static u8 lc1160\_codec\_reg[LC1160\_CACHEREGNUM] = {

0x00, /\*R0\*/

0xAD, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x72, 0xFA, /\*R01~R10\*/

0x3C, 0x72, 0x1F, 0xE7, 0x00, 0x28, 0x00, 0x32, 0x00, 0x3F, /\*R11~R20\*/

0x67, 0x3F, 0xE7, 0x00, 0x28, 0x00, 0x32, 0x00, 0x3F, 0xFF, /\*R21~R30\*/

0xE0, 0x60, 0x67, 0x67, 0x00, 0x07, 0x23, 0x7F, 0x00, 0x7F, /\*R31~R40\*/

0x00, 0x32, 0x00, 0x02, 0x02, 0x02, 0x02, 0x02, 0x33, 0x00, /\*R41~R50\*/

0x07, 0x23, 0xE7, 0x67, 0x7F, 0x00, 0x7F, 0x00, 0x32, 0x00, /\*R51~R60\*/

0x1F, 0x07, 0x26, 0xD5, 0x8F, 0x82, 0x0A, 0x34, 0x2C, 0x00, /\*R61~R70\*/

0x1B, 0x1B, 0x19, 0x19, 0x07, 0x08, 0x27, 0x00, 0x00, 0x00, /\*R71~R80\*/

0x00, /\*R81 Read Only\*/

0x4c, //\*LDOA15 For Codec,addr:0x3b\* /\*\*/

/\* Jack & Hookswitch,addr:0xa7,0xa8,0xa9,0xaa,0xab\*/

0x00,0x04,0x04,0x04,0x00,

0x00, /\*DBB\_PCM\_SWITCH\*/

0x00, /\*PA\_ENABLE\*/

};

static struct snd\_soc\_codec\_driver soc\_codec\_dev\_lc1160 = {

.probe = lc1160\_probe,

.remove = lc1160\_remove,

.read = lc1160\_read\_reg\_cache,

.write = lc1160\_write,

.set\_bias\_level = lc1160\_set\_bias\_level,

.reg\_cache\_size = sizeof(lc1160\_codec\_reg),

.reg\_word\_size = sizeof(u8),

.reg\_cache\_default = lc1160\_codec\_reg,

.ignore\_pmdown\_time = true,

.controls = lc1160\_snd\_controls,

.num\_controls = ARRAY\_SIZE(lc1160\_snd\_controls),

.dapm\_widgets = lc1160\_dapm\_widgets,

.num\_dapm\_widgets = ARRAY\_SIZE(lc1160\_dapm\_widgets),

.dapm\_routes = intercon,

.num\_dapm\_routes = ARRAY\_SIZE(intercon),

};

lc1160\_codec\_probe

--->1:snd\_soc\_register\_codec(&pdev->dev,&soc\_codec\_dev\_lc1160,

lc1160\_dai, ARRAY\_SIZE(lc1160\_dai));

static struct snd\_soc\_dai\_driver lc1160\_dai[] = {

{

.name = "comip\_hifi",

.playback = {

.stream\_name = "Playback",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

.capture = {

.stream\_name = "Capture",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

.ops = &lc1160\_dai\_ops,

},

{

.name = "comip\_voice",

.playback = {

.stream\_name = "VxDL",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

.capture = {

.stream\_name = "VxUL",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

.ops = &lc1160\_dai\_ops,

},

{

.name = "virtual\_codec",

.playback = {

.stream\_name = "Play",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

.capture = {

.stream\_name = "Cap",

.channels\_min = 1,

.channels\_max = 2,

.rates = COMIP\_1160\_RATES,

.formats = COMIP\_1160\_FORMATS,

},

}

};

static struct snd\_soc\_dai\_ops lc1160\_dai\_ops = {

.shutdown = lc1160\_shutdown,

.hw\_params = lc1160\_hw\_params,

.set\_sysclk = lc1160\_set\_dai\_sysclk,

.set\_fmt = lc1160\_set\_dai\_fmt,

};