

Revision: A

Sika Rev B Datasheet

**With closed-Beta notes
(confidential)**

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Warning

Please check the closed-beta notes on the bottom of each paragraph. They refer to the current status of the boards.

You will see hacks with red mod wires on the board, be aware that they can be sensitive to physical stress, please do not touch the mod wires since they could come off.

If a mod wire comes off, please send us a picture and we will give you instructions either to solder it back (if you have a soldering iron) or to keep using the board without it.

Overview

Features

- Texas instrument PCM3168 audio codec, 24 Bit, 48 / 96 / 192 kHz
- 4 fixed analog audio inputs (2.54 mm pitch pin-header)
- 4 fixed analog audio outputs (2.54 mm pitch pin-header)
- Headphone stereo output (3.5 mm Stereo Jack) w/ adjustable volume
- Stereo Input jack (3.5 mm Stereo Jack)
- 2 fixed Control Voltage outputs (2.54 mm pitch pin-header)
- 2 Gate/Trigger inputs (2.54 mm pitch pin-header)
- 4 Gate/Trigger output (2.54 mm pitch pin-header)
- 2 configurable audio/CV inputs (2.54 mm pitch pin-header)
- 2 configurable audio/CV outputs (2.54 mm pitch pin-header)
- 16 analog sensor inputs (2.54 mm pitch pin-header)
- 32 digital inputs (2.54 mm pitch pin-header)
- 32 digital outputs (2.54 mm pitch pin-header)
- 5-poles DIN MIDI In/Out (2.54 mm pitch pin-header)
- 1 I2C interface (2.54 mm pitch pin-header)

Assembly content and accessories

Item	Q	Manufacturer, Part Number	Supplier
Raspberry Pi Model 3B+	1		Electrokit, Webhallen
Power supply 5.1V 2.5A microUSB (RPi)	1		Many stores

microSD card 8/16/32 GB	1		
19 mm m-f spacer	4	M2114-2545-AL	Mouser
5 mm f-f spacers	4	M1252-2545-AL	Mouser
M2.5x4 steel screw	4	Keystone 29300	Mouser
Shunt connector 4 pos	5	Samtec, SAM10619-ND	Digikey
Jtag-USB cable	1	Digilent	Digilent store

Closed-beta note #1: you will have a pair of female-female jumper cables instead of the fifth 4-positions shunt connector. For further information refer to the closed-beta note #5.

Assembly Instructions

1. Mount the four f-m spacers into the f-f spacers on the Raspberry Pi (Figure 1)
2. Plug the Sika on top of the Raspberry Pi (Figure 2).
3. Add the four screws if you want extra stability (Figure 3).

Figure 1:

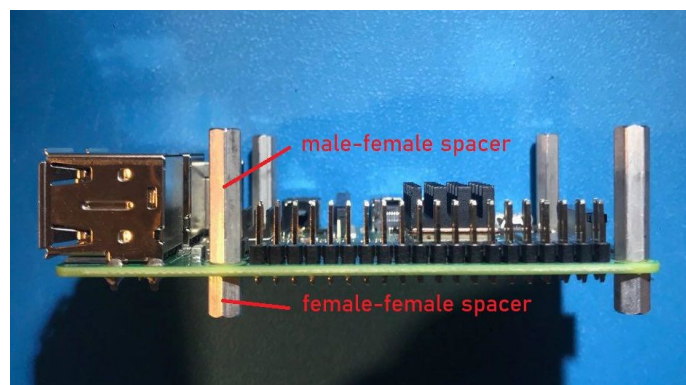


Figure 2:

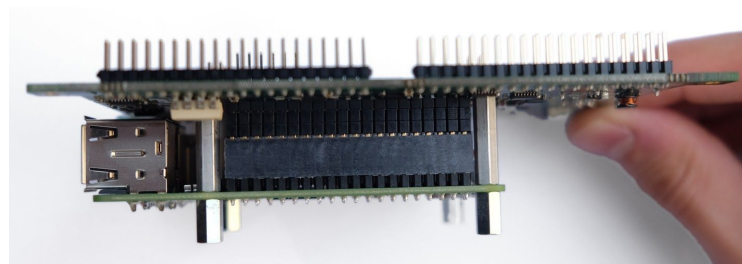
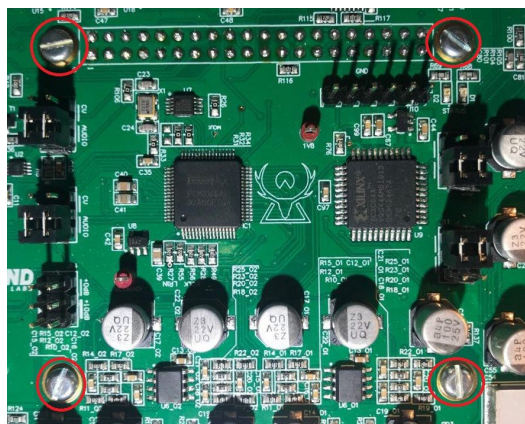
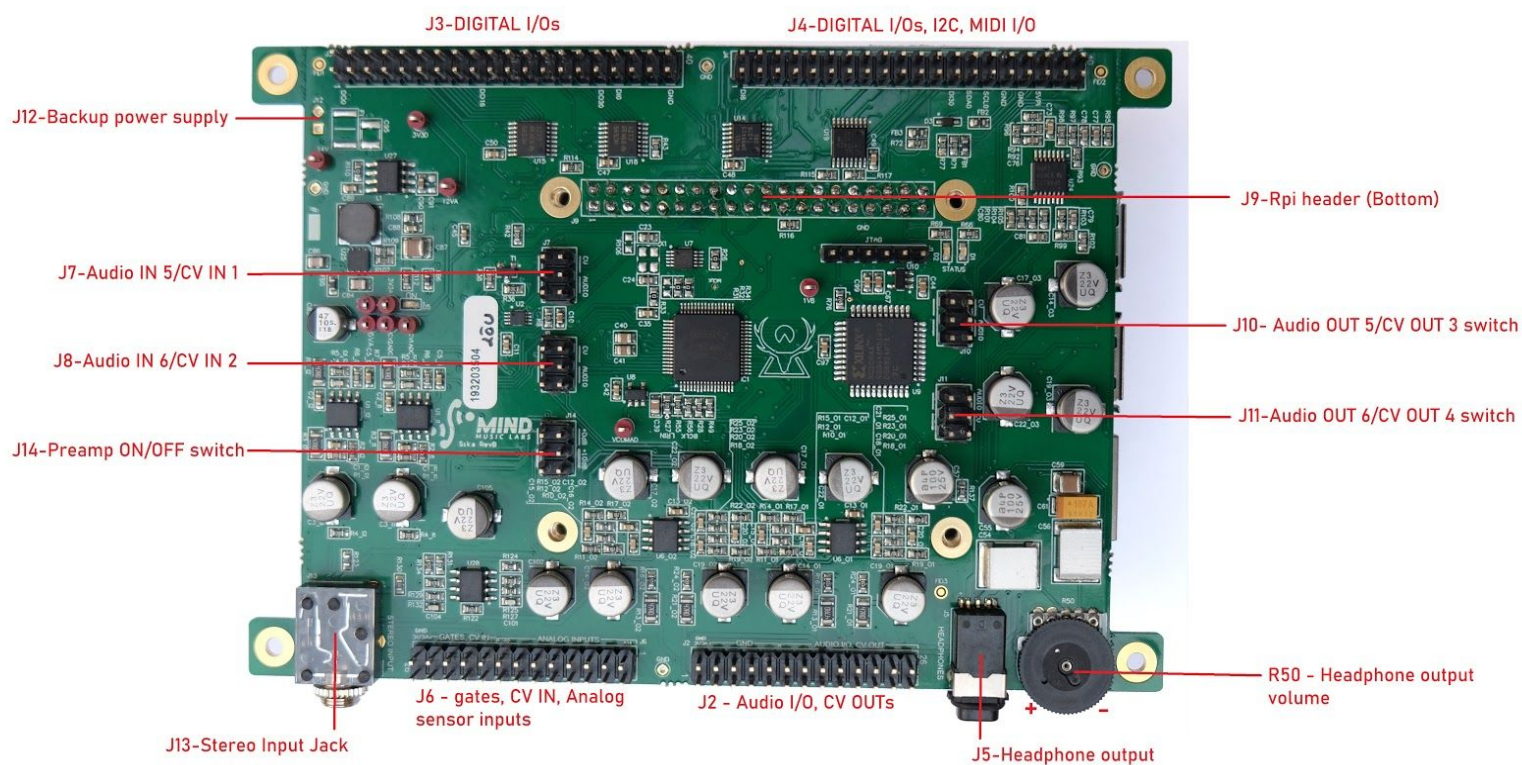


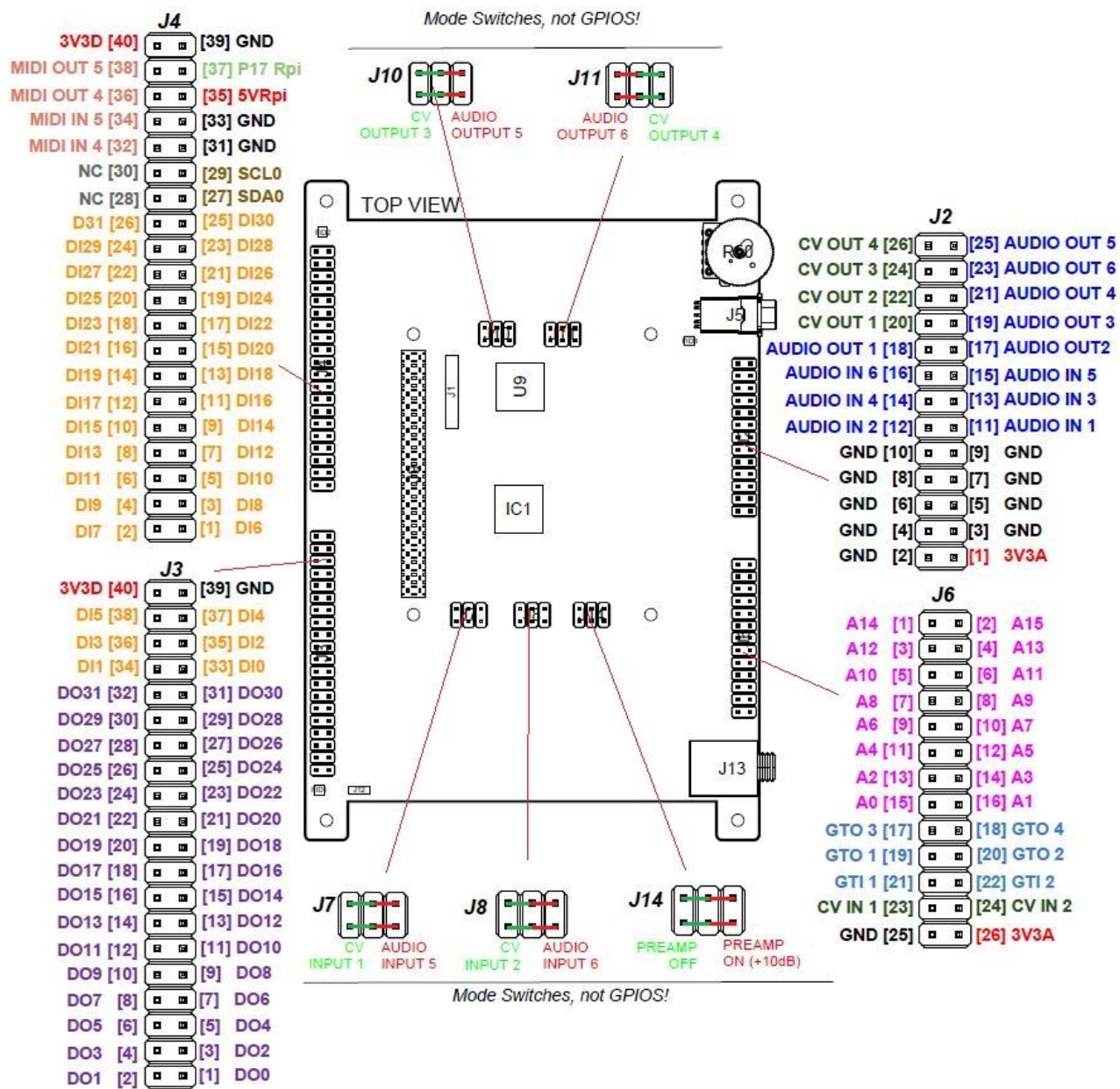
Figure 3:



Connectors and functionality



Pinout



Power requirements

The Sika is fully powered from the 5V pin header exposed on the Raspberry Pi, so no additional power supply is needed other than the Raspberry Pi's one. Just plug the Sika, power the Raspberry Pi, and the green "ON" LED (D5) will turn on. If this doesn't happen, you might be using an incorrect power supply. Otherwise, the board is likely malfunctioning. Note that you can power the Raspberry Pi before plugging the Sika to it, there is no functional requirement related to this sequence, just make sure that the pins correctly line up to avoid possible short circuits.

Recommended Power Supply

The power supply that you will use to power the Rpi, has to have the following specifications:

- 5V DC
- Micro USB plug
- $\geq 2.5A$

Because of the voltage drop that the power cable usually causes, we recommend using the official Raspberry Pi Power Supply available [here](#). Its 5.1V output and steady 2.5A guarantee proper power conditions for the Sika. Power Consumption

The power consumption of Sika revB highly depends on the usage of the board or, in other words, what you connect to it.

Since the Sika and the raspberry Pi share the same 5V source, the current available for the Sika to use is:

$$I_{sika} = I_{PSU} - I_{Rpi}$$

It's documented that the Raspberry Pi can sink at maximum 1A when it is used at its full potential, so the sika will have at least 1.5 A to function, and this will be enough current in most use cases.

Idle Power consumption on 5V pin = 200 mA

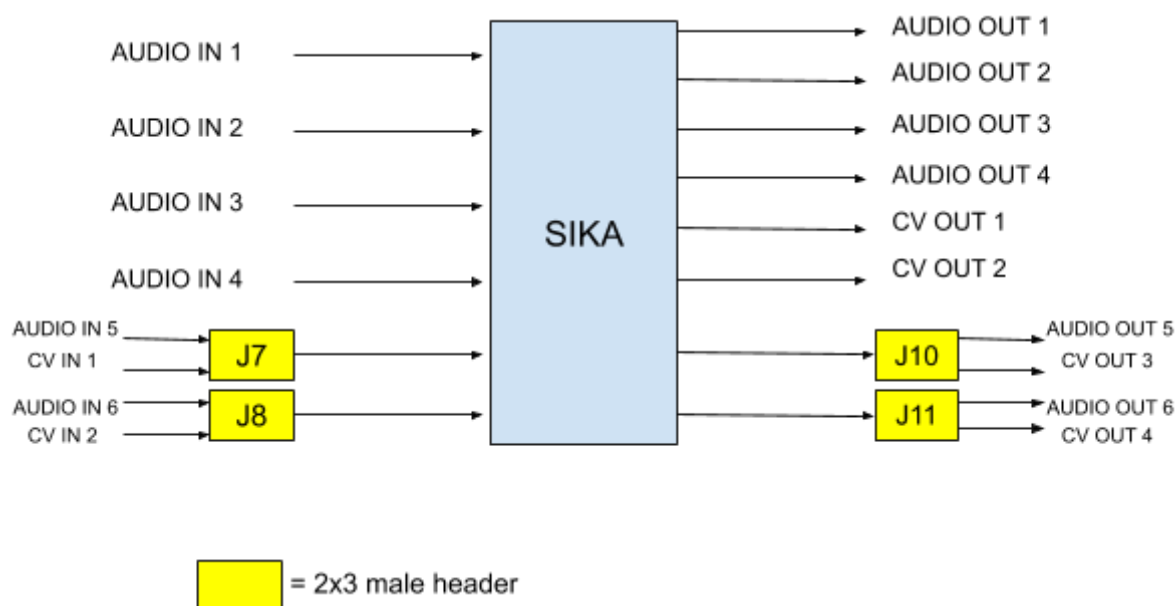
Backup Power Supply

Not available for closed-beta version

Audio/CV configurations

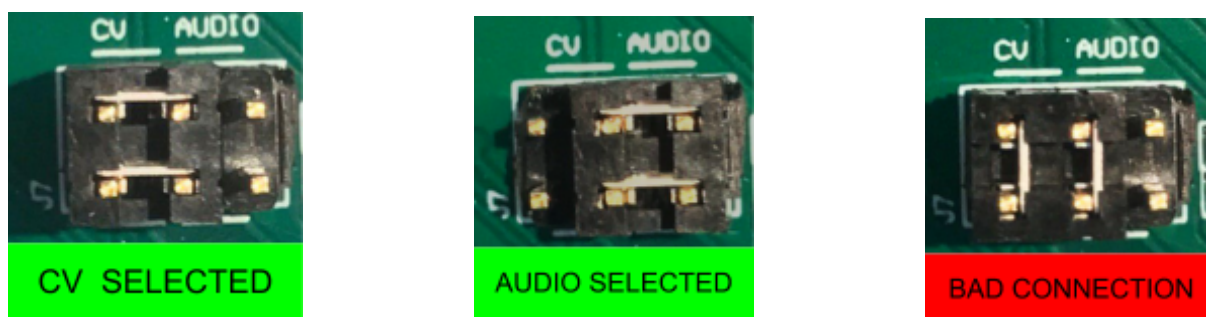
One of the Sika main features is its audio/cv configurability. The board has a total of 6 inputs and 8 output channels. A total of 4 channels, two for the Inputs and two for the outputs, are individually configurable to work for either CV or Audio signals. *Figure 4* below illustrates the possible configurations:

Figure 4:



As you can see from Figure 1, there are two mode-switches for the input and two for the output. The switches are implemented using standard 2x3 pin headers in combination with a dual jumper connector, as shown in Figure 2 below.

Figure 2:



Audio I/O

The board presents a maximum of 6 audio inputs (if J7 and J8 are on “audio” configuration) and 6 audio outputs (if J10 and J11 are on “audio” configuration). The first two input channels are high impedance and fed into a +10 dB preamp for guitar/bass inputs. (check the chapter “Stereo preamp” for further information)

Input Impedance Ch 1,2	1 M Ω
Input Impedance Ch 3,4,5,6	122 k Ω
Max Input signal amplitude (all channels, preamp OFF)	5 Vpp
Max Input signal amplitude (Ch1, 2 , preamp ON)	1.5 Vpp
Line output Impedance (all channels)	47 Ω
Max output voltage (all channels)	4 Vpp

The Codec [Texas Instruments PCM3168](#), supports 6 input channels and 8 output channels at 24 bit, at 48kHz. Since the Raspberry Pi SOC natively supports only 2 channels, a CPLD is introduced between the Codec and the Raspberry Pi to achieve multi-channel support.

Closed-beta note #2: in this version of the board, to be able to use the first two channels from the header pins, a STEREO minijack has to be plugged in the on-board input minijack (J13). If the jack is left empty, channel 1 and 2 will be grounded, and no signal will flow. Once the stereo mini-jack is plugged, the ground connection is broken and the two channels can be used. Note that the function of connecting the cable, is just to break the ground connections, the jack can be left floating on the other side.

Mini-jack input

A 3.5 mm stereo jack input (J13) is present on the board. This is directly connected to input channels 1 and 2. The same two inputs are also reported on the pin headers like the rest of the channels. The function of the jack is to be able to get some signals into the board without having to design a hat for the sika, which is required to access basically all the I/O on the board. Since channel 1 and 2 of the board goes through the preamp, is also possible to connect an instrument-level signal into it, using a mini-jack to mono jack splitter, like in the picture below:



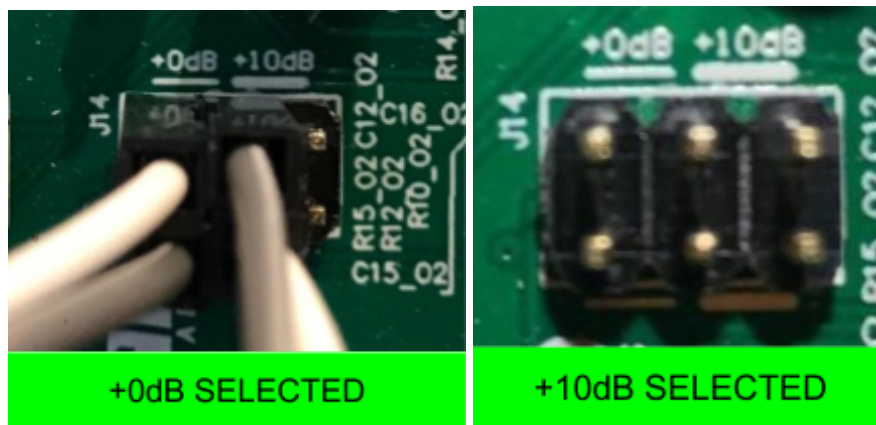
Closed-beta note #3: in this version of the board, only the TIP (left channel, channel 1 of the Sika) of the mini-jack input will work.

Reminder: if you want to use the first two channels from the pin headers, you need to connect a floating stereo minijack to the jack input. (refer to [Closed-beta note #2](#))

Stereo Preamp

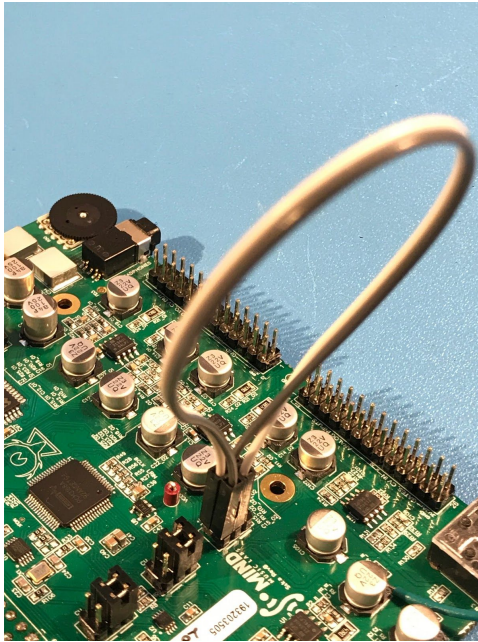
The board has a two-channel preamp with a fixed gain of +10dB (3.16 times). The preamp is only available on channels 1 and 2 and it can be disabled with the mode switch J14.

Leave J14 open to select +10dB mode, use jumpers to select +0db mode (See picture below)



For normal line-level input signals, the preamp amplification is not needed, so make sure to configure J14 on 0dB mode if you are feeding a line-level signal, otherwise, clipping will occur. When J14 is on 0dB mode, the preamp works as a buffer and no amplification will occur.

If you are feeding an instrument-level signal (coming from a guitar or bass for example) you might want to switch J14 on +10dB mode, to boost the input to the ADC range.



Closed-beta note #4: In the current revision of the board two of J14 are flipped, and the two pins that have to be shunted are not horizontally placed. See picture aside.

Headphones output

The same stereo output signal that goes to the line out jack (J5) is also fed into a headphone amplifier TPA6111A2.

Max output power to each channel:

150 mW	@ 16 Ω
90 mW	@ 32 Ω
50 mW	@ 64 Ω

Since the headphone and line-out share the same output filter from the codec, the input signal into the headphone amplifier might be affected by the heavy loads connected to the line-out jack. Be aware that by short-circuiting the right channel (by using mono 6.3 mm to RCA plug for example) the right channel will be muted on the headphones!

Analog and Digital GPIOs

Digital IO

Digital IO is based on shift registers. Namely 74HC165 for input and 74HC595 for output. Logic level for both is 3.3V and exceeding it will damage the whole GPIO subsystem

permanently since the shift registers are daisy chained. **The inputs do not have any pullup- or pulldown resistors!** All inputs are captured simultaneously by toggling the parallel load input of all input shift registers. Similarly all outputs are written concurrently on the rising edge of the storage register clock input.

Input type	3.3V CMOS (without pull-up or pull-down resistors)
Input logic high level	>1.5 V
Input logic low level	<0.5 V
Quantization frequency	1 kHz
Output type	3.3V CMOS (push & pull)
Max sink & source current per output	4 mA
Writing frequency	1 kHz

32 Digital inputs (DIx) and 32 Digital outputs (DOx) are available on the 40-pins male connectors J3 and J4 (refer to pinout). They shall be used to connect buttons, switches, rotary encoders, rotary switches, LEDs, LED rings, etc..

Analog Inputs

The analog inputs are based on one single channel 10-bit analog to digital converter ADS70411 and an analog multiplexer 74HC4067. The multiplexer is controlled by a single shift register that shares the same SPI bus as digital GPIO but has dedicated storage register input from the MCU. Only one channel can be read simultaneously by enabling certain multiplexer and selecting desired channel.

Input voltage range relative to GND	0V - 3.3V
Input impedance	600 kΩ
Quantization frequency	1 kHz / 16 channels = 62.5 Hz

16 Analog inputs are (Ax) are available on the 26-pins male connector J6 (refer to pinout). They shall be used to connect potentiometers, sliders and sensors.

Connection guidelines for GPIO peripherals

1. Inputs and outputs of multi-pin peripheral device must be sequential for the ease of software development. A perfect example would be individual bits of an LED-ring situated around a rotary encoder. The LEDs in this case should be connected to D00...DOn in a way that D00 connects the first and DOn the last LED in the ring. While it is not mandatory to start from D00, it is very important to keep outputs sequential. If multiple LED rings are multiplexed, the common control signal of individual rings should be also kept sequential and placed at the start or to the end of the LED control pins.
2. Current sink and source from digital outputs should be kept lower than 4 mA per pin.

CV & GATE I/O

CV I/O

Up to two CV inputs and four CV outputs are available on the board (refer to *Figure 4* to understand the possible configurations). The CV signals are processed using the same codec used for the audio. Note that the Input HPF of the last two input channels of the codec are deactivated by default to make the CV processing possible. The CV inputs signals are sampled at the same frequency of the audio (48kHz), but they are downsampled in software, so the effective sampling rate depends on the buffer size. CV inputs that exceed the input range are clipped.

CV input range:	-5 : +5 V
CV input impedance	122 k Ω
CV output range:	0 : 10 V
CV output impedance	47 Ω
CV Sampling frequency :	48 kHz/buffer size (depends on SW)

GATE I/O

Two gate inputs and four gate outputs are available on the board. The input stage is inverting and is based on a transistor high-side switch linked directly to a Raspberry Pi GPIO. The outputs are not inverting and generated from four different Raspberry Pi GPIO and a series CMOS buffer. Note that the gate IO pins can be also used as a trigger or clock IOs, depending on the software configuration.

Input High voltage range	$\geq 0.7 \text{ V}$
Input Low voltage range	$< 0.7 \text{ V}$
Input Sampling frequency	Depends on buffer size
Output "High" voltage	5V
Output "Low" voltage	0V
Max output source current	6 mA

MIDI DIN I/O

UART interface

Board dimensions

