

## 1 Introduction

This document provides the necessary information of K32L2B Headset in the **Bluetooth LE Audio System** as below.

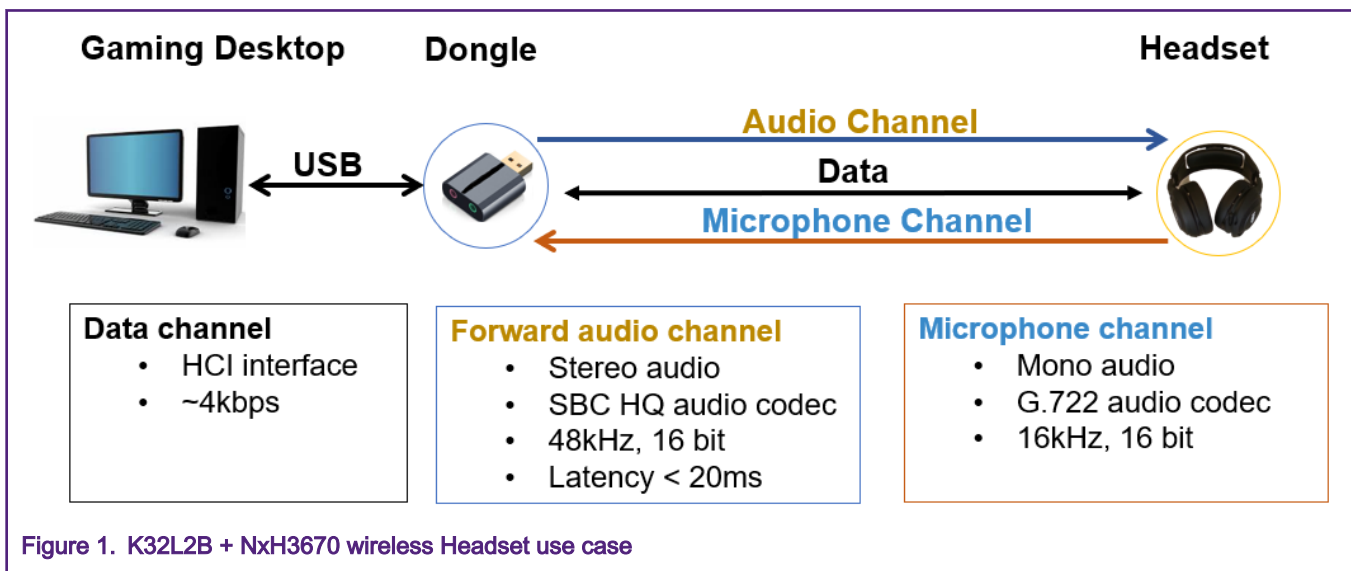
The system contains a K32L2B\_Dongle and a K32L2B\_Headset.

- **K32L2B\_Dongle:** The Dongle has a USB interface connected to the PC. It is responsible for creating a wireless audio link with one extra Headset.
- **K32L2B\_Headset:** The Headset has a speaker, a microphone, and some User Interface (UI) components, such as, buttons, sliders, rotary switches and LED.

This document mainly described the hardware design and software architecture (top-level design) of K32L2B Headset in the **Bluetooth LE Audio System**. It provides audience with a systematic view of K32L2B Headset in the **Bluetooth Audio System**.

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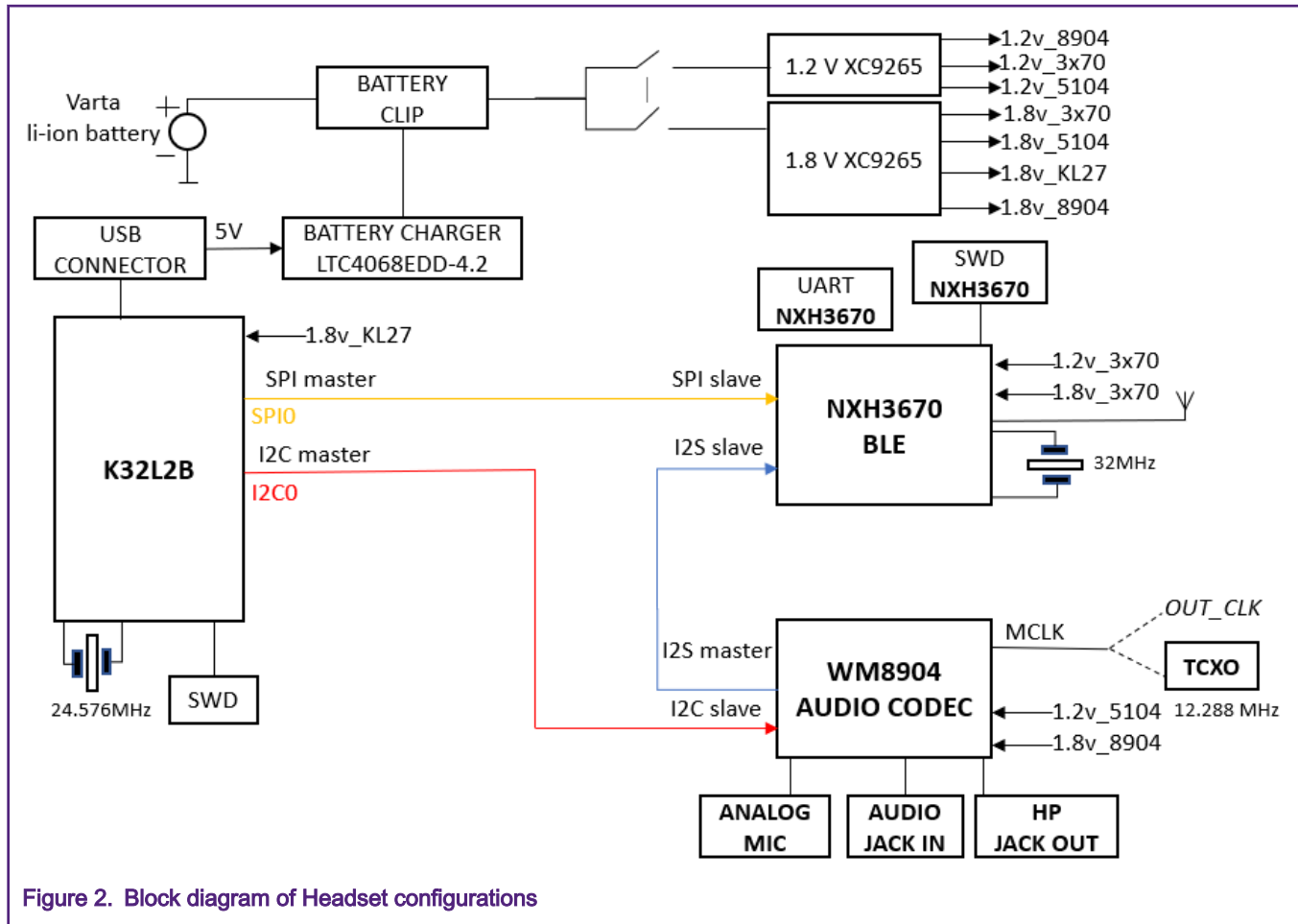


## 2 Board overview

### 2.1 Block diagram

Figure 2 shows the block diagram of K32L2B\_Headset.





As shown in Figure 2,

- Host Controller (K32L2B) is used to run Headset and OTA\_Headset demos.
- CODEC (WM8904) is used to program for encoding or decoding a digital data stream or signal. In the software, the I<sup>2</sup>C interface is used to configure the CODEC.

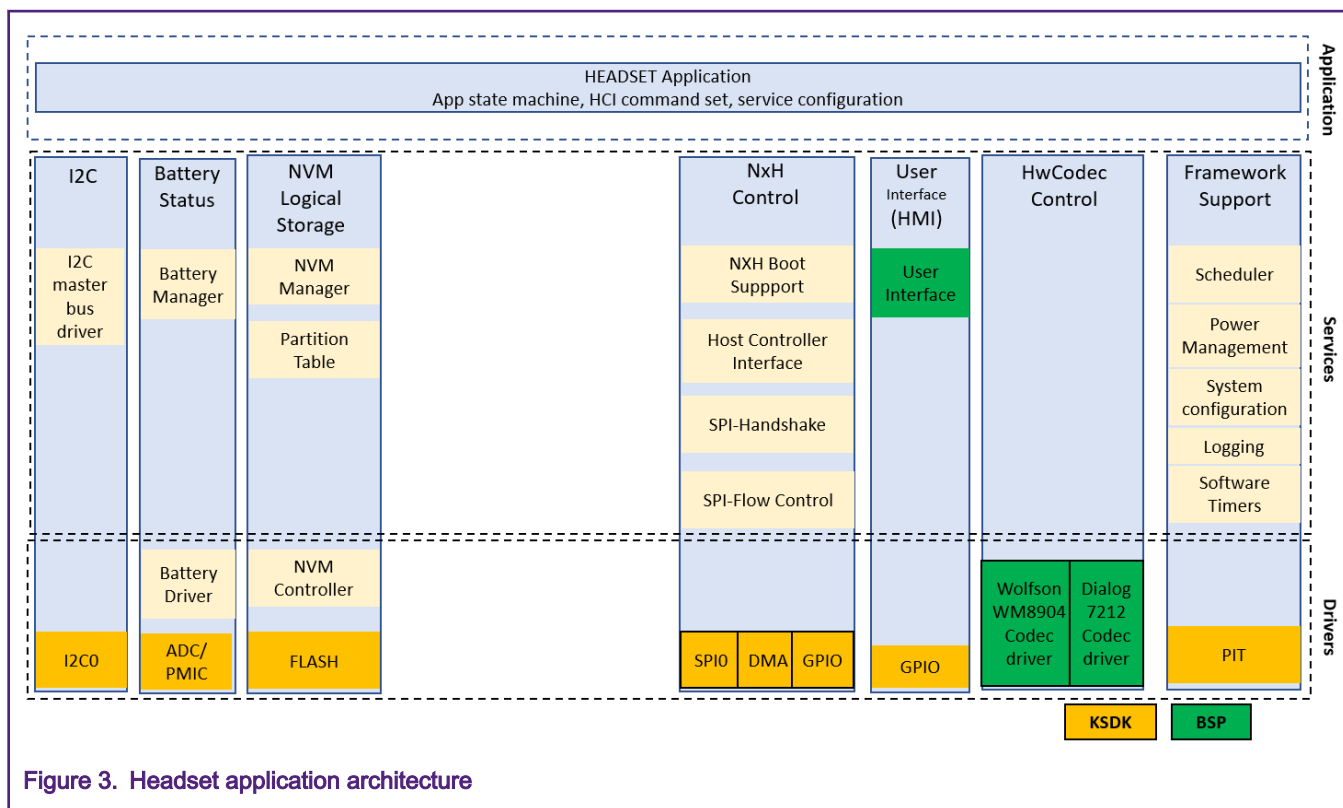
#### NOTE

NXH3670 (I<sup>2</sup>S slave) communicates with CODEC (I<sup>2</sup>S master) via the I<sup>2</sup>S directly.

- NXH3670 communicates with K32L2B through the SPI interface.

## 2.2 USB headset software architecture

This document lists only the software design.

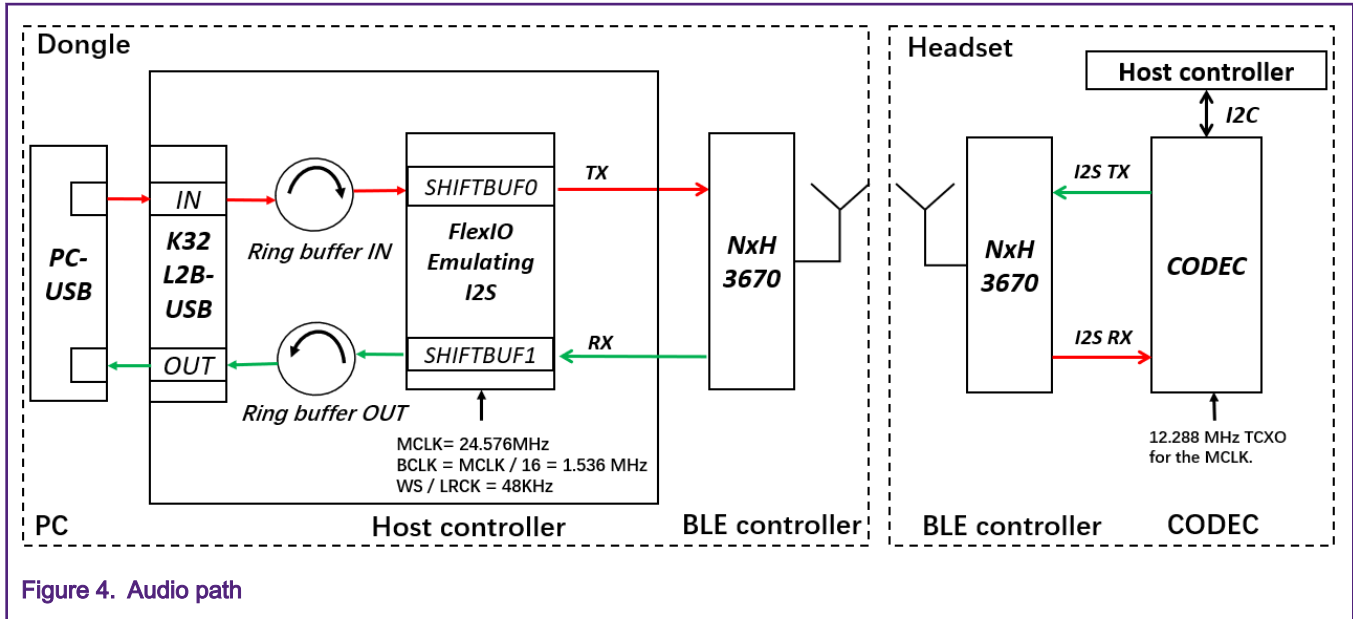


As shown in [Figure 3](#), the Headset application contains NVM service, CODEC service, NXH service, and User Interface service. This document just lists the following functions:

1. **Nvm service:** To read **Partition Table**.
2. **NxH Control:** To boot, start and transfer data with K32L2B using the SPI interface.
3. **User Interface:** Buttons used to control the volume, start and pause.
4. **CODEC service:** To configure CODEC via the I<sup>2</sup>C interface.

In the hardware design, NXH3670 and CODEC are connected via I<sup>2</sup>S, so the audio data can be transmitted directly from NXH3670 to CODEC via I<sup>2</sup>S (users need to initialize the I<sup>2</sup>C peripheral instead of I<sup>2</sup>S peripheral).

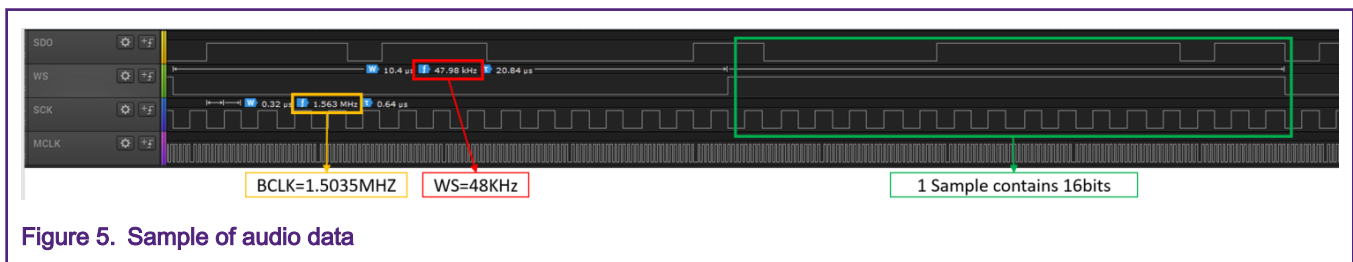
[Figure 4](#) shows the audio transfer process.



→ : Playback (forward channel): The audio path is from the PC to the Headset.

← : Record (backward channel): The audio path is from the Headset to the PC.

Users can download the demo for 48 KHz/16 bits down stream to test playback function and 48 KHz/16 bits up stream to test record function.



This document only introduces the audio transfer process of the Headset section. For more information on the Dongle section, refer to *K32L2B USB Dongle with NXH3670* (document AN12647).

## 3 Components of K32L2B Headset

### 3.1 K32L2B

#### 3.1.1 Host controller

The device is highly-integrated, market leading ultra low-power 32-bit microcontroller based on the enhanced Cortex-M0+ (CM0+) core platform. **K32L2B Headset with NXH3670** uses the following features:

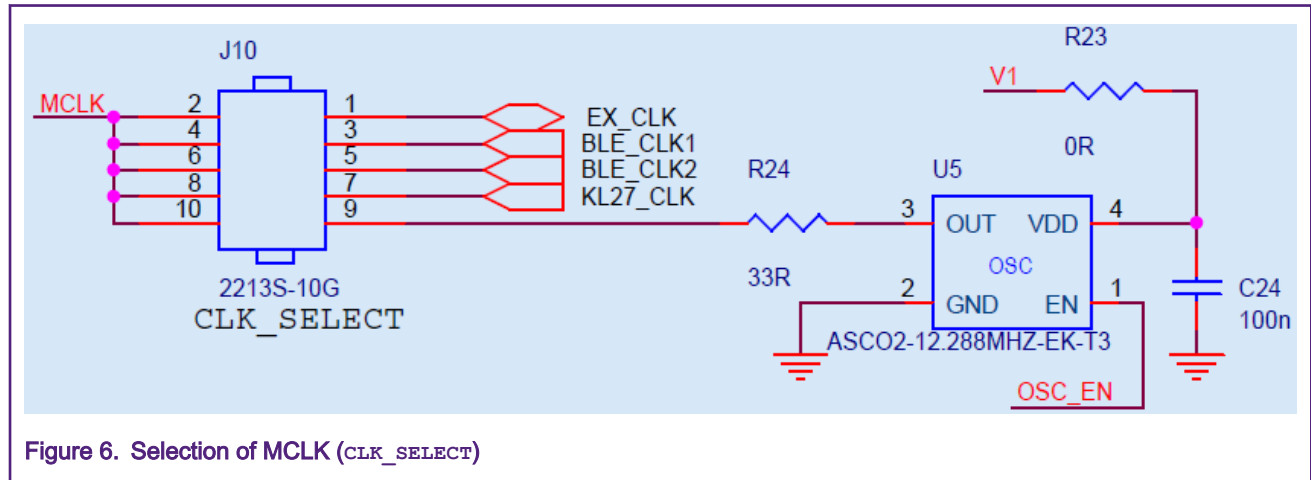
- Core platform clock up to 48 MHz, bus clock up to 24 MHz.
- Memory option is up to 256 KB flash and 32 KB RAM.
- Wide operating voltage ranges from 1.71–3.6 V with fully functional flash program/erase/read operations.

- Two SPI modules that support 16-bit data length.
- Two inter-integrated circuit (I<sup>2</sup>C) modules.
- One FlexIO module.

### 3.1.2 Clock

Two crystals used on the board:

- 32 MHz crystal connected with the NxH3670.
- 12.288 MHz TCXO for the CODEC's MCLK, users can select their clock source via J10, as shown in Figure 6.



### 3.1.3 Serial Wire Debug (SWD)

- A serial wire debug interface is provided on FRDM-K32L2B3 board.
- Users can also download or debug project to FRDM-K32L2B board using **CMSIS-DAP** or **JLINK** firmware.

### 3.1.4 Pin connections

Table 1 lists the connection information between K32L2B and other components.

Table 1. Connection information

| Function                                                      | Jumper (K32L2B Headset) | Name       | Jumper (NXH3670)       | Name    |
|---------------------------------------------------------------|-------------------------|------------|------------------------|---------|
| I <sup>2</sup> S (K32L2B have no I <sup>2</sup> S peripheral) | —                       | CODEC_SDI  | J12_1/9 (I2S_CONFIG)   | BLE_SDO |
|                                                               | —                       | CODEC_SDO  | J12_3/11 (I2S_CONFIG)  | BLE_SDI |
|                                                               | —                       | CODEC_WS   | J12_5/13 (I2S_CONFIG)  | BLE_WS  |
|                                                               | —                       | CODEC_SCK  | J12_7/15 (I2S_CONFIG)  | BLE_SCK |
| I2C0                                                          | J4-4 (PIN PTB1)         | K32L2B_SDA | J11_2 (PERIPHERAL_I2C) | PH_SDA  |

Table continues on the next page...

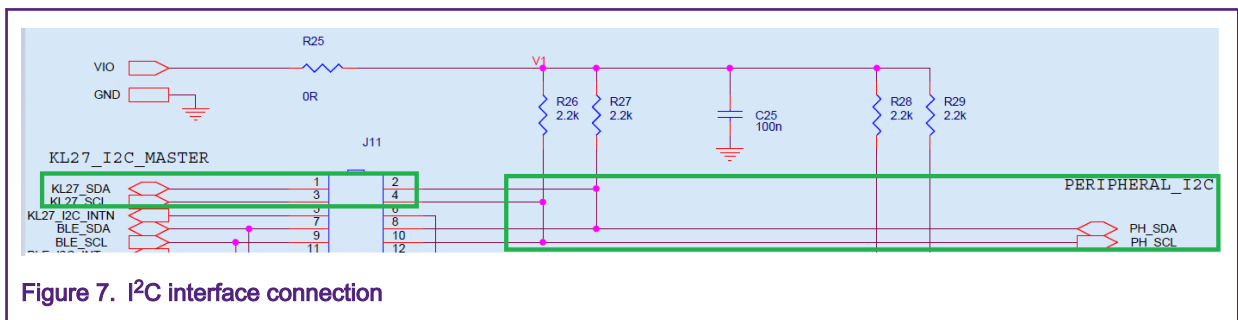
Table 1. Connection information (continued)

| Function      | Jumper (K32L2B Headset) | Name          | Jumper (NXH3670)       | Name          |
|---------------|-------------------------|---------------|------------------------|---------------|
|               | J4-2 (PIN PTB0)         | K32L2B_SCL    | J11_4 (PERIPHERAL_I2C) | PH_SCL        |
| NXH Handshake | J1_2 (PIN PTA1)         | BLE_SPIS_INTN | J16_9 (BLE_SPI)        | SWM4 (- INTN) |
|               | J1_8 (PIN PTA12)        | BLE_SPIS_SRQ  | J16_13 (BLE_SPI)       | SRQ           |
| SPI0          | J1-11 (PIN PTC7)        | BLE_SPIS_MISO | J16_1 (BLE_SPI)        | SW0           |
|               | J1-9 (PIN PTC6)         | BLE_SPIS_MOSI | J16_3 (BLE_SPI)        | SW1           |
|               | J1-15 (PIN PTC5)        | BLE_SPIS_SCLK | J16_5 (BLE_SPI)        | SW2           |
|               | J1-7 (PIN PTC4)         | BLE_SPIS_SS_N | J16_7 (BLE_SPI)        | SW3           |
| NXH reset     | J1_4 (PIN PTA2)         | BLE_RESETN    | J20_5 (BLE_SW_D)       | POR_RESETN    |

### 3.1.5 Schematic

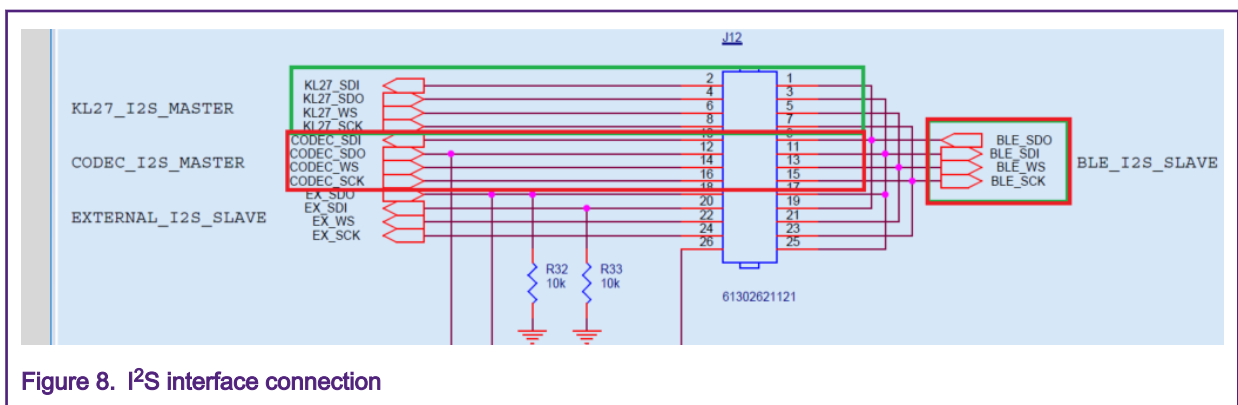
#### 1. Section 1: Audio transfer

##### • I<sup>2</sup>C



Audio data will be transmitted directly from NXH3670 to CODEC via I<sup>2</sup>S. For software, I<sup>2</sup>C peripheral needs to be initialized to configure CODEC instead of I<sup>2</sup>S peripheral.

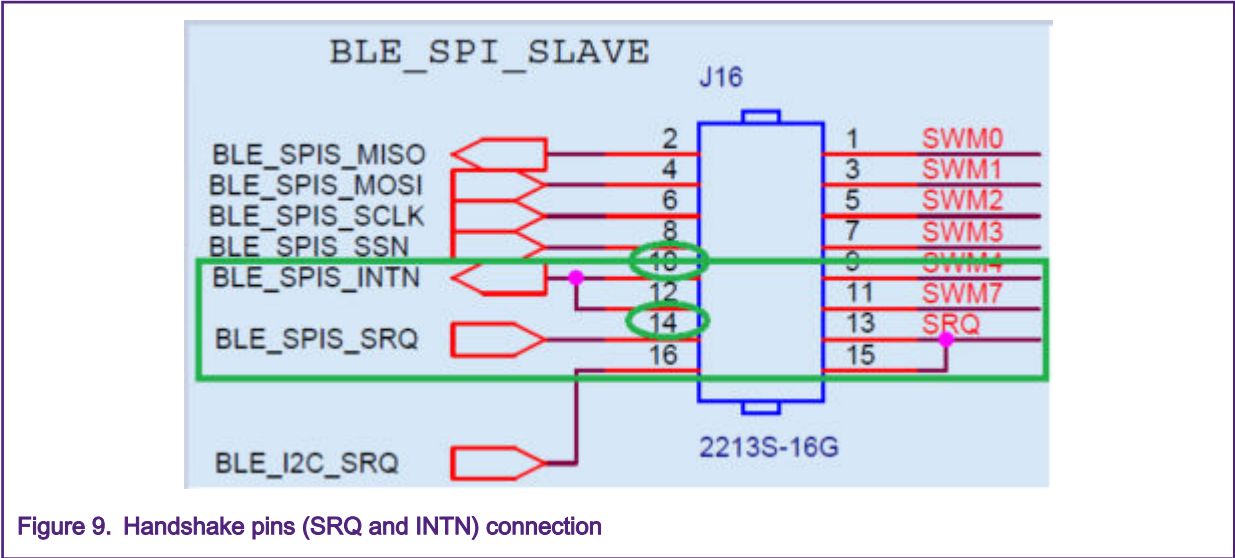
##### • I<sup>2</sup>S



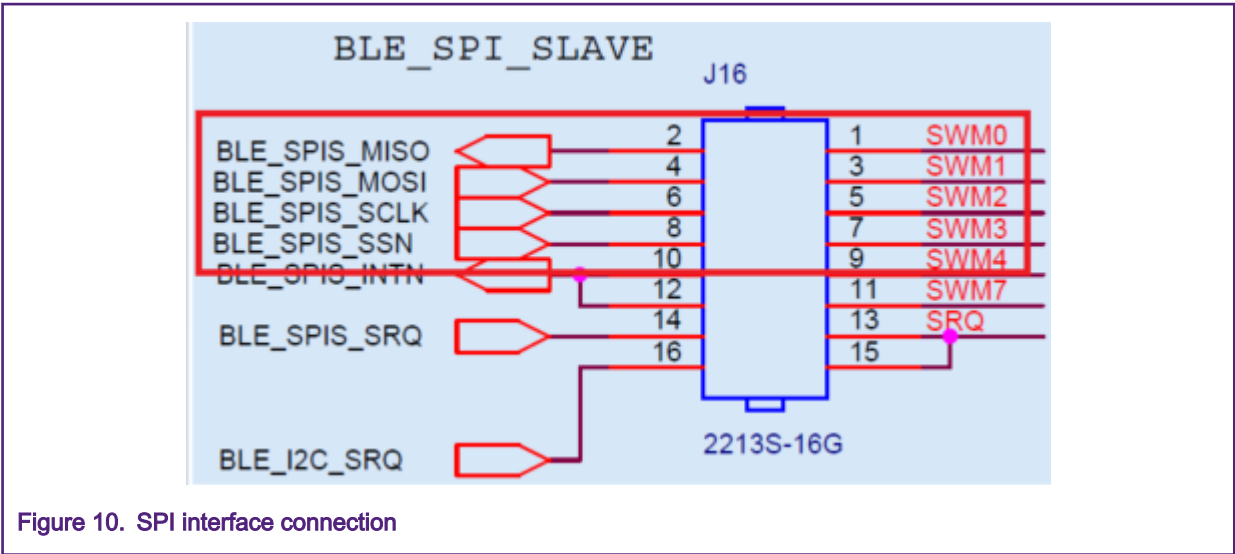
The NXH3670 is connected with CODEC instead of Host Controller (K32L2B) through I<sup>2</sup>S interface.

#### 2. Section 2: NXH3670

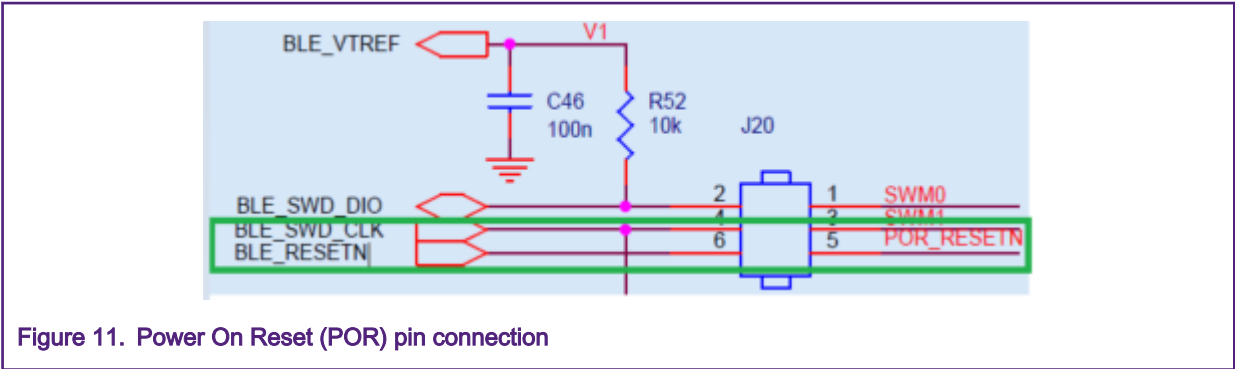
##### • NXH Handshake pin



• SPI



• POR



3.1.6 Pin configurations

• SPI

- Interface: SPI0.
- Pins: CS (PTC4), SCK (PTC5), MISO (PTC7), MOSI (PTC6).
- Polarity: Active-high SPI clock (idles low).
- Phase: First edge on SPSCCK occurs at the middle of the first cycle of a data transfer.
- Baud Rate: Configure the value of Baud Rate for SPI to **8000000u**.
- I<sup>2</sup>C
  - Interface: I2C0.
  - Pin: SCL (PB.0), SDA (PB.1)
  - Configure the value of I<sup>2</sup>C Address to **0x1A**.
- NxH3670 relevant pins
  - INIT (PTA1): Configured as digital input.
  - SRQ (PTA12): Configured as digital output.
  - POR (PTA2): Configured as digital output.

## 3.2 NXH3670

For more information of NXH3670, refer to *K32L2B USB dongle with NXH3670* (document AN12647).

## 4 Conclusion

This document describes the hardware design and software architecture (top-level design) of K32L2B\_Headset in the **Bluetooth LE Audio System**. It can be a reference for users to build their own demo.



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Date of release: 01/2020

Document identifier: AN12648

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