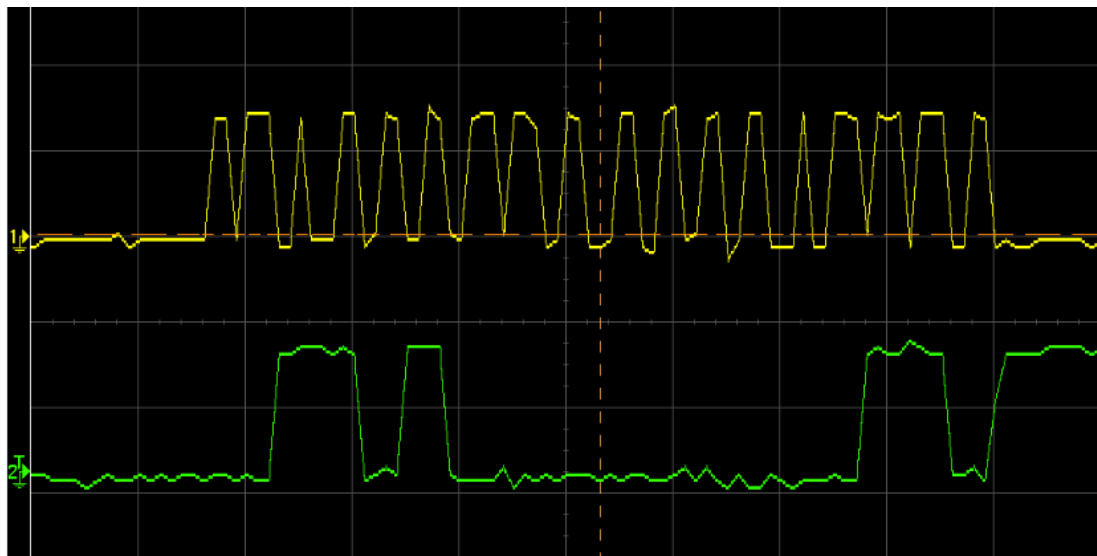


## NAU8822 control interface ( I2C )

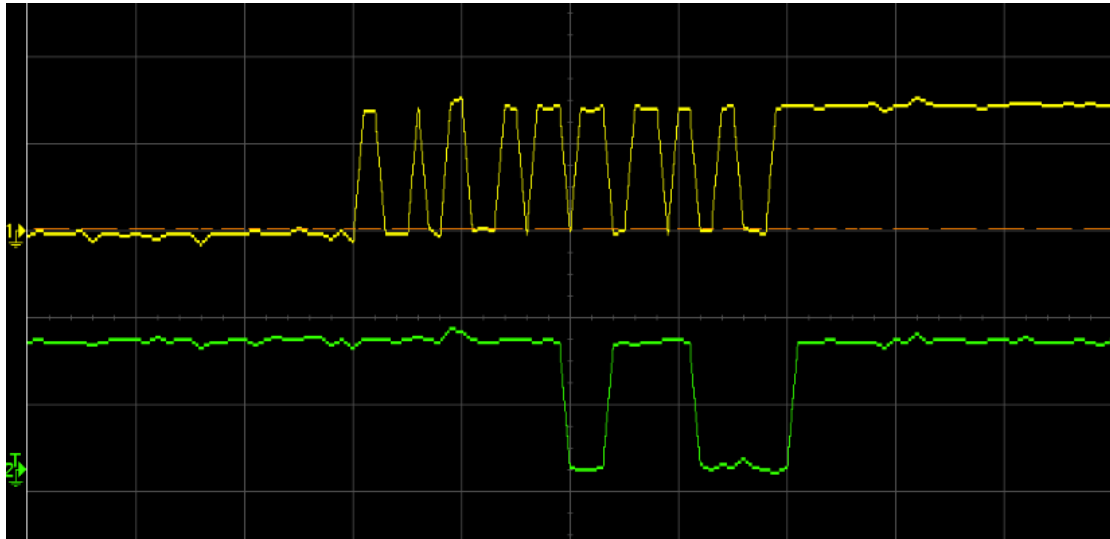
```
RecPlay_demo.c  WAU8822Setup.c  capsense.c  ISD9xx.h  CompEngine.c  audi
220     printf("Addr@%x=%x: Expected=%x:\n", 0x03, Read_WAU88XX_A(0x03), 0x1e5);
221     /*
222
223
224     WriteVerify_WAU88XX_A(0x17, 0x001);
225     WriteVerify_WAU88XX_A(0x01, 0x1FB); // turn on all analog things
226     WriteVerify_WAU88XX_A(0x02, 0x1BF); // turn on all analog things
227     WriteVerify_WAU88XX_A(0x03, 0x1EF); // turn on all analog things
228     WriteVerify_WAU88XX_A(0x05, 0x001); // turn on all analog things
229     WriteVerify_WAU88XX_A(0x06, 0x001); // ADC to DAC feedthrough
230     WriteVerify_WAU88XX_A(0x0e, 0x108); // PLL by pass, master mode
231     WriteVerify_WAU88XX_A(0x34, 0x039); // unmute spk and hd
232     WriteVerify_WAU88XX_A(0x35, 0x039); // unmute spk and hd
233     WriteVerify_WAU88XX_A(0x36, 0x039); // unmute spk and hd
234     WriteVerify_WAU88XX_A(0x37, 0x039); // unmute spk and hd
235     Write_WAU88XX_A(0x2d, GAIN_UPDATE|0x11); // PGA gain
236     WriteVerify_WAU88XX_A(0x2f, 0x100); // +20dB boost for mic. disable if
237     Write_WAU88XX_A(0x34, GAIN_UPDATE|0x3F);
238
239
240
241
```

Device ID:0x34

Address(0x01)<<1|data(0x1FB)>>8

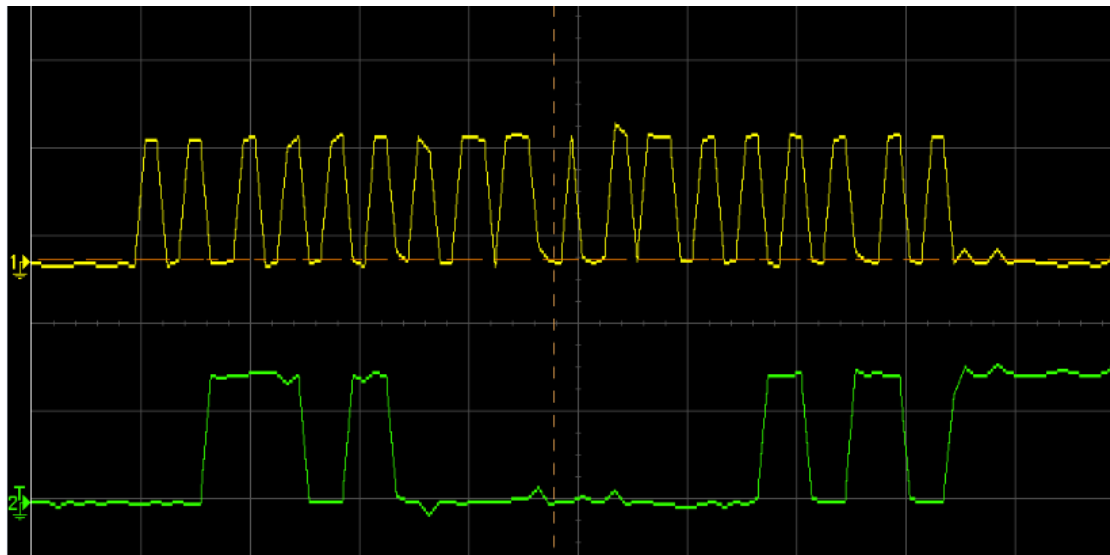


Data(0xFB)



Device ID:0x34

Address(0x02)<<1|data(0x1BF)>>8



Data(0xBF)

