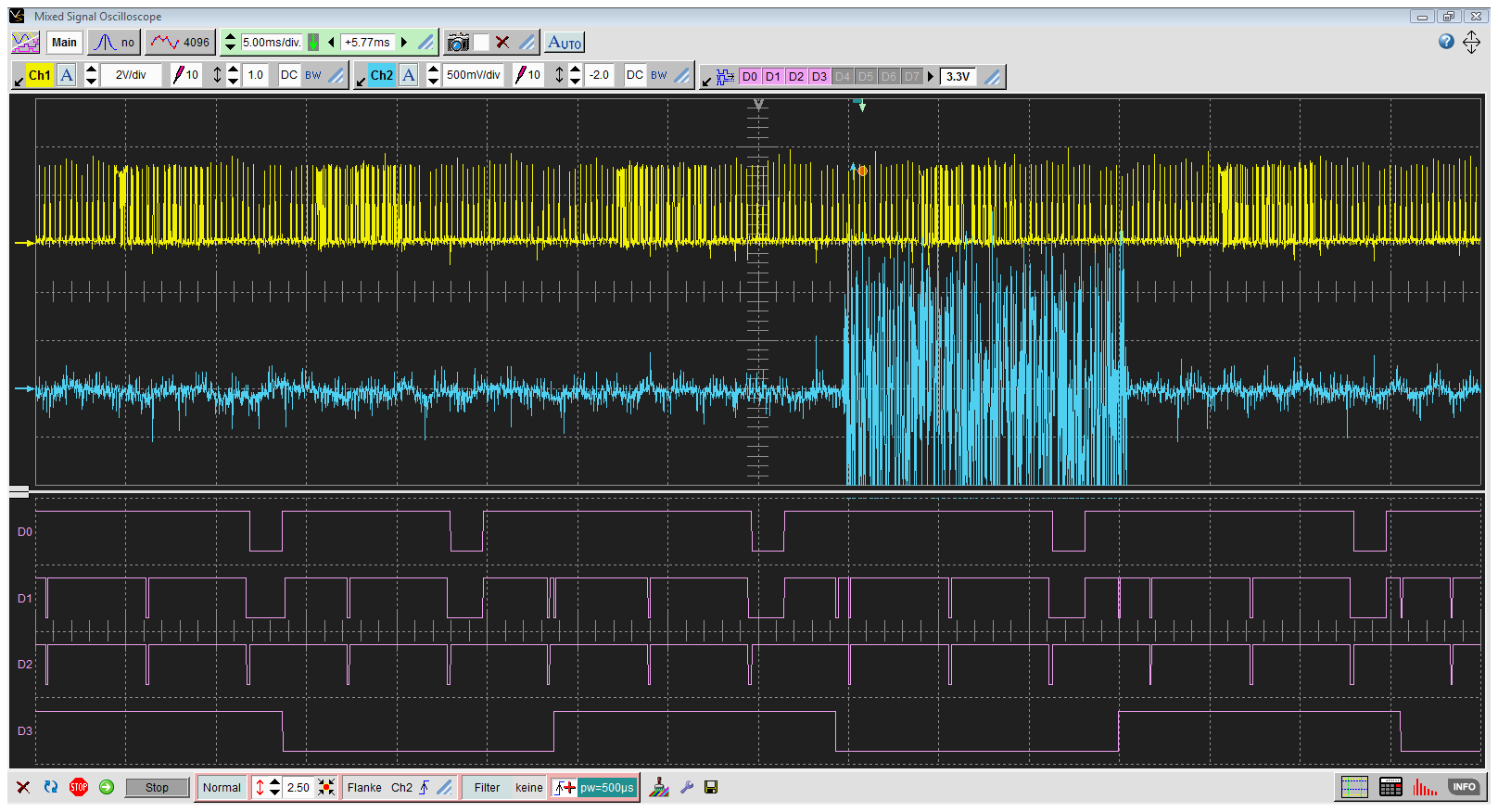
**Decoder**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **D0 (LED3)** | **D1 (LED2)** | **D2 (LED1)** | **D3 (LED0)** |
| **OFF** | Enter SWI\_Decode\_Buffer | Enter EDMA\_HWI | Enter SWI\_BSPLink\_In\_Ping/Pong  (write Ping/Pong to Decoding\_Buffer) | Enter SWI\_ADC\_OUT\_Ping |
| **ON** | Leave SWI\_Decode\_Buffer | Leave EDMA\_HWI | Leave SWI\_BSPLink\_In\_Ping/Pong | Enter SWI\_ADC\_OUT\_Pong |



Datenpaket

STOP

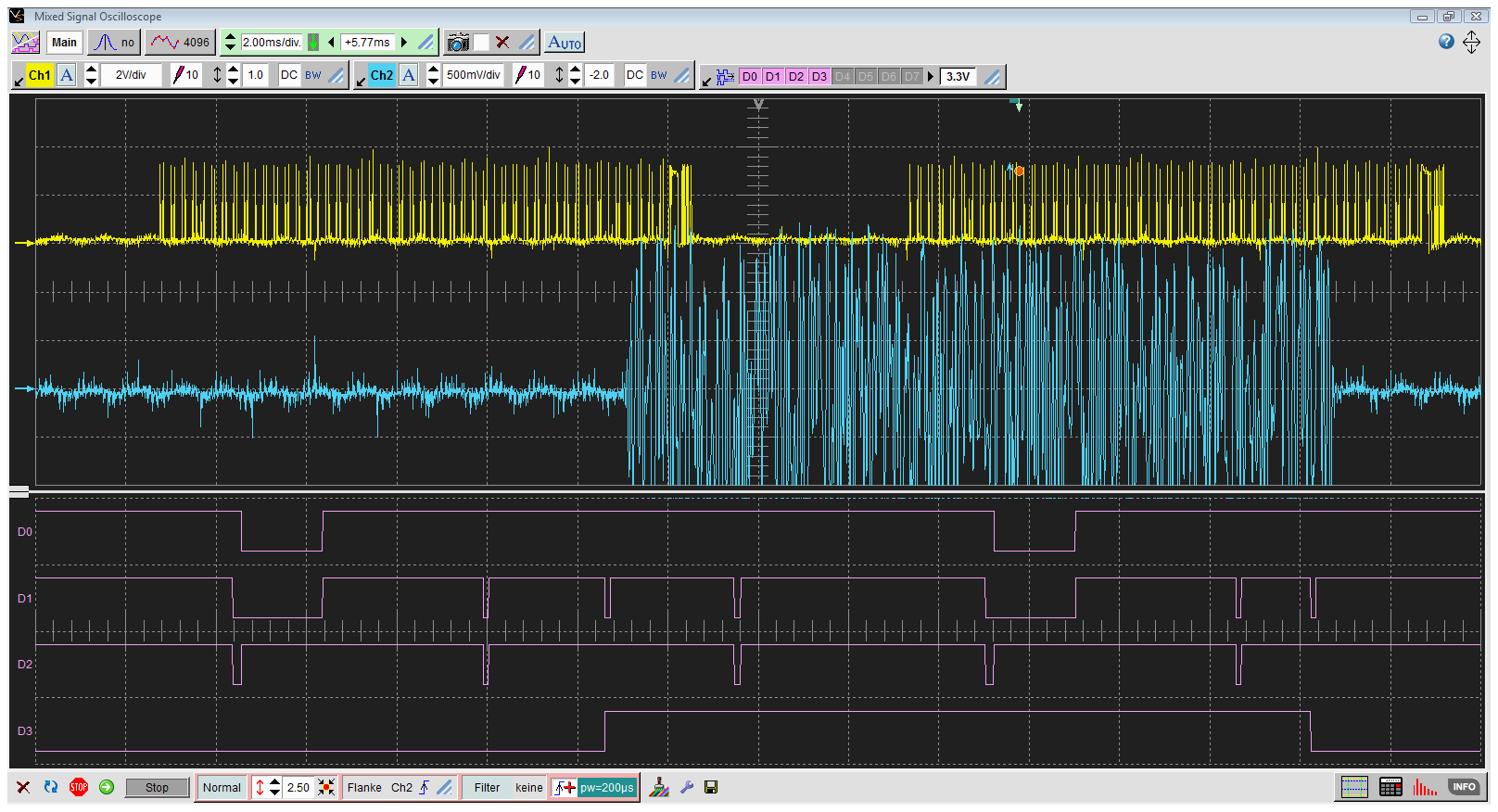
Hörbare Störung

SWI\_Decode\_Buffer

EDMA\_HWI

SWI\_BSPLink\_In ping/pong

SWI\_ADC\_OUT ping/pong



Post SWI

SWI\_Decode\_Buffer

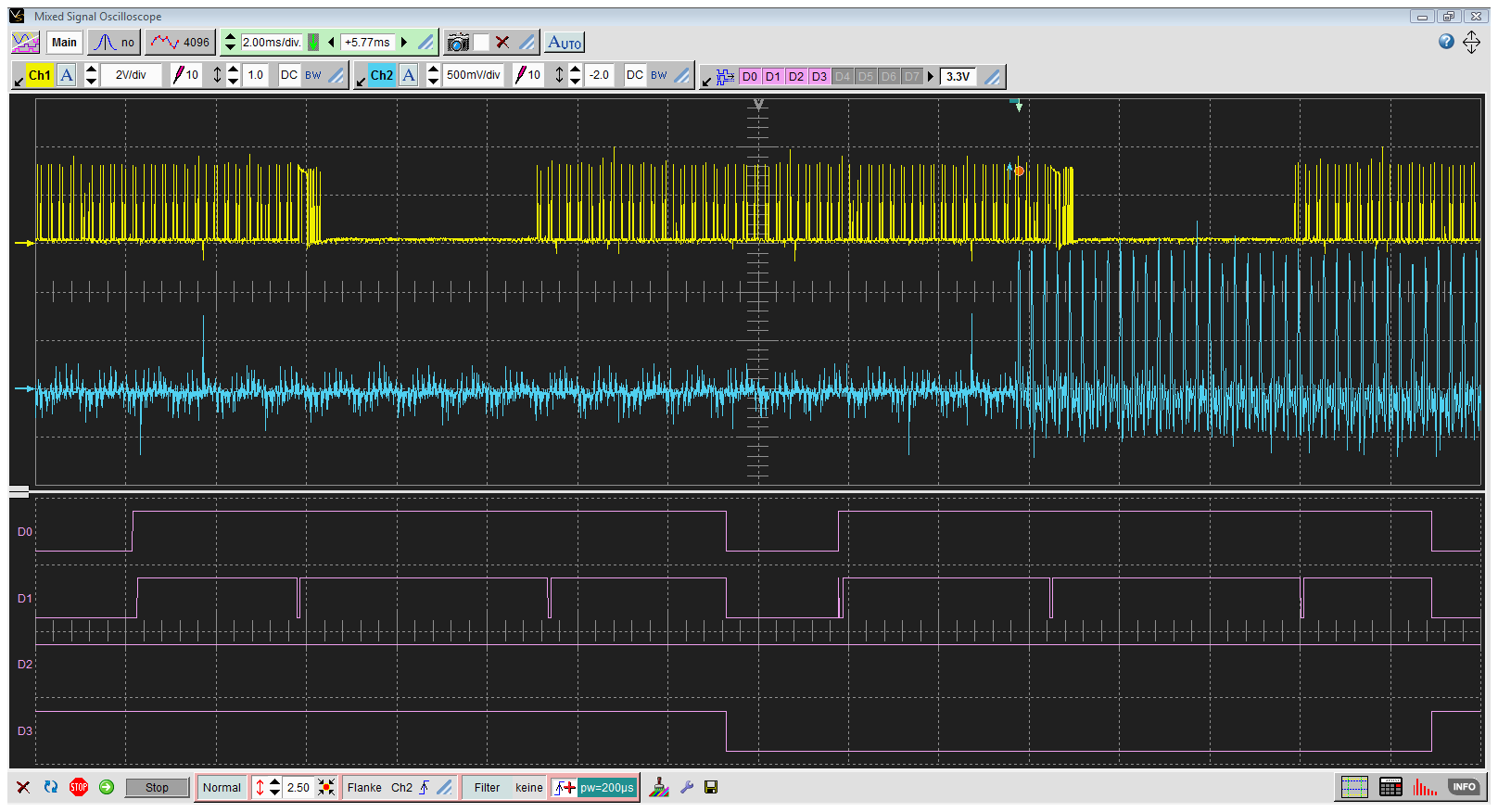
EDMA\_HWI

SWI\_BSPLink\_In ping/pong

SWI\_ADC\_OUT ping/pong

**Encoder**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **D0 (LED3)** | **D1 (LED2)** | **D2 (LED1)** | **D3 (LED0)** |
| **OFF** | Enter Function Encode\_Audio\_Data | Enter EDMA\_HWI |  | Enter SWI\_ADC\_IN\_Ping  (call Function Encode\_Audio\_Data) |
| **ON** | Leave Function Encode\_Audio\_Data | Leave EDMA\_HWI |  | Enter SWI\_ADC\_IN\_Pong  (call Function Encode\_Audio\_Data) |

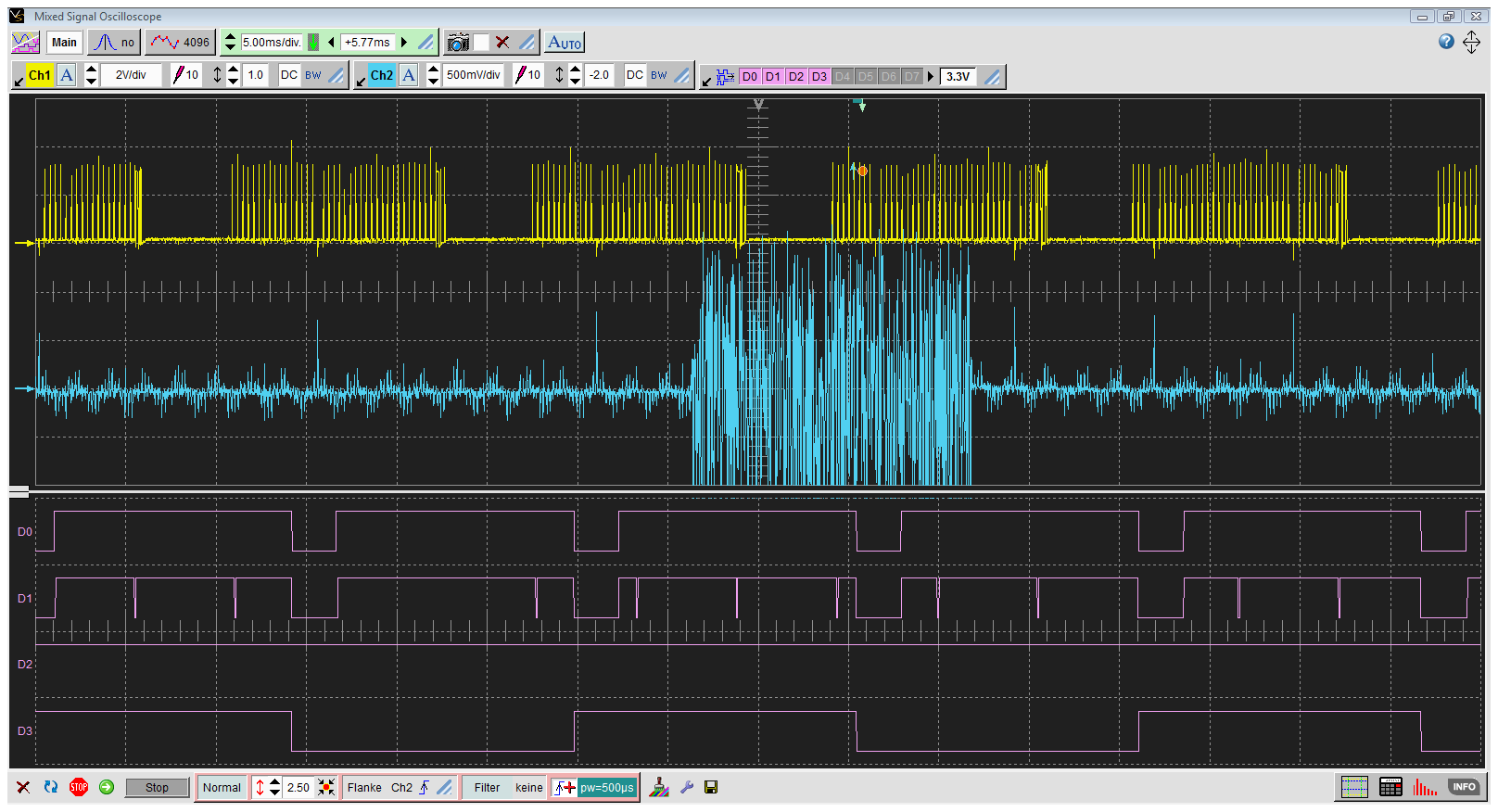


Encode\_Audio\_Data

EDMA\_HWI

Not used

SWI\_ADC\_In ping/pong



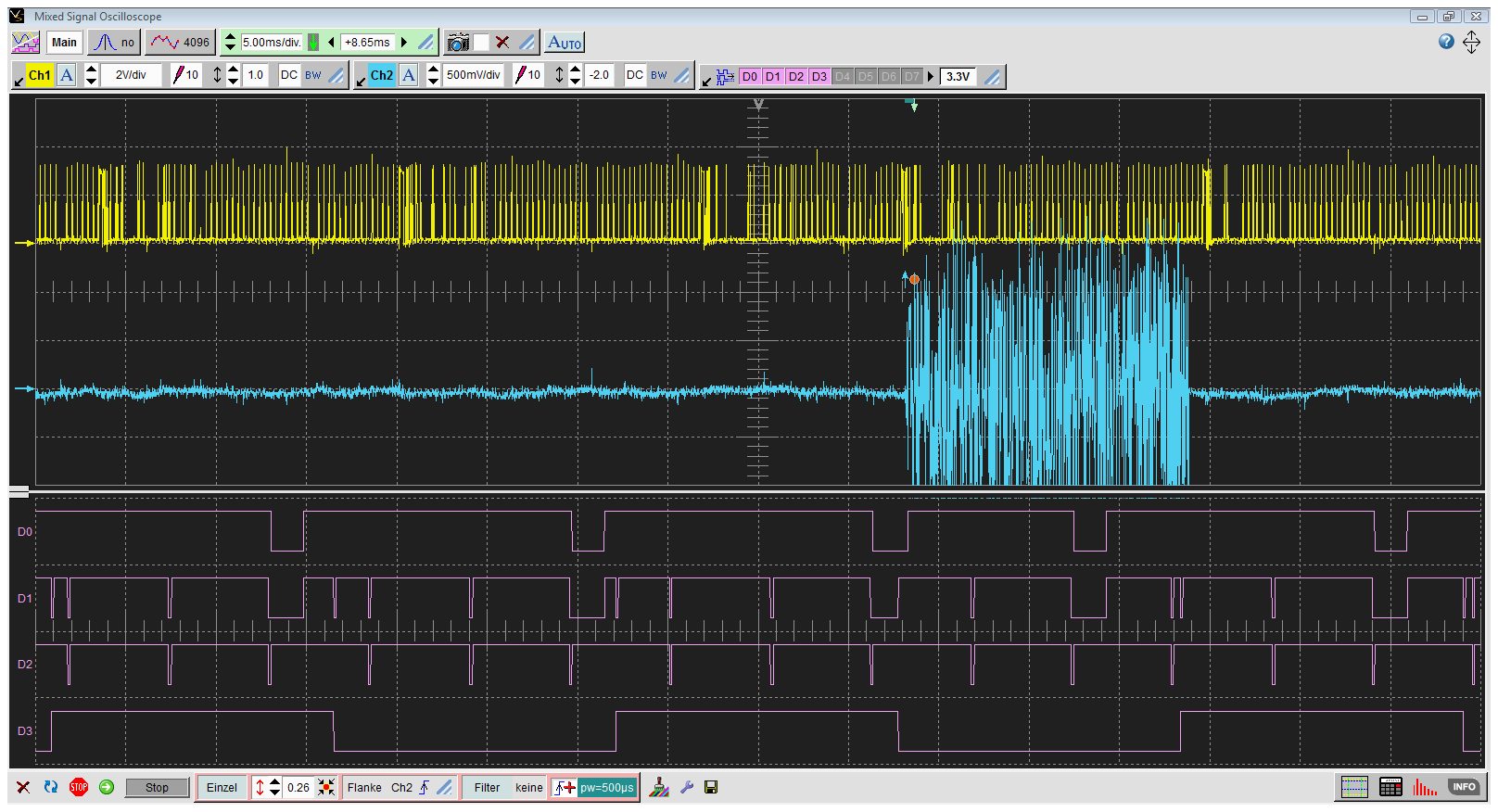
Encode\_Audio\_Data

EDMA\_HWI

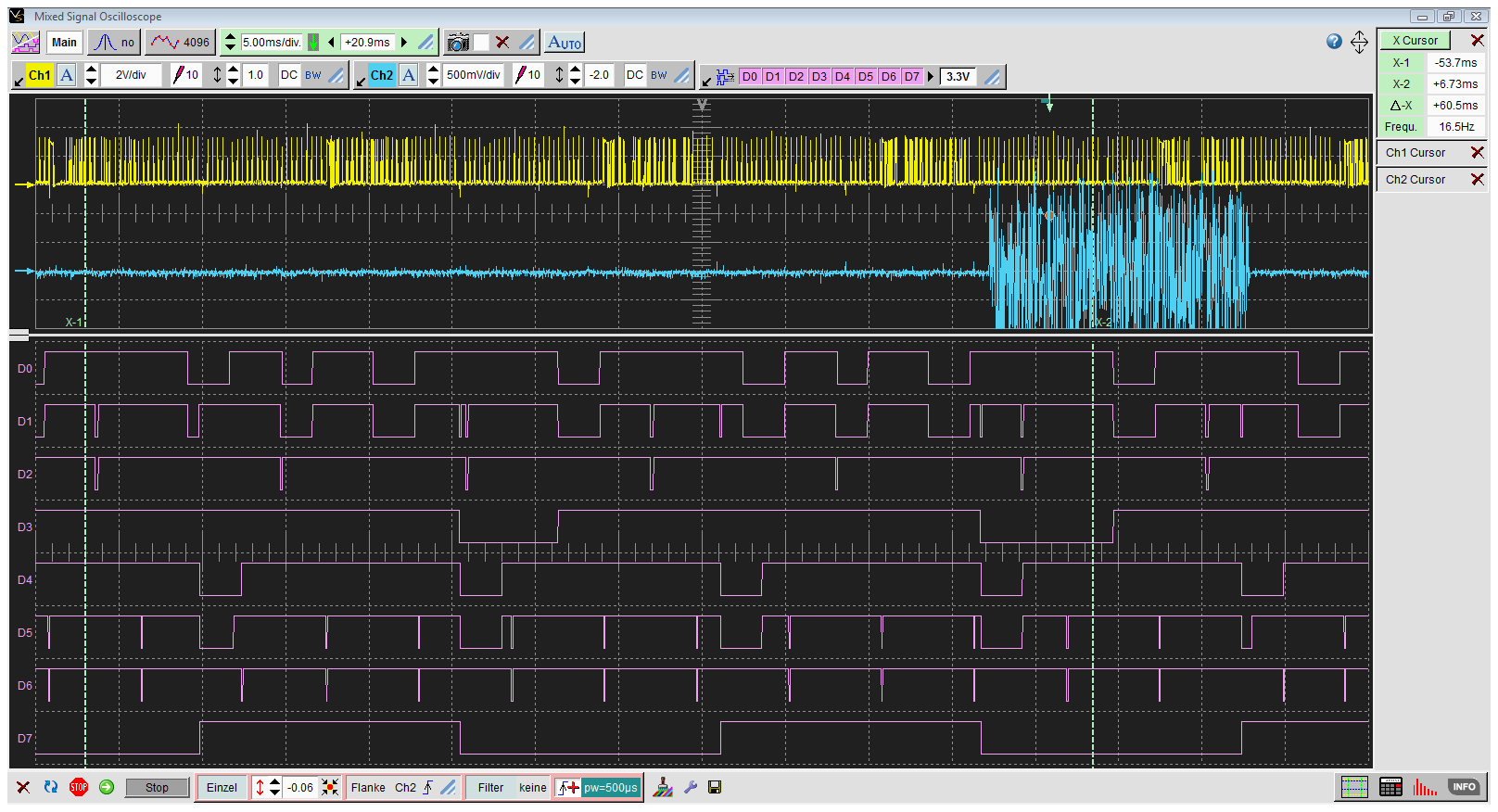
Not used

SWI\_ADC\_In ping/pong

Decoder mit Interrupt Mask = none



Encoder mit Interrupt Mask = none



Encode\_Audio\_Data

EDMA\_HWI

SWI\_BSPLink\_Out ping/pong

SWI\_ADC\_In ping/pong