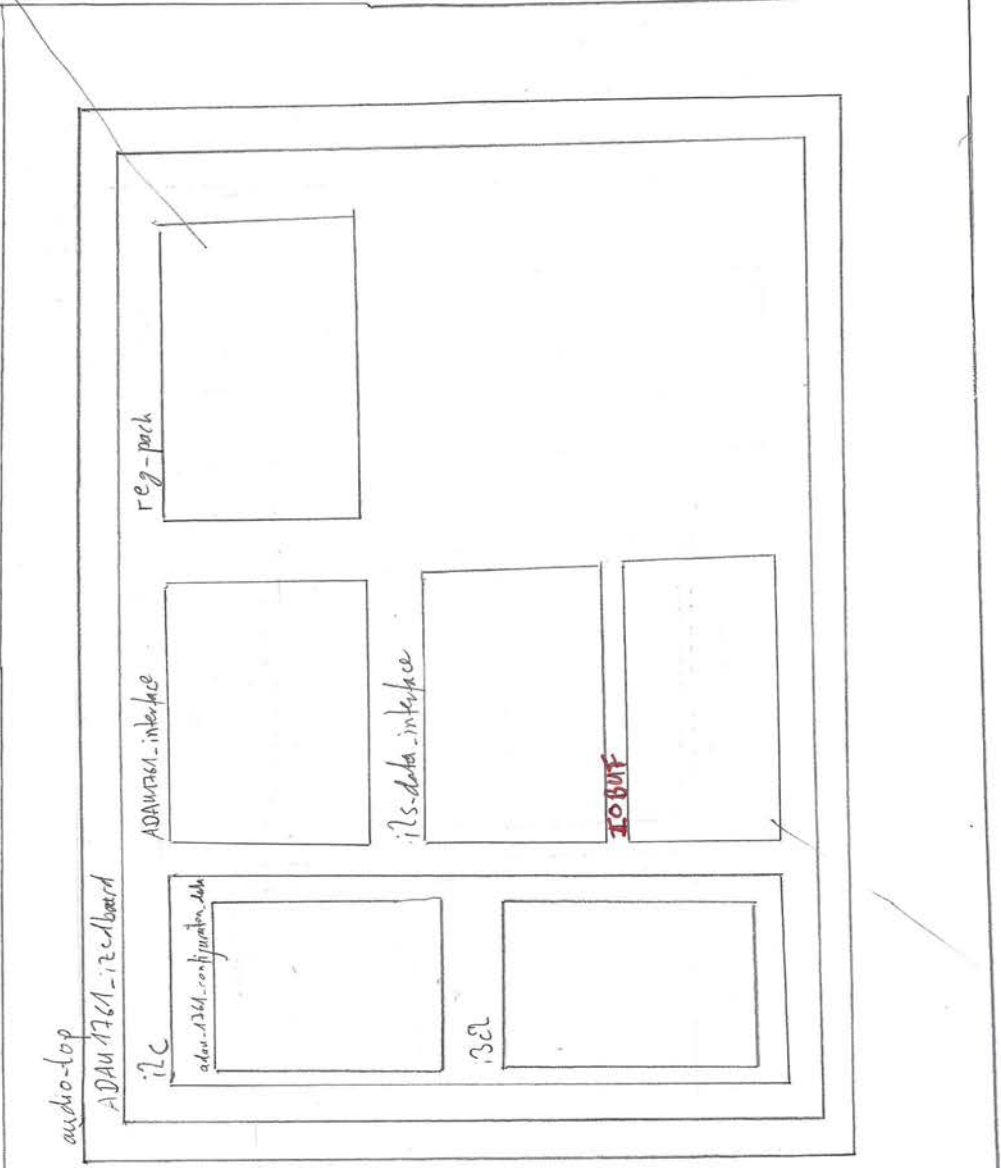
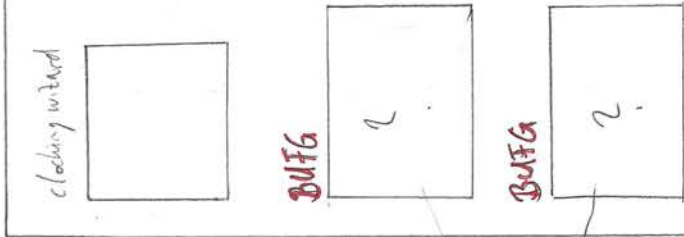


Overview NEW

audio_testbench

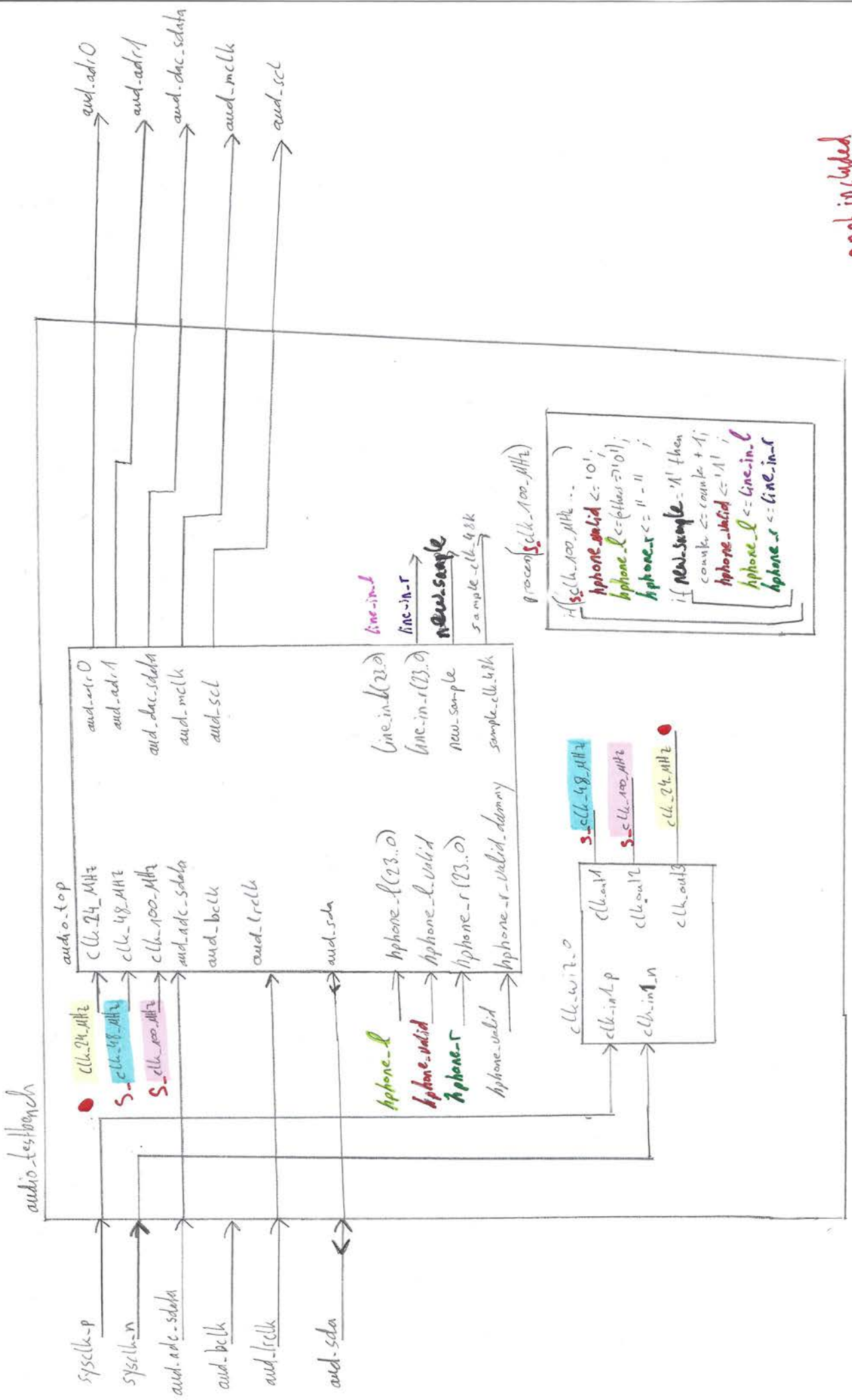


Necessary?
reg-path includes
IOBUF

necessary?
not included
in the actual
design

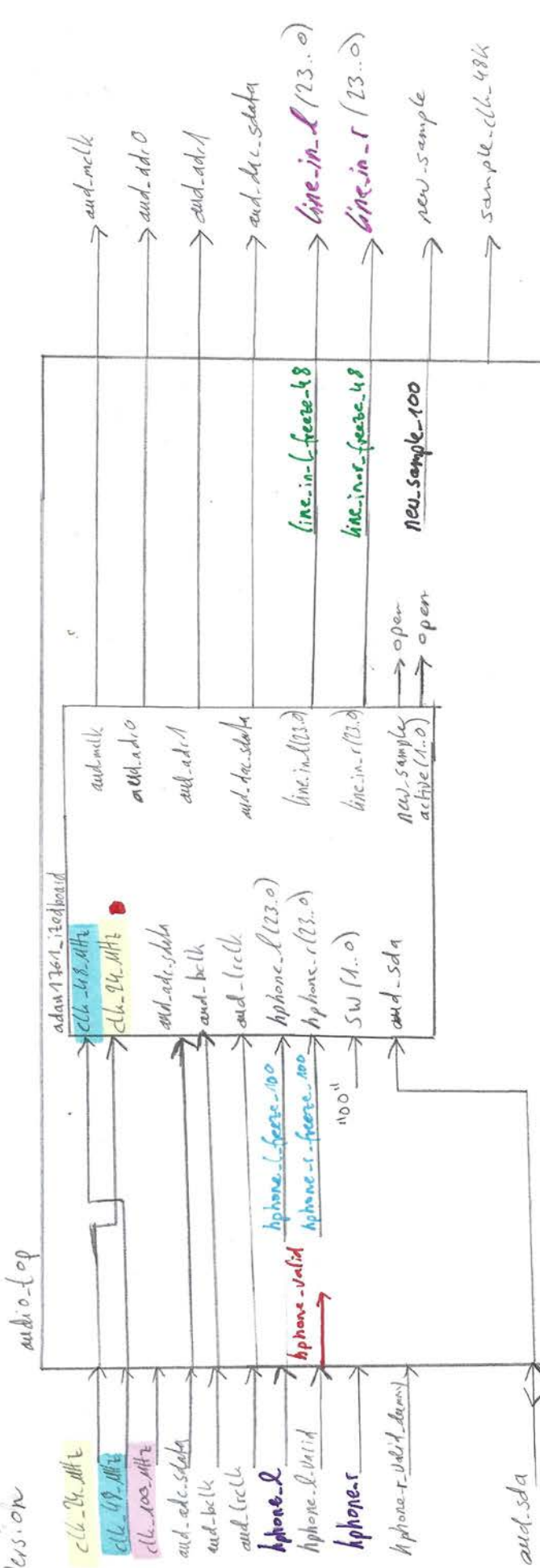
Necessary

ew version



not included in the actual version

new version



```

proc00 (clk_48_MHz ...)
if (clk_48_MHz ...)
  sample_clk_48k_d1_48 <= aud_lrcclk;
  d1_48 <= ... d1_48;
  d3_48 <= ... d1_48;
end

proc00 (clk_100_MHz)
if (clk_100_MHz ...)
  ... d4_100 <= ... d3_48;
  ... d5_100 <= ... d4_100;
  ... d6_100 <= ... d5_100;
  sample_clk_48k <= ... d6_100;
  if (d5_100 = '1' and d6_100 = '0')
    → new_sample_100 <= '1';
  else
    <= '0';
  end
end

```

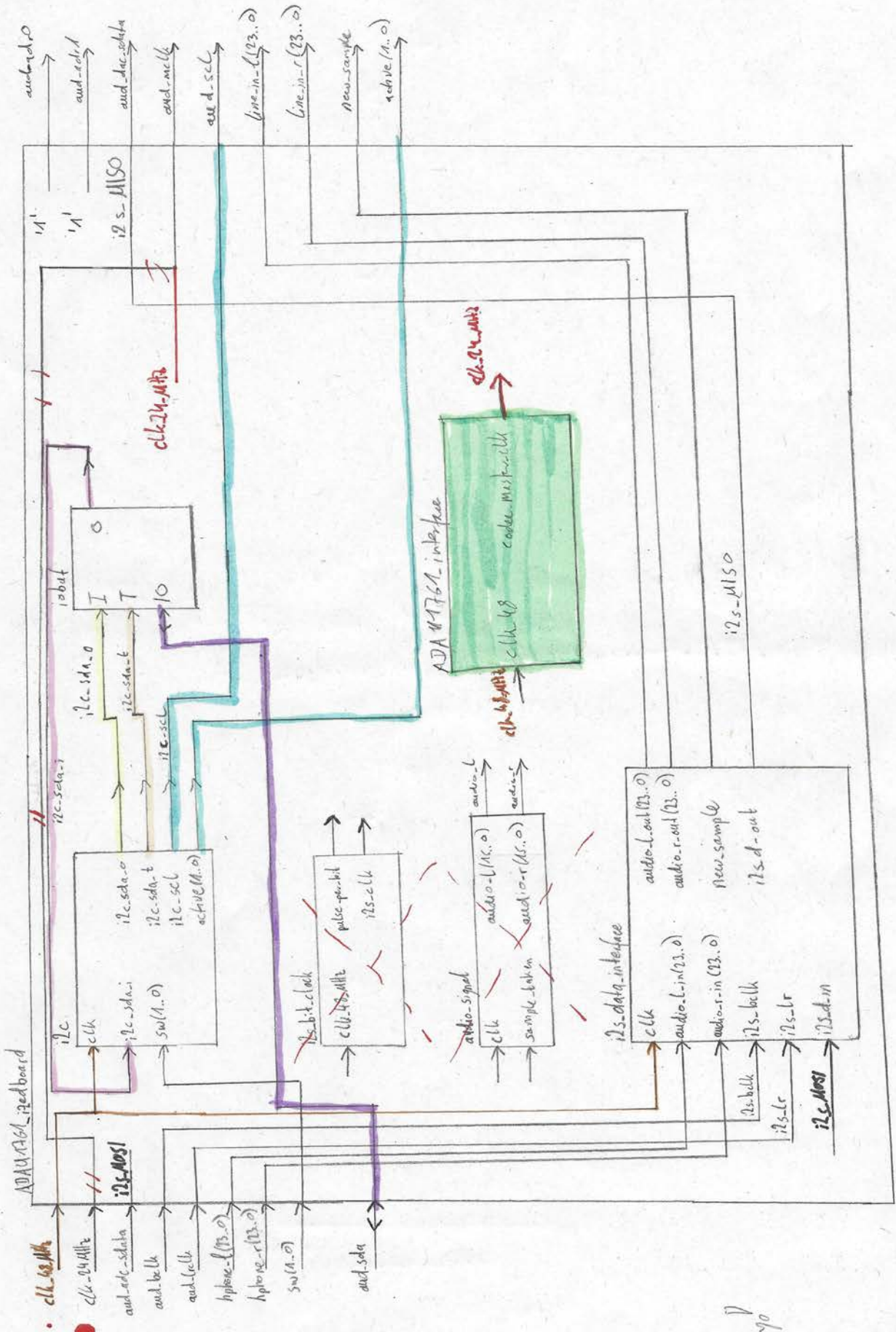
```

proc00 (clk_100_MHz ...)
if (clk_100_MHz ...)
  if (hphone_r_valid = '1')
    hphone_l-feeze_100 <= hphone_l;
    hphone_r-feeze_100 <= hphone_r;
  end
end

proc00 (clk_100_MHz ...)
if (clk_100_MHz ...)
  if (new_sample_100 = '1')
    line_in_l <= line_in_l-feeze_48;
    line_in_r <= line_in_r-feeze_48;
  end
end

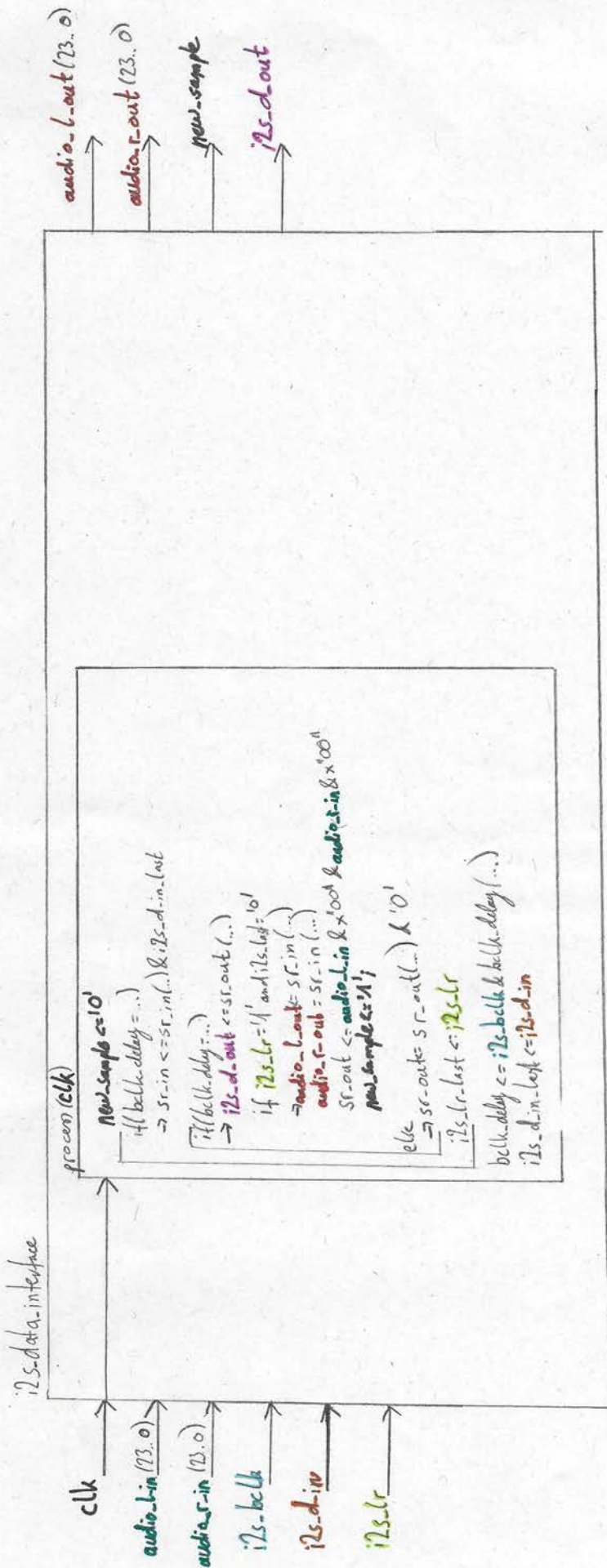
```

• not included in the actual



• not included in the actual design

each component
 clock=480



Signal bit.comb (13..0) := 0

Signal bclk_delay (9..0) := 0

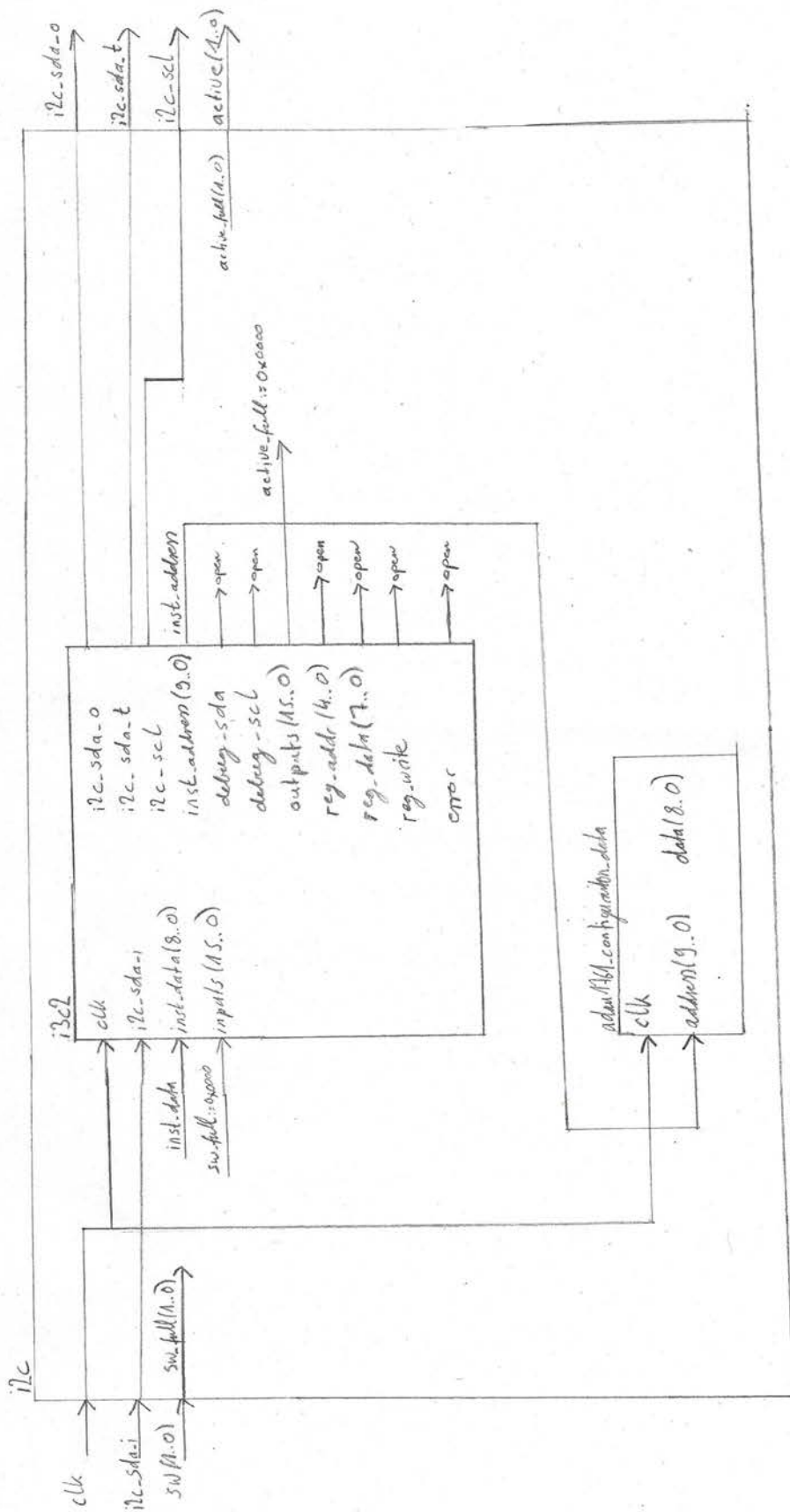
Signal lr_delay (9..0) := 0

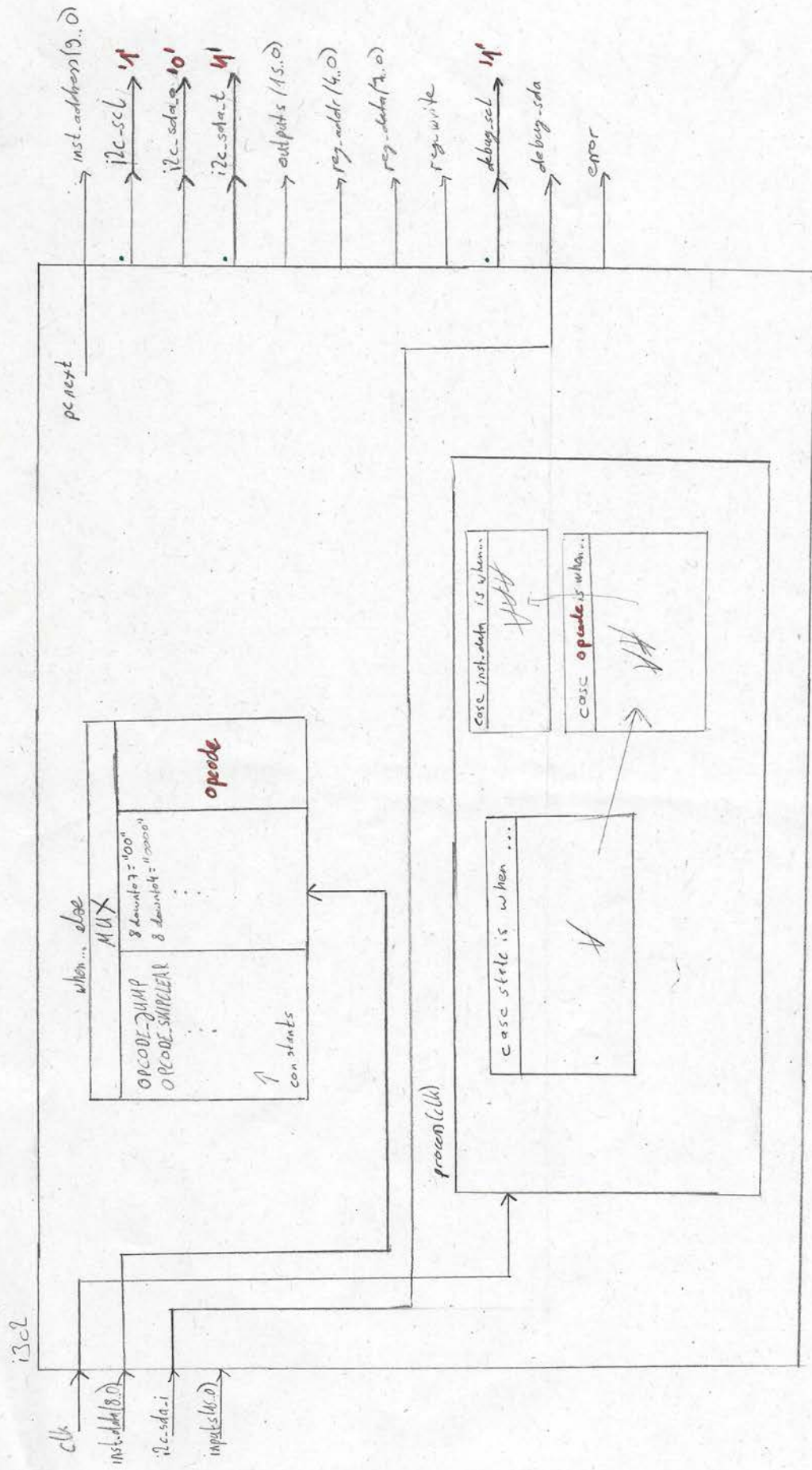
sr_in (176..0) := 0

sr_out (63..0) := 0

i2s_lr_last := 0

i2s_d_in_last := 0





clk-divide (7..0)
 IN CASE -- is when ... : iZc-stalled
 bitcount (7..0)

