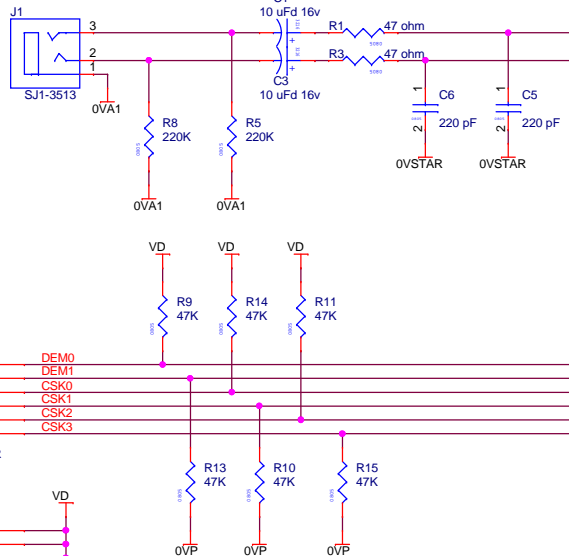


Grounding:  
0Vstar, 0VP, 0VA1, 0VA2 are all connected at the star point near U1 pin3 grounds should not share copper elsewhere all connections off-board must have matching returns to the star point, no breaks in the plane

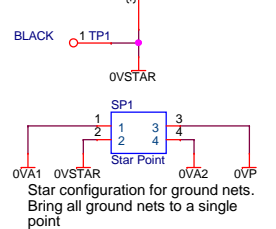
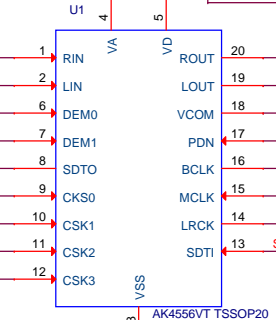
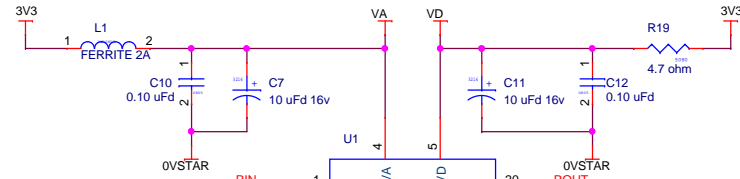
## AUDIO IN



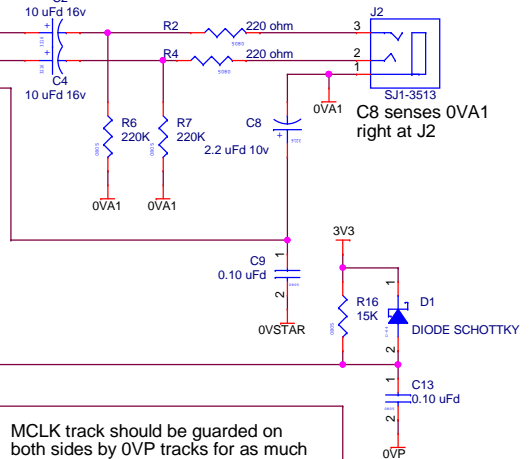
J4, J3 and J5 are lined up parallel on the board so that jumpers can be used to pull JP1 pins either up or down.

Default states with no jumpers:  
DEM0 high  
DEM1 low  
CKS0 high  
CKS1 low  
CKS2 high  
CKS3 low

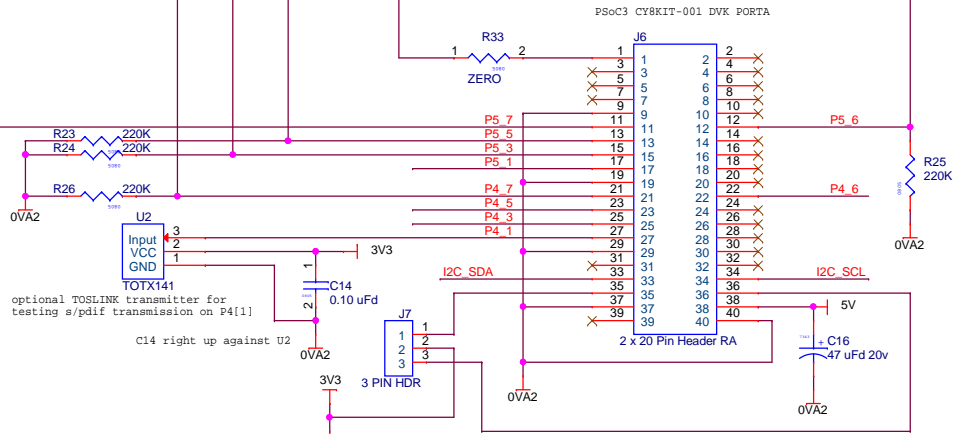
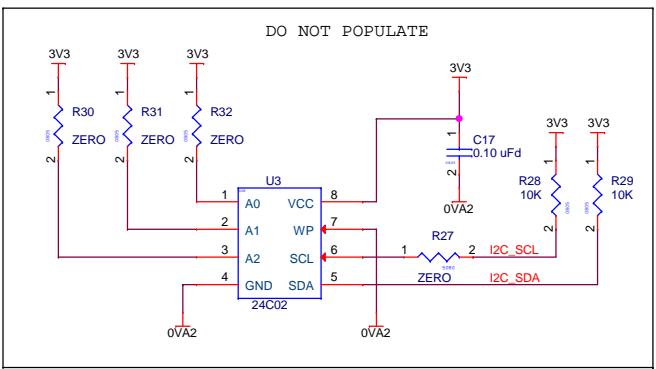
No deemphasis, normal speed I2S slave



## AUDIO OUT



MCLK track should be guarded on both sides by 0VP tracks for as much of its run as feasible



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