```
Audio.inc
                Contains definitions used by audio.s
@ Description: Defines register values used by the audio system.
@ Revision History:
@ Name
      Comment
                            Date
@ Will Werst
                            Some lonely night around 6/10/17
          Initial version
@ Will Werst Comment
                            October 2017
  @ 0000 0000 0000 0000 ---- ----
                                   Reserved
  a ---- 1--- 1--- ----
                                    Software reset
  @ ---- ---- ---- -000 00-- ----
                                   Reserved
  @ ---- --- --- --- --- ---
                                    Enable transmit
  @ ---- 0000 00--
                                    Reserved
  @ ---- --- --- --- --- --- --- --- -01
                                    Enable receive
  .equ SSC0 CR VAL, 0x00008101
                                    @CLK = 48 MHz / (2*(10+1) = 2 MHz
  .equ
       SSC0 CMR_VAL, 0x000000B
  @ 0111 1111 ---- ----
                                   Period: 2*(127+1) = 256 bits
  @ ---- 0000 0000 ---- ---
                                   STTDLY: No delay
  @ ---- ---- 0000 ---- ---
                                   Reserved
  @ ---- 0001 ----
                                   START: Transmit Start
  @ ---- 00-- ---
                                   Reserved
  @ ---- --- --- ---- ----
                                    CKI: Rising edge
  @ ---- --- --- --- --- 00--
                                    CKO: No clock output
  @ ---- --- --- --- --- --- --- --- -01
                                    CKS: TK Clock signal
  @ ---- ---- ----
                                   Reserved
  @ 0111 1111 0000 0001 0000 0001 0000 0001
  .equ SSC0 RCMR VAL, 0x7F000101
                                 @Period 256 bits, 0 start delay, start on
  transmit, Clock on falling edge, TK Clock signal is clock
  @ 0000 000- ---- ---- ----
                                    Reserved
  @ ---- --- ----
                                    FSEDGE: Positive Edge
  @ ---- 0--- ---- ----
                                    Reserved
  @ ---- -000 ---- ---- ----
                                    FSOS: None
  @ ---- ---- 0000 ---- ---
                                    FSLEN: 0
  @ ---- ---- 0000 ---- ---
                                   Reserved
  @ ---- 0000 ----
                                   DATNB: 0+1
  @ ---- 1--- 1---
                                   MSBF: Most significant Bit first
  @ ---- ---- ---- ---- -0-- ----
                                   Reserved
  @ ---- --- --- ---
                                    LOOP: False
  @ ---- --- 1111
                                    DATLEN: 16 bits per bit stream
  @ 0000 0000 0010 0000 0000 0000 1000 1111
       SSC0 RFMR VAL, 0x0020008F
                                 @Positive edge frame sync, positive pulse 1
  clock, 16 DATNB
  @ 0111 1111 ---- ---- ----
                                    Period: 2*(127+1) = 256 bits
  @ ---- 0000 0000 ---- ---
                                    STTDLY: No delay
  @ ---- ---- 0000 ---- ---
                                    Reserved
  @ ---- 0011 ----
                                   START: High TF Signal
  @ ---- 00-- ---
                                   Reserved
  @ ---- --- --- --- ----
                                   CKI: Rising edge
  @ ---- --- 01--
                                    CKO: Continuous Transmit Clock
  @ ---- --- --- --- --- --00
                                    CKS: Divided clock
  @ ---- ---- ----
                                    Reserved
```

@ 0111 1111 0000 0000 0000 0011 0020 0100 .equ	
@ 0000 000 @ 1 1 signal	Reserved FSEDGE: Positive Edge FSDEN: Shift during transmit frame sync
@010	FSOS: Positive pulse FSLEN: 0 Reserved DATNB: 0+1 MSBF: Most significant Bit first Reserved DATDEF: 0 is default bit DATLEN: 16 bits per bit stream
.equ AUDIO_VOLUME, 0x07	@Define system volume