

## T8302 Internet Protocol Telephone Advanced RISC Machine (ARM<sup>®</sup>) Ethernet QoS Using IEEE<sup>®</sup> 802.1q

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### Description

The Agere Systems, Inc. Voice over Internet Protocol (VoIP) *Phone-On-A-Chip*<sup>™</sup> solution currently implements a quality of service (QoS) strategy that uses a proprietary voice packet prioritization scheme called Ethernet Quality of Service using BlackBurst (EQuB). This scheme uses an algorithm (implemented in **hardware**) to ensure that voice packets transmitted from the device are given the highest priority on their collision domain.

The *Phone-On-A-Chip* solution will now become more standards based by implementing a QoS strategy that incorporates a **software-based** IEEE 802.1q tagging protocol for outgoing Ethernet frames. This QoS implementation will utilize an IEEE 802.1q protocol stack from *Wind River Systems*<sup>®</sup> and will be integrated into the *VxWorks*<sup>®</sup> board support package (BSP) for the T8302 as part of our standard software solution. Virtual local area network (VLAN) tag insertion will be supported on a per-port, per-socket, and global basis.

**Note:** As a result of migrating to this software/standards-based priority scheme, Agere will no longer support its current proprietary hardware-based EQuB scheme.

Customers using the *Phone-On-A-Chip* IP Solution Development Design Kit should be aware of this enhancement and should structure their application software accordingly (to incorporate the features provided by the IEEE 802.1q stack).

It is hoped that this migration will aid customers of Agere in implementing their own systemwide QoS mechanism when designing their end product into an IP network.

Additional information may be obtained at the T8300 *Phone-On-A-Chip* website:

[http://www.agere.com/phone\\_chip](http://www.agere.com/phone_chip)

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## T8302 Internet Protocol Telephone Advanced RISC Machine (ARM\*)

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### 1 Introduction

Agere Systems' Phone-On-A-Chip™ IP Solution is a highly-integrated device set that forms the basic building blocks for an internet protocol telephone (IPT), residing on a local area network (LAN).

At this time, the IPT consists of two individual ICs, the T8302 IPT\_ARM (advanced RISC machine) and the companion T8301 IPT\_DSP (digital signal processor). This two-device solution comprises the basis for a single-IC integration of the system in the near future. The single-IC implementation will contain the functions of both IPT ICs.

For conceptual objectives, features for both ICs are listed in this document.

The general-purpose processor IC (IPT\_ARM) controls the system I/O (Ethernet, USB, IrDA, etc.) and provides general telephone control features (LED control, keypad button scanning, LCD module interface, etc.).

A block diagram of the IPT\_ARM can be found in [Figure 2 on page 27](#).

At the heart of the IPT\_DSP integrated circuit is Agere Systems' DSP1627 digital signal processor core. The DSP1627's high-performance (80 MIPS) and single-cycle multiply accumulate instruction provide excellent support for execution of voice compression/decompression and echo cancellation algorithms. The DSP1627 core and the digital-to-analog (D/A), analog-to-digital converters (A/D), low-pass filters, and audio amplifier circuitry drive standard business telephone handsets and speakerphone hardware.

This document describes the general-purpose processor IC T8302 for the IP phone. Throughout this discussion the IC will be referred to simply as IPT\_ARM.

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## 1 Introduction (continued)

### 1.1 PT\_ARM Features

The IPT\_ARM is a high-performance communications processor; it supports 100 Mbits/s Ethernet, USB, and IrDA, and provides all general system processing functions. The features of the IPT\_ARM are as follows:

- ARM 940T with ARM 9TDMI 32-bit core processor.
- Processor clock speeds up to 57.6 MHz.
- Instruction cache, 1K x 32.
- Data cache, 1K x 32.
- Internal SRAM, 1K x 32.
- Two 10/100Base-T Ethernet PHYs.
- Ethernet 10/100 repeater capabilities for in-line Ethernet connection from network to PC.
- USB host bus interface including isochronous support.
- IrDA infrared communications interface.
- Asynchronous communications interface.
- Serial communications controller and interface.
- Parallel I/O up to 16 bits.
- LED control interface.
- Keyboard scan circuitry.
- DMA control for up to four channels.
- Four general-purpose timer counters for flexible timing control.
- Real-time clock.
- SDRAM external memory interface.
- FLASH external memory interface.
- Interprocessor communication memories for data transfer to the IPT\_DSP.
- Interprocessor token and interrupt registers for control and communication between the IPT\_ARM and the IPT\_DSP.
- JTAG control for test and debugging.
- Implementation in 0.25  $\mu\text{m}$ , 3 V silicon technology.
- Packaged in a 272-pin PBGA.

## **1 Introduction** (continued)

### **1.2 IPT\_DSP Features**

The IPT\_ARM is intended to be used with its companion IC, the audio digital signal-processor integrated circuit (IPT\_DSP). The combination of the IPT\_ARM and the IPT\_DSP provides a powerful solution for the implementation of the IP exchange business phone. The features of the IPT\_DSP are as follows:

- DSP1627 core with bit manipulation unit.
- DSP clock speeds up to 80 MHz.
- Instruction ROM, 32K x 16 (zero wait-state at 80 MHz).
- Dual-port RAM, 6K x 16 (zero wait-state at 80 MHz).
- Internal SRAM, 16K x 16 (single wait-state at 80 MHz).
- 16-bit analog-to-digital converter.
- Programmable gain amplifier on audio input.
- Fixed gain differential microphone input.
- Analog input SRAM buffer, 512 x 16.
- Timed DMA for analog input SRAM.
- Two 16-bit digital-to-analog converters.
- Independent simultaneous speaker and handset outputs.
- Two integrated differential speaker driver outputs.
- Two analog output SRAM buffers, 512 x 16 each.
- Two timed DMA outputs for simultaneous handset and speaker audio output.
- Low-pass filtering on audio inputs and outputs.
- Serial I/O interface.
- General-purpose timer counter.
- Bit I/O interface.
- JTAG test and debugging control.
- Implementation in 0.35  $\mu\text{m}$ , 5 V silicon technology.
- Packaged in 100-pin TQFP.

## 2 Pinout Information

### 2.1 272-Pin PBGA Pin Diagram

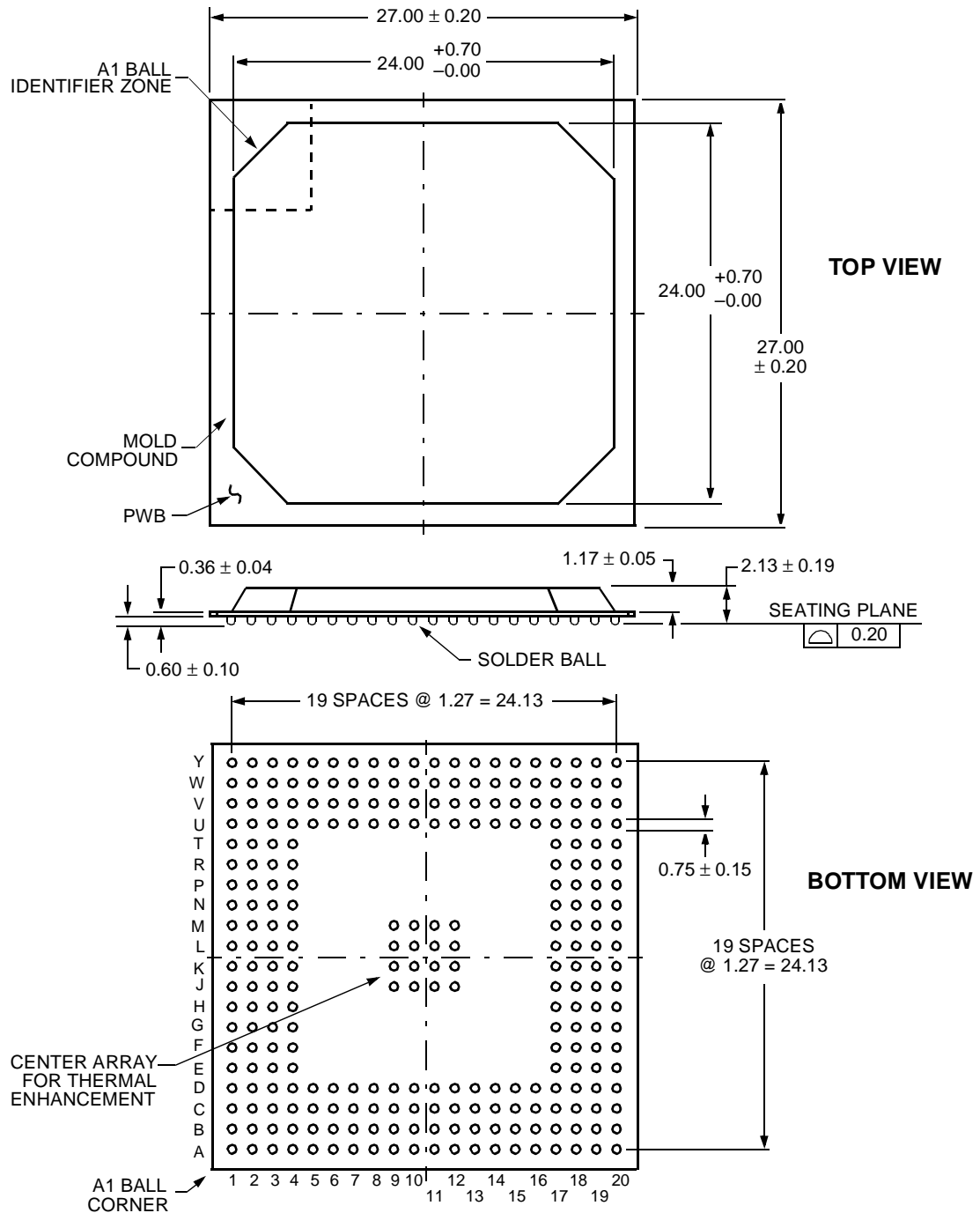


Figure 1. 272-Pin PBGA Pin Diagram

## 2 Pinout Information (continued)

### 2.2 Pin List

Table 1. PBGA-272 Package

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>ARM to DSP Communications Interface</b>					
H1	DSP_A[0]	DSP interface address bus bit 0 (LSB)	I	—	7 ma/7 ma
J4	DSP_A[1]	DSP interface address bus bit 1	I	—	7 ma/7 ma
J3	DSP_A[2]	DSP interface address bus bit 2	I	—	7 ma/7 ma
J2	DSP_A[3]	DSP interface address bus bit 3	I	—	7 ma/7 ma
J1	DSP_A[4]	DSP interface address bus bit 4	I	—	7 ma/7 ma
K2	DSP_A[5]	DSP interface address bus bit 5	I	—	7 ma/7 ma
K3	DSP_A[6]	DSP interface address bus bit 6	I	—	7 ma/7 ma
K1	DSP_A[7]	DSP interface address bus bit 7	I	—	7 ma/7 ma
L1	DSP_A[8]	DSP interface address bus bit 8	I	—	7 ma/7 ma
L2	DSP_A[9]	DSP interface address bus bit 9	I	—	7 ma/7 ma
L3	DSP_A[10]	DSP interface address bus bit 10 (MSB)	I	—	7 ma/7 ma
B1	DSP_D[0]	DSP interface data bus bit 0 (LSB)	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C2	DSP_D[1]	DSP interface data bus bit 1	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
D2	DSP_D[2]	DSP interface data bus bit 2	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
D3	DSP_D[3]	DSP interface data bus bit 3	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
E4	DSP_D[4]	DSP interface data bus bit 4	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C1	DSP_D[5]	DSP interface data bus bit 5	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
D1	DSP_D[6]	DSP interface data bus bit 6	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
E3	DSP_D[7]	DSP interface data bus bit 7	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
E2	DSP_D[8]	DSP interface data bus bit 8	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
E1	DSP_D[9]	DSP interface data bus bit 9	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
F3	DSP_D[10]	DSP interface data bus bit 10	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
G4	DSP_D[11]	DSP interface data bus bit 11	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
F2	DSP_D[12]	DSP interface data bus bit 12	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
F1	DSP_D[13]	DSP interface data bus bit 13	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
G3	DSP_D[14]	DSP interface data bus bit 14	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
G2	DSP_D[15]	DSP interface data bus bit 15 (MSB)	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
G1	DSP_RWN	Read high write low memory signal	I	—	7 ma/7 ma
H3	DSP_MCSN	Chip select interprocessor memory	I	—	7 ma/7 ma
H2	DSP_ICSN	Chip select interprocessor semaphores and interrupt	I/O	—	7 ma/7 ma
L4	DSP_INTN0	DSP interrupt	I/O	—	7 ma/7 ma
<b>Crystal for Main Clock and Real-Time Clock</b>					
P4	XRTC0	Input pin to connect 32.768 kHz crystal	I	—	—
T1	XRTC1	Output pin to connect 32.768 kHz crystal	O	—	—
T4	XTAL0	Output pin to connect 11.52 MHz crystal	O	—	—
V1	XTAL1	Input pin to connect 11.52 MHz crystal	I	—	—
M1	TSTCLK	Test mode clock input	O	—	4 ma/4 ma
N2	RTS0N	Reset output	O	—	4 ma/4 ma

## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>External Memory Interface for FLASH and General Chip Select</b>					
B11	FLASH_CS	FLASH chip select	O	—	7 ma/7 ma
A10	CS1	Chip select 1 for SRAM	O	—	7 ma/7 ma
B10	CS2	Chip select 2 for SRAM	O	—	7 ma/7 ma
C10	CS3	Chip select 3 for SRAM	O	—	7 ma/7 ma
<b>External Memory Interface SDRAM Control Signals</b>					
D9	SDRASN	Row address strobe, active-low	O	—	7 ma/7 ma
A8	SDCASN	Column address strobe, active-low	O	—	7 ma/7 ma
A9	EXWAIT	External WAIT pin	I	—	7 ma/7 ma
B9	EXINT1	External interrupt input #1	I*	—	—
C9	EXINT2	External interrupt input #2	I*	—	—
B8	SDWEN	Write enable	O	—	7 ma/7 ma
C8	SDRCK	SDRAM clock	O	—	7 ma/7 ma
A7	SDLDQM	SDLDQM is lower data byte enable	O	—	7 ma/7 ma
B7	SDUDQM	SDUDQM is upper byte enable	O	—	7 ma/7 ma
C11	RDN	Read strobe	O	—	7 ma/7 ma
A11	WRN	Write strobe	O	—	7 ma/7 ma
D10	BE1N	Byte enable	O	—	7 ma/7 ma
<b>Common External Memory Interface</b>					
A6	D [15]	EMI data bus bit 15 (MSB)	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C7	D [14]	EMI data bus bit 14	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
B6	D [13]	EMI data bus bit 13	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
A5	D [12]	EMI data bus bit 12	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
D7	D [11]	EMI data bus bit 11	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C6	D [10]	EMI data bus bit 10	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
B5	D [9]	EMI data bus bit 9	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
A4	D [8]	EMI data bus bit 8	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C5	D [7]	EMI data bus bit 7	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
B4	D [6]	EMI data bus bit 6	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
A3	D [5]	EMI data bus bit 5	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
D5	D [4]	EMI data bus bit 4	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
C4	D [3]	EMI data bus bit 3	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
B3	D [2]	EMI data bus bit 2	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
B2	D [1]	EMI data bus bit 1	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
A2	D [0]	EMI data bus bit 0 (LSB)	I/O	50 k $\Omega$ pull-up	7 ma/7 ma
A19	A[23]	EMI address bus bit 23 (MSB)	O	—	7 ma/7 ma
B18	A[22]	EMI address bus bit 22	O	—	7 ma/7 ma
B17	A[21]	EMI address bus bit 21	O	—	7 ma/7 ma
C17	A[20]	EMI address bus bit 20	O	—	7 ma/7 ma
D16	A[19]	EMI address bus bit 19	O	—	7 ma/7 ma
A18	A[18]	EMI address bus bit 18	O	—	7 ma/7 ma

\*Schmitt trigger input.

## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>Common External Memory Interface (continued)</b>					
A17	A[17]	EMI address bus bit 17	O	—	7 ma/7 ma
C16	A[16]	EMI address bus bit 16	O	—	7 ma/7 ma
B16	A[15]	EMI address bus bit 15	O	—	7 ma/7 ma
A16	A[14]	EMI address bus bit 14	O	—	7 ma/7 ma
C15	A[13]	EMI address bus bit 13	O	—	7 ma/7 ma
D14	A[12]	EMI address bus bit 12	O	—	7 ma/7 ma
B15	A[11]	EMI address bus bit 11	O	—	7 ma/7 ma
A15	A[10]	EMI address bus bit 10	O	—	7 ma/7 ma
C14	A[9]	EMI address bus bit 9	O	—	7 ma/7 ma
B14	A[8]	EMI address bus bit 8	O	—	7 ma/7 ma
A14	A[7]	EMI address bus bit 7	O	—	7 ma/7 ma
C13	A[6]	EMI address bus bit 6	O	—	7 ma/7 ma
B13	A[5]	EMI address bus bit 5	O	—	7 ma/7 ma
A13	A[4]	EMI address bus bit 4	O	—	7 ma/7 ma
D12	A[3]	EMI address bus bit 3	O	—	7 ma/7 ma
C12	A[2]	EMI address bus bit 2	O	—	7 ma/7 ma
B12	A[1]	EMI address bus bit 1	O	—	7 ma/7 ma
A12	A[0]	EMI address bus bit 0 (LSB)	O	—	7 ma/7 ma
<b>USB Interface</b>					
E18	P RTPWR	Bidirectional port power	I/O*	—	4 ma/4 ma
D19	PWRFLT N	Input port power fault	I	50 k $\Omega$ pull-up	—
E17	DPLS	Bidirectional differential USB port signal	I/O	—	—
D18	DMNS	Bidirectional differential USB port signal	I/O	—	—
Y1	USBAL TCK	Universal serial bus alternate clock	I*	50 k $\Omega$ pull-up	4 ma/4 ma
<b>Synchronous Serial Interface</b>					
W1	MDOSDI	Master data output, slave data input	I/O*	50 k $\Omega$ pull-up	4 ma/4 ma
V3	MDISDO	Master data input, slave data output	I/O*	—	4 ma/4 ma
W2	SSN	Synchronous serial select	I/O*	—	4 ma/4 ma
V2	SCK	Clock signal	I/O*	—	4 ma/4 ma
<b>Parallel Port Interface</b>					
J19	PPI[15]	Parallel peripheral interface bit 15	I/O*	—	4 ma/4 ma
J18	PPI[14]	Parallel peripheral interface bit 14	I/O*	—	4 ma/4 ma
J17	PPI[13]	Parallel peripheral interface bit 13	I/O*	—	4 ma/4 ma
H20	PPI[12]	Parallel peripheral interface bit 12	I/O*	—	4 ma/4 ma
H19	PPI[11]	Parallel peripheral interface bit 11	I/O*	—	4 ma/4 ma
H18	PPI[10]	Parallel peripheral interface bit 10	I/O*	—	4 ma/4 ma
G20	PPI[9]	Parallel peripheral interface bit 9	I/O*	—	4 ma/4 ma
G19	PPI[8]	Parallel peripheral interface bit 8	I/O*	—	4 ma/4 ma
F20	PPI[7]	Parallel peripheral interface bit 7	I/O*	—	4 ma/4 ma
G18	PPI[6]	Parallel peripheral interface bit 6	I/O*	—	4 ma/4 ma

\*Schmitt trigger input.

## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>Parallel Port Interface (continued)</b>					
F19	PPI[5]	Parallel peripheral interface bit 5	I/O*	—	4 ma/4 ma
E20	PPI[4]	Parallel peripheral interface bit 4	I/O*	—	4 ma/4 ma
G17	PPI[3]	Parallel peripheral interface bit 3	I/O*	—	4 ma/4 ma
F18	PPI[2]	Parallel peripheral interface bit 2	I/O*	—	4 ma/4 ma
E19	PPI[1]	Parallel peripheral interface bit 1	I/O*	—	4 ma/4 ma
D20	PPI[0]	Parallel peripheral interface bit 0	I/O*	—	4 ma/4 ma
<b>Key and Lamp Controller</b>					
W3	K_ROW[6]	Row 6—0. Row outputs for the LED drive matrix and key scan matrix	I/O	—	8 ma/8 ma
Y2	K_ROW[5]		I/O	—	8 ma/8 ma
W4	K_ROW[4]		I/O	—	8 ma/8 ma
V4	K_ROW[3]		I/O	—	8 ma/8 ma
U5	K_ROW[2]		I/O	—	8 ma/8 ma
Y3	K_ROW[1]		I/O	—	8 ma/8 ma
Y4	K_ROW[0]		I/O	—	8 ma/8 ma
V5	K_COL[7]	Column 7—0. Column outputs for LED drive matrix and inputs for key scan matrix	I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
W5	K_COL[6]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
Y5	K_COL[5]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
V6	K_COL[4]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
U7	K_COL[3]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
W6	K_COL[2]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
Y6	K_COL[1]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
V7	K_COL[0]		I/O*	50 k $\Omega$ pull-down	4 ma/4 ma
W7	LCNTRL	High active output used to enable LED drive matrix	O	—	8 ma/8 ma
Y7	MSGLED	Message LED direct drive output pin	O	—	8 ma/8 ma
V8	SPKRLED	Speaker LED direct drive output pin	O	—	8 ma/8 ma
W8	SWHOOK	Switch-hook	I*	—	8 ma/8 ma
<b>Ethernet Port to the PC</b>					
M19	TPOB[1]	Transmit data, negative differential	O	—	—
M20	TPO[1]	Transmit data, positive differential	O	—	—
V20	TPI[1]	Received data, positive differential	I	—	—
U20	TPIB[1]	Received data, negative differential	I	—	—
<b>Ethernet Port to the Network</b>					
L19	TPOB[0]	Transmit data, negative differential	O	—	—
L20	TPO[0]	Transmit data, positive differential	O	—	—
T19	TPI[0]	Received data, positive differential	I	—	—
T20	TPIB[0]	Received data, negative differential	I	—	—

\*Schmitt trigger input.

## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>Ethernet 10/100 PHY Port 1</b>					
Y11	ECLP	Analog factory test points (PHY section)	O	—	—
W11	ECLN		O	—	—
V11	ATBOP		O	—	—
U11	ATBON		O	—	—
P18	RMCLK	32 MHz bypass for PHY clock	I	—	—
P19	XLO	Crystal oscillator input, PHY clock	I	—	—
P20	XHI	Crystal oscillator output, PHY clock	O	—	—
K17	LS10_OK [0]	Link10, status PHY 1	O	—	8 ma/8 ma
K19	LS100_OK [0]	Link100, status PHY 1	O	—	8 ma/8 ma
W19	XS [0]	Transmit status PHY 1	O	—	8 ma/8 ma
<b>Ethernet 10/100 PHY Port 2</b>					
J20	LS10_OK [1]	Link10, status PHY 2	O	—	8 ma/8 ma
K18	LS100_OK [1]	Link100, status PHY 2	O	—	8 ma/8 ma
Y20	XS [1]	Transmit status PHY 2	O	—	8 ma/8 ma
P17	REXTBS	Band gap reference for the receive channel	O	—	—
M18	REXT10	Current setting 10 Mbits/s	O	—	—
M17	REXT100	Current setting 100 Mbits/s	O	—	—
<b>Test Points</b>					
W12	Testpt[19]	Factory test points	I/O*	—	4 ma/4 ma
V12	Testpt[18]		I/O*	—	4 ma/4 ma
U12	Testpt[17]		I/O*	—	4 ma/4 ma
Y13	Testpt[16]		I/O*	—	4 ma/4 ma
W13	Testpt[15]		I/O*	—	4 ma/4 ma
V13	Testpt[14]		I/O*	—	4 ma/4 ma
Y14	Testpt[13]		I/O*	—	4 ma/4 ma
W14	Testpt[12]		I/O*	—	4 ma/4 ma
Y15	Testpt[11]		I/O*	—	4 ma/4 ma
V14	Testpt[10]		I/O*	—	4 ma/4 ma
W15	Testpt[9]		I/O*	—	4 ma/4 ma
Y16	Testpt[8]		I/O*	—	4 ma/4 ma
U14	Testpt[7]		I/O*	—	4 ma/4 ma
V15	Testpt[6]		I/O*	—	4 ma/4 ma
W16	Testpt[5]		I/O*	—	4 ma/4 ma
Y17	Testpt[4]		I/O*	—	4 ma/4 ma
V16	Testpt[3]		I/O*	—	4 ma/4 ma
W17	Testpt[2]	I/O*	—	4 ma/4 ma	
Y18	Testpt[1]	I/O*	—	4 ma/4 ma	
U16	Testpt[0]	I/O*	—	4 ma/4 ma	
M2	CLKREF	Test mode clock output	O	—	4 ma/4 ma
Y9	SC_MODEN	Scan mode select	I/O*	50 kΩ pull-up	4 ma/4 ma
W10	SC_ENAN	Scan mode enable	I/O*	50 kΩ pull-up	4 ma/4 ma

\*Schmitt trigger input.



## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Signal	Description	I/O	Pull-Up/Down	Source/Sink Current
<b>Test Interface Controller (TIC)</b>					
T2	T_ACK	Test mode acknowledge	O	—	4 ma/4 ma
U1	T_REQB	Factory test inputs	I	50 kΩ pull-down	—
T3	T_REQA		I	50 kΩ pull-down	—
Y8	TMODE[0]	Test mode input	I	50 kΩ pull-up	—
U9	TMODE[1]	Test mode input	I	50 kΩ pull-up	—
V9	TMODE[2]	Test mode input	I	50 kΩ pull-up	—
W9	TMODE[3]	Test mode input	I	50 kΩ pull-up	—
<b>JTAG and Test</b>					
N3	JTDO	JTAG test data output	O	—	4 ma/4 ma
P1	JTRSTN	JTAG test reset input	I*	50 kΩ pull-up	—
P2	JTMS	JTAG test mode select	I*	50 kΩ pull-up	—
R1	JTDI	JTAG test data input	I*	50 kΩ pull-up	—
P3	JTCK	JTAG test clock	I*	50 kΩ pull-up	—
V18	JMODE	JMODE select	I*	50 kΩ pull-up	—
<b>IrDA</b>					
B19	IRDATX0	IrDA ACC transmit	O	—	4 ma/4 ma
A20	IRDARX0	IrDA ACC receive	I*	—	—
B20	TX1	UART transmit	O	—	4 ma/4 ma
C18	RX1	UART receive	I*	—	—
<b>Miscellaneous</b>					
N1	RESETN	Chip reset input	I*	—	—
V17	OMUXSEL[0]	Test mode MUX	I	50 kΩ pull-up	—
W18	OMUXSEL[1]		I	50 kΩ pull-up	—
Y19	OMUXSEL[2]		I	50 kΩ pull-up	—
C3	VREF	Output buffer voltage reference for DCC and EMI interfaces	I	—	—
<b>Power and Ground</b>					
<b>Ball</b>	<b>Power</b>				
M3	VssPLL	PLL Vss			
M4	VDDPLL	PLL VDD			
R2	VssX2	32 kHz crystal ground			
R3	VDDX2	32 kHz crystal power			
U2	VssX1	11.52 MHz crystal ground			
U3	VDDX1	11.52 MHz crystal power			
Y10	VDDA	Analog VDD			
Y12	VSSA	Analog Vss			
W20	VDDA	Analog VDD			
T18	VDDA	Analog VDD			
R18	VDDA	Analog VDD			
R19	VDDM	Moat VDD			
R20	VDDA	Analog VDD			
N18	VDDA	Analog VDD			

\*Schmitt trigger input.

## 2 Pinout Information (continued)

Table 1. PBGA-272 Package (continued)

Ball	Power	Power and Ground (continued)
C19	VssU	USB ground
C20	VDDU	USB power
D11	VDD	Power
D15	VDD	Power
D6	VDD	Power
F17	VDD	Power
F4	VDD	Power
K4	VDD	Power
L17	VDD	Power
R17	VDD	Power
R4	VDD	Power
U10	VDD	Power
U15	VDD	Power
U6	VDD	Power
A1	VSS	Power
D13	VSS	Power
D17	VSS	Power
D4	VSS	Power
D8	VSS	Power
H17	VSS	Power
H4	VSS	Power
J10	VSS	Power (thermal)
J11	VSS	Power (thermal)
J12	VSS	Power (thermal)
J9	VSS	Power (thermal)
K10	VSS	Power (thermal)
K11	VSS	Power (thermal)
K12	VSS	Power (thermal)
K9	VSS	Power (thermal)
L10	VSS	Power (thermal)
L11	VSS	Power (thermal)
L12	VSS	Power (thermal)
L9	VSS	Power (thermal)
M10	VSS	Power (thermal)
M11	VSS	Power (thermal)
M12	VSS	Power (thermal)
M9	VSS	Power (thermal)
N17	VSS	Power
N4	VSS	Power
U13	VSS	Power
U17	VSS	Power
U4	VSS	Power
U8	VSS	Power

**2 Pinout Information** (continued)

**Table 1. PBGA-272 Package** (continued)

<b>Ball</b>	<b>No Connects</b>	
V10	NC	No connect
V19	NC	No connect
U18	NC	No connect
U19	NC	No connect
T17	NC	No connect
N19	NC	No connect
N20	NC	No connect
L18	NC	No connect
K20	NC	No connect

### **3 Overview**

The IPT\_ARM contains several system-level functions that would typically require separate ICs. The following functions are implemented on a single IC: a full 32-bit microprocessor with integrated cache, a complete two-port Ethernet subsystem including a two-port repeater, a host USB, IrDA, UART, and SSI communications controllers. In addition, there are general peripheral controllers including parallel I/O, key scanning, and LED control circuitry.

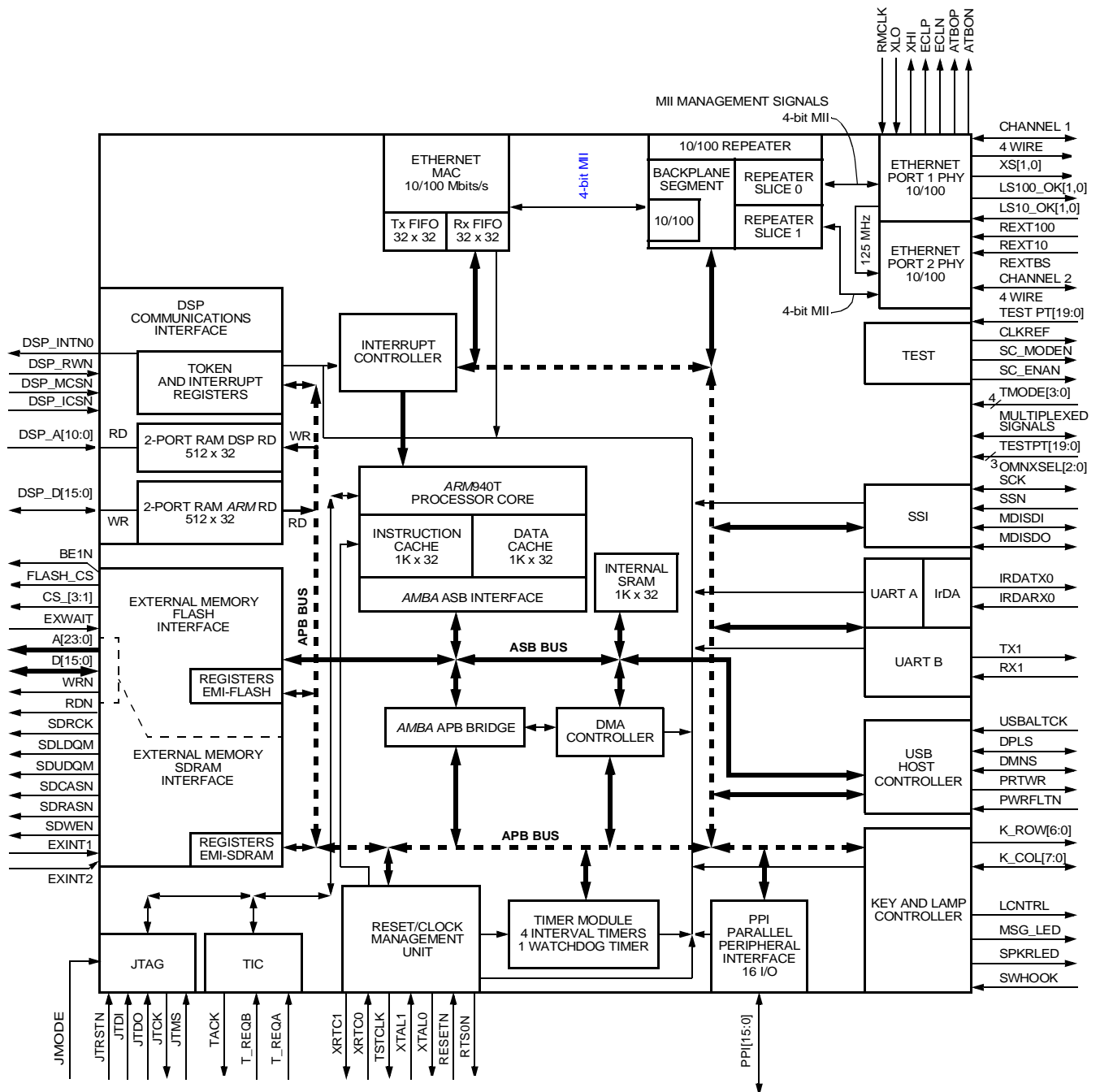
The IPT\_ARM processor communicates with memory through the AMBA\* ASB bus. This bus supports 32-bit word accesses as well as half-word and byte accesses. The AMBA APB bridge provides a flexible interface for communicating with the on-chip peripheral devices. The IPT\_ARM can be used in a system that meets European Class B emissions requirements.

The IPT\_ARM block diagram in [Figure 2 on page 27](#) shows the following system blocks:

- ARM 940T 32-bit CPU.
- AMBA ASB bus for high-performance memory access.
- AMBA APB bridge for communication with and control of IPT\_ARM peripherals.
- Four-channel DMA controller to move data from memory to memory or to/from memory from/to IPT\_ARM peripherals.
- Interrupt controller with programmable priority for efficient system operation.
- Reset/clock management controller with internal PLL circuitry to provide programmable clock frequencies, including a one-second real time clock.
- General timer unit with four interval timers and a watchdog timer.
- External memory interface with support for SDRAM, FLASH, and SRAM memories.
- DSP communications controller with interrupts, token registers, and buffer memories for efficient interprocessor communications.
- 1K x 32 internal SRAM for general-purpose storage.
- Ethernet MAC.
- Two-port Ethernet repeater.
- Two Ethernet PHYs.
- USB host controller.
- IrDA communications controller.
- UART communications controller.
- SSI communications controller.
- 16-bit parallel port interface.
- Key and lamp controller (KLC).
- JTAG.

\* AMBA is a trademark of ARM Limited.

3 Overview (continued)



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Figure 2. IPT\_ARM Block Diagram

### 3 Overview (continued)

#### 3.1 ARM 940T and AMBA Bridge

The ARM 940T is a full 32-bit microprocessor with integrated instruction and data cache. This processor core contains many high-performance features. The AMBA APB bridge is a flexible interface between the high-performance AMBA ASB bus and the AMBA APB bus. Documentation for the ARM 940T and these buses can be found at the website: <http://www.arm.com>

#### 3.2 IPT\_ARM Memory and I/O Map

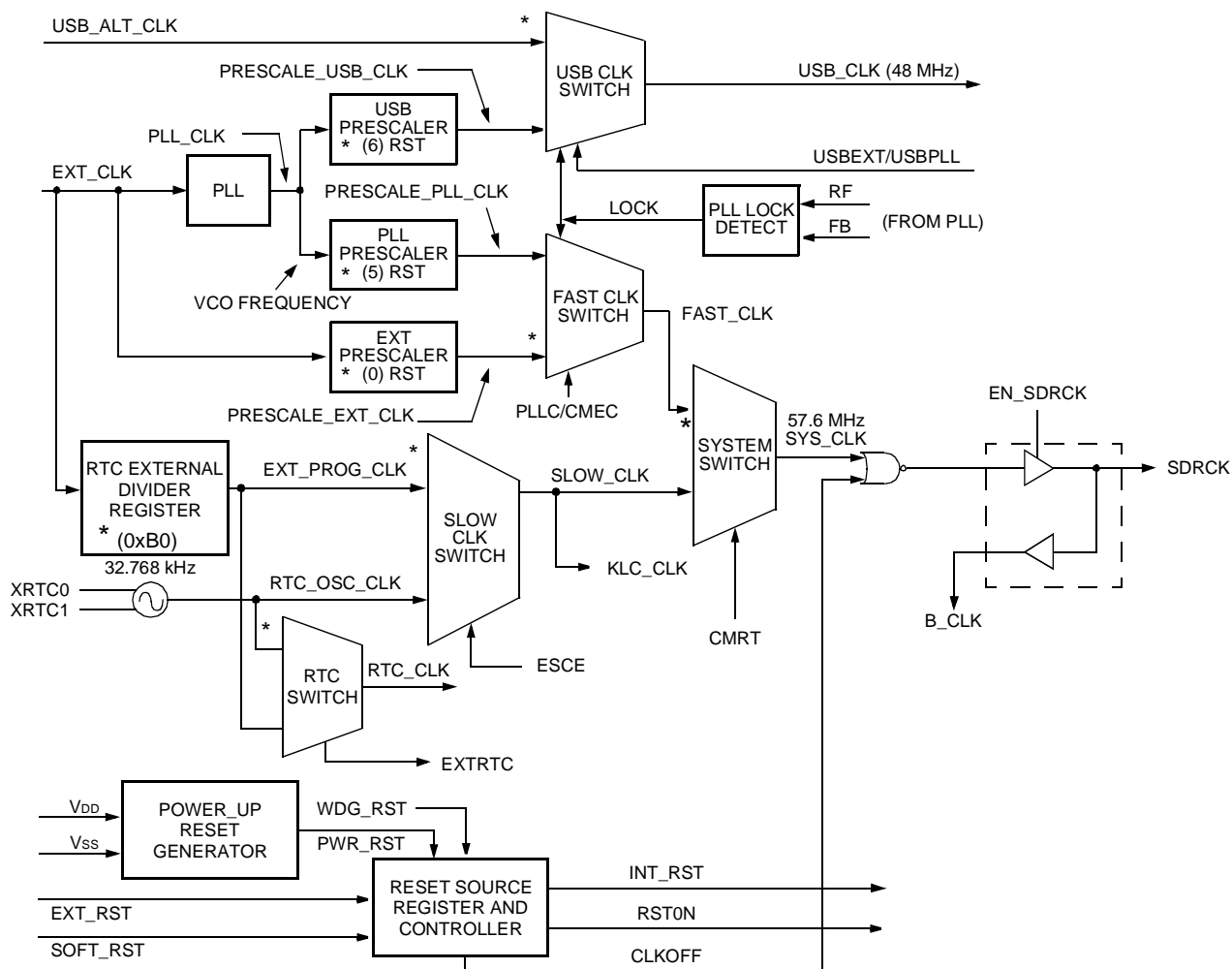
The buses, along with an external memory controller provide the logic and decoding to access and support the memories and peripherals on and off the IPT\_ARM. The IPT\_ARM processor memory and I/O map is shown below.

**Table 2. ARM Processor Memory and I/O Map**

Description	Address
This range is shared between ROM (FLASH), external SDRAM, FLASH_CS, CS1, CS2, CS3, and internal SRAM with programmable base addresses.	0x0000 0000:0xBFFF FFFF
Reserved for ARM 940T processor.	0xC000 0000:0xCFFF FFFF
Reserved.	0xD000 0000:0xDFFF FFFF
Reset/clock controller register map (see Table 4 on page 35); includes version ID register.	0xE000 0000:0xE000 0FFF
Programmable interrupt controller register map (see Table 25 on page 50).	0xE000 1000:0xE000 1FFF
DMA controller register map (see Table 35 on page 61).	0xE000 2000:0xE000 2FFF
EMI FLASH register map (see Table 57 on page 84).	0xE000 3000:0xE000 3FFF
SSI register map (see Table 181 on page 203).	0xE000 4000:0xE000 4FFF
Timer controller register map (see Table 46 on page 73).	0xE000 5000:0xE000 5FFF
PPI parallel I/O controller register map (see Table 188 on page 218).	0xE000 6000:0xE000 6FFF
USB operational register map (see Table 144 on page 163).	0xE000 7000:0xE000 7FFF
IrDA_ACC communications controller register map (see Table 169 on page 189).	0xE000 8000:0xE000 8FFF
UART_ACC communications controller register map (see Table 169 on page 189).	0xE000 9000:0xE000 9FFF
Reserved.	0xE000 A000:0xE000 AFFF
RTC control registers (see Table 17 on page 43).	0xE000 C000:0xE000 CFFF
Key and lamp controller registers (see Table 202 on page 229).	0xE000 D100:0xE000 DFFF
Reserved.	0xE000 E000:0xE000 EFFF
ARM processor memory and I/O map (see Table 72 on page 96).	0xE000 F000:0xE000 FFFF
MAC register map (see Table 77 on page 105).	0xE001 0000:0xE001 0FFF
Reserved.	0xE001 1000:0xE001 1FFF
Repeater slice register map (see Table 113 on page 133).	0xE001 2000:0xE001 2FFF
Reserved.	0xE001 3000:0xE003 FFFF
ARM 2DSP data buffer (512x32) ARM write only (see Table 72 on page 96).	0xE004 0000:0xE004 07FF
Reserved.	0xE004 0800:0xE005 FFFF
DSP2ARM data buffer (512x32) read-only (see Table 72 on page 96).	0xE006 0000:0xE006 07FF
Reserved.	0xE008 0000:0xFFFF FFFF

## 4 Reset/Clock Management

The reset/clock management controller controls clock generation and clock selection; it maintains a real-time clock, generates a power-on reset, and identifies the source of a reset condition. The block diagram of the reset/clock management controller is shown below.



\* Indicates the default position or setting.

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Figure 3. Reset/Clock Management Controller Block Diagram

The reset/clock management controller contains the following features:

### Clock Sources

- **EXT\_CLK** input from an external 11.52 MHz crystal. This provides an input to generate the system **FAST\_CLK**, as well as an input that can be divided for the system slow clock. The crystal is connected to **XLO** and **XHI**.
- **RTC\_OSC\_CLK** input from an external 32.768 kHz crystal. This can provide an input to generate the **RTC\_CLK**, as well as the system **SLOW\_CLK**.

The real-time clock circuit uses the 32 kHz **RTC\_CLK** for maintaining elapsed real time and interrupting the **ARM 940T** core at the programmed number of seconds if enabled. This real-time clock implementation does not have a battery back-up feature so it is reset on all powerup resets. Pseudo real-time clock can be generated by dividing **EXT\_CLK**, using the **RTC external divider register** in systems without a 32 kHz crystal.

## 4 Reset/Clock Management (continued)

### Dividers/Prescalers/PLL

- **RTC external divider register** to generate a slower system clock from **EXT\_CLK** for reduced power dissipation.
- PLL (phase-locked loop) for generating a programmable **PLL\_CLK** from the **EXT\_CLK**:
  - PLL prescaler to generate a system **FAST\_CLK** from **PLL\_CLK**.
  - EXT prescaler to generate a system **FAST\_CLK** from **EXT\_CLK**.
- USB prescaler for generating the 48 MHz **USB\_CLK** from **PLL\_CLK**.

### MUX

- System switch (please reference [Figure 3 on page 29](#)) for selecting **SYS\_CLK** from either the **FAST\_CLK** source or from the **SLOW\_CLK** source.
- **SLOW\_CLK** switch for selecting **SLOW\_CLK** from either **EXT\_PROG\_CLK** or **RTC\_OSC\_CLK**.
- **RTC** switch for selecting **RTC\_CLK** from either **EXT\_PROG\_CLK** or **RTC\_OSC\_CLK**.
- **FAST\_CLK** switch for selecting **FAST\_CLK** from either **PRESCALE\_PLL\_CLK** or **PRESCALE\_EXT\_CLK**.
- **USB\_CLK** switch for selecting **USB\_CLK** from either **USB\_ALT\_CLK** or **PRESCALE\_USB\_CLK**.

Edge and zero/zero detectors on clock switching MUXes to ensure that all clock changes occur without glitching the system clock.

### Reset

- Powerup reset generator for Ethernet PHYs. **An external powerup reset circuit is required for chipwide powerup.**
- External reset output **RSTN** maintained until released by software.

**Table 3. Reset/Clock Management Controller Signals**

Signal	Description
<b>Clock Signals</b>	
RTC_CLK	This is the clock output to real-time clock block.
BCLK	This is the main system clock.
KLC_CLK	This is the clock that times the KLC block.
SDRCK	This is the SDRAM clock.
EXT_CLK	This signal comes from a crystal oscillator buffer connected to <b>XLO</b> and <b>XHI</b> . It may be used as a clock source for system and peripheral clocks.
USB_ALT_CLK	This is an external clock source for <b>USB_CLK</b> .
USB_CLK	This signal goes to the USB block to clock it.
XRTC0 XRTC1	These two signals go to a 32.768 kHz crystal oscillator buffer and generate <b>RTC_OSC_CLK</b> .
<b>MUX</b>	
EXTRTC	This signal switches between either <b>EXT_PROG_CLK</b> or <b>RTC_OSC_CLK</b> for <b>RTC_CLK</b> .
EN_SDRCK	This signal enables the SDRAM clock signal.
CMRT	This signal is used to switch between <b>FAST_CLK</b> and <b>SLOW_CLK</b> for <b>SYS_CLK</b> .
ESCE	This bit is used to switch between the <b>EXT_PROG_CLK</b> and <b>RTC_OSC_CLK</b> for the <b>SLOW_CLK</b> source.
USB_EXT/ USB_PLL	These signals switch between <b>USB_ALT_CLK</b> and <b>USB_PRESCALE_CLK</b> for the <b>USB_CLK</b> source.



## 4 Reset/Clock Management (continued)

Table 3. Reset/Clock Management Controller Signals (continued)

Signal	Description
PLL/CMEC	These signals switch between <b>PRESCALE_PLL_CLK</b> and <b>PRESCALE_EXT_CLK</b> for the <b>FAST_CLK</b> source.
<b>Reset</b>	
SOFT_RST	This is a soft reset input to the reset controller.
WDG_RST	This is the watchdog timer reset coming from the timer block.
EXT_RST	This is the external hardware reset.
INT_RST	This signal resets internal circuitry.
RTSON	This signal is used as the external reset output.
<b>Miscellaneous</b>	
RF, FB	<b>RF</b> (reference clock) and <b>FB</b> (feedback clock) come from the PLL and are used to determine when the PLL is locked.
CLKOFF	This signal is generated by the reset controller to kill <b>B_CLK</b> . <b>B_CLK</b> is the clock that governs the ASB and APB interfaces. To kill the <b>B_CLK</b> , set the <b>CLKOFF</b> bit of the <b>clock control register</b> to 1. Then write a 1 to the <b>pause register</b> (see Table 5 on page 36), causing <b>CLKOFF</b> to go high and putting the chip in wait-for-interrupt (WFI) mode. To get out of this mode, one of the two external interrupts should become active, provided the appropriate settings for the two external interrupt registers in the PIC (programmable interrupt controller) are made.

### 4.1 Reset/Clock Management Controller Theory of Operation

The reset/clock management controller is governed by the control and status registers described below. The system powers up using the external 11.52 MHz crystal as the system clock. Although the PLL (phase-locked loop) is enabled on powerup, the user needs to wait until the PLL stabilizes before switching to it as the system clock source.

The system clock may be switched to an external, low-frequency 32 kHz oscillator by setting the appropriate bits in the **clock management register** (see Table 7 on page 37) and **clock control registers** (see Table 10 on page 38).

#### 4.1.1 Reset Operation

There are four reset signals that reset the IPT\_ARM core and its peripherals.

1. External reset (**EXT\_RST**)
2. Powerup reset (**PWR\_RST**)
3. Watchdog timer reset (**WDG\_RST**)
4. Software reset (**SOFT\_RST**)

Within the **reset status (control, clear) register** (see Table 13 on page 40), there are four status bits identifying the cause of the most recent full chip reset. In all cases, the core resumes fetching instruction at memory address 0x00000000.

- **POR** indicates that the device is reset due to assertion of the powerup reset.
- **ER** indicates that the external reset pin was activated.
- **WR** indicates that a device reset is forced by the watchdog timer (see Watchdog Timer on page 71) in the programmable timer unit.
- **SFT** indicates a software reset (see Table 11 on page 39).

## 4 Reset/Clock Management (continued)

The four conditions are mutually exclusive, and appropriate actions can be taken within the boot code depending on which bit is set.

When one of these reset sources becomes active, the appropriate reset source is recorded in the **reset status (control/clear) register** (see Table 13 on page 40). A reset signal is sent to the ARM 940T core and all of the peripheral blocks are reset. The internal resets are deasserted synchronously with the falling edge of the system clock after the source of the reset is deasserted. The **RTSON** pin is maintained active-low until released by software via the **reset peripheral control (read, clear, set) register** (see Table 14 on page 41).

A reset from any of the four sources previously mentioned immediately causes the following:

- The clock source is switched to the 11.52 MHz external input with the clock divider set to 1.
- The PLL is powered up and its programmable registers are preset.
- The EMI (external memory interface) and the peripheral devices are powered up in their default power-on state. (In general, most register bits in the reset/clock management controller are set to a default on state, whereas most peripheral registers are reset to 0. Any exceptions to this will be specifically noted when the register bits are discussed.)
- The internal reset signal (**INT\_RST**), as well as the external reset (**RTSON**) signal, is asserted immediately whenever any of the four reset sources are asserted. The external **RTSON** signal remains active until cleared in the **reset peripheral control register (read, clear, set)**; see Table 14 on page 41. Deasserting **RTSON** is accomplished by writing 0 to the **ERS** bit in the **reset peripheral control clear register**.

### 4.1.2 Operation of the Clock Switching Logic

The clock switching logic is controlled by software. For example, when switching from the external clock to the PLL clock, the **PLLE** enable bit in the **clock control register** (see Table 10 on page 38) is set to 1 to enable the PLL, then the **PLLC** bit in the **clock management register** (see Table 7 on page 37) is set to 1. The PLL can be shut down to conserve power by resetting the enable bit (**PLLE**).

#### 4.1.2.1 PLL Operation

The PLL oscillator is controlled by **PLLE** of the **clock control register** (see Table 10 on page 38). The PLL generates a clock signal when **PLLE** is set to 1. It typically takes about 30 μs for the PLL oscillator to restart and lock in from the inactive state (with a maximum of 250 μs).

The input to the PLL comes from the input clock **EXT\_CLK**. The PLL cannot operate without this external input clock.

To use the PLL clock, first stabilize the clock output and then lock it to the programmed frequency. The clock switching logic waits until lock occurs before switching to the PLL clock.

The frequency of the PLL output clock (**PLL\_CLK**) is determined by the values loaded into the 3-bit N divider and the 5-bit M divider (see Table 12 on page 39). When the PLL clock is selected and locked (by setting **PLLC** in the **clock management register**) the frequency of **PLL\_CLK** is related to the frequency of **EXT\_CLK** by the following equation:

$$\text{PLL\_CLK} = \text{EXT\_CLK} \times (\text{Mbits} + 1) / (\text{Nbits} + 1)$$

The coding of the **Mbits** and **Nbits** is described in Table 12 on page 39.

For example:

The frequency of **PLL\_CLK** is designed to be 288 MHz in this application.

$$288 \text{ MHz} = 11.52 \text{ MHz} \times (24 + 1) / (0 + 1)$$

## 4 Reset/Clock Management (continued)

The default values for **MBITS** and **NBITS** in this design are: **MBITS** = 24 (0x18) and **NBITS** = 0 (0x0).

To use the PLL clock the following steps should be taken by software:

- Program **MBITS** and **NBITS**. Choose the **MBITS** and **NBITS** values in the **PLL control register** (see Table 12 on page 39) by selecting the lowest value for **NBITS** and the appropriate value of **MBITS** required to obtain the desired frequency of the internal clock.
- The clock switching logic waits for the PLL to lock before switching to the PLL as the system clock. Any write to the **PLL control register** (see Table 12 on page 39) resets the lock flag and causes the clock switching logic to switch to **EXT\_CLK**.
- The lock-in time depends on the operating frequency and the values programmed for **MBITS** and **NBITS**.
- The frequency of the PLL output clock (**PLL\_CLK**) should fall within the range defined in the data sheet. Change the bits in the **PLL control register** (see Table 12 on page 39) only while the PLL is not providing the internal clock source.
- To select PLL as the **SYS\_CLK**, set **PLLC** in the **clock management register** (see Table 7 on page 37) to 1.
- To deselect PLL as the **SYS\_CLK**, select another clock in the **clock management register** by setting either **CMRT** or **CMEC** to 1.

When an external interrupt is encountered while in WFI mode (see Section 4.2.1 on page 35), the system automatically switches back to the last fast clock.

### 4.1.3 Latency

The switch between the **EXT\_CLK** and **PLL\_CLK** is synchronous. This causes the actual switching to take place several cycles after the **PLLC** or the **CMEC** bit is changed. During this time, actual code is executed. The PLL is not disabled until the **PLLE** bit in the **clock control register** (see Table 10 on page 38) is set to 0. To find out when the switching is complete, poll the **clock status register** (see Table 8 on page 37).

### 4.1.4 Real-Time Clock (RTC)

The real-time clock (**RTC\_CLK**) defaults to a 32.768 kHz clock generated by a crystal oscillator connected at **XRTC0** and **XRTC1**. The input clock is divided by 32,768 to generate a clock with a one-second period that increments a 29-bit seconds counter. In addition, it can generate interrupts at a programmed time. Some features of the RTC are:

- 17-year time interval with 1 second resolution.
- Programmed time alarm interrupt.
- Clock source selectable between **RTC\_OSC\_CLK** and **EXT\_PROG\_CLK**.

To use a real-time alarm interrupt, the following steps have to take place:

1. The clock source is selected. Either **RTC\_OSC\_CLK** or **EXT\_PROG\_CLK**.
2. The appropriate seconds value is loaded into the **RTC seconds alarm register** (see Table 18 on page 44).
3. The RTC clock interrupt is enabled in the **RTC interrupt enable register** (bit 0 **AI ENA**) (see Table 22 on page 45).
4. The **RTC interrupt status register** bit **AI** (see Table 21 on page 45) is set to 1 when the timer RTC alarm expires.

## 4 Reset/Clock Management (continued)

The RTC circuitry does not have an external uninterruptable power supply, therefore, it will not keep time when power is turned off to the IPT\_ARM.

- The **RTC seconds alarm register** (see Table 18 on page 44) is reset to 0 during powerup reset, or hardware reset, but this register is not affected by the other reset sources.

A block diagram of the real-time clock is shown in Figure 4 below.

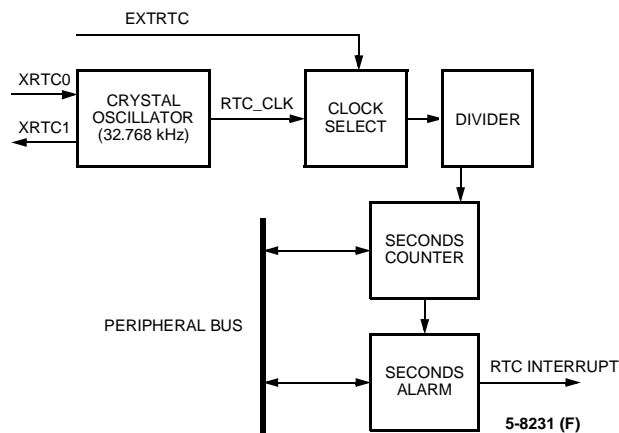


Figure 4. Real-Time Clock Block Diagram

## 4 Reset/Clock Management (continued)

### 4.2 Reset/Clock Management Registers

The reset/clock management registers are used to program the status of the clock and power configuration of the system.

**Table 4. Reset/Clock Controller Register Map**

Register	Address
Pause register (see Table 5 on page 36).	0xE000 0000
Clock management register (see Table 7 on page 37).	0xE000 0004
Reserved.	0xE000 0008
Reserved	0xE000 000C
Version ID register	0xE000 0010
Clock status register (see Table 8 on page 37).	0xE000 0014
Clock control register (see Table 10 on page 38).	0xE000 0018
Reserved.	0xE000 001C:0xE000 001F
Soft reset register (see Table 11 on page 39).	0xE000 0020
PPL control register (see Table 12 on page 39).	0xE000 0024
Reserved.	0xE000 0028:0xE000 002C
Reset status (control, clear) register (see Table 13 on page 40).	0xE000 0030:0xE000 0034
Reserved.	0xE000 0038:0xE000 003F
Reset peripheral control (read, clear, set) register (see Table 14 on page 41).	0xE000 0040:0xE000 0048
RTC external divider register (see Table 15 on page 42).	0xE000 0050
RTC clock prescale register (see Table 16 on page 42).	0xE000 0054:0xE000 005C
RTC control register (see Table 17 on page 43).	0xE000 C000
RTC seconds alarm register (see Table 18 on page 44).	0xE000 C004
RTC seconds count register (see Table 19 on page 44).	0xE000 C008
RTC divider register (see Table 20 on page 45).	0xE000 C00C
RTC interrupt status register (see Table 21 on page 45).	0xE000 C010
RTC interrupt enable register (see Table 22 on page 45).	0xE000 C014
Reserved.	0xE000 C018:0xE000 C01C

#### 4.2.1 Pause Register

The **pause register** puts the chip into wait-for-interrupt (WFI) mode. WFI mode is used to conserve power by turning off clocks to the peripherals. Writing a 1 to this bit causes the system to go into WFI mode after completing any active memory requests. WFI mode is used to conserve power by turning the clocks off.

**Notes:** **CLKOFF** should always be set when using WFI mode. When the system is shut down using **CLKOFF** (see Table 10 on page 38) the SDRAM will not refresh. Valid data **must** be preserved in the SDRAM.

## 4 Reset/Clock Management (continued)

Table 5 shows the format of the **pause register**.

**Table 5. Pause Register**

Address 0xE000 0000		
<b>Bit #</b>	31:1	0
<b>Name</b>	RSVD	PAUSE
<b>Bit #</b>	<b>Name</b>	<b>Description</b>
31:1	RSVD	Reserved.
0	PAUSE	Specifies if the system is in wait-for-interrupt (WFI) mode. If 1, the system is in WFI mode. If 0, the system is in normal mode.

### 4.2.2 Version ID Register

The version ID register contains the chip identification and version information for the device. This register is read only. The format of the version ID register is shown in Table 6.

**Table 6. Version ID Register 0xE000 0010**

Address 0xE000 0010		
<b>Bit #</b>	31:16	15:0
<b>Name</b>	Device ID	Version ID
<b>Bit #</b>	<b>Name</b>	<b>Description</b>
31:16	Device ID	These bits will always contain 0x8302.
15:0	Version ID	These bits will contain the version identification of the device.

### 4.2.3 Clock Management Register

The **clock management register** selects the source of the clock to the chip blocks. Writing a 1 to a bit in this register causes the clock switching logic to switch to the selected clock. If more than one bit is set, the lowest numbered bit takes precedence.

Regarding the **USBEXT** and **USBPLL** control bits: if both are set, then **USBEXT** takes precedence. For example, if bits 1 and 0 are both written to 1, the clock switches to the **USB\_ALT\_CLK**. If all zeros are written, nothing happens.

**CMRT**, **PLL**, and **CMEC** control the source of the system clock. The system clock can be either the slow clock, the PLL clock or the external 11.52 MHz crystal. Table 7 shows the format of the **clock management register**.

## 4 Reset/Clock Management (continued)

Table 7. Clock Management Register

Address 0xE000 0004							
Bit #	31:6	5	4	3	2	1	0
Name	RSVD	USBEXT	USBPLL	EXTRTC	CMRT	PLLC	CMEC
Bit #	Name	Description					
31:6	RSVD	Reserved.					
5	USBEXT	Switches USB clock source ( <b>USB_CLK</b> ) to <b>USB_ALT_CLK</b> . If 1, the clock switching logic switches the USB clock to the <b>USB_ALT_CLK</b> and then clears this bit. If 0, the clock switching logic is not activated.					
4	USBPLL	Switches USB clock source ( <b>USB_CLK</b> ) to the <b>PRESCALE_USB_CLK</b> . If 1, the clock switching logic switches the <b>USB_CLK</b> to the <b>PRESCALE_USB_CLK</b> and then clears this bit. If 0, the clock switching logic is not activated.					
3	EXTRTC	Controls the source of the real-time clock ( <b>RTC_CLK</b> ). If 1, the <b>RTC_CLK</b> is driven by the <b>RTC_OSC_CLK</b> . If 0, the <b>RTC_CLK</b> is driven off of the <b>RTC external divider register</b> on <b>EXT_CLK</b> .					
2	CMRT	CMRT switches the system clock source ( <b>SYS_CLK</b> ) to the slow clock ( <b>SLOW_CLK</b> ). If 1, the clock switching logic switches the system clock source ( <b>SYS_CLK</b> ) to the <b>SLOW_CLK</b> , and then clears this register. If 0, the logic to switch to the <b>SLOW_CLK</b> is not activated.					
1	PLLC	PLLC switches the system clock source ( <b>SYS_CLK</b> ) to the PLL clock. If 1, the clock switching logic switches the system clock source to the PLL clock, and then clears this register. If 0, the logic to switch to the PLL is not activated.					
0	CMEC	CMEC switches the system clock source ( <b>SYS_CLK</b> ) to the external clock ( <b>EXT_CLK</b> ). If 1, the clock switching logic switches the system clock source to <b>EXT_CLK</b> , and then clears this register. If 0, the logic to switch to <b>EXT_CLK</b> is not activated.					

### 4.2.4 Clock Status Register

The **clock status register** indicates the current clock source for the system clock (**SYS\_CLK**) and the previous fast clock source (**FAST\_CLK**). **CSC** and **PFSC** default to 00. Table 8 shows the format of the **clock status register**.

Table 8. Clock Status Register

Address 0xE000 0014			
Bit #	31:4	3:2	1:0
Name	RSVD	PFSC	CSC
Bit #	Name	Description	
31:4	RSVD	Reserved.	
3:2	PFSC	Identifies the previous fast clock source ( <b>FAST_CLK</b> ); see Table 9 below.	
1:0	CSC	Identifies the clock that is the current source of the system clock ( <b>SYS_CLK</b> ); see Table 9 below.	

## 4 Reset/Clock Management (continued)

### 4.2.5 System Clock Source Encoding

Table 9 shows the encoding of the clock sources for the **clock status register** (Table 8).

**Table 9. System Clock Source Encoding**

Bits (1:0 or 3:2)	Description
00	External clock ( <b>PRESCALE_EXT_CLK</b> ).
01	Phase-locked loop clock ( <b>PRESCALE_PLL_CLK</b> ).
10	Slow clock ( <b>SLOW_CLK</b> ).
11	Reserved.

### 4.2.6 Clock Control Register

The **clock control register** configures basic clock functions. Table 10 shows the format of the **clock control register**.

**Table 10. Clock Control Register**

Address 0xE000 0018					
Bit #	31:4	3	2	1	0
Name	RSVD	ESCE	PLLE	RSVD	CLKOFF
Bit #	Name	Description			
31:4	RSVD	Reserved.			
3	ESCE	External slow clock enable. If 1, the slow clock source is the <b>EXT_CLK</b> divided by the specified value in the <b>RTC external divider register</b> (see Table 15 on page 42). If 0, the real-time clock crystal ( <b>RTC_OSC_CLK</b> ) is the <b>SLOW_CLK</b> source.			
2	PLLE	Enables the PLL. This bit is reset to 1. If 1, the PLL is enabled. If 0, the PLL is disabled.			
1	RSVD	Reserved.			
0	CLKOFF	Determines if the <b>CLKOFF</b> mode feature is active. ( <b>CLKOFF</b> mode shuts off all of the clocks to the core and to the peripherals when in WFI mode.) If 1, <b>CLKOFF</b> mode is active. If 0, <b>CLKOFF</b> mode is not active. <b>Note:</b> <b>CLKOFF</b> should always be set to 1 when using WFI mode. This bit is reset to 0.			

### 4.2.7 Soft Reset Register

When written, the **soft reset register** address causes a software reset to occur. When read, all zeros will be returned.

**Note:** Soft reset has no effect on the RTC block.



## 4 Reset/Clock Management (continued)

Table 11 shows the format of the **soft reset register**.

**Table 11. Soft Reset Register**

Address 0xE000 0020		
<b>Bit #</b>	31:0	
<b>Name</b>	SOFT RESET	
<b>Bit #</b>	<b>Name</b>	<b>Description</b>
31:0	SOFT RESET	Writing any value to this register causes a soft reset.

### 4.2.8 PLL Control Register

The **PLL control register** configures the PLL. Table 12 shows the format of the **PLL control register**.

**Table 12. PLL Control Register**

Address 0xE000 0024						
Bit #	31:12	11	10:8	7:6	5	4:0
Name	RSVD	BYPASS	NBITS	RSVD	FRANGE	MBITS
Bit #	Name	Description				
31:12	RSVD	Reserved. Tied to 0.				
11	BYPASS	Active-high, reset to 0. If 1, PLL output = PLL input.				
10:8	NBITS	Encodes NBITS. $0 \leq \text{NBITS} \leq 7$ . This value is used as a divisor to set the PLL frequency. Actual divisor used is $\text{NBITS} + 1$ . Reset = 00.				
7:6	RSVD	Reserved. Tied to 0.				
5	FRANGE	Frequency range. If PLL output is 100 MHz—400 MHz then set to 0. If PLL output is 400 MHz—500 MHz then set to 1. Reset = 0.				
4:0	MBITS	Encodes MBITS. $0 \leq \text{MBITS} \leq 31$ . This value is used as a multiplier to set the PLL frequency. Actual multiplier used is $\text{MBITS} + 1$ . Reset = 24 (0x18).				

## 4 Reset/Clock Management (continued)

### 4.2.9 Reset Status (Control/Clear) Registers

The **reset status (control/clear) registers** identify the source of the last chip reset. The bit in the register corresponding to the reset source is set to 1 and the other bits are cleared. Each bit is cleared by writing a 1 to the corresponding bit in the **reset status clear register**. Table 13 shows the format of the **reset status (control/clear) register**.

Table 13. Reset Status (Control/Clear) Registers

Address—Control 0xE000 0030, Clear 0xE000 0034					
Bit #	31:4	3	2	1	0
Name	RSVD	SFT	WR	POR	ER
Bit #	Name	Description			
31:4	RSVD	Reserved.			
3	SFT	SFT identifies the last reset as a soft reset. If 1, a soft reset has occurred. If 0, the last reset was not a soft reset, or the bit was cleared.			
2	WR	Identifies the last reset as a warm reset (caused by the watchdog timer). If 1, a warm reset has occurred. If 0, the last reset was not a warm reset, or the bit was cleared.			
1	POR	Identifies the last reset as a powerup reset. If 1, a powerup reset has occurred. If 0, the last reset was not a powerup reset, or the bit was cleared.			
0	ER	Identifies the last reset as an external reset. If 1, an external reset has occurred. If 0, the last reset was not an external reset, or the bit was cleared.			

### 4.2.10 Reset Peripheral Control (Read, Clear, Set) Registers

The **reset peripheral control (read, clear, set) registers** provide the IPT\_ARM with a mechanism for resetting an individual peripheral without affecting other elements in the system. A 1 in a bit location corresponding to its assigned peripheral holds the section in reset until the bit is cleared. Individual bits can be set by writing a 1 to the corresponding bit location in the **reset peripheral control (set) register**. Values are read from the **reset peripheral (read) register**. Individual bits can be cleared by writing a 1 to the corresponding location in the **reset peripheral (clear) register**. Table 14 shows the format of the **reset peripheral control (read, clear, set) register**.

## 4 Reset/Clock Management (continued)

Table 14. Reset Peripheral Control (Read, Clear, Set) Registers

Address—Read 0xE000 0040, Clear 0xE000 0044, Set 0xE000 0048							
Bit #	31:18	17	16	15	14	13	12
Name	RSVD	EREP	RSVD	EMAC	DCC	KLC	RTC
Bit #	11	10	9	8	7	6	5
Name	UART	IrDA	USB	PIO	SSI	DMA	INTC
Bit #	4	3	2	1	0	—	—
Name	RSVD	RSVD	ITIMR	RSVD	ERS	—	—
Bit #	Name	Description					
31: 18	RSVD	Reserved.					
17	EREP	Ethernet repeater circuit.					
16	RSVD	Reserved.					
15	EMAC	Ethernet MAC.					
14	DCC	DSP communications controller.					
13	KLC	Key and lamp controller.					
12	RTC	Real-time clock controller.					
11	UART	Asynchronous communications controller channel 1 to UART adjunct.					
10	IrDA	Asynchronous communications controller channel 0 to IrDA receiver.					
9	USB	Universal serial bus controller.					
8	PIO	Parallel input output controller.					
7	SSI	Synchronous serial input output controller.					
6	DMA	Direct memory access controller.					
5	INTC	Interrupt controller.					
4:3	RSVD	Reserved.					
2	ITIMR	Interval and watchdog timer.					
1	RSVD	Reserved.					
0	ERS	External reset bit, ( <b>RTS0N</b> ).					

Note: This register is initialized to all zeros on reset except for the **ERS** (bit 0), which is set to 1 upon reset.

### 4.2.11 RTC External Divider Register

The **RTC external divider register** allows the 11.52 MHz external clock (**EXT\_CLK**) to be divided down to produce a pseudo real-time clock in applications where a real-time crystal and real-time accuracy are not needed. The **RTC external divider register** is a 16-bit register whose value is loaded into a down counter every time the down counter reaches 0. There is a toggle flip-flop that changes state whenever the counter reaches 0. The output clock rate is given by the following equation:

$$\text{EXT\_PROG\_CLK} = \text{EXT\_CLK}/\text{ECD}/2.$$

For a pseudo real-time clock of 32727.27 Hz the programmed value for **ECD** becomes 176 (0xB0).

Table 15 shows the format of the **RTC external divider register**.

## 4 Reset/Clock Management (continued)

Table 15. RTC External Divider Register

Address 0xE000 0050		
Bit #	31:16	15:0
Name	RSVD	ECD
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	ECD	RTC divider register. The clock changes state from high to low or low to high every time the <b>RTC divider register</b> counts down to 0. It is then reloaded with the <b>ECD</b> value entered by the user.

### 4.2.12 RTC Clock Prescale Registers

The **RTC clock prescale registers** indicate the value by which to divide the input clock to get the current clock. If all zeros, the input clock is passed on without division. Only one of the divisor bits in the **RTC clock prescale registers** may be set at one time. If more than one bit is set, the lowest order bit set will determine the divisor.

The format for each of the **RTC clock prescale registers** is identical and is as follows:

Prescaler	Address	Prescaler Input	Prescaler Output
EXT_PRESCALER	0xE000 0054	EXT_CLK	PRESCALE_EXT_CLK
PLL_PRESCALER	0xE000 0058	PLL_CLK	PRESCALE_PLL_CLK
USB_PRESCALER	0xE000 005C	USB_CLK	PRESCALE_USB_CLK

Table 16. RTC Clock Prescale Registers

Addresses 0xE000 0054:0xE000 005C								
Bit #	31:7	6	5	4	3	2	1	0
Name	RSVD	D16	D8	D6	D5	D4	D3	D2
Bit #	Name	Description						
31:7	RSVD	Reserved.						
6	D16	Indicates that the prescaler input is divided by 16. If 1, divide the clock by 16. If 0, do not divide the clock by 16.						
5	D8	Indicates that the prescaler input is divided by 8. If 1, divide the clock by 8. If 0, do not divide the clock by 8.						
4	D6	Indicates that the prescaler input is divided by 6. If 1, divide the clock by 6. If 0, do not divide the clock by 6.						
3	D5	Indicates that the prescaler input is divided by 5. If 1, divide the clock by 5. If 0, do not divide the clock by 5.						
2	D4	Indicates that the prescaler input is divided by 4. If 1, divide the clock by 4. If 0, do not divide the clock by 4.						

## 4 Reset/Clock Management (continued)

Table 16. RTC Clock Prescale Registers (continued)

Bit #	Name	Description
1	D3	Indicates that the prescaler input is divided by 3. If 1, divide the clock by 3. If 0, do not divide the clock by 3.
0	D2	Indicates that the prescaler input is divided by 2. If 1, divide the clock by 2. If 0, do not divide the clock by 2.

### 4.2.13 RTC Control Register

The **RTC control register** selects the real-time clock source and enables the RTC counters. Table 17 shows the format of the **RTC control register**.

Table 17. RTC Control Register

Address 0xE000 C000								
Bit #	31:8	7	6:5	4	3	2	1	0
Name	RSVD	ENA	RSVD	BYP	RSVD	RSVD	IE	CS
Bit #	Name	Description						
31:8	RSVD	Reserved.						
7	ENA	Crystal oscillator enable. Enables the analog portion of the crystal oscillator. If 1, the analog portion of the crystal oscillator is active and using current. If 0, the analog portion of the crystal oscillator is not active and is not using current. This bit is set to 0 if the RTC is not being used or bypass mode is set. This bit is set to 1 on reset.						
6:5	RSVD	These bits are set to 11 on reset.						
4	BYP	Bypass mode. Bypasses the crystal oscillator circuit. If 1, a crystal is connected between pins <b>XRTC0</b> and <b>XRTC1</b> . If 0, the CMOS clock on pin <b>XRTC0</b> is used directly as the clock input. This bit is set to 0 on reset.						
3:2	RSVD	Reserved.						
1	IE	Increment enable. Enables incrementing the <b>RTC divider register</b> (see Table 20 on page 45). If 1, increment of the <b>RTC divider register</b> is enabled. If 0, increment of the <b>RTC divider register</b> is disabled. This bit is reset to 0 on powerup.						
0	CS	Clock select. Selects the clock source for the <b>RTC divider register</b> (see Table 20 on page 45). If 1, the clock is from the crystal, or an external CMOS clock. If 0, the clock is the divided <b>SYSTEM_CLK</b> . This bit is reset to 1 on powerup.						

## 4 Reset/Clock Management (continued)

### 4.2.14 RTC Seconds Alarm Register

The real-time clock interrupt (see Table 26 on page 51) is asserted when the values in the **RTC seconds alarm register** (Table 18) and **RTC seconds count register** (Table 19) are equal. If the RTC interrupt is enabled (**AI ENA**) in the **RTC interrupt enable register** (see Table 22 on page 45) and in the PIC (programmable interrupt controller), an interrupt to the processor will occur. The **RTC seconds alarm register** is reset to 0 during powerup reset, or hardware reset, but this register is not affected by the other reset sources. Table 18 shows the format of the **RTC seconds alarm register**.

Table 18. RTC Seconds Alarm Register

Address 0xE000 C004		
<b>Bit #</b>	31:29	28:0
<b>Name</b>	RSVD	SA
<b>Bit #</b>	<b>Name</b>	<b>Description</b>
31:29	RSVD	Reserved.
28:0	SA	Represents time in clock ticks.

### 4.2.15 RTC Seconds Count Register

The **RTC seconds count register** shows the current time in seconds. If **UCP** is 1 when read, an update occurred and the value is invalid and should be read again. Updates occur once per second. Table 19 shows the format of the **RTC seconds count register**.

Table 19. RTC Seconds Count Register

Address 0xE000 C008			
<b>Bit #</b>	31	30:29	28:0
<b>Name</b>	UCP	RSVD	SC
<b>Bit #</b>	<b>Name</b>	<b>Description</b>	
31	UCP	Update cycle occurred. If 1, an update cycle occurred during a read access. If 0, the value returned was stable.	
30:29	RSVD	Reserved.	
28:0	SC	Represents time in clock ticks.	

### 4.2.16 RTC Divider Register

The **RTC divider register** contains a count of the clocks that have occurred since the last time the **RTC seconds count register** (Table 19) was updated. This register is incremented once per input clock cycle. This register is written only during testing, when **IE** of the **RTC control register** (see Table 17 on page 43) is set to 0. Otherwise, an interrupt illegal write error is generated. Table 20 shows the format of the **RTC divider register**.

## 4 Reset/Clock Management (continued)

Table 20. RTC Divider Register

Address 0xE000 C00C		
Bit #	31:15	14:0
Name	RSVD	CCC
Bit #	Name	Description
31:15	RSVD	Reserved.
14:0	CCC	Clock counter.

### 4.2.17 RTC Interrupt Status Register

This register displays the current status of the **IWI** and **AI** interrupts. Table 21 shows the format of the **RTC interrupt status register**.

Table 21. RTC Interrupt Status Register

Address 0xE000 C010			
Bit #	31:2	1	0
Name	RSVD	IWI	AI
Bit #	Name	Description	
31:2	RSVD	Reserved.	
1	IWI	Illegal write interrupt. Set whenever software attempts to write to the <b>RTC divider register</b> (see Table 20 on page 45) while it is enabled, or when software attempts to write to the <b>RTC seconds count register</b> (see Table 19 on page 44) while the divider is enabled and an update to the seconds counter is about to be made. To reset this bit write a 1 to it.	
0	AI	Alarm interrupt. Set when seconds count = alarm register. To clear this bit write a 1 to it.	

### 4.2.18 RTC Interrupt Enable Register

This register enables the interrupts in the **RTC interrupt status register**. Table 22 shows the format of the **RTC interrupt enable register**.

Table 22. RTC Interrupt Enable Register

Address 0xE000 C014			
Bit #	31:2	1	0
Name	RSVD	IWI ENA	AI ENA
Bit #	Name	Description	
31:2	RSVD	Reserved.	
1	IWI ENA	Illegal write interrupt enable. If this bit and the <b>IWI</b> bit is set, <b>IRQ_RTC</b> will be active. Default = 0 on reset.	
0	AI ENA	Alarm interrupt enable. If this bit is set and the <b>AI</b> bit is set, the real-time clock interrupt will be asserted in the <b>interrupt request status register IRSR</b> (see Table 26 on page 51). The appropriate bit in the <b>interrupt request enable register IRER</b> (see Table 27 on page 51) must also be set. Default = 0 on reset.	

## 4 Reset/Clock Management (continued)

### 4.3 Operation on Reset

Upon all resets, the reset/clock management controller performs the following:

- The PLL is enabled with its default values.
- All **status register** bits are reset to 0, except the **reset status (control, clear) register** (see Table 13 on page 40) that is set to the appropriate source and the exceptions specifically noted in the register descriptions.
- The source clock is set to the external input clock.



## 5 Programmable Interrupt Controller (PIC)

The PIC receives signals from 15 interrupt sources. The PIC groups and prioritizes these signals, and drives the two interrupt signals at the interface to the core. Features of the PIC are as follows:

- 15 maskable interrupt inputs.
- Two programmable priority groups (IRQ and FIQ).
- 15 programmable priority levels.

### 5.1 Interrupt Controller Operation

The interrupt controller receives 15 interrupt request signals, **IRQ[15:1]** as input. The ordering of the **IRQ** signals is purely arbitrary and does not imply any relative priority. The **interrupt request enable register, IRRER** (see Table 27 on page 51) provides a central point where the interrupts are enabled or disabled for the interrupt request status path. **In particular, the interrupt signals on input lines IRQ[15:1] are logically ANDed with IRRER[15:1], and the results are transferred to the interrupt request status register IRSR** (see Table 26 on page 51). At any time, the core can read the **IRSR** in order to check for pending interrupts.

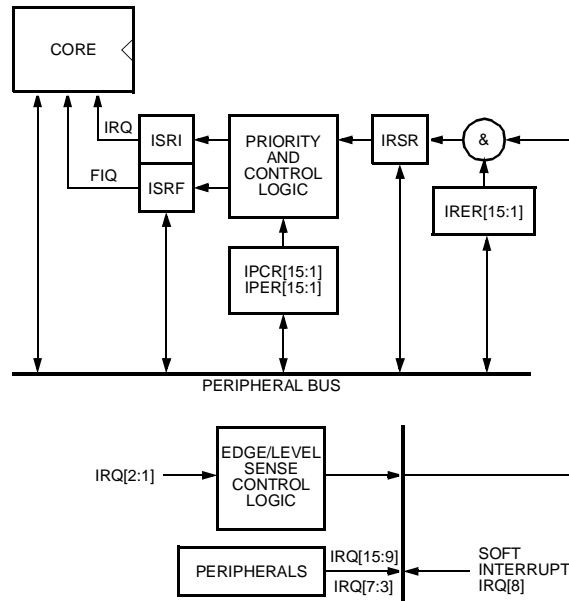
The **interrupt priority control registers IPCR[15:1]** (see Table 29 on page 52) provide a means by which the relative priority of the interrupts are assigned programmatically. Each **IPCR** has an index field that contains the number of the interrupt assigned to that particular priority level. The **IPCRs** have an implicit priority ordering, where **IPCR1** has the highest priority, and **IPCR15** has the lowest priority. At reset, all of the **IPCRs** are disabled.

The **IPT\_ARM** core interface includes two maskable interrupt request inputs, **IRQ** and **FIQ**, where an active **FIQ** request pre-empts an active **IRQ** request. Each interrupt is assigned to either the **IRQ** group or the **FIQ** group by assigning a 1 (**FIQ**) or a 0 (**IRQ**) to **TYP** of the corresponding **interrupt priority control register** (see Table 29 on page 52). Each group is handled independently. These inputs are referred to as core **IRQ** and core **FIQ**.

The following shows a typical setup method for interrupts:

- Enable the interrupt in the desired peripheral's **interrupt enable register**.
- Enable the specific peripheral interrupt in the **interrupt request enable register IRRER (Set)**; see Table 27 on page 51.
- Enable the specific interrupt priority in the **interrupt priority enable register IPER (Set)**; see Table 33 on page 54.
- Assign **IRQs** from the desired peripheral to a priority level (**IS**) and type (**TYP**) using the **interrupt priority control register N** (see Table 29 on page 52).
- When active the interrupt will be displayed in the **interrupt request status register**. The **interrupt in-service register (ISRI or ISRF)** contains the encoded value of the current highest priority interrupt.
- To get the **ARM** core to process the interrupt, clear the **F** or **I** bit in the **ARM current program status register (CPSR)**. See the *ARM 940T Technical Reference Manual* for a register description.
- To clear interrupts 3 through 15, remove the source of the interrupt in the peripheral registers. To clear interrupt 1 or 2, write to the **C1** or **C2** bit in the **interrupt request source clear register IRQESCR** (see Table 32 on page 54).

## 5 Programmable Interrupt Controller (PIC) (continued)



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Figure 5. Interrupt Controller Block Diagram

### 5.1.1 Interrupt Registers

Table 23. Interrupt Registers

Interrupt Register	Description
IRSR	Interrupt request status register (see Table 26 on page 51).
IRER	Interrupt request enable register (see Table 27 on page 51).
IRQSR	Interrupt request soft register (see Table 28 on page 52).
IPCR	Interrupt priority control register (see Table 29 on page 52).
ISRI	Interrupt in-service register for core IRQ (see Table 30 on page 53).
ISRF	Interrupt in-service register for core FIQ (see Table 30 on page 53).
IRQESCR	Interrupt request source clear register (see Table 32 on page 54).
IAPER	Interrupt priority enable register (see Table 33 on page 54).
EICR	External interrupt control register (see Table 34 on page 55).

For **FIQ** and **IRQ**, the interrupt control logic determines which interrupt source is to be serviced next and sets the value for that interrupt in the **interrupt in-service register**, **ISRI** or **ISRF** (see Table 30 on page 53). The interrupt controller issues **IRQ** or **FIQ** signals to the core. If an interrupt of higher priority is latched in the **IRSR** before the **interrupt in-service register** is read, the **interrupt in-service register** is updated with the value of the higher-priority interrupt. However, if the **interrupt in-service register** is read, the current register value is frozen until the corresponding bit in the **IRSR register** is reset to 0.

Prior to returning from the interrupt service routine, software must clear the interrupt from the block that sources it. Interrupts (with the exception of the two external interrupts) cannot be cleared by the PIC itself. The two external interrupts could be cleared from the **IRSR[1:0]** by writing a 1 to the appropriate bit of the **interrupt request source clear register (IRQESCR)**; see Table 32 on page 54. However, if the external interrupt control line is still at the interrupt generating level, the interrupt will persist in the **IRSR**.

## 5 Programmable Interrupt Controller (PIC) (continued)

The interrupt service routine also checks the **IRSR** for other pending interrupt requests and handles these interrupts before returning.

The **IRQ** request signals (for interrupt in-service) are shown in Table 24 below.

**Table 24. Interrupt Request Signals (IRQ)**

Interrupt Request Line	Interrupt Type
IRQ1	External interrupt 1.
IRQ2	External interrupt 2.
IRQ3	PPIO software interrupt.
IRQ4	DMA interrupt.
IRQ5	Timer interrupt.
IRQ6	DSP interrupt.
IRQ7	Repeater interrupt.
IRQ8	Software interrupt.
IRQ9	UART_ACC interrupt.
IRQ10	Ethernet MAC interrupt.
IRQ11	IrDA_ACC interrupt.
IRQ12	USB interrupt.
IRQ13	SSI interrupt.
IRQ14	KLC interrupt.
IRQ15	Real-time clock interrupt.

## 5 Programmable Interrupt Controller (PIC) (continued)

### 5.2 Programmable Interrupt Controller Registers

Table 25. Programmable Interrupt Controller Register Map

Register	Address
Interrupt request status register IRSR (see Table 26 on page 51).	0xE000 1000
Reserved.	0xE000 1004
Interrupt request enable set register IRESR (see Table 27 on page 51).	0xE000 1008
Interrupt request enable clear register IRESR (IRECR) (see Table 27 on page 51).	0xE000 100C
Interrupt request soft register IRQSR (see Table 28 on page 52).	0xE000 1010
Reserved.	0xE000 1014
Interrupt priority control register 1 (see Table 29 on page 52).	0xE000 1018
Interrupt priority control register 2.	0xE000 101C
Interrupt priority control register 3.	0xE000 1020
Interrupt priority control register 4.	0xE000 1024
Interrupt priority control register 5.	0xE000 1028
Interrupt priority control register 6.	0xE000 102C
Interrupt priority control register 7.	0xE000 1030
Interrupt priority control register 8.	0xE000 1034
Interrupt priority control register 9.	0xE000 1038
Interrupt priority control register 10.	0xE000 103C
Interrupt priority control register 11.	0xE000 1040
Interrupt priority control register 12.	0xE000 1044
Interrupt priority control register 13.	0xE000 1048
Interrupt priority control register 14.	0xE000 104C
Interrupt priority control register 15.	0xE000 1050
Reserved.	0xE000 1054— 0xE000 1090
Interrupt in-service register ISR (ISRI) (see Table 30 on page 53).	0xE000 1094
Interrupt in-service register ISR (ISRF) (see Table 30 on page 53).	0xE000 1098
Interrupt request source clear register IRQESCR (see Table 32 on page 54).	0xE000 109C
Interrupt priority enable set registers IPER (IPESR) (see Table 33 on page 54).	0xE000 10A0
Interrupt priority enable clear registers IPER (IPECR) (see Table 33 on page 54).	0xE000 10A4
External interrupt control registers (see Table 34 on page 55).	0xE000 10A8— 0xE000 10AC

## 5 Programmable Interrupt Controller (PIC) (continued)

### 5.2.1 Interrupt Request Status Register IRSR

The **interrupt request status register IRSR** indicates the status of the latched **IRQ** request inputs. The **IRSR** bits are enabled by the bits in the **interrupt request enable register**, i.e., the bit will not become set unless the corresponding bit in the **interrupt request enable register** is also set. Table 26 shows the format of **interrupt request status register IRSR**.

**Table 26. Interrupt Request Status Register IRSR**

Address 0xE000 1000			
Bit #	31:16	15:1	0
Name	RSVD	In*	RSVD
Bit #	Name	Description	
31:16	RSVD	Reserved.	
n*	In*	IRQn status. Indicates that an interrupt is active from interrupt request n. If 1, there is an active interrupt from interrupt source n. If 0, there is no interrupt pending from interrupt source n. <b>IRQ1 and IRQ2 are cleared by writing a 1 to bit 1 or 2 of the IRQESCR. Bits[3:15] are cleared by clearing the interrupt in their corresponding peripheral interrupt registers.</b>	
0	RSVD	Reserved.	

\* Replace n with any one of the following bits: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, or 15.

### 5.2.2 Interrupt Request Enable Registers IRER (Set, Clear)

The **interrupt request enable registers IRER** enable or disable an interrupt request signal. Upon disabling an **IRER** bit, the corresponding bit in the **interrupt request status register IRSR** is cleared.

The **interrupt request enable registers IRER** have a dual mechanism for setting and clearing the enable bits. Enable bits are allowed to be set or cleared independently with no knowledge of the other bits in the **interrupt request enable register IRER**.

To set the enable bits, perform a write to the **interrupt request enable set register IRESR**. Each data bit that is set to 1 enables the corresponding interrupt. To clear the enable bits, perform a write to the **interrupt request enable clear register IRECR**. Each data bit that is set to 1 disables the corresponding interrupt. **These registers are set to 0 on all reset conditions.** Table 27 shows the format of **interrupt request enable registers IRER**.

**Table 27. Interrupt Request Enable Registers IRER (Set = IRESR, Clear = IRECR)**

Addresses—Set 0xE000 1008, Clear 0xE000 100C			
Bit #	31:16	15:1	0
Name	RSVD	En*	RSVD
Bit #	Name	Description	
31:16	RSVD	Reserved.	
n*	En	Interrupt n enable. Indicates if interrupt n is enabled or disabled. If 1, interrupt n is enabled. If 0, interrupt n is disabled.	
0	RSVD	Reserved.	

\* Replace n with any one of the following bits: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, or 15.

## 5 Programmable Interrupt Controller (PIC) (continued)

### 5.2.3 Interrupt Request Soft Register IRQSR

The **interrupt request soft register IRQSR** is used for programmed interrupt. A write to bit 0 (**SOFT INTERRUPT**) of this register sets or clears the programmed interrupt. Table 28 shows the format of **interrupt request soft registers IRQSR**.

**Table 28. Interrupt Request Soft Register IRQSR**

Address 0xE000 1010		
Bit #	31:1	0
Name	RSVD	SOFT INTERRUPT
Bit #	Name	Description
31:1	RSVD	Reserved.
0	SOFT INTERRUPT	If 1, a soft interrupt is active. If 0, a soft interrupt is not active.

### 5.2.4 Interrupt Priority Control Registers IPCR[15:1]

The **interrupt priority control registers IPCR** define the relative priority of each interrupt. The interrupt assigned to **IPCR[1]** has the highest priority, and the interrupt assigned to **IPCR[15]** has the lowest priority. Only interrupts that are assigned to IPCRs generate interrupts to the core. Table 29 shows the format of **interrupt priority control registers IPCR**.

Address 0xE000 1018 corresponds to IPCR1. Addresses follow in order thereafter.

These registers are set to 0 on reset.

**Table 29. Interrupt Priority Control Registers IPCR[15:1]**

Addresses—1 = 0xE000 1018, 15 = 0xE000 1050			
Bit #	31:6	5	4:0
Name	RSVD	TYP	IS
Bit #	Name	Description	
31:6	RSVD	Reserved.	
5	TYP	Interrupt type. Indicates which interrupt signal lead on the core is driven when this interrupt is active. If 1, the interrupt will be mapped to <b>FIQ</b> . If 0, the interrupt will be mapped to <b>IRQ</b> .	
4:0	IS	Interrupt source. Assigns an interrupt to the <b>interrupt priority control register</b> . If 00000, there is no interrupt assigned to this priority level. If 00001, <b>IRQ1</b> is assigned to this priority level. If 01111, <b>IRQ15</b> is assigned to this priority level.	

## 5 Programmable Interrupt Controller (PIC) (continued)

### 5.2.5 Interrupt In-Service Registers ISR (ISRI, ISRF)

**ISRI** is the **interrupt in-service register** for **IRQ** type interrupts, and **ISRF** is the **interrupt in-service register** for **FIQ** type interrupts. The **interrupt in-service registers ISR** contain the encoded value of the current highest priority interrupt. Writes to the **ISR** are ignored. If reading the **ISR**, the current value is frozen until the corresponding interrupt is cleared in the **ISCR** (see Table 26 on page 51) if the freeze enable bit, **FRZ**, (bit 0 of **IPER**, see Table 33 on page 54) is set. Table 30 shows the format of **interrupt in-service registers ISR**.

**Table 30. Interrupt In-Service Registers ISR (ISRI, ISRF)**

Addresses—ISRI 0xE000 1094, SRF 0xE000 1098		
<b>Bit #</b>	31:7	6:0
<b>Name</b>	RSVD	IIS
<b>Bit #</b>	<b>Name</b>	<b>Description</b>
31:7	RSVD	Reserved.
6:0	IIS	Interrupt source.

**Table 31. Interrupt Source Encoding for Interrupt In-Service Registers**

Bit 6:0	Interrupt Source
0000000	No Interrupt
0000100	IRQ1
0001000	IRQ2
0001100	IRQ3
0010000	IRQ4
0010100	IRQ5
0011000	IRQ6
0011100	IRQ7
0100000	IRQ8
0100100	IRQ9
0101000	IRQ10
0101100	IRQ11
0110000	IRQ12
0110100	IRQ13
0111000	IRQ14
0111100	IRQ15

### 5.2.6 Interrupt Request Source Clear Register IRQESCR

The **interrupt request source clear register IRQESCR** clears the service interrupt pertaining to external interrupts. Write a 1 to the corresponding bit to clear the interrupt. Table 32 shows the format of **interrupt request source clear register IRQESCR**.

**Note:** This register reverts back to 0 upon completion of the write.

## 5 Programmable Interrupt Controller (PIC) (continued)

Table 32. Interrupt Request Source Clear Register IRQESCR

Addresses 0xE000 109C				
Bit #	31:3	2	1	0
Name	RSVD	C2	C1	RSVD
Bit #	Name	Description		
31:3	RSVD	Reserved.		
2	C2	Clear external interrupt 2. Writing a 1 to this bit clears interrupt 2.		
1	C1	Clear external interrupt 1. Writing a 1 to this bit clears interrupt 1.		
0	RSVD	Reserved.		

### 5.2.7 Interrupt Priority Enable Registers IPER (Set, Clear)

The **interrupt priority enable registers IPER** enable or disable an interrupt source based on its priority level, as encoded in the **interrupt priority control registers** (see Table 29 on page 52). This simplifies the management of nested interrupt service routines by disabling lower-priority interrupts while enabling higher-priority interrupts relative to the current interrupt.

The IPER has a dual mechanism for setting and clearing the enable bits. This sets or clears enable bits independently, with no knowledge of the other bits in the IPER.

To set the enable bits, a write is performed to the IPESR. Each data bit that is set to 1 enables the corresponding **interrupt priority level**. To clear the enable bits, a write is performed to the IPECR. Each data bit that is set to 1 disables the corresponding **interrupt priority level**. These registers are set to all ones on all reset conditions. Table 33 shows the format of the **interrupt priority enable registers IPER**.

Table 33. Interrupt Priority Enable Registers IPER (Set = IPESR, Clear = IPECR)

Addresses—Set 0xE000 10A0 Clear 0xE000 10A4			
Bit #	31:16	15:1	0
Name	RSVD	En	FRZ
Bit #	Name	Description	
31:16	RSVD	Reserved.	
n*	En	Interrupt n enable. Indicates if interrupt at priority n is enabled or disabled. If 1, interrupt at priority n is enabled. If 0, interrupt at priority n is disabled.	
0	FRZ	Freeze the IRSR (see Table 26 on page 51). If 1, reading the IRSR causes the current value to be frozen until the corresponding interrupt is cleared. If 0, the IRSR value is not frozen and can change if a higher priority <b>IRQ</b> occurs.	

\* Replace n with any one of the following bits: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, or 15.



## 5 Programmable Interrupt Controller (PIC) (continued)

### 5.2.8 External Interrupt Control Registers

The **external interrupt control registers** configure the corresponding **EXINT1** and **EXINT2** pins (see [Figure 2 on page 27](#)). **ENA**, **SEN**, **POL**, and **ASY** are writable and readable, however, **DAT** is read-only. Table 34 shows the format of the **external interrupt control registers**.

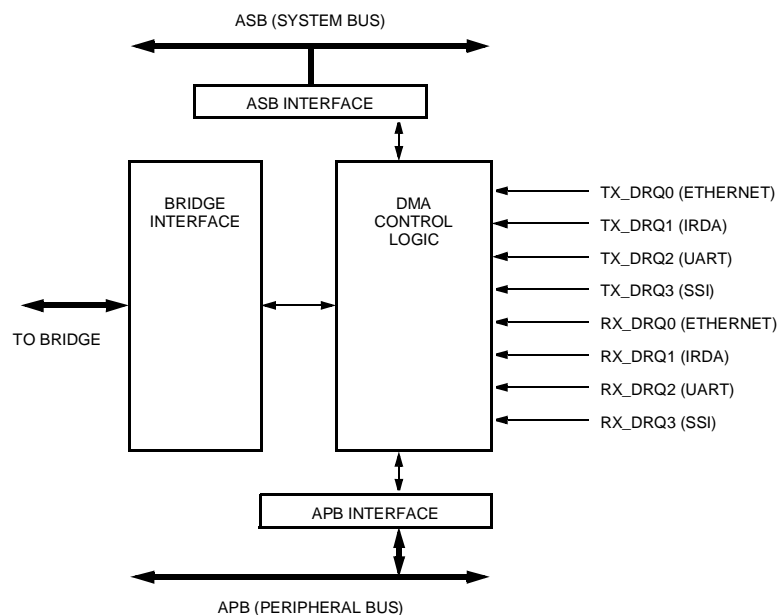
**Table 34. External Interrupt Control Registers**

Addresses 0xE000 10A8:0xE000 10AC						
Bit #	31:5	4	3	2	1	0
Name	RSVD	DAT	ASY	POL	SEN	ENA
Bit #	Name	Description				
31:5	RSVD	Reserved.				
4	DAT	Interrupt data. A read-only copy of the data on the interrupt pin delayed by three clock cycles.				
3	ASY	Asynchronous interrupt. Determines if the pin can cause an interrupt asynchronously. This functionality is only used in the <b>CLKOFF</b> powerdown mode. The external interrupts are always synchronized when not in this mode.  If 1, the external interrupt is asynchronous. If 0, the external interrupt is synchronous.  Reset value is 1.				
2	POL	Interrupt polarity. Determines the polarity of the external interrupt.  If 1, the external interrupt detects a low-to-high transition or high level. If 0, the external interrupt detects a high-to-low transition or low level.  Reset value is 0.				
1	SEN	Interrupt sense. Determines the sense of the interrupt.  If 1, the external interrupt is transition-detect. If 0, the external interrupt is level-sensitive. Reset value is 0.				
0	ENA	Interrupt enable. Determines if the external interrupt is enabled and disables the programmable I/O functionality on the pin if it is MUXed.  If 1, the external interrupt is enabled. If 0, the external interrupt is disabled.  Reset value is 0.				

## 6 Programmable Direct Memory Access (DMA) Controller

The programmable direct memory access (DMA) controller provides four independent high-speed DMA channels. A DMA channel is used to transfer data between two memory locations more efficiently than under program control of the ARM core. Data is transferred in bytes, half-words, or words. Each DMA channel maintains a 32-bit source and destination address. Some DMA controller features are as follows:

- Four DMA channels.
- 32-bit source and destination address pointers.
- Up to 64K [bytes/half-words/words] transferred at a time.
- Interrupt generation on DMA transfer completion.
- Four external DMA request input signals to regulate transfers.
- Operates in three modes (explained below).
- Circular buffer mode.



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Figure 6. DMA Controller Block Diagram 1

### 6.1 DMA Operation

Figure 6 above and [Figure 7 on page 60](#) illustrate the functional blocks of the DMA controller. Each DMA channel includes a 32-bit **DMA source address register** (see [Table 37 on page 64](#)), a 32-bit **DMA destination address register** (see [Table 39 on page 64](#)), a 16-bit **DMA transfer count register** (see [Table 41 on page 65](#)), and a **DMA control register** (see [Table 36 on page 62](#)). Each DMA channel operates in one of the modes listed in the next Section.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.1.1 DMA Transfer Setup Procedure

All DMA transfers are set up by doing the following:

- Program the source address through the **DMA source address register** (see Table 37 on page 64). This is the beginning address where the DMA controller will start the transfer.
- Program the destination address through the **DMA preload destination start address register** (see Table 38 on page 64). This is the beginning address where the source data will be transferred.
- Program the transfer count through the **DMA preload transfer count register** (see Table 40 on page 65).
- Program the burst size and number of hold states in the **DMA burst and hold count register** (see Table 42 on page 66). The DMA releases the bus to allow other masters access to it after each burst by the number of hold states programmed in the **DMA burst and hold count register**.
- Program the appropriate control codes into the **DMA control register** (see Table 36 on page 62). This includes setting the following:
  - Peripheral select (**PS**)—selects Ethernet, IrDA, UART, or SSI for modes 1 and 2.
  - Circular buffer mode (**CBM**)—specifies buffer wrapping for mode 1.
  - Channel mode (**CMODE**)—selects memory-to-memory (mode 0), peripheral-to-memory (mode 1), or memory-to-peripheral (mode 2).
  - Software DMA request enable (**SDRQ\_E**)—enables software trigger used in modes 1 and 2.
  - Software trigger DMA request (**SDRQ**)—software trigger used in modes 1 and 2.
  - Channel transfer size (**CTS**)—selects 8-bit, 16-bit, or 32-bit transfers.
  - Channel increment source address (**CIS**)—selects auto source address increment during burst read.
  - Channel increment destination source address (**CID**)—selects auto destination address increment during burst write.
  - Channel start (**CS**)—begin the transfer.

#### Channel Priority:

The DMA controller has the highest priority for accessing the system bus. When bursts are transferred, the DMA channel gets uninterrupted access to the system bus. If hold states are specified, the DMA channel deasserts its bus request signal for one or more cycles following each write access to relinquish control of the system bus to the ARM.

DMA channels have a fixed priority, with channel 0 having the highest priority and channel 3 having the lowest priority.

#### Operational Comments:

To prepare for a DMA transfer, the required values are to be stored in the registers of one of the DMA channels, but with the start bit (**CS**) of the **DMA control register** (see Table 36 on page 62) set to 0. The transfer begins when the start bit is set to 1. If the transfer completes, the start bit is automatically set to 0. In memory-to-memory mode (mode 0), the core is stalled for the duration of the transfer burst. The maximum burst size is 256 words.

For a DMA transfer to or from a FIFO, writing 0 to the start bit prematurely terminates the transfer. When the DMA channel is active, the **address** and **count registers** are read but not written.

The source and destination addresses satisfy alignment restrictions. If a word is being transferred, address bits 1:0 of the address are 0; if a half-word is transferred, address bit 0 is zero. Failure to follow alignment restrictions causes the transfer to be terminated and an exception fault recorded in the **DMA status register** (see Table 43 on page 66).

The DMA controller transfers up to 64 k-1 [bytes/half-words/words] at a time. Byte transfer to or from internal RAM is available to support data transfer to or from peripheral modules. Mixed size transfers are not supported.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.1.2 DMA Mode 0. Memory-to-Memory in Blocks of Burst Count Size

DMA mode 0 (memory-to-memory) is selected by setting **CMODE[2:0]** of the **DMA control register** (see Table 36 on page 62) to 000.

Memory-to-memory transfers are set up as specified in 6.1.1 DMA Transfer Setup Procedure.

**Note:** When SDRAM is one of the memory sources, the DMA transfer may be less efficient than ARM controlled transfers utilizing cache because only one word is transferred at a time.

- When the start bit (**CS**) in the **DMA control register** (see Table 36 on page 62) is set to 1, the DMA transfer will start immediately in memory-to-memory mode as soon as the DMA ready signal is asserted.
- The DMA will start to read, beginning at the address programmed in the **DMA source address register** (see Table 37 on page 64). Transfers will be made to the address in the **DMA destination address register** (see Table 39 on page 64), which is preset by writing to the **DMA preload destination start address register** (see Table 38 on page 64).
- The number of items to be transferred is specified in the **DMA preload transfer count register** (see Table 40 on page 65).
- The DMA releases the bus to allow other masters access to it after each programmed burst by the number of hold states (also programmed). Burst count (**BCNT[7:0]**) and hold count (**HCNT[7:0]**) are programmed in the **DMA burst and hold count register** (see Table 42 on page 66). Please note when using DMA to SSI, **BCNT[7:0]** must be set to 0.
- Reads and writes in mode 0 (memory-to-memory) are performed with a data size programmed in the transfer word size bits (**CTS**) in the **DMA control register** (see Table 36 on page 62). Available sizes are 8 bits, 16 bits, or 32 bits.

**Note:** Care should be taken when setting up memory-to-memory (mode 0) transfers to allow for other, needed bus traffic.

### 6.1.3 Mode 1. Peripheral-to-Memory in Blocks of Burst Count Size

DMA mode 1 (peripheral-to-memory) is selected by setting **CMODE[2:0]** of the **DMA control register** (see Table 36 on page 62) to 001.

Peripheral-to-memory transfers are set up as specified in 6.1.1 DMA Transfer Setup Procedure.

- In general, all transfers to/from peripherals should be 32-bit transfers. Valid data should be written into or read from memory from the lower 8 bits, 16 bits or all 32 bits as controlled by the peripheral's register or buffer size. The supported peripherals for DMA are Ethernet, SSI, IrDA, and UART. The ARM 2DSP and DSP2ARM buffers may also be treated as peripherals while using the software triggered DMA mode (see Section 6.1.4.1 on page 60).
- When the start bit (**CS**) in the **DMA control register** (see Table 36 on page 62) is set to 1, the DMA transfer will start immediately in peripheral-to-memory mode (mode 1) as soon as the DMA ready signal is asserted. In the mixed memory peripheral modes (modes 1 and 2), a software trigger (**SDRQ**) can be used to force the DMA to see DMA ready.

#### Circular Buffer Mode (CBM):

Two transfer options are available in mode 1 and they are as follows:

- The DMA will transfer until the transfer count, programmed through the **DMA preload transfer count register** (see Table 40 on page 65), is reached.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

- Or, the DMA will transfer indefinitely in circular buffer mode until software resets the DMA start bit (**CS**) in the **DMA control register** (see Table 36 on page 62). In circular buffer mode, the transfer will continue as data becomes available from the peripheral as indicated by the DMA ready signal from the peripheral. Circular buffer mode is selected by setting the **CBM** bit in the **DMA control register** (see Table 36 on page 62) to 1.

### CBM Operation:

- The buffer size is set by writing to the **DMA preload transfer count register** (see Table 40 on page 65).
- The DMA will then transfer data to the memory as data becomes available from the peripheral until the transfer count **TCNT** (see Table 41 on page 65) is reached.
- The **DMA destination address register** (see Table 39 on page 64) and the **DMA transfer count register** (see Table 41 on page 65) will then be rewritten with the preset values stored in their respective **preload registers**.
- The circular buffer reload counter (**PCNTx**) in the **DMA status register** (see Table 43 on page 66) will be incremented whenever the transfer loops back to the preset values.
- This DMA is gated by the DMA ready signal from the peripheral selected for the transfer. If the DMA ready signal is deasserted before the number of words programmed into the **DMA burst and hold count register** (see Table 42 on page 66), the burst will halt and the DMA will relinquish the bus for the programmed number of hold states before it will monitor the DMA ready signal again. When the DMA ready signal is reasserted the DMA will request the bus, and will transfer up to burst count again when it receives its bus grant.

There is a software controlled DMA mode that does not use the DMA ready signal from the peripheral. This mode is selected by setting the software trigger enable bit (**SDRQ\_E**) in the **DMA control register** (see Table 36 on page 62). When the user is sure the number of words set up to be transferred is available in the peripheral's buffer, the DMA is triggered by setting the software trigger DMA request bit (**SDRQ**) in the **DMA control register** (see Table 36 on page 62). The DMA ready signal is not monitored in this mode. If the DMA attempts to transfer more data than can be buffered in the peripheral, data will be lost and questionable results will occur.

**Notes:** Data transfers to memory from the DSP2ARM/ARM2DSP buffer in the DCC block are much more efficient in this mode, using the peripheral bus address of the DSP2ARM/ARM2DSP buffer, as opposed to using the memory-to-memory mode (mode 0) and the system bus address of the DSP2ARM/ARM2DSP buffer.

The memory write and buffer read can occur at the same time since they are on different busses in the IPT\_ARM, instead of the sequential read-then-write, that occur in the memory-to-memory mode.

### 6.1.4 Mode 2. Memory-to-Peripheral in Blocks of Burst Count Size

DMA mode 2 (memory-to-peripheral) is selected by setting **CMODE[2:0]** of the **DMA control register** (see Table 36 on page 62) to 010.

Memory-to-peripheral transfers are set up as specified in 6.1.1 DMA Transfer Setup Procedure.

- In general, all transfers to/from peripherals should be 32-bit transfers and valid data should be written into or read from memory from the lower 8 bits, 16 bits or all 32 bits as controlled by the peripheral's register or buffer size. The supported peripherals for DMA are Ethernet, SSI, IrDA, and UART. The ARM 2DSP and DSP2ARM buffers may also be treated as peripherals while using the software triggered DMA mode (see Section 6.1.4.1 on page 60).
- When the start bit (**CS**) in the **DMA control register** (see Table 36 on page 62) is set to 1, the DMA transfer will start immediately in memory-to-peripheral mode (mode 2) as soon as the DMA ready signal is asserted. In the mixed memory peripheral modes (modes 1 and 2), a software trigger (**SDRQ**) can be used to force the DMA to see DMA ready. The DCC block does not supply a DMA ready signal to trigger the DMA transfers so the software-triggered DMA mode must always be used for these transfers.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

There is a single transfer option available in mode 2 as follows:

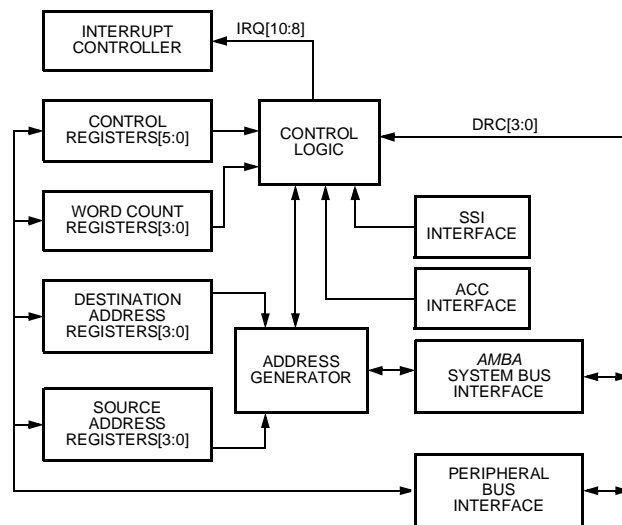
- The DMA will transfer until the transfer count, programmed through the **DMA preload transfer count register** (see Table 40 on page 65), is reached.
- Mode 2 does not support circular buffer mode.

### 6.1.4.1 Software-Triggered DMA Mode

There is a software triggered DMA mode that does not use the DMA ready signal from the peripheral. This mode is selected by setting the software trigger enable bit (**SDRQ\_E**) in the **DMA control register** (see Table 36 on page 62). When the user is sure the number of words set up to be transferred is available in the peripheral's buffer, the DMA is triggered by setting the software trigger DMA request bit (**SDRQ**) in the **DMA control register**. The DMA ready signal is not monitored in this mode. If the DMA attempts to transfer more data than can be buffered in the peripheral, data will be lost and questionable results will occur.

**Notes:** Data transfers to memory from the DSP2ARM/ARM 2DSP buffer in the DCC block are much more efficient in this mode, using the peripheral bus address of the DSP2ARM/ARM 2DSP buffer, as opposed to using the memory-to-memory mode (mode 0) and the system bus address of the DSP2ARM/ARM 2DSP buffer.

The memory write and buffer read can occur at the same time since they are on different busses in the IPT\_ARM, instead of the sequential read-then-write, that occur in the memory-to-memory mode.



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Figure 7. DMA Controller Block Diagram 2

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.2 DMA Registers

Table 35. DMA Controller Register Map

Register	Address
DMA control register for channel 0 (see Table 36 on page 62).	0xE000 2000
DMA control register for channel 1.	0xE000 2004
DMA control register for channel 2.	0xE000 2008
DMA control register for channel 3.	0xE000 200C
Reserved.	0xE000 2010:201C
DMA source address register for channel 0 (see Table 37 on page 64).	0xE000 2020
DMA source address register for channel 1.	0xE000 2024
DMA source address register for channel 2.	0xE000 2028
DMA source address register for channel 3.	0xE000 202C
Reserved.	0xE000 2030:203C
DMA preload destination start address register for channel 0 (see Table 38 on page 64).	0xE000 2040
DMA preload destination start address register for channel 1.	0xE000 2044
DMA preload destination start address register for channel 2.	0xE000 2048
DMA preload destination start address register for channel 3.	0xE000 204C
Reserved.	0xE000 2050:205C
DMA destination address register for channel 0 (see Table 39 on page 64).	0xE000 2060
DMA destination address register for channel 1.	0xE000 2064
DMA destination address register for channel 2.	0xE000 2068
DMA destination address register for channel 3.	0xE000 206C
Reserved.	0xE000 2070:207C
DMA preload transfer count register for channel 0 (see Table 40 on page 65).	0xE000 2080
DMA preload transfer count register for channel 1.	0xE000 2084
DMA preload transfer count register for channel 2.	0xE000 2088
DMA preload transfer count register for channel 3.	0xE000 208C
Reserved.	0xE000 2090:209C
DMA transfer count register for channel 0 (see Table 41 on page 65).	0xE000 20A0
DMA transfer count register for channel 1.	0xE000 20A4
DMA transfer count register for channel 2.	0xE000 20A8
DMA transfer count register for channel 3.	0xE000 20AC
Reserved.	0xE000 20B0:20BC
DMA burst and hold count register for channel 0 (see Table 42 on page 66).	0xE000 20C0
DMA burst and hold count register for channel 1.	0xE000 20C4
DMA burst and hold count register for channel 2.	0xE000 20C8
DMA burst and hold count register for channel 3.	0xE000 20CC
Reserved.	0xE000 20D0:20FC
DMA status register (see Table 43 on page 66).	0xE000 2100
Reserved.	0xE000 2104
DMA interrupt register (see Table 44 on page 68).	0xE000 2108
DMA interrupt enable register (see Table 45 on page 69).	0xE000 210C

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.2.1 DMA Control Registers for Channels [0:3]

The **DMA control registers** programs different modes of DMA transfers. Table 36 shows the format of the **DMA control registers**.

Table 36. DMA Control Registers for Channels [0:3]

Addresses, 0 (00xE000 2000), 1 (0xE000 2004), 2 (0xE000 2008), 3 (0xE000 200C)						
Bit #	31:15	14:12	11	10:8	7	6
Name	RSVD	PS[2:0]	CBM	CMODE[2:0]	SDRQ_E	SDRQ
Bit #	5:4	3	2	1	0	—
Name	CTS[1:0]	RSVD	CIS	CID	CS	—
Bit #	Name	Description				
31:15	RSVD	Reserved.				
14:12	PS[2:0]	<p>DMA peripheral select. DMA peripheral select bit encoding.</p> <p>000 Ethernet 001 IRDA 010 UART 011 SSI* 100:111 Reserved</p> <p>These hardware ready selects are only valid when <b>SDRQ_E = 0</b>.</p> <p>Reset value = 000.</p> <p>* Must have <b>FAST_CLEAR</b> set for DMA from SSI. Burst count should be set to 1 (programmed as 0) for DMA to SSI.</p>				
11	CBM	<p>Circular buffer mode. Used only for peripheral-to-memory transfer mode, (mode1). <b>CBM</b> is ignored in other modes. A <b>CH_DONE</b>x interrupt will not be generated when <b>CBM</b> is active.</p> <p>If set to 1, <b>CBM</b> is enabled. If set to 0, <b>CMB</b> is disabled.</p> <p><b>Note:</b> <b>CBM</b> should not be used in conjunction with software trigger mode, since there is no mechanism to ensure an endless supply of data. For example, once a peripheral's FIFO is emptied, the data will be unknown.</p> <p>Reset value = 0.</p>				
10:8	CMODE[2:0]	<p>Channel mode.</p> <p>000 Memory-to-memory (mode 0) 001 Peripheral-to-memory (mode 1) 010 Memory-to-peripheral (mode 2) 011:111 Reserved</p> <p>Reset value = 000</p>				
7	SDRQ_E	<p>Software DMA request enable. Setting this bit to 1 will select <b>SDRQ</b> as the DMA request signal instead of the <b>DRQ</b> input from the peripheral. Valid only for peripheral-to-memory (mode 1) and memory-to-peripheral modes (mode 2).</p> <p>Reset value = 0.</p>				
6	SDRQ	<p>Software trigger DMA request. Setting this bit to 1 will trigger the DMA transfer in peripheral-to-memory (mode 1) and memory-to-peripheral modes (mode 2), when <b>SDRQ_E = 1</b>. This bit is automatically cleared by hardware when the transfer is completed.</p> <p>Reset value = 0.</p>				



## 6 Programmable Direct Memory Access (DMA) Controller (continued)

Table 36. DMA Control Registers for Channels [0:3] (continued)

Bit #	Name	Description
5:4	CTS[1:0]	<p>Channel transfer size.</p> <p>00 Byte 01 Half word (16-bit) 10 Word (32-bit) 11 Reserved</p> <p>Used only in memory-to-memory mode (mode 0). Peripheral-to-memory (mode 1) and memory-to-peripheral mode (mode 2) transfers must always be 32-bit transfers. Mixed size transfers are not supported.</p> <p>Reset value = 00.</p>
3	RSVD	Reserved.
2	CIS	<p>Channel increment source address.</p> <p>If 1, autoincrement source address is active. If 0, autoincrement source address is inactive.</p> <p><b>Note:</b> The SDRAM controller autoincrements during a burst read, therefore, setting <b>CIS</b> = 0 has no effect in the memory-to-peripheral mode (mode 2) if the source is the SDRAM. However, the SDRAM controller will require a new source address at the start of the next burst, therefore, if the transfer is larger than the burst, the <b>CIS</b> bit should be set to 1.</p> <p>Reset value = 0.</p>
1	CID	<p>Channel increment destination address.</p> <p>If 1, autoincrement destination address is active. If 0, autoincrement destination address is inactive.</p> <p><b>Note:</b> The SDRAM controller autoincrements during a burst write, therefore, setting <b>CID</b> = 0 has no effect in the peripheral-to-memory mode (mode 1) if the destination is the SDRAM. However, the SDRAM controller will require a new destination address at the start of the next burst, therefore, if the transfer is larger than the burst, the <b>CID</b> bit should be set to 1 especially if <b>CBM</b> = 1.</p> <p>Reset value = 0.</p>
0	CS	<p>Channel start. In memory-to-memory mode (mode 0), DMA transfer starts as soon as this bit is set to 1. For peripheral-to-memory (mode 1) and memory-to-peripheral mode (mode 2) this bit must be set to 1 after the channel configuration is complete. The transfer starts when the hardware or software DMA trigger goes high. Setting this bit to 0 in the middle of a transfer will kill the DMA transfer (i.e., the ARM breaks-in during a channel hold sequence). This bit is automatically cleared by hardware when the transfer is completed.</p> <p>Reset value = 0.</p>

### 6.2.2 DMA Source Address Registers for Channels [0:3]

The **DMA source address registers** are 32-bit registers that specify the starting source address. For all reset conditions, the **DMA source address registers** are reset to 0. The **DMA source address registers** are written to before starting a DMA operation and can be read at any time to determine the current address being written to by the DMA.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

The source address increments by the transfer word size after each transfer if the increment source address bit (CIS) is set in the DMA control register (see Table 36 on page 62). Table 37 shows the format of the DMA source address registers.

Table 37. DMA Source Address Registers for Channels [0:3]

Addresses, 0 (0xE000 2020), 1 (0xE000 2024), 2 (0xE000 2028), 3 (0xE000 202C)		
Bit #	31:0	
Name	SADR[31:0]	
Bit #	Name	Description
31:0	SADR[31:0]	Transfer source address. Written initially by software, updated by hardware to show the current source address.  This register is <b>not</b> initialized by hardware.

### 6.2.3 DMA Preload Destination Start Address Registers for Channels [0:3]

The DMA preload destination start address register is a 32-bit register that specifies the starting destination address. For all reset conditions, the DMA destination address register (Table 39) is set to 0. The DMA destination address register is a read-only register. It is updated with the value written in the DMA preload destination start address register whenever the DMA preload destination start register (Table 38) is written, or in circular buffer mode when the DMA transfer count register (see Table 41 on page 65) reaches 0. The DMA destination address register is incremented by the transfer word size after every transfer if the increment destination address bit (CID) is set in the DMA control register (see Table 36 on page 62). The DMA destination address register (Table 39) can be read at any time to determine the current address location being written to. Table 38 shows the format of the DMA preload destination start address register. Table 39 shows the format of the DMA destination address registers.

Table 38. DMA Preload Destination Start Address Registers for DMA Channels [0:3]

Addresses, 0 (0xE000 2040), 1 (0xE000 2044), 2 (0xE000 2048), 3 (0xE000 204C)		
Bit #	31:0	
Name	PLD_DADR[31:0]	
Bit #	Name	Description
31:0	PLD_DADR[31:0]	Preload destination start address. A write to this register also writes through to the DMA destination address register to initialize it. The contents of this register are used to reload the DMA destination address register (DADR) on a circular buffer wrap around.  This register is <b>not</b> initialized or updated by hardware.

Table 39. DMA Destination Address Registers for DMA Channels [0:3]

Addresses, 0 (0xE000 2060), 1 (0xE000 2064), 2 (0xE000 2068), 3 (0xE000 206C)		
Bit #	31:0	
Name	DADR[31:0]	
Bit #	Name	Description
31:0	DADR[31:0]	Transfer destination address. Updated by hardware to show the current destination address.  This register is <b>not</b> initialized by hardware.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.2.4 DMA Preload Transfer Count Registers for Channels [0:3]

The **DMA transfer count register** is a 16-bit register that decrements after each transfer. When the **DMA transfer count register** reaches 0, the DMA transfer is halted unless it is in circular buffer mode. The **DMA transfer count register** (Table 41) and the **DMA destination address register** (see Table 39 on page 64) are reset to the value in their preset registers. The **DMA transfer count register** is a read-only register that is preset to the number of [bytes/half-words/words] to be transferred by writing to the **DMA preload transfer count register**. For all reset conditions, the **DMA preload transfer count register** is set to 0.

Table 40 shows the format of the **DMA preload transfer count registers**.

**Table 40. DMA Preload Transfer Count Registers for Channels [0:3]**

Addresses, 0 (0xE000 2080), 1 (0xE000 2084), 2 (0xE000 2088), 3 (0xE000 208C)		
Bit #	31:16	15:0
Name	RSVD	PLD_TCNT[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PLD_TCNT[15:0]	Preload value of the transfer count. A write to this register also writes through to the <b>DMA transfer count register</b> (Table 41) and initializes it. In periphery-to-memory and circular buffer mode, these bits indicate the size of the circular buffer in words.  This register is <b>not</b> initialized or updated by hardware.

### 6.2.5 DMA Transfer Count Registers for Channels [0:3]

**Table 41. DMA Transfer Count Registers for Channels [0:3]**

Addresses, 0 (0xE000 20A0), 1 (0xE000 20A4), 2 (0xE000 20A8), 3 (0xE000 20AC)		
Bit #	31:16	15:0
Name	RSVD	TCNT[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	TCNT[15:0]	Number of bytes/half-words/words remaining to be transferred. Updated by hardware to show the transfer count remaining. If a start is issued and <b>TCNT</b> = 0x0000, a transfer will <b>not</b> occur, however, a <b>CH_DONE</b> <sub>x</sub> will be generated in response to the start.

### 6.2.6 DMA Burst and Hold Count Registers

The DMA controller always attempts to send burst count (**BCNT**) number of transfers and then backs off of the bus for at least hold count (**HCNT**) number of clock cycles to allow bus activity from other bus masters to occur. The **DMA burst and hold count registers** (see Table 42 on page 66) allow the programmer to specify how many transfers should be performed in a burst, and how many wait-states should be allowed between bursts. Table 42 shows the format of the **DMA burst and hold count registers**.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

Table 42. DMA Burst and Hold Count Registers for Channel [0:3]

Addresses—0 (0xE000 20C0), 1 (0xE000 20C4), 2 (0xE000 20C8), 3 (0xE000 20CC)			
Bit #	31:16	15:8	7:0
Name	RSVD	HCNT[7:0]	BCNT[7:0]
Bit #	Name	Description	
31:16	RSVD	Reserved.	
15:8	HCNT[7:0]	Number of hold states between bursts. The minimum hold count is 1, (i.e., <b>HCNT</b> = 0x00 is the same as <b>HCNT</b> = 0x01). During this time, the active DMA channel drops its request for the ASB bus while the other masters (USB, ARM, and the other DMA channels) arbitrate for control of the ASB.  Reset value = 0x00.	
7:0	BCNT[7:0]	Burst count. Specifies the size of the bursts in which the DMA transfer will take place. <b>BCNT[7:0]</b> actually encodes <b>BCNT + 1</b> (1 to 256). The size of the transferred items is specified by the <b>CTS</b> bits in the <b>DMA control register</b> (see Table 36 on page 62).  These per-channel register bits are <b>not</b> initialized by hardware. Please note: for SSI, <b>BCNT</b> should be set to 0.	

### 6.2.7 DMA Status Register

The **DMA status register** contains bits to indicate write or read faults on the DMA channels as well as the circular buffer restart counters. Table 43 shows the format of the **DMA status register**.

Table 43. DMA Status Register

Address 0xE000 2100							
Bit #	31:16	15	14	13:12	11	10	9:8
Name	RSVD	CRF3	CWF3	PCNT3[1:0]	CRF2	CWF2	PCNT2[1:0]
Bit #	7	6	5:4	3	2	1:0	—
Name	CRF1	CWF1	PCNT1[1:0]	CRF0	CWF0	PCNT0[1:0]	—
Bit #	Name	Description					
31:16	RSVD	Reserved.					
15	CRF3	Read fault on channel 3. Set by hardware when a read fault occurs during a DMA transfer on channel 3.  Cleared by reset or writing a 1 to this bit.					
14	CWF3	Write fault on channel 3. Set by hardware when a write fault occurs during a DMA transfer on channel 3.  Cleared by reset or writing a 1 to this bit.					
13:12	PCNT3[1:0]	Circular buffer reload counter, channel 3. If channel 3 is in circular buffer mode, the hardware increments this by 1 each time the destination address is reloaded from the corresponding <b>DMA preload destination start address register</b> (see Table 38 on page 64).  Cleared by reset or writing a 1 to both bits.					

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

Table 43. DMA Status Register (continued)

Bit #	Name	Description
11	CRF2	Read fault on channel 2. Set by hardware when a read fault occurs during a DMA transmission on channel 2.  Cleared by reset or writing a 1 to this bit.
10	CWF2	Write fault on channel 2. Set by hardware when a write fault occurs during a DMA transmission on channel 2.  Cleared by writing a 1 to this bit.
9:8	PCNT2[1:0]	Circular buffer reload counter, channel 2. If channel 2 is in circular buffer mode, the hardware increments this by 1 each time the destination address is reloaded from the corresponding <b>DMA preload destination start address register</b> (see Table 38 on page 64).  Cleared by reset or writing a 0x11 to these bits.
7	CRF1	Read fault on channel 1. Set by hardware when a read fault occurs during a DMA transfer on channel 1.  Cleared by reset or writing a 1 to this bit.
6	CWF1	Write fault on channel 1. Set by hardware when a write fault occurs during a DMA transfer on channel 1.  Cleared by reset or writing a 1 to this bit.
5:4	PCNT1[1:0]	Circular buffer reload counter channel 1. If channel 1 is in circular buffer mode, the hardware increments this by 1 each time the destination address is reloaded from the corresponding <b>DMA preload destination start address register</b> (see Table 38 on page 64).  Cleared by reset or writing a 0x11 to these bits.
3	CRF0	Read fault on channel 0. Set by hardware when a read fault occurs during a DMA transfer on channel 0.  Cleared by reset or writing a 1 to this bit.
2	CWF0	Write fault on channel 0. Set by hardware when a write fault occurs during a DMA transfer on channel 0.  Cleared by reset or writing a 1 to this bit.
1:0	PCNT0[1:0]	Circular buffer reload counter channel 0. If channel 0 is in circular buffer mode, the hardware increments this by 1 each time the destination address is reloaded from the corresponding <b>DMA preload destination start address register</b> (see Table 38 on page 64).  Cleared by reset or writing a 0x11 to these bits.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

### 6.2.8 DMA Interrupt Register

The **DMA interrupt register** contains a 4-bit value that indicates the source of a DMA interrupt. For all reset conditions, the **DMA interrupt register** is set to 0. Table 44 shows the format of the **DMA interrupt register**.

Table 44. DMA Interrupt Register

Address 0xE000 2108					
Bit #	31:8	7	6	5	4
Name	RSVD	CH_ERR3	CH_DONE3	CH_ERR2	CH_DONE2
Bit #	3	2	1	0	—
Name	CH_ERR1	CH_DONE1	CH_ERR0	CH_DONE0	—
Bit #	Name	Description			
31:8	RSVD	Reserved.			
7	CH_ERR3	DMA channel 3 error interrupt. Set to 1 by hardware on a read or write fault. Cleared by reset or writing 1 to this bit.			
6	CH_DONE3	DMA channel 3 transfer interrupt complete. Set to 1 by hardware on transfer complete. Cleared by reset or writing 1 to this bit.			
5	CH_ERR2	DMA channel 2 error interrupt. Set to 1 by hardware on a read or write fault. Cleared by reset or writing 1 to this bit.			
4	CH_DONE2	DMA channel 2 transfer interrupt complete. Set to 1 by hardware on transfer complete. Cleared by reset or writing 1 to this bit.			
3	CH_ERR1	DMA channel 1 error interrupt. Set to 1 by hardware on a read or write fault. Cleared by reset or writing 1 to this bit.			
2	CH_DONE1	DMA channel 1 transfer interrupt complete. Set to 1 by hardware on transfer complete. Cleared by reset or writing 1 to this bit.			
1	CH_ERR0	DMA channel 0 error interrupt. Set to 1 by hardware on a read or write fault. Cleared by reset or writing 1 to this bit.			
0	CH_DONE0	DMA channel 0 transfer interrupt complete. Set to 1 by hardware on transfer complete. Cleared by reset or writing 1 to this bit.			

### 6.2.9 DMA Interrupt Enable Register

The **DMA interrupt enable register** contains an 8-bit value that enables the DMA interrupts from each channel. For all reset conditions, the **DMA interrupt enable register** is set to 0. Table 45 shows the format of the **DMA interrupt enable register**.

## 6 Programmable Direct Memory Access (DMA) Controller (continued)

Table 45. DMA Interrupt Enable Register

Address 0xE000 210C					
Bit #	31:8	7	6	5	4
Name	RSVD	CH_ERR3_E	CH_DONE3_E	CH_ERR2_E	CH_DONE2_E
Bit #	3	2	1	0	—
Name	CH_ERR1_E	CH_DONE1_E	CH_ERR0_E	CH_DONE0_E	—
Bit #	Name	Description			
31:8	RSVD	Reserved.			
7	CH_ERR3_E	Enable DMA channel 3 interrupt. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
6	CH_DONE3_E	Enable DMA channel 3 transfer complete. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
5	CH_ERR2_E	Enable DMA channel 2 interrupt. If set to 1, interrupts are enabled. If set to 0 interrupts are disabled. Reset value = 0.			
4	CH_DONE2_E	Enable DMA channel 2 transfer complete. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
3	CH_ERR1_E	Enable DMA channel 1 interrupt. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
2	CH_DONE1_E	Enable DMA channel 1 transfer complete. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
1	CH_ERR0_E	Enable DMA channel 0 interrupt. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			
0	CH_DONE0_E	Enable DMA channel 0 transfer complete. If set to 1, interrupts are enabled. If set to 0, interrupts are disabled. Reset value = 0.			

## 7 Programmable Timers

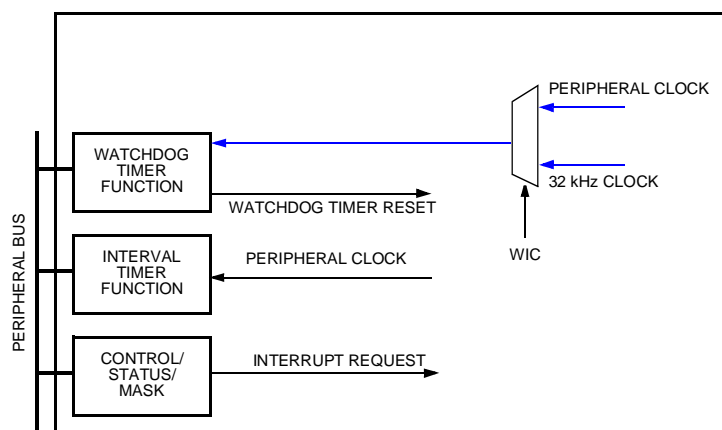
The programmable timers module supports two timer functions: interval timer (IT) and watchdog timer (WT). Features of the timer module are as follows:

- Watchdog alarm interrupt
- Watchdog alarm reset
- Four interval timers
- Generation of a shared interrupt request from the four interval timer channels

### 7.1 Timers Operation

All of the counters in the programmable timer module operate synchronously with the system clock. The count rates are controlled by a clock prescaler that generates count enable signals at intervals of  $2^n$  of the system clock rate. The interval timer and the watchdog timer functions independently select a count rate.

Figure 8 shows the programmable timer architecture.



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Figure 8. Programmable Timer Architecture Block Diagram

### 7.2 Interval Timer (IT)

The interval timer function supports four independent timers running off a common prescaler. Each timer consists of a 16-bit, free-running counter, which increments at the selected count rate, and an **IT maximum count register** (see Table 53 on page 77) that determines the interval.

The following text describes the general usage of the interval timers:

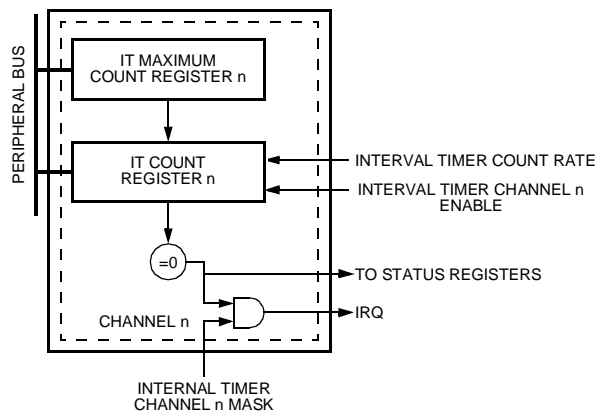
- Set the **count rate register** (see Table 47 on page 74) to divide the system clock for the interval timers. The count rate is selected by programming the interval timer count rate field (**ITR**) with an index between 0 and 11.
- Set the **IT maximum count register** (see Table 53 on page 77) to set the timer interval. The **IT count register** (see Table 53 on page 77) is loaded with the **IT maximum count register** value.
- Enable timer by setting the **ITEx** bit in the **timer control register** (see Table 52 on page 76). When the timer is enabled, the **IT count rate register** begins decrementing.



## 7 Programmable Timers (continued)

- The **IT count register** will count down to 0. When it reaches 0, the **timer status register** (see Table 50 on page 75) bit **IxS (I3S:I0S)** will be set and the **IT count register** is reloaded with the value in the **IT maximum count register**.
- If **IxM (I3M:I0M)** in the **timer interrupt mask register** (see Table 51 on page 76) is set to 1, the timer IRQ in the **interrupt request status register** (see Table 26 on page 51) will be asserted (assuming it has been enabled in the **interrupt request enable register** (see Table 27 on page 51)).
- Write 1 to the **IxS** bit in the **timer status register** (see Table 50 on page 75) to clear the interval timer status bit.

The interval timer function is illustrated in Figure 9 below. Only one of the four channels is shown. The **IT count registers** are free-running counters that maintain the time-base of the interval measurements.



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Figure 9. Interval Timer Block Diagram

### Comments:

- The **IT maximum count register** (see Table 53 on page 77) may be read at any time.
- Writing the **IT maximum count register** will cause the **IT count register** to reset to 0.
- The period of the interval timers is determined by the count rate value and the value of **COUNTVALUE** in the **IT maximum count register**. The status bit will be set every **COUNTVALUE + 1** counts of the **IT count register**.

### 7.3 Watchdog Timer

The watchdog timer function asserts a time-out signal if the system software fails to restart the count sequence within a specified time interval.

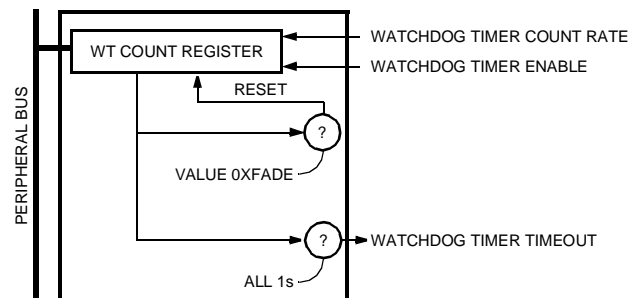
The watchdog timer block contains a 16-bit binary counter that increments at the selected count rate. The counter is reset to the all-zeros value by writing a value of **0xFADE** to the **WT count register** address (see Table 49 on page 75). If the counter increments to the all-ones value, the watchdog timer time-out signal is asserted. The time-out signal can be configured to generate a watchdog reset or to generate an interrupt. The **count rate register** for the watchdog timer is configured to divide the 32 kHz RTC crystal or the system clock.

## 7 Programmable Timers (continued)

The following text describes the general usage of the watchdog timer:

- Set the **count rate register** (see Table 47 on page 74) to divide the clock input for the watchdog timer. The count rate is selected by programming the watchdog timer count rate field (**WTR**) with an index of between 0 and 11.
- Set the watchdog timer to run off of the system clock or the RTC crystal by setting the **WIC** bit in the **timer control register** (see Table 52 on page 76). This must be done before **WTE** is set.
- Set the watchdog timer **WTI** bit in the **timer control register** to generate an interrupt or a reset when the timer expires.
- Set the watchdog timer **WTR** bit in the **timer control register** for the desired reset mode.
- Enable the timer by setting the **WTE** bit in the **timer control register**.
- When the timer is enabled, the **WT count register** (see Table 49 on page 75) begins counting upwards. Writing 0xFADE to the **WT count register** will reset the timer and the count will start counting from 0 again.
- When the **WT count register** value reaches 0xFFFF, the **timer status register** bit **WTS** (see Table 50 on page 75) bit will be set.
- If **WTM** is set to 1 in the **timer interrupt mask register**, the timer IRQ in the **interrupt request status register** (see Table 26 on page 51) will be asserted (assuming it has been enabled in the **interrupt request enable register** (see Table 27 on page 51)).
- Write a 1 to the **WTS** bit of the **timer status register** (see Table 50 on page 75) to clear the watchdog timer interrupt.

The watchdog timer function is illustrated below.



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Figure 10. Watchdog Timer Block Diagram

### Comments

- The **WT count register** (see Table 49 on page 75) can be read at any time, but cannot be written after the watchdog timer has been enabled.
- A write access to the **WT count register** (see Table 49 on page 75) address with a data value 0xFADE causes the **WT count register** (see Table 49 on page 75) to be set to the all-zeros value. Writing 0xFADE to the **WT count register** will also clear the **WT** status bit.
- If the watchdog timer enable bit **WTE** (see Table 52 on page 76) is set to 1 and the **WT count register** increments to the all-ones value, the watchdog timer time-out signal is asserted. The effect of the watchdog time-out is determined by the value of the watchdog timer interrupt bit **WTI** in the **timer control register** (see Table 52 on page 76). If **WTI** is 1, a watchdog time-out will cause an interrupt. If another time-out occurs before the interrupt is cleared in the **timer status register**, a watchdog reset will occur. If **WTI** is 0, a time-out will always cause a watchdog reset.

## 7 Programmable Timers (continued)

- Once the watchdog timer function is enabled in the **timer control register**, it cannot be disabled and the watchdog timer count rate field (**WTR**) of the **count rate register** cannot be modified.
- The **WR** bit in the **reset status (control/clear) register** (see Table 13 on page 40) of the reset and power management function is set after the microcontroller restarts, if a watchdog timer reset occurred.
- **WTR** of the **timer control register** (see Table 52 on page 76) is used to determine the effect of reset on the **watchdog timer registers**. If **WTR** is 1, the watchdog timer resets on powerup reset or watchdog reset but is not affected by the external **reset** pin. If **WTR** is 0, the watchdog timer resets for all three reasons.
- **WIC** of the **timer control register** selects the clock source for the watchdog timer. If 1, the clock source is the 32 kHz clock. If 0, the clock source is the system clock.

**Note:** The watchdog timer functionality should be completely set up before switching to the 32 kHz clock.

### 7.4 Timer Registers

The timer function (interval and watchdog) consists of the registers shown below. All timers depend on the **control**, **status**, **mask**, and **count rate registers**.

Table 46. Timer Controller Register Map

Register	Address
Reserved.	0xE000 5000—0xE000 5014
<b>Count rate register</b> (see Table 47 on page 74).	0xE000 5018
<b>WT count register (16-bit counter)</b> (see Table 49 on page 75).	0xE000 501C
Reserved.	0xE000 5020
<b>Timer status register</b> (see Table 50 on page 75).	0xE000 5024
<b>Timer interrupt mask register</b> (see Table 51 on page 76).	0xE000 5028
<b>Timer control register</b> (see Table 52 on page 76).	0xE000 502C
<b>IT maximum count register 0 (16-bit counter).</b>	0xE000 5030
<b>IT count register 0 (16-bit counter).</b>	0xE000 5034
<b>IT maximum count register 1 (16-bit counter).</b>	0xE000 5038
<b>IT count register 1 (16-bit counter).</b>	0xE000 503C
<b>IT maximum count register 2 (16-bit counter).</b>	0xE000 5040
<b>IT count register 2 (16-bit counter).</b>	0xE000 5044
<b>IT maximum count register 3 (16-bit counter).</b>	0xE000 5048
<b>IT count register 3 (16-bit counter).</b>	0xE000 504C
Reserved.	0xE000 5050—0xE000 507F

## 7 Programmable Timers (continued)

### 7.4.1 Count Rate Register

The **ITR** and **WTR** bits in the **count rate register** are used to scale the input clock for the interval timers and the watchdog timer. Table 47 shows the format of the **count rate register**. Use Table 48 below to encode the count rate.

**Table 47. Count Rate Register**

Address 0xE000 5018				
Bit #	31:12	11:8	7:4	3:0
Name	RSVD	ITR	WTR	RSVD
Bit #	Name	Description		
31:12	RSVD	Reserved.		
11:8	ITR	Interval timer count rate; see Table 48 below.		
7:4	WTR	Watchdog timer count rate; see Table 48 below. <b>WTR cannot be modified after the watchdog timer has been enabled.</b>		
3:0	RSVD	Reserved.		

### 7.4.2 Encoding of Interval Timer Count Rates (ITR) and Watchdog Timer Count Rates (WTR)

These values are used to encode the count rate for the watchdog and interval timers.

**Table 48. Encoding of Interval Timer and Watchdog Timer Count Rates**

Bit Field	System Clock Divisor
0000	2
0001	4
0010	8
0011	16
0100	32
0101	64
0110	128
0111	256
1000	512
1001	1024
1010	2048
1011	4096
1100:1111	Reserved

## 7 Programmable Timers (continued)

### 7.4.3 WT Timer Count Register

The **WT count register** holds the current watchdog timer count value. Table 49 shows the format of the **WT count register**.

Table 49. WT Count Register

Address 0xE000 501C		
Bit #	31:16	15:0
Name	RSVD	COUNTVALUE
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	COUNTVALUE	WT count register. This register uses a 16-bit counter format. The count rate is based on the programmed count rate value.  The value is reset by writing 0xFADE to this register.

### 7.4.4 Timer Status Register

The **timer status register** displays the interrupt status of both the watchdog timer and each of the 4 interval timers. Table 50 shows the format of the **timer status register**.

Table 50. Timer Status Register

Address 0xE000 5024							
Bit #	31:12	11	10:4	3	2	1	0
Name	RSVD	WTS	RSVD	I3S	I2S	I1S	I0S
Bit #	Name	Description					
31:12	RSVD	Reserved.					
11	WTS	Watchdog timer interrupt status.  If 1, the watchdog timer interrupt mode is enabled ( <b>WTI</b> in the <b>timer control register</b> ) and the time-out signal is asserted. <a href="#">Write a 1 to this bit to clear it.</a>					
10:4	RSVD	Reserved.					
3:0	I3S:I0S	Interval timer channel status.  If 1, the <b>IT count register</b> for the channel has reached 0. Writing a 1 to each of these bits clears the bit.					

### 7.4.5 Timer Interrupt Mask Register

The **timer interrupt mask register** enables and disables the status bits in the **timer status register** (Table 50) from asserting the timer IRQ in the **interrupt request status register**, assuming it has been enabled in the **interrupt request enable register**. If **IxM** or **WTM** is set to 1, the **IxS** or **WTS** bit in the **timer status register** (Table 50) will cause the shared **IRQ** (timer interrupt) in the **interrupt request status register** (see Table 26 on page 51) to be asserted. Table 51 shows the format of the **timer interrupt mask register**.

## 7 Programmable Timers (continued)

Table 51. Timer Interrupt Mask Register

Address 0xE000 5028							
Bit #	31:12	11	10:4	3	2	1	0
Name	RSVD	WTM	RSVD	I3M	I2M	I1M	I0M
Bit #	Name	Description					
31:12	RSVD	Reserved.					
11	WTM	Watchdog timer interrupt enable.  If 1, the watchdog timer interrupt is enabled. If 0, the watchdog timer interrupt is disabled.					
10:4	RSVD	Reserved.					
3:0	I3M:I0M	Interval timer channel interrupt enable.  If 1, the interrupt is enabled for the interval timer channel. If 0, the interrupt is disabled for the interval timer channel.					

### 7.4.6 Timer Control Register

The **timer control register** affects the functionality of both the watchdog timer (WT) and the interval timers (IT). Table 52 shows the format of the **timer control register**.

Table 52. Timer Control Register

Address 0xE000 502C						
Bit #	31:15	14	13	12	11	10:9
Name	RSVD	ITE3	ITE2	ITE1	ITE0	RSVD
Bit #	8	7:6	5	4	3	2:0
Name	WTI	RSVD	WIC	WTR	WRE	RSVD
Bit #	Name	Description				
31:15	RSVD	Reserved.				
14:11	ITE3:ITE0	Interval timer channel enable.  If 1, the channel is enabled. If 0, the channel is disabled.				
10:9	RSVD	Reserved. Must be written with 0s.				
8	WTI	Watchdog timer interrupt mode.  If 1, the watchdog timer generates an interrupt. If 0, the watchdog timer generates a reset.				
7:6	RSVD	Reserved. Must be written with 0s.				
5	WIC	Watchdog timer clock.  If 1, the timer runs off of the 32 KHz clock. If 0, the timer runs off of the system clock.  This bit is reset to 1 on powerup reset but is not affected by other resets.  This bit can't be changed once <b>WTE</b> is set.				

## 7 Programmable Timers (continued)

Table 52. Timer Control Register (continued)

Bit #	Name	Description
4	WTR	<p>Watchdog timer reset mode.</p> <p>If 1, the timer resets only on powerup or watchdog reset.</p> <p>If 0, the timer resets on all sources of reset.</p> <p>This bit resets to 0 on powerup but is not affected by other types of reset.</p> <p>This bit can't be changed once <b>WTE</b> is set.</p>
3	WTE	<p>Watchdog timer enable. Once enabled, the watchdog timer cannot be disabled.</p> <p>If 1, the timer is enabled to count and the system should write the value (0xFADE) to the <b>WT count register</b> (see Table 49 on page 75) periodically to reset its value to 0 and prevent the watchdog timer from reaching its maximum count value.</p> <p>If 0, the timer is not enabled.</p>
2:0	RSVD	Reserved. Must be written with zeros.

### 7.4.7 IT Count Registers

The **IT maximum count registers** set the interval at which the timers will operate. The **IT count registers** contain the current timer count value. The count value programmed in the **IT maximum count register** will be loaded into the **IT count register** immediately after programming and again after the timer expires.

The bit description in Table 53 is the same for all eight registers listed below.

Table 53. IT Count Registers

Address 0xE000 5030:0xE000 504C		
Bit #	31:16	15:0
Name	RSVD	COUNTVALUE
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	COUNTVALUE	Count value.
Register		Address
<b>IT maximum count register 0</b>		0xE000 5030
<b>IT count register 0</b>		0xE000 5034
<b>IT maximum count register 1</b>		0xE000 5038
<b>IT count register 1</b>		0xE000 503C
<b>IT maximum count register 2</b>		0xE000 5040
<b>IT count register 2</b>		0xE000 5044
<b>IT maximum count register 3</b>		0xE000 5048
<b>IT count register 3</b>		0xE000 504C
Reserved		0xE000 5050
Reserved		0xE000 5054

## 8 External Memory Interface (EMI)

The IPT\_ARM processor contains an external memory interface that is capable of addressing 16-bit-wide SDRAM, and up to four SRAMs, FLASH memory, or I/O peripherals. Each memory range can be programmed for the desired starting address (base address) and size (up to 64 Mbytes).

### 8.1 IPT\_ARM Processor Memory Map

Table 54. IPT\_ARM Processor Memory Map

Range	Description
0x0000 0000:0xBFFF FFFF	Distributed over external ROM (FLASH), external SDRAM, general purpose chip selects <b>CS1</b> , <b>CS2</b> , <b>CS3</b> , and internal 1K x 32 SRAM.
0xC000 0000:0xCFFF FFFF	Reserved (for ARM 940T processor).
0xD000 0000:0xDFFF FFFF	Reserved.
0xE000 0000:0xEFFF FFFF	Peripheral address space.
0xF000 0000:0xFFFF FFFF	Reserved.

### 8.2 External FLASH/SRAM Memory Interface (EMI FLASH)

The external FLASH/SRAM memory interface provides the following features:

- Multiaccess timing and buffering to assemble a full 32-bit word (two 16-bit accesses or four 8-bit accesses) during process or full-word reads.
- Support for in-circuit reprogramming of external FLASH memory.
- One FLASH chip select (**FLASH\_CS**) for external program memory.
- Three general-purpose chip selects (**CS1**, **CS2**, **CS3**) for external SRAM or I/O peripherals.
- Configurable memory maps for **FLASH\_CS**, **CS1**, **CS2**, **CS3**, **internal SRAM** and SDRAM.
- Optional setup cycle, wait-states, and hold-states for each device.
- External WAIT pin (**EXWAIT**) for slow I/O peripherals.
- Supports 8-bit and 16-bit devices on the external bus (FLASH memory must be 16-bit).
- Supports ROM/RAM remapping to allow the RAM to be placed at address 0x00000000.

The EMI FLASH contains the logic and configuration information required to provide address and control generation for external FLASH memory and three other external memory areas. Each area is individually programmed for setup, wait, and hold state generation.

### 8.3 EMI FLASH Memory Access

#### 8.3.1 External Write

During the first cycle of the system clock, the **A[23:0]**, **BE1N**, and **WRN** signals become valid. If **SET** (bit 7) of the corresponding **chip select configuration register** is 0, the appropriate chip select (**FLASH\_CS**, **CS1**, **CS2**, **CS3**) also goes active during this cycle. If an additional cycle of address/control setup with respect to the chip select is desired, **SET** can be set to 1, and the chip select will go active during the second cycle of the system clock. The write data (**D[15:0]**) goes active during the second cycle.



## 8 External Memory Interface (EMI) (continued)

### 8.3.2 External Read

During the first cycle of the system clock, the **A[23:0]** and **BE1N** signals become valid. If **SET** (bit 7) of the corresponding **chip select configuration register** is 0, the appropriate chip select (**FLASH\_CS**, **CS1**, **CS2**, **CS3**) and **RDN** also go active during this cycle. If an additional cycle of address setup with respect to the chip select **RDN** is desired, the **SET** bit can be set to 1, and the chip select and **RDN** will go active during the second cycle of the system clock.

### 8.3.3 Wait-States

During an external read or write, the number of active cycles during each access is determined by the number of wait-states (**WS[3:0]**) and **EXWAIT** pin, if it is used.

**A minimum of 2 wait-states must be programmed for external reads and writes to work properly. WS = 0000 or WS = 0001 are not valid values.**

Use of the **EXWAIT** pin (for slow devices) is enabled by setting the **WT** bit (bit 8) of the appropriate **chip select configuration register**. The polarity of the **EXWAIT** pin is programmed by the value of **WP** [bit 0] in the **options register** (see Table 65 on page 89).

### 8.3.4 Hold State

If additional hold time is needed between the chip select going inactive and the start of the next access, one, two, or three hold states may be added by setting **HS** (bits 5:4) of the corresponding **chip select configuration register** to the appropriate value.

### 8.3.5 Hold Disable

For multiaccess read transactions to a device that requires hold states, it is only necessary to have hold states at the end of the last access and not on each intermediate access. These intermediate hold states are suppressed by setting **HD** (bit 10) of the appropriate **chip select configuration register**.

### 8.3.6 Error Conditions

The following errors are recorded in the **status register** (see Table 64 on page 88):

- MAC register error. If an attempt is made to read/write the **Ethernet MAC registers** in the 0xE001 0800:0xE001 FFFF range when the PHY is not active (i.e., when the MAC is not receiving its **Tx/Rx** clocks), a **MAC register** error occurs, and is recorded in **MACRE** (bit 15) of the **status register**.
- Alignment error. If a nonaligned word access (with address bits 1:0 being nonzero) or a nonaligned half-word access (with address bit 0 being nonzero) is attempted, an alignment error occurs and is recorded in **AE** (bit 13) of the **status register**.
- Peripheral subword access error. If a half-word or byte access attempt is made to the peripheral address space (0xE000 0000:0xEFFF FFFF), a peripheral subword access error occurs, and is recorded in **PSWE** (bit 12) of the **status register**.
- Peripheral code access error. If an opcode fetch is attempted from peripheral address space (0xE000 0000:0xEFFF FFFF), a peripheral code access error occurs and is recorded in the **PCAE** bit (bit 10) of the **status register**.
- DCC read error. If the **ARM** processor/DMA controller attempts to read from the **ARM2DSP** data buffer (0xE004 0000:0xE004 07FF), a DCC read error occurs and is recorded in the **DCCRE** bit (bit 9) of the **status register**.

## 8 External Memory Interface (EMI) (continued)

- DCC write error. If the *ARM* processor/DMA controller attempts to write to the DSP2ARM data buffer (0xE006 0000:0xE006 07FF), a DCC write error occurs and is recorded in the **DCCWE** bit (bit 8) of the **status register**.

In all of the above cases, the access is aborted. If the *ARM* processor was making the request, it jumps to the error vector in the vector table and begins executing code from there (refer to the *ARM 940T* documentation for information on how the *ARM 940T* handles errors). If the DMA controller was making the request, a read/write fault is recorded in the **DMA status register** (see [Table 43 on page 66](#)).

## 8 External Memory Interface (EMI) (continued)

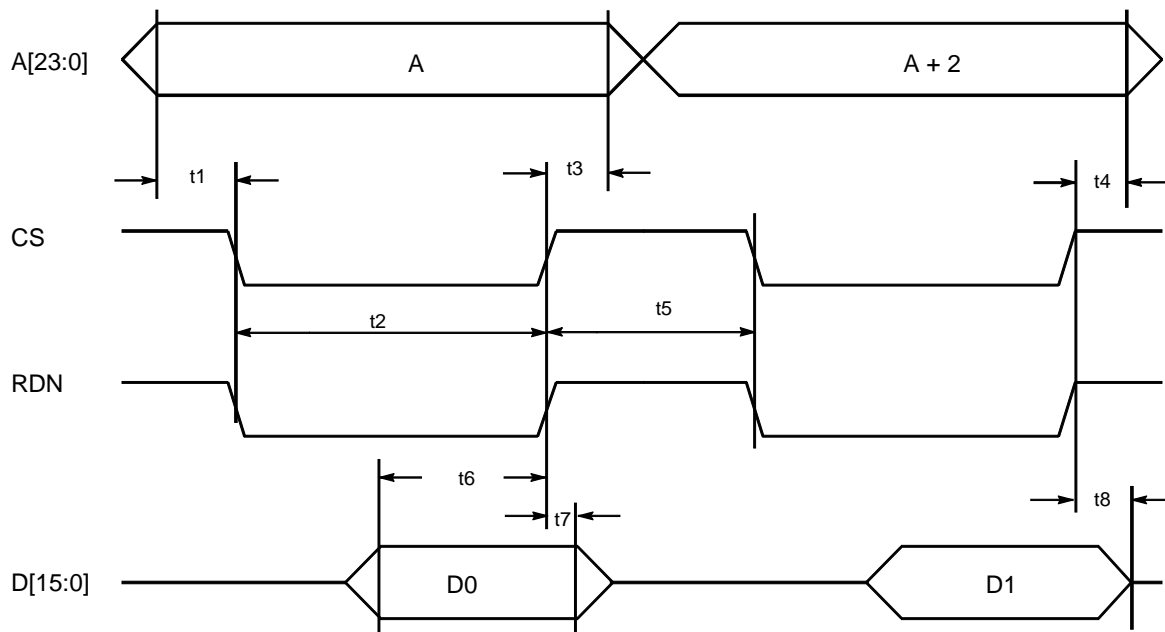


Figure 11. EMI FLASH/SRAM Read Interface Timing Diagram

Table 55. EMI FLASH/SRAM Read Access Timing Parameters

Symbol	Timing Parameters	Value (ns)
t1	Address Setup Time to <b>CS</b> and <b>RDN</b> Active.	SET · CLK (max)
t2	<b>CS</b> , <b>RDN</b> Active Time.	WS · CLK
t3	Address Hold After <b>CS</b> Inactive, <b>RDN</b> Inactive (except last read access in multicycle read).	(HS + 1) · CLK ns, if HD = 0 CLK if HD = 1
t4	Address Hold After <b>CS</b> , <b>RDN</b> Inactive (last read access in multicycle read).	(HS + 1) · CLK
t5	<b>CS</b> , <b>RDN</b> Inactive Time Between Successive Accesses.	(SET + HS+1) · CLK, if HD = 0 (SET + 1) · CLK, if HD = 1
t6	Read Data Setup Time Before <b>CS</b> and <b>RDN</b> Inactive.	.5 · CLK + 1.3 ns (minimum)
t7	Read Data Hold Time After <b>CS</b> , <b>RDN</b> Inactive.	0 (minimum)
t8	Data 3-State After <b>CS</b> , <b>RDN</b> Inactive.	0 (minimum)

Notes:

CS refers to FLASH\_CS/CS1/CS2/CS3.

HD = hold disable (**HD**) bit 1 in **chip select configuration register**.

HS = hold states (**HS**[1:0]) bits 5:4 in **chip select configuration register**, allowed values of HS = 0, 1, 2, and 3.

SET = setup bit (**SET**) bit 7 in **chip select configuration register**, allowed values of SET = 0 and 1.

CLK = system clock period.

WS = wait-states (**WS**[3:0]) bits 3:0 in **chip select configuration register**, allowed values of WS = 2, 3, 4—15.

Multiaccess read/write operations are:

32-bit reads/writes with a bus size of 16 bits/8 bits.

16-bit reads/writes with a bus size of 8 bits.

Single access read/write timing looks the same as the last access in a multicycle access.

All output parameters assume a 15 pF load.

## 8 External Memory Interface (EMI) (continued)

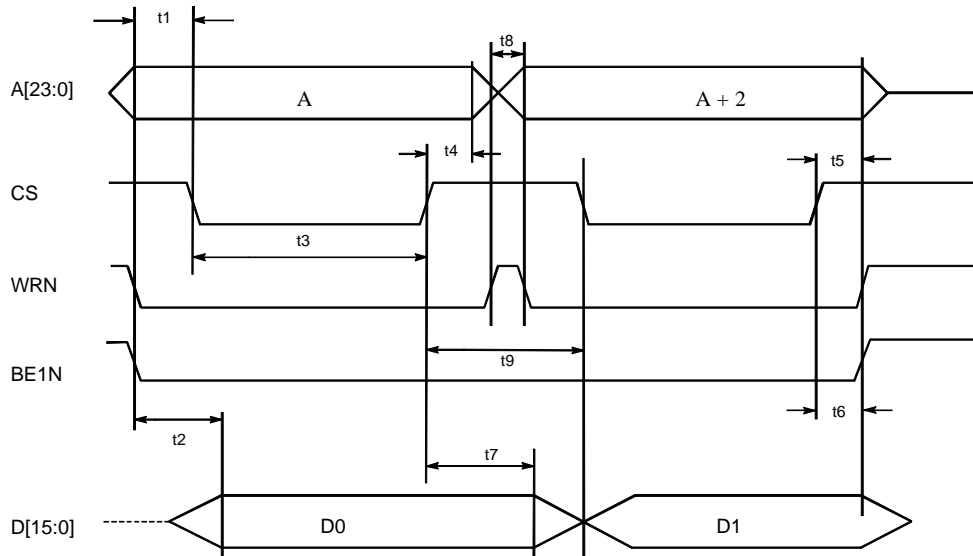


Figure 12. EMI FLASH/SRAM Write Interface Timing Diagram

Table 56. EMI FLASH/SRAM Write Access Timing Parameters

Symbol	Timing Parameter	Value (ns)
t1	Address, <b>WRN</b> , <b>BE1N</b> Setup Before <b>CS</b> Active.	SET · CLK (maximum)
t2	Address Valid to Write Data Valid.	CLK + 1 ns (maximum)
t3	<b>CS</b> Active Time.	WS · CLK
t4	Address Hold After <b>CS</b> Inactive (First Write in Multiple Access Write).	(HS + 1) · CLK + 1 ns (maximum)
t5	Address Hold After <b>CS</b> inactive (Single-Cycle Write Operation or Last Access in a Multicycle Write).	HS · CLK + 1 ns (maximum)
t6	<b>WRN</b> , <b>BE1N</b> Inactive After <b>CS</b> Inactive.	HS · CLK + 1 ns (maximum)
t7	Data 3-State After <b>CS</b> Inactive.	(HS + 2) · CLK + 2 ns (maximum)
t8	<b>WRN</b> High Between Successive Write Accesses (Multicycle Write).	CLK
t9	<b>CS</b> Inactive Between Successive Data Accesses.	(SET + HS + 1) · CLK
	Address.	1.4 ns (maximum)
	Data Skew.	1.0 ns (maximum)

Notes:

CS refers to FLASH\_CS/CS1/CS2/CS3.

HD = hold disable (HD) bit 1 in **chip select configuration register**.

HS = hold states (HS[1:0]) bits 5:4 in **chip select configuration register**. Allowed values of HS are 0, 1, 2, and 3.

SET = setup bit (SET) bit 7 in **chip select configuration register**. Allowed values of SET are 0 and 1.

CLK = system clock period.

WS = wait-states (WS[3:0]) bits 3:0 in **chip select configuration register**. Allowed values of WS are 2, 3, 4, 5—15.

Multiaccess read/write operations are:

32-bit reads/writes with a bus size of 16 bits/8 bits.

16-bit reads/writes with a bus size of 8 bits.

Single access read/write timing looks the same as the last access in a multicycle access.

All output parameters assume a 15 pF load.

## 8 External Memory Interface (EMI) (continued)

### 8.4 ROM/RAM Remapping

An important design consideration is the layout of the memory map, and the memory present at address 0x0. Upon reset, the ARM 940T starts to fetch instructions from address 0x0. This requires ROM to be present at location 0x0 upon reset. However, this has some disadvantages. ROM is slower than RAM, and this slows down the handling of processor exceptions through the vector table. Also, if the vector table is in ROM, it cannot be modified by the code. For these reasons it is preferable to have RAM with the vector table and exception handlers at address 0x0.

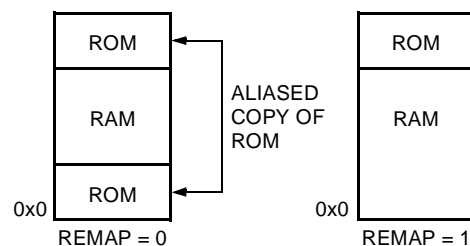
For this purpose, the system decoder in the IPT\_ARM supports ROM/RAM remapping, using the value of the **REMAP** bit (bit 12) of the **chip select configuration register FLASH\_CS** (see Table 58 on page 84).

If **REMAP = 0** **FLASH\_CS** will go active at two possible base addresses, address 0x0, and the base address value programmed in the **chip select base address register FLASH\_CS** (see Table 62 on page 87). This allows an aliased copy of ROM to be present at the **chip select base address register FLASH\_CS**.

If **REMAP = 1** **FLASH\_CS** will go active only at the base address programmed in the **chip select base address register FLASH\_CS**.

In both cases, the address range over which **FLASH\_CS** goes active is determined by the block size (**BSZ**) (bits 3:0) of the **chip select base address register FLASH\_CS**.

For an example of a remap system implementation, refer to the *ARM Software Development Toolkit* documentation.



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Figure 13. ROM/RAM Remapping

#### 8.4.1 Programmable Addresses

The memory addresses for each chip select are programmable by setting a base address and a block size in the corresponding **chip select base address register** (see Table 62 on page 87). On reset, the **chip select base register FLASH\_CS** is reset to a 2 Mbyte block starting at address 0x0. **CS1**, **CS2**, **CS3**, and the internal SRAM are disabled.

The address space from 0x0000 0000:0xBFFF FFFF can be allocated over ROM (FLASH), external SDRAM, general-purpose chip selects **FLASH\_CS**, **CS1**, **CS2**, **CS3**, and internal 1K x 32 SRAM in any way. Each chip select is capable of addressing up to 64 Mbytes.

**Note:** **FLASH\_CS** is active-low.

Bits 3:0 (**BSZ**) of the **chip select base address register** select the block size of the memory covered by the chip select. When the address is not in one of the ranges above, the value of the **chip select base address register** bits 23:4 (**ADDR[19:0]**) is masked by the block size and then matched against bits 31:12 of the address of each memory request. Since this is a match type operation, the base address for each chip select must be a multiple of the block size.

## 8 External Memory Interface (EMI) (continued)

### 8.5 EMI FLASH Registers

The EMI FLASH has registers to configure the base address and other options for each of the chip selects **FLASH\_CS**, **CS1**, **CS2**, and **CS3**, the base address for the internal SRAM, a **status register** that records all system bus errors, and an **options register** common to all chip selects (**FLASH\_CS**, **CS1**, **CS2**, and **CS3**).

Table 57. EMI FLASH Register Map

Register	Address
Chip select configuration register <b>FLASH_CS</b> (see Table 58 on page 84).	0xE000 3000
Chip select configuration register <b>CS1</b> (see Table 59 on page 85).	0xE000 3004
Chip select configuration register <b>CS2</b> (see Table 59 on page 85).	0xE000 3008
Chip select configuration register <b>CS3</b> (see Table 59 on page 85).	0xE000 300C
Reserved.	0xE000 3010:0xE000 301C
Chip select base address register <b>FLASH_CS</b> (see Table 62 on page 87).	0xE000 3020
Chip select base address register <b>CS1</b> (see Table 62 on page 87).	0xE000 3024
Chip select base address register <b>CS2</b> (see Table 62 on page 87).	0xE000 3028
Chip select base address register <b>CS3</b> (see Table 62 on page 87).	0xE000 302C
Chip select internal SRAM base address register (see Table 62 on page 87).	0xE000 3030
Reserved.	0xE000 3034:0xE000 307C
Status register (see Table 64 on page 88).	0xE000 3040
Options register (see Table 65 on page 89).	0xE000 3044

#### 8.5.1 Chip Select Configuration Register FLASH\_CS

**FLASH\_CS** is active-low.

Table 58. Chip Select Configuration Register FLASH\_CS

Address 0xE000 3000											
Bit #	31:14	13	12	11	10	9	8	7	6	5:4	3:0
Name	RSVD	UBE	REMAP	RSVD	HD	RSVD	WT	SET	RSVD	HS	WS
Bit #	Name	Description									
31:14	RSVD	Reserved.									
13	UBE	Use byte enables. Used for devices which are 16-bit devices and use byte enables. Byte writes to these devices are illegal if this bit is not set.  If 1, byte enables are used by the device. If 0, no byte enables are used by the device.									
12	REMAP	ROM/RAM remap. Remap ROM to the base address in <b>chip select base address register (FLASH_CS)</b> .  If <b>REMAP</b> = 1, <b>FLASH_CS</b> goes active only at the base address in the <b>chip select base register FLASH_CS</b> (see Table 62 on page 87). If <b>REMAP</b> = 0, <b>FLASH_CS</b> goes active at address 0x0 as well as at the base address in the <b>chip select base register FLASH_CS</b> .  Reset value = 0.									
11	RSVD	Reserved.									

## 8 External Memory Interface (EMI) (continued)

Table 58. Chip Select Configuration Register FLASH\_CS (continued)

Bit #	Name	Description
10	HD	Hold disable. Disables the hold states between accesses in a multicycle read transaction. If 1, hold states are suppressed between the access. If 0, each access is followed by the specified number of hold states. <b>Note:</b> The hold states at the end of the transaction are not suppressed by this bit. Reset value = 0.
9	RSVD	Reserved.
8	WT	Enable or disable <b>EXWAIT</b> pin. If 1, <b>EXWAIT</b> is enabled. If 0, <b>EXWAIT</b> is disabled. Reset value = 0.
7	SET	Setup cycle. Adds an extra cycle of setup time to the address and control signals with respect to the chip select. If 1, the extra setup cycle is added. If 0, the extra setup cycles is not added. Reset value = 0.
6	RSVD	Reserved.
5:4	HS	Hold states. The number of hold states inserted after each read or write access (see Table 60 on page 87). Reset value = 00.
3:0	WS	Wait-states. The number of wait-states inserted during each read or write access (see Table 61 on page 87). Reset value = 1111.

### 8.5.2 Chip Select Configuration Registers CS1, CS2, CS3

Table 59. Chip Select Configuration Registers CS1, CS2, CS3

Addresses—CS1 (0xE000 3004), CS2 (0xE000 3008), CS3 (0xE000 300C)											
Bit #	31:14	13	12	11	10	9	8	7	6	5:4	3:0
Name	RSVD	UBE	ENA	RSVD	HD	RSVD	WT	SET	BS	HS	WS
Bit #	Name	Description									
31:14	RSVD	Reserved.									
13	UBE	Use byte enables. Used for devices which are 16-bit devices and use byte enables. Byte writes to these devices are illegal if this bit is not set. If 1, byte enables are used by the device. If 0, no byte enables are used by the device.									
12	ENA	Enable chip select. If 1, the chip select is enabled. If 0, the chip select is disabled. Reset value = 0.									

## 8 External Memory Interface (EMI) (continued)

Table 59. Chip Select Configuration Registers, (CS1, CS2, CS3) (continued)

Bit #	Name	Description
11	CSPOL	CS polarity. 0 = active-low. 1 = active-high.
10	HD	Hold disable. Disables the hold states between accesses in a multicycle read transaction. If 1, hold states are suppressed between the access. If 0, each access is followed by the specified number of hold states. <b>Note:</b> The hold states at the end of the transaction are not suppressed by this bit. Reset value = 0.
9	RSVD	Reserved.
8	WT	Enable or disable <b>EXWAIT</b> pin. If 1, <b>EXWAIT</b> is enabled. If 0, <b>EXWAIT</b> is disabled. Reset value = 0.
7	SET	Setup cycle. Adds an extra cycle of setup time to the address and control signals with respect to the chip select. If 1, the extra setup cycle is added. If 0, the extra setup cycles is not added. Reset value = 0.
6	BS	Bus size. The data bus size of the device. If 1, the device supports 16-bit transfers and all 16 bits of the data bus are connected to it. If 0, the device supports 8-bit transfers and bits 7:0 of the data bus are connected to it. Reset value = 0.
5:4	HS	Hold states. The number of hold states inserted after each read or write access (see Table 60 on page 87). Reset value = 00.
3:0	WS	Wait-state. The number of wait-states inserted during each read or write access (see Table 61 on page 87). Reset value = 1111.



## 8 External Memory Interface (EMI) (continued)

### 8.5.3 Hold and Wait-States Encoding

Table 60. Hold States Encoding

HS[1:0]	Number of Hold States
00	0
01	1
10	2
11	3

Table 61. Wait-States Encoding

WS[3:0]	Number of Wait-States WT Bit = 0	Number of Wait -States WT Bit = 1
0000	Illegal	Illegal
0001	Illegal	Illegal
0010	2	3 + EXWAIT pin
0011	3	3 + EXWAIT pin
0100	4	4 + EXWAIT pin
0101	5	5 + EXWAIT pin
0110	6	6 + EXWAIT pin
0111	7	7 + EXWAIT pin
1000	8	8 + EXWAIT pin
1001	9	9 + EXWAIT pin
1010	10	10 + EXWAIT pin
1011	11	11 + EXWAIT pin
1100	12	12 + EXWAIT pin
1101	13	13 + EXWAIT pin
1110	14	14 + EXWAIT pin
1111	15	15 + EXWAIT pin

### 8.5.4 Chip Select Base Address Registers FLASH\_CS, CS1, CS2, CS3, Internal SRAM

Table 62. Chip Select Base Address Registers FLASH\_CS, CS1, CS2, CS3, Internal SRAM

Addresses—FLASH_CS (0xE000 3020), CS1(0xE000 3024), CS2 (0xE000 3028), CS3 (0xE000 302C), Internal SRAM (0xE000 3030)			
Bit #	31:24	23:4	3:0
Name	RSVD	ADDR[19:0]	BSZ[3:0]
Bit #	Name	Description	
31:24	RSVD	Reserved.	
23:4[19:0]	ADDR	Base address. Bits 31:12 of the base address for the chip select. The 32-bit base address must be a multiple of the block size. (Bits 11:0 are always assumed to be 0.) Reset value = 0x00000.	
3:0[3:0]	BSZ[3:0]	Block size. Determines the size of the block at the given memory address for the chip select. This size, in turn, determines which bits of the base address will be compared against the address of the request. Table 63 shows the encoding of the block size field. Reset values are as follows: For <b>FLASH_CS</b> = 1010. For <b>CS1, CS2, CS2</b> , and internal SRAM = 0000.	

## 8 External Memory Interface (EMI) (continued)

### 8.5.5 Block Size Field Encoding

Table 63. Block Size Field Encoding

Value	Block Size (Bytes)	Address Bits to Match	Value	Block Size (Bytes)	Address Bits to Match
0000	—	Disabled	1000	512 K	31:19
0001	4 K	31:12	1001	1 M	31:20
0010	8 K	31:13	1010	2 M	31:21
0011	16 K	31:14	1011	4 M	31:22
0100	32 K	31:15	1100	8 M	31:23
0101	64 K	31:16	1101	16 M	31:24
0110	128 K	31:17	1110	32 M	31:25
0111	256 K	31:18	1111	64 M	31:26

### 8.5.6 Status Register

Table 64. Status Register

Address 0xE000 3040										
Bit #	31:16	15	14	13	12	11	10	9	8	7:0
Name	RSVD	MACRE	RSVD	AE	PSWE	RSVD	PCAE	DCCRE	DCCWE	RSVD
Bit #	Name	Description								
31:16	RSVD	Reserved.								
15	MACRE	MAC register error. This bit is set to 1 if an attempt is made to read/write the Ethernet MAC registers in the 0xE001 0800:0xE001 FFFF range when the PHY is not active (i.e., when the MAC is not receiving its <b>Tx/Rx</b> clocks). Cleared by writing a 1 to this bit.								
14	RSVD	Reserved.								
13	AE	Alignment error. This bit gets set to 1 if a nonaligned word access (with address bits 1:0 being nonzero) or a nonaligned half-word access (with address bit 0 being nonzero) is attempted. Cleared by writing a 1 to this bit.								
12	PSWE	Peripheral subword access error. If a half-word or byte access attempt is made to the peripheral address space (0xE000 0000:0xEFFF FFFF). Cleared by writing a 1 to this bit.								
11	RSVD	Reserved.								
10	PCAE	Peripheral code access error. This bit gets set to 1 if an opcode fetch is attempted from peripheral address space (0xE000 0000:0xEFFF FFFF). Cleared by writing a 1 to this bit.								
9	DCCRE	DCC read error. This bit gets set to 1 if the <i>ARM</i> processor/DMA controller attempts to read from the <i>ARM2DSP</i> data buffer (0xE004 0000:0xE004 07FF). Cleared by writing a 1.								

## 8 External Memory Interface (EMI) (continued)

Table 64. Status Register (continued)

Bit #	Name	Description
8	DCCWE	DCC write error. This bit gets set to 1 if the ARM processor/DMA controller attempts to write to the DSP2ARM data buffer (0xE006 0000:0xE006 07FF). Cleared by writing a 1.
7:0	RSVD	Reserved.

### 8.5.7 Options Register

Table 65. Options Register

Address 0xE000 3044		
Bit #	31:1	0
Name	RSVD	WP
Bit #	Name	Description
31:1	RSVD	Reserved.
0	WP	EXWAIT polarity. If 1, <b>EXWAIT</b> is active-high. If 0, <b>EXWAIT</b> is active-low. Reset value = 0.

## 8.6 External SDRAM Memory Interface

SDRAM register features are as follows:

- Programmable address shifting to support a variety of SDRAM sizes.
- Block or fast-page mode SDRAM accesses.
- One external SDRAM memory range.

### 8.6.1 External SDRAM Memory Map

Table 66. External SDRAM Memory Map

Register	Address
SDRAM memory range base address register (see Table 67 on page 90).	0xE000 B000
SDRAM control register (see Table 68 on page 90).	0xE000 B004
SDRAM timing and configuration register (see Table 69 on page 90).	0xE000 B008
SDRAM manual register (see Table 70 on page 91).	0xE000 B00C

## 8 External Memory Interface (EMI) (continued)

### 8.6.2 SDRAM Memory Range Base Address Register

Table 67. SDRAM Memory Range Base Address Register

Address 0xE000 B000			
Bit #	31:24	23:4	3:0
Name	RSVD	ADDR	BSZ
Bit #	Name	Description	
31:24	RSVD	Reserved.	
23:4	ADDR	Base address. Bits 31:12 of the base address for the chip select. The 32-bit base address must be a multiple of the block size.	
3:0	BSZ	Block size (see Table 63 on page 88).	

### 8.6.3 SDRAM Control Register

Table 68. SDRAM Control Register

Address 0xE000 B004			
Bit #	31:2	1	0
Name	RSVD	SDRE	GMA
Bit #	Name	Description	
31:2	RSVD	Reserved.	
1	SDRE	SDRAM enable. If 1, the SDRAM auto process is enabled.	
0	GMA	Generate manual access. When 1 and <b>SDRE</b> = 0, the SDRAM's bus will be put in manual access state as defined in <b>SDRAM manual access register</b> for one cycle (see Table 70 on page 91). This special mode is used to do the start-up sequence for SDRAM in software.	

### 8.6.4 SDRAM Timing and Configuration Register

The external SDRAM memory interface signal should be configured in the SDRAM timing and configuration register (0xE000 B008) for proper operation as follows:

- RAS to CAS delay—set to 1.
- CAS to precharge—set to 3.
- Precharge to RAS—fixed at 4.

Table 69. SDRAM Timing and Configuration Register

Address 0xE000 B008								
Bit #	31:26	25:16	15:9	8:7	6:5	4:3	2	1:0
Name	RSVD	RFC	RSVD	CRCD	RSVD	CCPD	CL	CAB
Bit #	Name	Description						
31:26	RSVD	Reserved.						
25:16	RFC	Refresh count.						
15:9	RSVD	Reserved.						
8:7	CRCD	Clocks <b>RAS</b> to <b>CAS</b> delay. 01—1, 10—2, 11—3, 00—4.						
6:5	RSVD	Reserved.						

## 8 External Memory Interface (EMI) (continued)

Table 69. SDRAM Timing and Configuration Register (continued)

Bit #	Name	Description
4:3	CCPD	Clocks <b>CAS</b> to precharge delay. 11—3, 00—4. <b>Note:</b> Values 01 and 10 are not supported.
2	CL	CAS latency. 0 = 2 clocks. 1 = 3 clocks.
1:0	CAB	Column address bits: 00—8 column address bits, 0—9 column address bits, 1x—reserved.

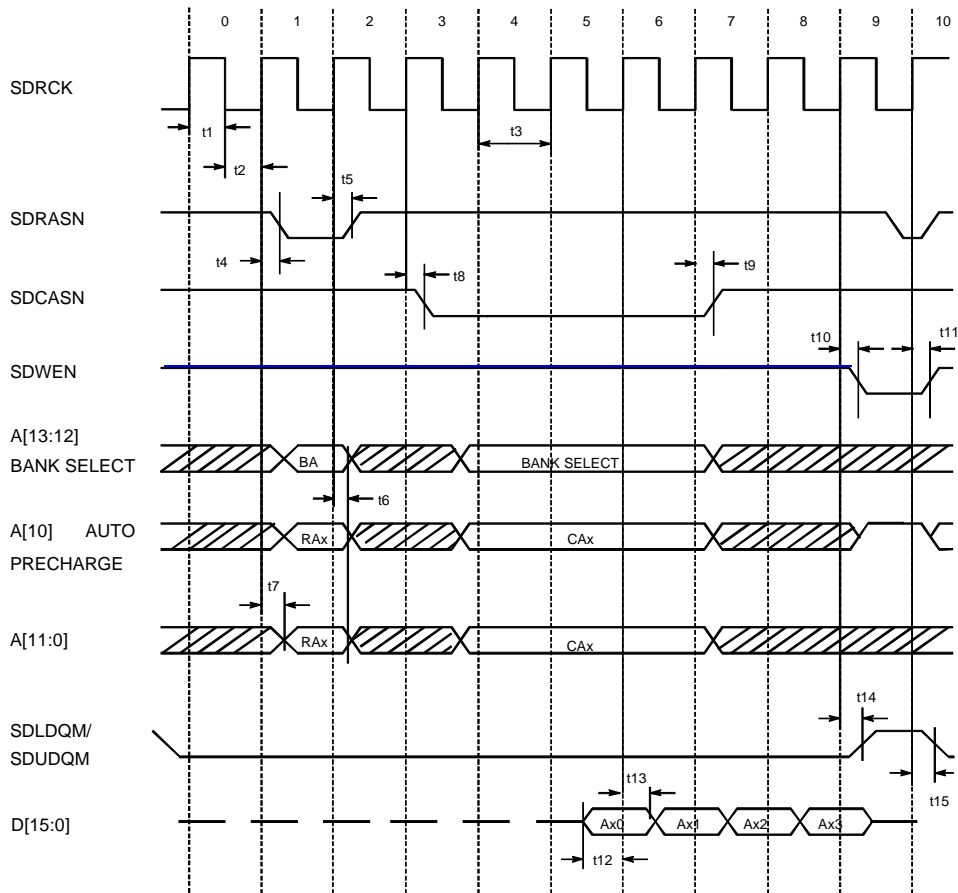
### 8.6.5 SDRAM Manual Access Register

Table 70. SDRAM Manual Access Register

Address 0xE000 B00C						
Bit #	31:19	18	17	16	15	14:0
Name	RSVD	RAS	CAS	WE	RSVD	ADDR
Bit #	Name	Description				
31:19	RSVD	Reserved.				
18	RAS	SDRAM <b>RAS</b> value for manual access.				
17	CAS	SDRAM <b>CAS</b> value for manual access.				
16	WE	SDRAM <b>WE</b> value for manual access.				
15	RSVD	Reserved.				
14:0	ADDR	SDRAM address bus value for manual access.				

## 8 External Memory Interface (EMI) (continued)

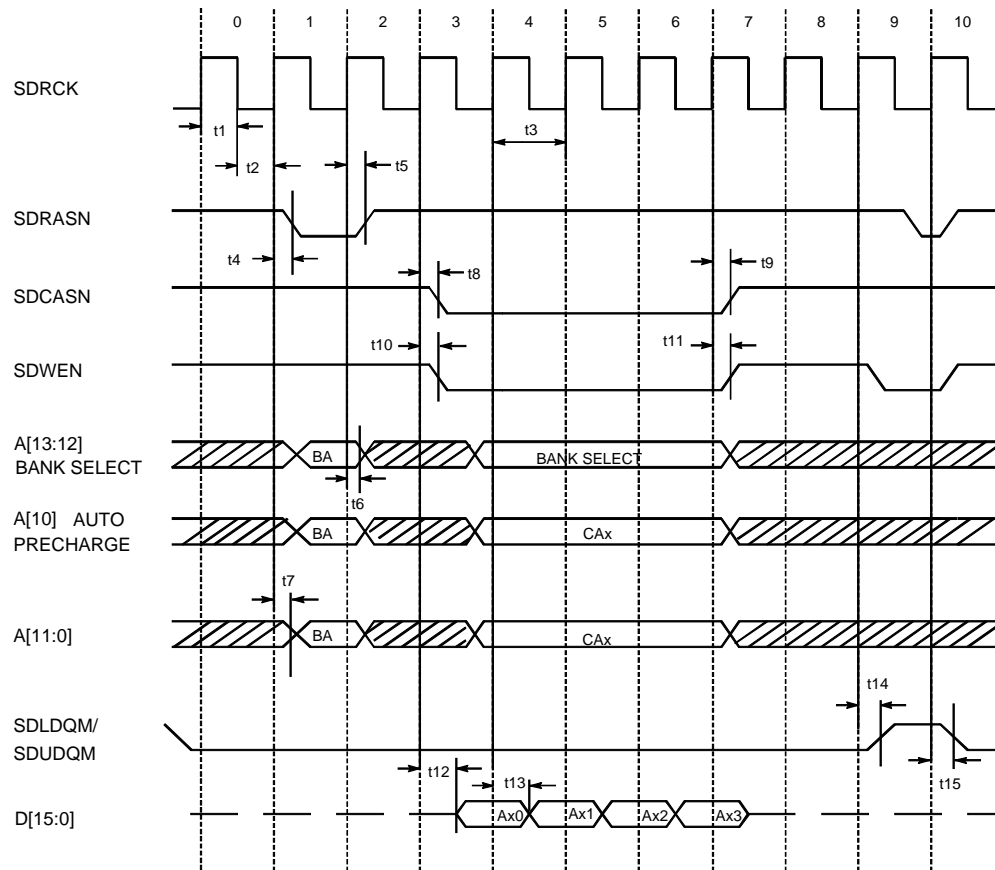
### 8.7 SDRAM Timing



Reference	Parameter	Minimum	Maximum
t1	SDRCK High Time.	—	—
t2	SDRCK Low Time.	—	—
t3	SDRCK Cycle Time.	—	—
t4	SDRASN Output Delay.	—	7.25 ns
t5	SDRASN Output Hold Time.	6.98 ns	—
t6	Address/Precharge Output Hold Time.	7.28 ns	—
t7	Address/Precharge Maximum Output Delay Time.	—	7.44 ns
t8	SDCASN Maximum Output Delay.	—	7.27 ns
t9	SDCASN Output Hold Time.	7.14 ns	—
t10	SDWEN Maximum Output Delay.	—	7.31 ns
t11	SDWEN Output Hold Time.	7.11 ns	—
t12	Minimum Data Setup Time.	0 ns	—
t13	Minimum Data Hold Time.	1.90 ns	—
t14	Data I/O Mask Output Delay.	—	7.89 ns
t15	Minimum Data I/O Mask Output Hold Time.	—	7.09 ns

Figure 14. SDRAM Read Timing Diagram

### 8 External Memory Interface (EMI) (continued)



Reference	Parameter	Minimum	Maximum
t1	SDRCK High Time.	—	—
t2	SDRCK Low Time.	—	—
t3	SDRCK Cycle Times.	—	—
t4	SDRASN Output Delay.	—	7.25 ns
t5	SDRASN Output Hold Time.	6.98 ns	—
t6	Address/Precharge Output Hold Time.	7.28 ns	—
t7	Address/Precharge Maximum Output Delay Time.	—	7.44 ns
t8	SDCASN Maximum Output Delay.	—	7.27 ns
t9	SDCASN Output Hold Time.	7.14 ns	—
t10	SDWEN Maximum Output Delay.	—	7.31 ns
t11	SDWEN Output Hold Time.	7.11 ns	—
t12	Maximum Data Output Valid.	0 ns	—
t13	Minimum Data Hold Time.	1.90 ns	—
t14	Data I/O Mask Output Delay.	—	7.89 ns
t15	Minimum Data I/O Mask Output Hold Time.	—	7.09 ns

Figure 15. SDRAM Write Timing Diagram

## 8 External Memory Interface (EMI) (continued)

### 8.8 Signals

The EMI controls all the signals needed to access external devices. For transactions that are larger than the width of the device, the EMI creates multiple accesses to read from or write to the device. For example, a 32-bit read from an 8-bit device requires four read accesses. SDRAM, FLASH, and SRAMs share the same address and data bus.

#### 8.8.1 Address, A[23:0]

For **FLASH\_CS**, **CS1**, **CS2**, and **CS3** devices, the address bus signals **A[23:0]** define the address of the least significant byte transferred during a memory cycle. The address becomes valid during phase 1 of the first cycle of an access and remains valid until phase 1 of first cycle of the next access.

**Note:** For FLASH and SRAM accesses, **A[23:0]** is used to access memory in units of bytes. If a 16-bit wide SRAM/FLASH memory device is used, **A[1]** should be connected to the least significant address input pin of the memory device. For 8-bit wide FLASH/SRAM devices, **A[0]** should be connected to the least significant address input.

#### 8.8.2 Data, D[15:0]

Data bus signals **D[15:0]** are bidirectional signals that transfer data to and from the chip. Use of the upper 8 bits of the data bus is controlled on a per-device basis by **BS** (bit 6) of the **chip select configuration register**.

**Note:** The program memory that is accessed by **FLASH\_CS** always uses a 16-bit data bus. During a read access, the data on the data bus is latched at the end of phase 1 of the last active cycle of the access. For a write access, the data becomes valid during phase 1 of the second cycle of the access. If there is no valid transaction on the EMI, the data bus stays in input mode.

#### 8.8.3 Byte Enable, BE1N

**BE1N** is used as a byte write enable for 16-bit devices that use byte enables. This signal is active-low and goes active when an odd byte is to be written. The **UBE** bit (bit 13) of the **chip select configuration register** must be set to 1 before attempting byte writes to 16-bit devices.

#### 8.8.4 Read/Write Signals, RDN, WRN

**RDN** and **WRN** are active-low signals that indicate whether a read or a write access is taking place. During a read access, **RDN** goes low and **WRN** stays high. During a write access, **RDN** stays high and **WRN** goes low. If the EMI flash is not being accessed, **RDN** and **WRN** stay high.

#### 8.8.5 Chip Selects, FLASH\_CS, CS1, CS2, CS3

The chip select signals **FLASH\_CS**, **CS1**, **CS2**, and **CS3** indicate which of the external devices is accessed. The appropriate chip select becomes active during phase 1 of the first cycle of an access if no setup cycle is used and goes inactive after the last active cycle of the access. **FLASH\_CS** is active-low. **CS1**, **CS2**, and **CS3** have programmable polarities and are active-low at reset.

#### 8.8.6 External WAIT, EXWAIT

This signal can be driven by the external device to add additional wait-states to the memory access cycle, if required. The use of the **EXWAIT** signal by a particular device is enabled by setting the **WT** bit (bit 8) of the appropriate **chip select configuration register**. The polarity of **EXWAIT** is programmable, and is determined by the **WP** bit (bit 0) of the **options register**; see [Table 65 on page 89](#).



## 8 External Memory Interface (EMI) (continued)

### 8.8.7 EMI SDRAM, Synchronous DRAM Memory Interface

The EMI SDRAM interface can support one 16-bit wide synchronous DRAM device. SDRAM devices of other widths (8-bit/4-bit) are not supported. Device sizes up to 256 Mbits are supported. The SDRAM's chip select should be tied off to active.

### 8.8.8 SDRAM Address Functionality

Pins **A[14:0]** are used to output the row/column/bank address of the SDRAM location being accessed. Pins **A[23:15]** are not used during an SDRAM access. The output on these pins depends upon the type of SDRAM access cycle, e.g., when used with a 64 Mbit 16-bit wide SDRAM device.

**Table 71. SDRAM Access Cycles, Using a 64 Mbit SDRAM**

SDRAM Command Cycle	Address Pins
Row address strobe ( <b>RAS</b> )	<b>A[13: 0]</b> = row address, where <b>A[13:12]</b> = bank select.
Column address strobe ( <b>CAS</b> )	<b>A[7:0]</b> = column address.
Precharge	<b>A[10]</b> = precharge mode. If <b>A[10]</b> = 1, all banks are precharged. If <b>A[10]</b> = 0, only the bank selected by the bank select signals on the SDRAM are precharged.

### 8.8.9 SDRAM Clock, SDRCK

This is the clock output that should be connected to the SDRAM. This runs at the same frequency as the IPT\_ARM system clock.

### 8.8.10 SDRASN, SDCASN, SDWEN

SDRAM row address strobe (**SDRASN**), column address strobe (**SDCASN**), and write enable (**SDWEN**) are standard SDRAM interface signals. The combination of these three outputs is used to indicate the type of command that is to be performed on SDRAM.

### 8.8.11 SDUDQM, SLDQM

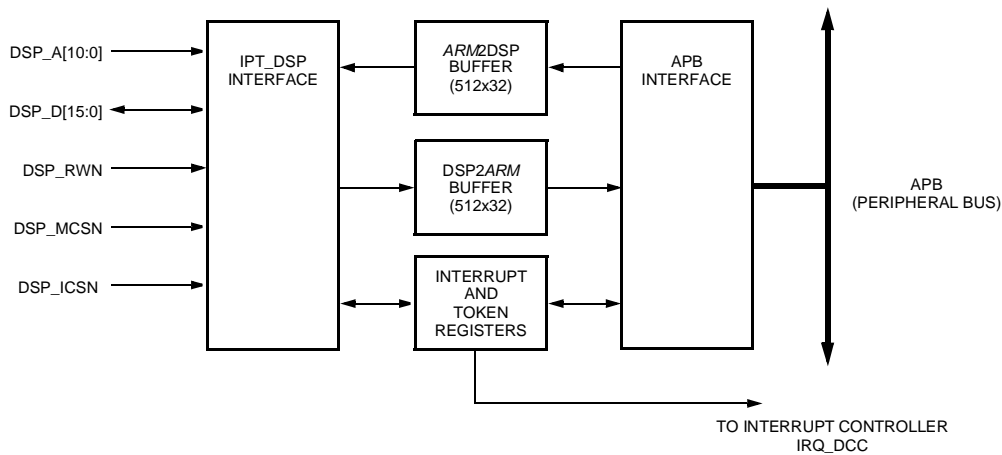
**SDUDQM** and **SLDQM** are SDRAM upper byte enable and lower data byte enable, respectively. In read mode **SDUDQM/SLDQM** go low to turn on the SDRAM's output buffers. In write mode, **SDUDQM/SLDQM** go low to allow the corresponding byte to be written.

**Note:** Care should be taken to have the shortest possible routes on the board, and to avoid excessive loading (>15 pF) for all the EMI pins.

## 9 DSP Communications Controller (DCC)

The DSP communications controller consists of the following elements:

- ARM (write only) DSP (read-only) 512 x 32 bit internal SRAM for use as a communications mailbox.
- ARM (read-only) DSP (write only) 512 x 32 bit internal SRAM for use as a communications mailbox.
- Token register to support single owner of memory segments or message headers.
- ARM 2DSP interrupt register.
- DSP2ARM interrupt register.
- Dedicated I/O pins for single wait-state DSP accesses.
- DSP communications controller address map.
- IPT\_ARM peripheral controller circuits.



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Figure 16. DSP Communications Controller Block Diagram

### 9.1 ARM Processor Memory and I/O Map

Table 72. ARM Processor Memory and I/O Map

Register	Address
Token register (see Table 73 on page 97).	0xE000 F000
Reserved.	0xE000 F004:0xE000 F01C
DSP2ARM interrupt register (see Table 74 on page 98).	0xE000 F020
Reserved.	0xE000 F024:0xE000 F02C
ARM 2DSP interrupt register (see Table 75 on page 98).	0xE000 F030
Reserved.	0xE000 F034:0xE000 F03C
ARM 2DSP data buffer; write only by ARM, read-only by DSP.	0xE004 0000:0xE004 07FF
Reserved.	0xE004 0800:0xE005 FFFF
DSP2ARM data buffer; write only by DSP, read-only by ARM.	0xE006 0000:0xE006 07FF

## 9 DSP Communications Controller (DCC) (continued)

### 9.2 DCC Token Register

The DSP communications controller (DCC) provides a 16-bit **token register** (see Table 73 on page 97). The upper byte (**DSPT**) of this register is writable only through the DSP interface. The lower byte (**ARMT**) of this register is writable only through the *ARM* APB bus. The entire 16-bit **token register** can be read by either interface.

The **token register** should help the programmer manage the communication buffers. A jitter buffer, for example, can be implemented by using the token bits to mark full areas and empty sections of the buffer. When an audio packet is placed in the buffer by the *IPT\_ARM*, it could interrupt the DSP with information about the section where this packet was placed. The DSP could then use one of its token bits to mark that section as full. At the appropriate time, the DSP could then remove a packet that was placed in its buffer many milliseconds earlier and mark this other section as empty.

**Table 73. Token Register**

Address 0xE000 F000			
Bit #	31:16		7:0
Name	RSVD		ARMT
Bit #	Name	Description	
31:16	RSVD	Reserved.	
15:8	DSPT	DSP writable token bits. These bits can only be written through the DSP interface but they are readable by both the DSP and the <i>ARM</i> .	
7:0	ARMT	ARM writable token bit. These bits can only be written by the <i>ARM</i> processor but they are readable by both the DSP and the <i>ARM</i> .	

### 9.3 DCC Interrupt Registers

There are two **DCC interrupt registers** in the *IPT\_ARM*. The **DSP2ARM interrupt register** (see Table 74 on page 98) is used by an external device (the *IPT\_DSP*) to generate an interrupt to the *ARM* 940T processor core. The **ARM 2DSP interrupt register** (see Table 75 on page 98) is written by the *ARM* 940T processor to generate an active-low interrupt output. This interrupt output is to be connected to the *IPT\_DSP* interrupt input (**DSP\_INT0**).

Both of these registers are similarly organized. Bit 15, the MSB, is the interrupt bit and can only be written to 1 by the interrupting processor. Bit 15 (**DSP2ARM\_INT**) in the **DSP2ARM interrupt register** can only be set by the external DSP through the DCC interface. Bit 15 (**ARM\_2DSP\_INT**) in the **ARM 2DSP interrupt register** can only be set by the *IPT\_ARM* processor. **DSP2ARM\_INT** and **ARM\_2DSP\_INT** can read by both processors.

When bit 15 is set to 1 by the appropriate processor, **INT\_CLR** and **INT\_FLAG** are automatically set to 1. These bits can only be written to 0 by the interrupted processor. When the interrupted processor writes **INT\_CLR** to 0, bit 15 is automatically reset to 0 and clears the interrupt. In addition the interrupted processor can write **INT\_FLAG** to 0 to indicate that it has completed the operation, or freed up the memory.

Bits 12:0 (**INT\_MSG**) of the **ARM 2DSP interrupt register** (see Table 75 on page 98) can only be written by the interrupting processor, which uses these bits to implement a message-passing protocol to signal the purpose of the interrupt. These bits can also be used to identify an offset and length in the interprocessor communication buffers where a message, or data, is stored.

This message-interrupt scheme should help the programmers pass data and commands back and forth while preventing a processor from overwriting a set of data in the interprocessor communications buffer before the other processor has finished accessing it.

## 9 DSP Communications Controller (DCC) (continued)

### 9.3.1 DSP2ARM Interrupt Register

Table 74. DSP2ARM Interrupt Register

Address 0xE000 F020					
Bit #	31:16	15	14	13	12:0
Name	RSVD	DSP2ARM_INT	INT_CLR	INT_FLAG	INT_MSG
Bit #	Name	Description			
31:16	RSVD	Reserved.			
15	DSP2ARM_INT	DSP to ARM interrupt. Interrupt from the DSP to the ARM.			
14	INT_CLR	Interrupt clear. This will clear the interrupt signal. This is controlled only by the ARM.			
13	INT_FLAG	Interrupt flag. Interrupt flag to signal to the DSP that an interrupt was serviced and completed. This is read-only from the DSP.			
12:0	INT_MSG	Interrupt message. Interrupt message from the DSP. This is read-only from the ARM.			

### 9.3.2 ARM 2DSP Interrupt Register

Table 75. ARM 2DSP Interrupt Register

Address 0xE000 F030					
Bit #	31:14	15	14	13	12:0
Name	RSVD	ARM2DSP_INT	INT_CLR	INT_FLAG	INT_MSG
Bit #	Name	Description			
31:14	RSVD	Reserved.			
15	ARM 2DSP_INT	ARM to DSP interrupt. Interrupt from the ARM to the DSP.			
14	INT_CLR	Interrupt clear. Interrupt clear will clear the interrupt signal. This is controlled only by the DSP.			
13	INT_FLAG	Interrupt flag. Interrupt flag to signal to DSP that interrupt was serviced and completed. This is read-only from the ARM.			
12:0	INT_MSG	Interrupt message. Interrupt message from the ARM. This is read-only from the DSP.			

## 9 DSP Communications Controller (DCC) (continued)

### 9.4 DCC Controller I/O Signals

The DCC controller has several I/O signals used to support interprocessor communications.

Table 76. DCC Controller I/O Signals

Signal	Description
DSP_A[10:0]	DSP address input signals[10:0]. Used to address the 1 Kword interprocessor <b>memories, tokens, or interrupt registers.</b>
DSP_D[15:0]	DSP data bus[15:0]. This is the interprocessor data bus.
DSP_RWN	DSP read/write not strobe.
DSP_MCSN	DSP chip select. Used to indicate a DSP access of the buffer memories. If <b>A[10]</b> is low the <i>ARM</i> to DSP memory is accessed. If <b>[A10]</b> is high the DSP to <i>ARM</i> memory is accessed.
DSP_ICSN	DSP chip select. Used to indicate an access of the <b>token or interrupt registers.</b> If <b>A[3] = 0</b> then it is a <b>token register</b> access. If <b>A[3], A[2] = 10</b> then it is an <b>ARM interrupt register</b> access. If <b>A[3], A[2] = 11</b> then it is a <b>DSP interrupt register</b> access.
DSP_INTNO	DSP interrupt. Indicates an external interrupt signal to the DSP from the <i>ARM</i> processor.

### 9.5 DSP Read/Write Timing Diagrams

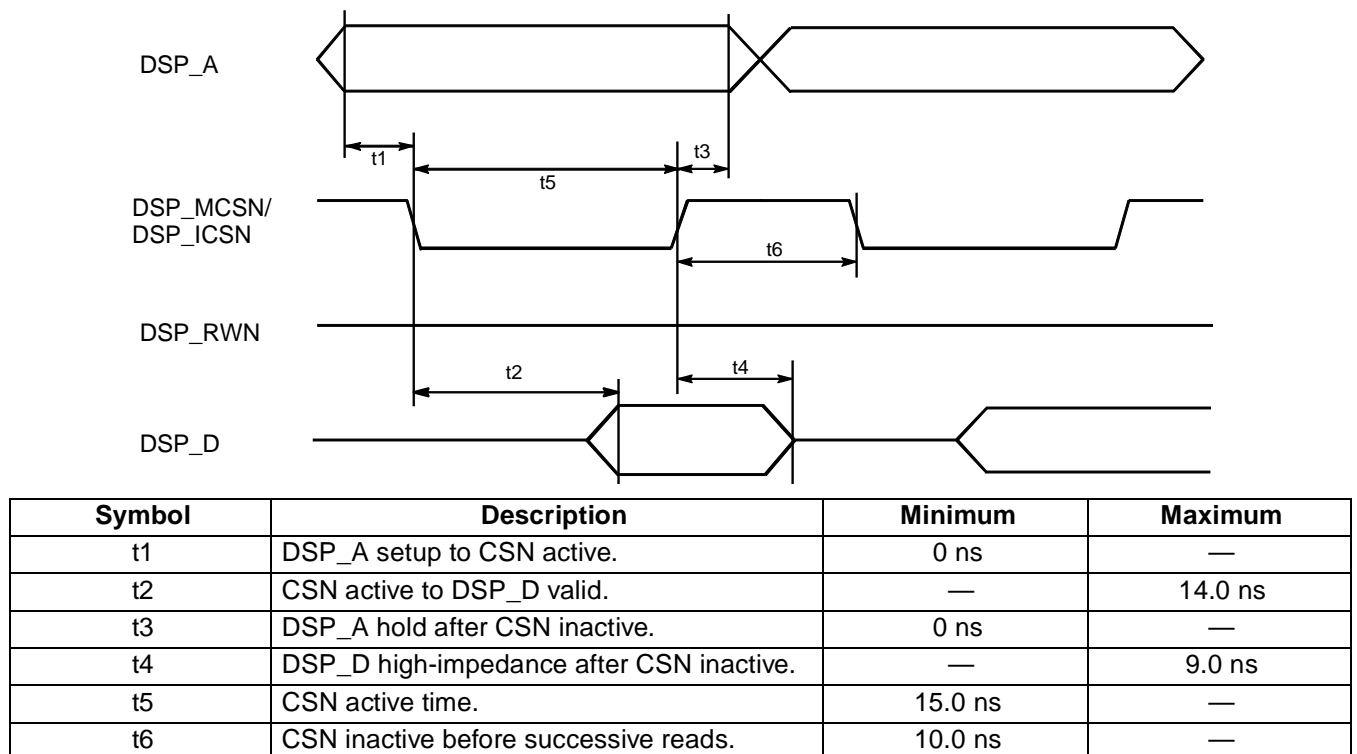
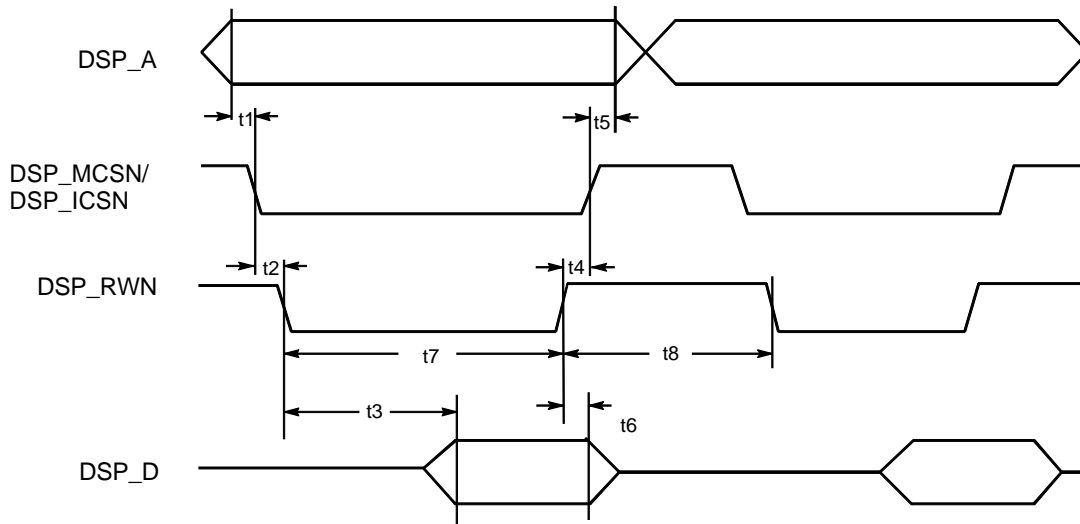


Figure 17. DSP Read Interface Timing Diagram

9 DSP Communications Controller (DCC) (continued)



Symbol	Description	Minimum	Maximum
t1	DSP_A setup to CSN active.	0 ns	—
t2	CSN setup to RWN active.	0 ns	—
t3	DSP_D delay from RWN active.	—	13.00 ns*
t4	CSN hold from RWN inactive.	0 ns	—
t5	DSP_A hold from CSN inactive.	0 ns	—
t6	DSP_D hold from RWN inactive.	—	—
t7	RWN active time.	31.25 ns*	—
t8	RWN inactive between successive writes.	12.5 ns	—

\* This value depends on the number of wait-states programmed into T8301 (N) and the clock period of the T8301 clock (T) as follows:

$$t3 = N \times T/2 + \text{wire delay.}$$

$$t7 = (2N + 1) \times T/2.$$

For N = 2 and T = 12.5 ns (f = 80 MHz), t3 = 12.5 ns, t7 = 31.25 ns, t8 = 12.5 ns.

Figure 18. DSP Write Interface Timing Diagram

## 10 Ethernet 10/100 MAC

Please refer to Agere's [DNM01 10/100 Ethernet MAC ASIC Macrocell](#) Data Sheet for references.

All the registers inside the MAC controller are read/write through the *ARM AMBA* peripheral bus interface.

The *IPT\_ARM* contains a 10/100 media access controller (MAC) and the logic to completely control packet transmission and reception with minimal setup and intervention from the *ARM 940T* processor. The registers and logic that control the operation of the MAC are referred to in this document as the MAC controller. The MAC provides the timing and control for transmission and reception of packet bytes on the media through the PHY interfaces. It automatically provides interframe timing, preamble, collision detect, media jam, and **CRC** (circular redundancy check-sum) generation and detection. The MAC controller provides registers for MAC setup and control, 32 x 32 bit FIFOs for receive and transmit data buffering, logic to sequence the 32-bit words into the MAC (8 bits at a time), address matching on received packets, byte counters, and status bits.

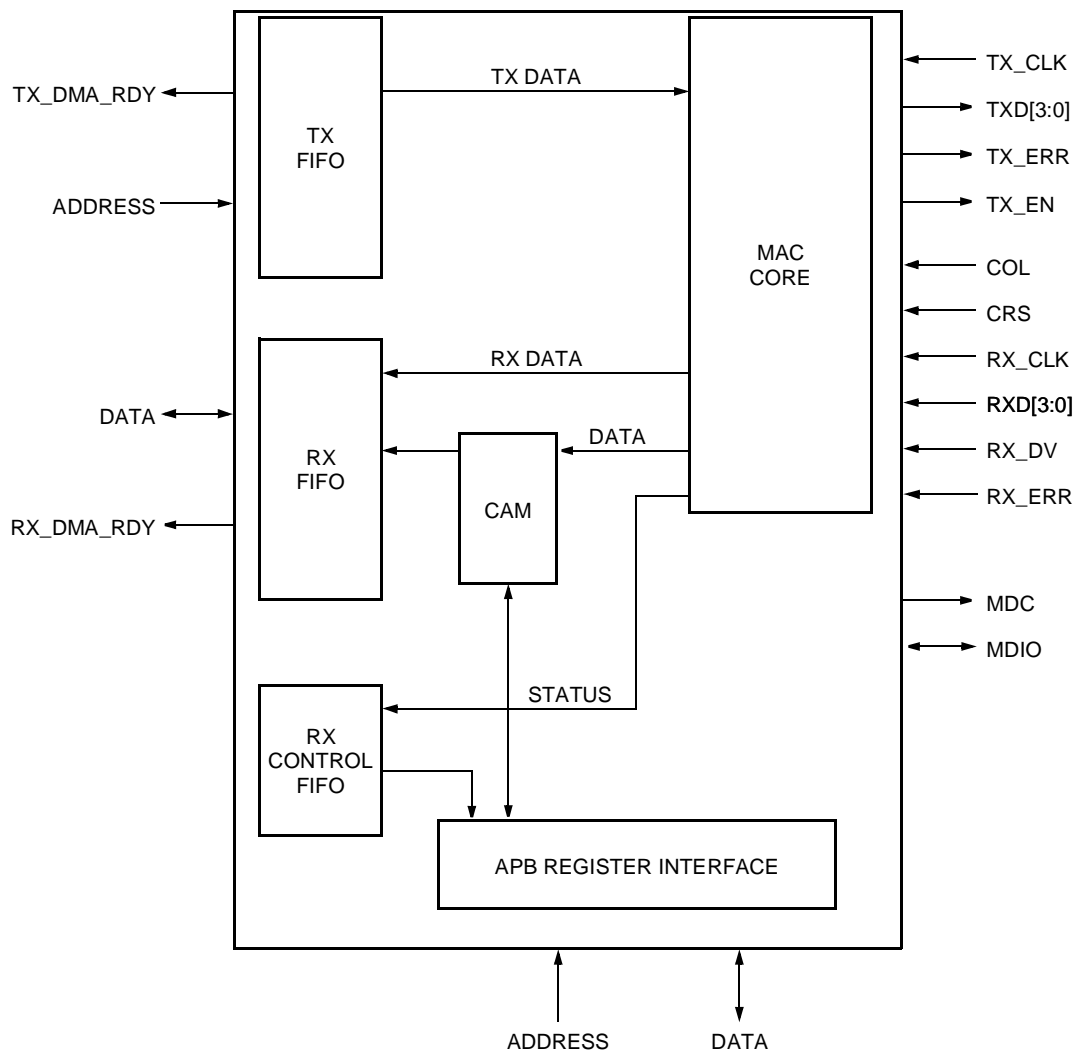


Figure 19. Ethernet 10/100 MAC Block Diagram

## 10 Ethernet 10/100 MAC (continued)

### 10.1 Features

The Ethernet 10/100 MAC provides the following features:

- Compliant with *ISO*\* 8802.3 1993, *IEEE* † 802.3u 1995, and *IEEE* 802.3x 1995 standards for media access control.
- Data transmission and reception rates of 10 Mbits/s at a clock speed of 2.5 MHz or 100 Mbits/s at a clock speed of 25 MHz.
- Transmits or receives at full- or half-duplex.
- Supports flow control.
- Supports both VLAN type1 and VLAN type2 frame recognition.
- Extensive network management signals are provided.
- Transmit and receive functions can be asynchronously reset with no clocks present.
- Supports full internal scan test methodology.
- Retransmit capability on early collision detection.
- Flexible arithmetic or logical physical address matching.
- Queued storage of packet reception status and byte counts for relaxed real-time interrupt latency requirements.
- 128 bytes of FIFO buffering in both the transmit and receive directions.
- Easy setup of control or pause frame transmission for network control.

### 10.2 General MAC Information

The IPT\_ARM contains an *AMBA* peripheral bus interface (APB) to the **status** and **control registers** contained in the MAC controller. This interface also has a reset signal that will reset the state machines, counters, and critical logic in the MAC and its controller.

The MAC contains the **MAC transmit status register**, the **MAC collision counter**, and the **MAC control frame registers**. The **MAC transmit status register** (see Table 96 on page 116) provides access to output signals that describe the results of the last transmitted or received frame. The **MAC collision counter** (see Table 97 on page 118) is a 16-bit counter that reports the number of collisions on a transmit attempt. Valid counts are 0 through 15. When the number of collisions is equal to the retry attempt value, **RETRY[1:0]**, an excessive collision error occurs. The MAC collision counter is cleared before each new packet transmission. The **MAC control frame registers** hold the reserved multicast destination address, source address, reserved length/type field, control opcode, and data. Flow control is implemented by receiving and sending pause (control) frames. The MAC handles the transfer of data from the **control registers** to the transmit data bus of the MAC.

\* *ISO* is a registered trademark of the International Organization for Standardization.

† *IEEE* is a registered trademark of the Institute of Electrical and Electronics Engineers, Inc.



## 10 Ethernet 10/100 MAC (continued)

### 10.3 MAC Transmitter

The transmit path consists of a 32x32 FIFO and transmit state machine. The programmer initiates a packet transmission by first setting up the DMA to transfer packet data from memory to the transmit FIFO, excluding the preamble, **SFD**, and **CRC**. The **START** bit (see Table 95 on page 116) is asserted and packet byte count is loaded into the **MAC controller transmit start register** (see Table 95 on page 116). It is the responsibility of the host system to keep the transmit FIFO from underrunning.

In half-duplex mode, the MAC handles the collisions in accordance with *IEEE* 802.3u. The MAC controller preserves the first 64 bytes of data in the transmit FIFO so that, if there is a collision during the transmission of these bytes, the MAC can retransmit the frame without the host system having to reload the FIFO. If a collision occurs after 64 bytes have been transmitted, the transmission is aborted due to a late collision and an interrupt is generated if it is not masked.

The **CRC** is automatically appended at the end of the data packet and transmitted. An interrupt will be generated at the end of a packet transmission to notify the processor about the successful or unsuccessful packet transmission. If the interrupt is masked, then the host should monitor the **MAC transmit status register** (see Table 96 on page 116) to determine when the transmitter is finished with the packet transmission.

### 10.4 MAC Receiver

The programmer sets up the *IPT\_ARM* to receive Ethernet packets by programming the **MAC controller setup register** (see Table 78 on page 106) and address matching registers to determine which packets to accept and to set up the circular input buffer in the *IPT\_ARM* DMA block. If the receiver is enabled the incoming packets are accepted and stored if they match the receive criteria.

The MAC can operate in a hardware flow control environment. When operating in full-duplex mode, if a pause frame is received, the MAC controller waits for the time the sender wishes the MAC not to transmit. In addition, the MAC controller also monitors the presence of VLAN type1 and type2 fields. If one of them is present, the maximum legal frame length is extended.

An interrupt will be generated (if enabled) on a successful or unsuccessful packet reception and the status and byte count of the received packet will be placed in the receive control FIFO. This information can be used by the programmer to determine the amount of data written into the DMA input circular buffer and to determine the validity of this data.

#### 10.4.1 Address Matching Registers

The *IPT\_ARM* has the capability of storing only those packets that meet predefined destination address criteria programmed in 32 pairs of address match memory locations. Address match memory location 0 (memory locations 0XE001 0B00 and 0XE001 0B04) should be programmed with the endpoint's MAC address (the low-order 32 bits of the MAC address go in 0XE001 0B00 and the high-order 16 bits go in the least significant 16 bits of 0XE001 0B04). When the MAC receiver is not in promiscuous mode (**PROMM** = 0), received unicast packets will only be written to the MAC receive FIFO if their destination addresses match the 48-bit value stored in address match memory location 0.

Address match memory locations 1 to 31 (locations 0XE001 0B08 to 0XE001 0BFC) can be used to store up to 31 multicast addresses. These locations are paired in the same way that address match memory location 1 is; the low-order 32 bits of the multicast address go in the first memory location of the pair and the high-order 16 bits go in the least significant 16 bits of the second memory location of the pair. When the MAC receiver is not in the store-all multicast packets mode (**SAMUL** = 0, see Table 78 on page 106), received multicast packets will only be written to the MAC receive FIFO if their destination addresses match one of the thirty-one 48-bit values.

## 10 Ethernet 10/100 MAC (continued)

### 10.5 MAC Controller, Registers, and Counters

There are several registers and counters in the MAC controller. The registers include **control setup registers**, **control registers**, and **status registers**. There are thirty-two 48-bit address matching registers that are used to determine whether received multicast packets are stored. Location 0 in the **address match memory registers** is always reserved for the MAC's physical address. The remaining registers are used to store multicast addresses that are compared against received packet destination addresses. If there is a match, the packet is stored. If store-all multicast packets mode is selected (**SAMUL** set to 1 in the **MAC controller setup register**; see [Table 78 on page 106](#)) all multicast packets will be stored without regard to values in the **address match registers**. If promiscuous mode is selected (**PROMM** set to 1 in the **MAC controller setup register**), all packets are stored (no address matching is performed).

The counters are used to control the MDIO interface to the PHYs, assemble and send pause control frames, and recognize VLAN packets.

### 10.6 Control Frame Operation

The MAC supports control frame transmission and automatic pause control frame response for use in flow-control of full-duplex networks. In the transmit direction, the MAC can transmit control frames to the far end without having to go through the process of writing to the transmit FIFO. This is done by programming register addresses 0XE001 000C to 0XE001 002C with the control frame information and then setting the **CNTLXMIT** bit (in the **MAC controller transmit control register**) to initiate transmission.

In the receive direction, the MAC will respond to the reception of pause commands by pausing the MAC transmitter for the requested number of bit times. To enable this automatic pause response, register addresses 0XE001 000C to 0XE001 0028 must be programmed with the proper values for a pause command. See [Table 81—Table 85](#) for more information.

## 10 Ethernet 10/100 MAC (continued)

Table 77. MAC Register Map

Description	Address	R/W
MAC controller setup register (see Table 78 on page 106).	0xE001 0000	R/W
MAC packet delay alarm value (see Table 79 on page 108).	0xE001 0004	R/W
MAC controller interrupt enable register (see Table 80 on page 108).	0xE001 0008	R/W
MAC control frame destination address register (see Table 81 on page 109).	0xE001 000C:0xE001 0014	R/W
MAC control frame source address registers (see Table 82 on page 109).	0xE001 0018:0xE001 0020	R/W
MAC control frame length/type register (see Table 83 on page 110).	0xE001 0024	R/W
MAC control frame opcode register (see Table 84 on page 110).	0xE001 0028	R/W
MAC control frame data register (see Table 85 on page 111).	0xE001 002C	R/W
VLAN type1 type/length field register (see Table 86 on page 111).	0xE001 0030	R/W
VLAN type2 type/length field register (see Table 87 on page 111).	0xE001 0034	R/W
MAC transmit FIFO register (see Table 88 on page 111).	0xE001 0038	W
MAC receive FIFO register (see Table 89 on page 112).	0xE001 003C	R
MAC receive control FIFO register (see Table 90 on page 112).	0xE001 0040	R
MDIO address register (see Table 91 on page 114).	0xE001 0044	R/W
MDIO data register (see Table 92 on page 114).	0xE001 0048	R/W
Reserved.	0xE001 004C:0xE001 01FC	—
PHY powerdown register (see Table 93 on page 115).	0xE001 0200	R/W
Reserved.	0xE001 0204:0xE001 07FC	—
MAC controller transmit control register (see Table 94 on page 115).	0xE001 0800	R/W
MAC controller transmit start register (see Table 95 on page 116).	0xE001 0804	R/W
MAC transmit status register (see Table 96 on page 116).	0xE001 0808	R
MAC collision counter (see Table 97 on page 118).	0xE001 080C	R
MAC packet delay counter (see Table 98 on page 118).	0xE001 0810	R
MAC transmitted packet counter (see Table 99 on page 118).	0xE001 0814	R/W
MAC transmitted single collision counter (see Table 100 on page 118).	0xE001 0818	R/W
MAC transmitted multiple collision counter (see Table 101 on page 119).	0xE001 081C	R/W
MAC excess collision counter (see Table 102 on page 119).	0xE001 0820	R/W
MAC packet deferred counter (see Table 103 on page 119).	0xE001 0824	R/W
Reserved.	0xE001 0828:0xE001 09FC	—
MAC controller receive control register (see Table 104 on page 119).	0xE001 0A00	R/W
Reserved.	0xE001 0A04:0xE001 0AFC	—
Address match memory location 0—low-order 32 bits (physical address).	0xE001 0B00	R/W
Address match memory location 0—high-order 16 bits (physical address).	0xE001 0B04	R/W
Address match memory locations 1 through 31 (multicast address). These locations are arranged in pairs in the same manner as address match memory location 0. The first memory location of each pair holds the low-order 32 bits of the multicast address, and the second least significant 16 bits hold the high-order 16 bits of the multicast address.	0xE001 0B08:0xE001 0BFC	R/W
MAC FIFO status register (see Table 105 on page 120).	0xE001 0C00	R
MAC controller interrupt status register (see Table 106 on page 120).	0xE001 0C04	RO/ ROL*

\* Read-only latch, ROL. A read-only latch is similar to a read-only field (RO), except that once it is set, it stays set regardless of the state of any event that set it in the first place. It can only be reset by the microprocessor writing a 1 to the bit. Note that the microprocessor writing a 0 to an ROL has no effect at all.

## 10 Ethernet 10/100 MAC (continued)

### 10.7 Register Descriptions

#### 10.7.1 MAC Controller Setup Register

The **MAC controller setup register** is used to set up MAC control bits. The transmit and receive state machines are reset with the appropriate reset bits. The transmit and receive enable bits must be set for the MAC controller to send or receive data from the MAC and FIFOs.

**Table 78. MAC Controller Setup Register**

Address 0xE001 0000							
Bit #	15:14	13	12	11	10	9	8
Name	SPEED_SEL	SBCSTP	SAMUL	PROMM	TMODE	INVCRC	BSEL
Bit #	7	6	5	4	3:2	1:0	—
Name	DEFER	ISQE	MFDUP	APDCRC	RETRY[1:0]	PREAMBLE[1:0]	—
Bit #	Name	Description					
15:14	SPEED_SEL	MDC rate of PCLK (system clock). MDC is the management data clock for the PHYs. The MDC rate must be kept below 6.25 MHz, therefore, <b>SPEED_SEL</b> should be programmed accordingly. For example: if PCLK is 57 MHz, <b>MDC</b> = PCLK/8 = 7.125 MHz, ( <b>SPEED_SEL</b> = 11) is an invalid setting and <b>SPEED_SEL</b> = 00, 01 or 10 should be used. 00 MDC = PCLK/64 01 MDC = PCLK/32 10 MDC = PCLK/16 11 MDC = PCLK/8					
13	SBCSTP	Store broadcast packets.  If 1, all broadcast packets are stored. If 0, no broadcast packets are stored.					
12	SAMUL	Store all multicast packets. Indicates that all multicast packets should be stored.					
11	PROMM	Promiscuous mode. When 1, this indicates all packets should be received without address matching.					
10	TMODE	Reserved for factory testing. This should be programmed to 0.					
9	INVCRC	Invert <b>CRC</b> (active-high). Used to invert the polarity of the 32-bit <b>CRC</b> polynomial. The normal <b>CRC</b> is inverted prior to transmission.  If <b>INVCRC</b> is high, the normal <b>CRC</b> is reinverted prior to sending, forcing a <b>CRC</b> error.					
8	BSEL	Backoff select (active-low). Used to control whether the binary backoff algorithm is used during collision handling.  If <b>BSEL</b> is high, the backoff algorithm is not used. The transmitter jams for 32 <b>TX_CLK</b> cycles and attempts to retransmit after 96 bit times (normal IFG).  If <b>BSEL</b> is low, the transmitter follows the normal binary backoff algorithm following a collision.					
7	DEFER	Defer (active-high). Used to force the transmitter to abort a transmission attempt if it has deferred for more than 24,288 <b>TX_CLK</b> cycles. Deferring starts when the transmitter is ready to transmit, but is prevented from doing so because <b>CRS</b> is active. Defer time is not cumulative. If the transmitter defers for 10,000 bit times, then transmits, collides, backs off, and then has to defer again after completion of backoff, the deferral timer resets to 0 and restarts.  If <b>DEFER</b> is low, the transmitter defers indefinitely.					

10 Ethernet 10/100 MAC (continued)

Table 78. MAC Controller Setup Register (continued)

Bit #	Name	Description															
6	ISQE	Ignore <b>SQE</b> test. Used to ignore the <b>SQE</b> signal from the PHY during the first 64 bit times of interframe gap.  If high, the <b>SQE</b> error flag will not be set.															
5	MFDUP	MAC full duplex (active-high). Used to control half- or full-duplex operation.  When <b>MFDUP</b> is low, the <b>COL</b> input is monitored and the binary backoff algorithm is employed if collisions occur during transmission.  When <b>MFDUP</b> is low and <b>CRS</b> is asserted while the MAC's own packet is being transmitted, the receiver is not enabled since the received packet is the MAC's own transmitted packet.  When <b>MFDUP</b> is high, all packets are received regardless of the status of the transmitter.															
4	APDCRC	Append CRC (active-high). Used to control if a 32-bit <b>CRC</b> polynomial is appended to the end of transmitted packet.  If high, the <b>CRC</b> is appended.															
3:2	RETRY[1:0]	Retry. Used to control the total number of attempts (initial + retries after collision) the MAC makes to transmit a packet. The total attempts follow the table below:  <table border="1"> <thead> <tr> <th>RETRY1</th> <th>RETRY0</th> <th>ATTEMPTS</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>16</td> </tr> <tr> <td>0</td> <td>1</td> <td>8</td> </tr> <tr> <td>1</td> <td>0</td> <td>4</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	RETRY1	RETRY0	ATTEMPTS	0	0	16	0	1	8	1	0	4	1	1	1
RETRY1	RETRY0	ATTEMPTS															
0	0	16															
0	1	8															
1	0	4															
1	1	1															
1:0	PREAMBLE[1:0]	Preamble. Used to control the number of preamble bits that will be transmitted before the start of frame delimiter.  <table border="1"> <thead> <tr> <th>PREAMBLE1</th> <th>PREAMBLE0</th> <th>PREAMBLE</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>56 bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>48 bits</td> </tr> <tr> <td>1</td> <td>0</td> <td>40 bits</td> </tr> <tr> <td>1</td> <td>1</td> <td>8 bits</td> </tr> </tbody> </table>	PREAMBLE1	PREAMBLE0	PREAMBLE	0	0	56 bits	0	1	48 bits	1	0	40 bits	1	1	8 bits
PREAMBLE1	PREAMBLE0	PREAMBLE															
0	0	56 bits															
0	1	48 bits															
1	0	40 bits															
1	1	8 bits															

## 10 Ethernet 10/100 MAC (continued)

### 10.7.2 MAC Packet Delay Alarm Value Register

Table 79. MAC Packet Delay Alarm Value Register

Address 0xE001 0004		
Bit #	31:0	
Name	ALARMVALUE	
Bit #	Name	Description
31:0	ALARMVALUE	Alarm value. This 32-bit register is a late transmit limit value. If the packet delay count value reaches this limit, the late packet bit is set in the <b>MAC transmit status register</b> (see Table 96 on page 116) if enabled in the <b>MAC controller transmit control register</b> (see Table 94 on page 115).  An interrupt will be generated when the late status bit is set, if enabled.

### 10.7.3 MAC Controller Interrupt Enable Register

Table 80. MAC Controller Interrupt Enable Register

Address 0xE001 0008								
Bit #	15	14	13	12	11	10	9	8
Name	RSGPI	RSBPI	RSVD	RSVD	DFOVR	CFOVR	CFF	CFNE
Bit #	7	6	5	4	3	2	1	0
Name	TGPI	RSVD	TPLI	ECI	LCI	EXDEFI	EXCOLI	DFUND
Bit #	Name	Description						
15	RSGPI	Good packet interrupt enable. Received and stored good packet interrupt enable.						
14	RSBPI	Bad packet interrupt enable. Received and stored bad packet interrupt enable.						
13:12	RSVD	Reserved.						
11	DFOVR	Data FIFO overflow. Receive data FIFO overflow interrupt enable.						
10	CFOVR	Control FIFO overflow. Receive control FIFO overflow interrupt enable.						
9	CFF	Control FIFO full. Receive control FIFO full interrupt enable.						
8	CFNE	Control FIFO not empty. Receive control FIFO not empty.						
7	TGPI	Transmitted good packet interrupt. Transmitted good packet interrupt enable.						
6	RSVD	Reserved.						
5	TPLI	Transmit packet late interrupt. Transmit packet late interrupt enable.						
4	ECI	Early collision. Early collision detect interrupt enable.						
3	LCI	Late collision. Late collision detect interrupt enable.						
2	EXDEFI	Excess deferral. Excess deferral interrupt enable.						
1	EXCOLI	Excess collision. Excess collision interrupt enable.						
0	DFUND	Transmit data FIFO. Transmit data FIFO data underrun interrupt enable.						

## 10 Ethernet 10/100 MAC (continued)

### 10.7.4 MAC Control Frame Destination Address Registers

Table 81. MAC Control Frame Destination Address Registers

Addresses 0xE001 000C:0xE001 0014		
Bit #	47:0	
Name	CDEST	
Bit #	Name	Description
47:0	CDEST	<p>Control frame destination address. This is a 48-bit reserved multicast address register for control frames.</p> <p>When transmitting a MAC control frame, these bits will be used as the destination address field of the outgoing frame. See the <b>CNTLXMIT</b> bit description in <a href="#">Table 95 on page 116</a>.</p> <p>When receiving a MAC control frame, these bits will be compared against the destination address field of the incoming frame. If the received frame is a pause control frame, the IPT_ARM MAC will automatically pause transmitter activity for the required number of bit times.</p> <p>The required values for automatic pause response are:</p> <p>0xE001 000C:0x0180 0xE001 0010:0xC200 0xE001 0014:0x0001</p> <p>These bits are only valid for full-duplex mode.</p>

### 10.7.5 MAC Control Frame Source Address Registers

Table 82. MAC Control Frame Source Address Registers

Addresses 0xE001 0018:0xE001 0020		
Bit #	47:0	
Name	CSOURCE	
Bit #	Name	Description
47:0	CSOURCE	<p>Control frame source address. This is a 48-bit individual address register of the station sending the frame.</p> <p>When transmitting a MAC control frame, these bits will be used as the source address field of the outgoing frame. See the <b>CNTLXMIT</b> bit description in <a href="#">Table 95 on page 116</a>.</p>

## 10 Ethernet 10/100 MAC (continued)

### 10.7.6 MAC Control Frame Length/Type Register

Table 83. MAC Control Frame Length/Type Register

Address 0xE001 0024		
Bit #	15:0	
Name	CTYPE	
Bit #	Name	Description
15:0	CTYPE	<p>Control frame length/type. This is the assigned 2-octet length/type field of a MAC control frame.</p> <p>When transmitting a MAC control frame, these bits will be used as the length/type field of the outgoing frame. See the <b>CNTLXMIT</b> bit description in <a href="#">Table 95 on page 116</a>.</p> <p>When receiving a MAC control frame, these bits will be compared against the length/type field of the incoming frame. If the received frame is a pause control frame and these bits have been programmed to the proper values for a pause frame, the IPT_ARM MAC will automatically pause transmitter activity for the required number of bit times. The required values for automatic pause response are: 0xE001 0024:0x8808.</p>

### 10.7.7 MAC Control Frame Opcode Register

Table 84. MAC Control Frame Opcode Register

Address 0xE001 0028		
Bit #	15:0	
Name	COPCODE	
Bit #	Name	Description
15:0	COPCODE	<p>Control frame opcode. This is the 2-octet MAC control opcode field indicating the MAC control function.</p> <p>When transmitting a MAC control frame, these bits will be used as the opcode field of the outgoing frame. See the <b>CNTLXMIT</b> bit description in <a href="#">Table 95 on page 116</a>.</p> <p>When receiving a MAC control frame, these bits will be compared against the opcode field of the incoming frame. If the received frame is a pause control frame and these bits have been programmed to the proper values for a pause frame, the IPT_ARM MAC will automatically pause transmitter activity for the required number of bit times. The required values for automatic pause response are: 0xE001 0028:0x0001.</p>



## 10 Ethernet 10/100 MAC (continued)

### 10.7.8 MAC Control Frame Data Register

Table 85. MAC Control Frame Data Register

Address 0xE001 002C		
Bit #	15:0	
Name	CPARAM	
Bit #	Name	Description
15:0	CPARAM	MAC control parameters. Two octets hold MAC control opcodes specific parameters.  When transmitting a MAC control frame, these bits will be used as the least significant two bytes of the data field of the outgoing frame. See the <b>CNTLXMIT</b> bit description in <a href="#">Table 95 on page 116</a> .

### 10.7.9 VLAN Type1 Type/Length Field Register

Table 86. VLAN Type1 Type/Length Field Register

Address 0xE001 0030		
Bit #	31:16	15:0
Name	RSVD	TYPE [15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	TYPE[15:0]	VLAN type1 (read/write). VLAN type1 type/length field value.

### 10.7.10 VLAN Type2 Type/Length Field Register

Table 87. VLAN Type2 Type/Length Field Register

Address 0xE001 0034		
Bit #	31:16	15:0
Name	RSVD	TYPE [15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	TYPE[15:0]	VLAN type2 (read/write). VLAN type2 type/length field value.

### 10.7.11 MAC Transmit FIFO Register

Table 88. MAC Transmit FIFO Register

Address 0xE001 0038		
Bit #	31:0	
Name	DATA	
Bit #	Name	Description
31:0	DATA	Data (Write only). 32-bit data written to this FIFO is transmitted out, LSB first.

## 10 Ethernet 10/100 MAC (continued)

### 10.7.12 MAC Receive FIFO Register

Table 89. MAC Receive FIFO Register

Address 0xE001 003C		
Bit #	31:0	
Name	DATA	
Bit #	Name	Description
31:0	DATA	Data (read-only). Data received into this register, LSB first.

### 10.7.13 MAC Receive Control FIFO Register

This register is used to access the status words in the receive control FIFO. Each status word has the format shown in Table 90.

Table 90. MAC Receive Control FIFO Register

Address 0xE001 0040						
Bit #	31	30	29	28	27	26
Name	IFG	RXJAB	FAE	CRC	RUNT	FRAG
Bit #	25	24	23	22	21	20
Name	LONG	PHYS	MULT	BROAD	RCNTRL	RUNSUP
Bit #	19	18	17	16	15:0	—
Name	RPAUSE	RX_VLAN2	RX_VLAN1	RXEROUT	RXCOUNT	—
Bit #	Name	Description				
31	IFG	Short IFG (active-high). Indicates that the interframe gap prior to the start of the packet was less than 76 bit times. Valid on the positive edge of <b>RX_CLK</b> .				
30	RXJAB	Receive jabber error (active-high). Indicates that the receive packet length was greater than 1518 bytes, and that the packet had a bad <b>CRC</b> or <b>FAE</b> . Valid on the positive edge of <b>RX_CLK</b> .				
29	FAE	Frame alignment error (active-high). Indicates a packet was received with a frame alignment error. An <b>FAE</b> occurs when the resultant remainder from the division between the number of bits in a frame and eight is nonzero (nonintegral number of octets), the <b>CRC</b> is invalid, and the octet counters are greater than or equal to 64 and less than or equal to 1518. Valid on the positive edge of <b>RX_CLK</b> . Dribble bits have no effect.				
28	CRC	CRC error (active-high). Indicates a packet was received with a bit count having a mod 8 remainder equal to 0 (integral number of octets), and that the packet had an incorrect <b>CRC</b> . Valid on the positive edge of <b>RX_CLK</b> .				
27	RUNT	Runt packet (active-high). Indicates a packet was received with a byte count (including <b>CRC</b> ) <64, and the packet had a good <b>CRC</b> . Valid on the positive edge of <b>RX_CLK</b> .				
26	FRAG	Fragment (active-high). Indicates a packet was received with a byte count (including <b>CRC</b> ) <64, and the packet had a bad <b>CRC</b> or <b>FAE</b> . Valid on the positive edge of <b>RX_CLK</b> .				

## 10 Ethernet 10/100 MAC (continued)

Table 90. MAC Receive Control FIFO Register (continued)

Bit #	Name	Description
25	LONG	Frame long error (active-high). Indicates that the received packet's length was greater than 1518 bytes, and the packet had good <b>CRC</b> .  Valid on the positive edge of <b>RX_CLK</b> .
24	PHYS	Received physical address (active-high). Indicates that the first bit of the received packet was 0, and that at least 6 bytes of data were received.  Valid on the positive edge of <b>RX_CLK</b> .
23	MULT	Received multicast address. Indicates that the first bit of the received packet was 1, all address bits were not 1, and that at least 6 bytes of data were received.  Valid on the positive edge of <b>RX_CLK</b> .
22	BROAD	Received broadcast address. Indicates that all 48 address bits of a received frame are 1.  Valid on the positive edge of <b>RX_CLK</b> .
21	RCNTRL	MAC control frame received. Indicates that the last packet received was a valid MAC control frame.  Valid on the positive edge of <b>RX_CLK</b> .
20	RUNSUP	Unsupported opcode received. Indicates that the last MAC control frame received had an unsupported opcode.  Valid on the positive edge of <b>RX_CLK</b> .
19	RPAUSE	PAUSE frames received. Indicates that the last control frame received has a multicast address, length/type field, and opcode for the pause operation.  Valid on the positive edge of <b>RX_CLK</b> .
18	RX_VLAN2	VLAN type2 frame. When this signal is set, the current reception is tagged with a VLAN type2 ID. The thirteenth and fourteenth bytes at the frame are compared to the <b>VLAN type2 type/length field register</b> .  This signal is set if there is a nonzero match.
17	RX_VLAN1	VLAN type1 frame. When this signal is set, the current reception is tagged with a VLAN type1 ID. The thirteenth and fourteenth bytes at the frame are compared to the <b>VLAN type1 type/length field register</b> .  This signal is set if there is a nonzero match.
16	RXEROUT	Receive error output (active-high). Active from <b>RXEOP</b> of an incoming frame to <b>RXSOP</b> of the next frame, synchronous with <b>RXC</b> . <b>RXEOP</b> can be used to strobe <b>RXEROUT</b> . <b>RXEROUT</b> will activate if the <b>RX_ERR</b> input from the MII activates for one or more clocks while <b>RX_DV</b> is high.
15:0	RXCOUNT	Receive byte count. Receive byte count at end of packet.  Read-only.

## 10 Ethernet 10/100 MAC (continued)

### 10.7.14 MDIO Address Register

This register is written with the address of the PHY and a specific register within the PHY to initiate a PHY register read or write operation.

Table 91. MDIO Address Register

Address 0xE001 0044							
Bit #	15	14	13	12	11	10	9
Name	PHY4	PHY3	PHY2	PHY1	PHY0	REG4	REG3
Bit #	8	7	6	5:2	1	0	—
Name	REG2	REG1	REG0	RSVD	WRITE	BUSY	—
Bit #	Name	Description					
15:11	PHY[4:0]	PHY address. These bits tell which of the 32 possible PHY devices are being accessed.					
10:6	REG[4:0]	MII register. These bits select the desired MII register in the selected PHY device.					
5:2	RSVD	Reserved. These bits are reserved and must be set to 0.					
1	WRITE	MII write. Setting this bit tells the PHY that this will be a write operation using the <b>MII data register</b> . If this bit is not set, this will be a read operation, placing the data in the <b>MII data register</b> .					
0	BUSY	MII busy. This bit should read a logic 0 before writing to the MII address and <b>MII data registers</b> . During a <b>MII register</b> access, this bit will then be set to signify that a read or write is in progress. The <b>MII data register</b> should be kept valid until this bit is cleared during a PHY write operation. The <b>MII data register</b> is invalid until this bit is cleared by the MAC during a PHY read operation. The <b>MII address register</b> should not be written to until this bit is cleared.  This bit is read-only.					

### 10.7.15 MDIO Data Register

Table 92. MDIO Data Register

Address 0xE001 0048		
Bit #	15:0	
Name	DATA 15:0	
Bit #	Name	Description
15:0	DATA[15:0]	MDIO data. 16-bit data value read from the PHY after a MDIO read operation. 16-bit data value to be written to the PHY before a MDIO write operation.

## 10 Ethernet 10/100 MAC (continued)

### 10.7.16 MAC PHY Powerdown Register

Table 93. MAC PHY Powerdown Register

Address 0xE001 0200				
Bit #	31:2		1	0
Name	RSVD		PHY1	PHY0
Bit #	Name	Description		
31:2	RSVD	Reserved.		
1	PHY1	PHY1. Read/write. If 1, power down. Default = 1.		
0	PHY0	PHY0. Read/write. Default = 0.		

### 10.7.17 MAC Controller Transmit Control Register

Table 94. MAC Controller Transmit Control Register

Address 0xE001 0800								
Bit #	15	14	5	4	3	2	1	0
Name	RXMT	RRND	TRME	TLME	CNTLXMIT	TXABORT	RESTARTFIFO	RSTFIFO
Bit #	Name	Description						
15	RXMT	Reset transmit. Must be written to 0 before attempting to use transmitter.						
14	RRND	Reset random counter (write 1, then write 0).						
5	TRME	Transmitter enable. Set to 1 to enable transmission of packets.						
4	TLME	Transmitter late mode enable. When set to 1, an internal late counter counts the number of transmit clocks from transmit start until the packet is sent or transmission is halted. If the late counter matches the late alarm value ( <b>ALARMVALUE</b> ; see <a href="#">Table 79 on page 108</a> ) an interrupt will be generated if enabled. This allows the processor to know when real time packets are no longer meaningful due to excessive transmission delay.						
3	CNTLXMIT	Control transmit request. When this bit is set, the MAC control frame programmed in register addresses 0xE001 0014 to 0XE001 002C will be transmitted.  This bit is self-clearing.						
2	TXABORT	Transmit abort (active-high). Used to stop a transmission ungracefully. The transmitter immediately terminates a transmission if this input is set. <b>TXABRT</b> should be held high for two or more <b>TX_CLK</b> cycles. When a packet is aborted during preamble, the preamble is completed and the <b>APNDCRC</b> and <b>INVCRC</b> inputs are followed. If <b>TXABORT</b> is activated during transmission, transmission immediately stops, and the <b>APNDCRC</b> and <b>INVCRC</b> inputs are followed.  This bit is held high for two <b>TX_CLK</b> cycles, then self-clears.						
1	RESTARTFIFO	Restart FIFO. This bit only resets the read pointer of the transmit FIFO.						
0	RSTFIFO	Reset FIFO. This bit resets both the read and write pointers of the transmit FIFO.						

## 10 Ethernet 10/100 MAC (continued)

### 10.7.18 MAC Controller Transmit Start Register

Table 95. MAC Controller Transmit Start Register

Address 0xE001 0804		
Bit #	15	14:0
Name	START	COUNT
Bit #	Name	Description
15	START	Start bit. The MAC controller starts attempting to transmit a packet when set. This bit is reset by the MAC controller when packet transmission is terminated.
14:0	COUNT	Count value. The 15-bit value is the number of bytes to be transmitted, not including the <b>CRC</b> .

### 10.7.19 MAC Transmit Status Register

Table 96. MAC Transmit Status Register

Address 0xE001 0808								
Bit #	15	14	13	12	11	10	9	8
Name	EXDEF	DEF	SCOL	MCOL	CERR	COLDET	LCRS	ABORTED
Bit #	7	6	5	4	3	2	1	0
Name	LATE	TCNTRL	SQEFAIL	PAUSEACTIVE	TX_VLAN2	TX_VLAN1	TXBROAD	TXMULT
Bit #	Name	Description						
15	EXDEF	Excessive deferral (active-high). Indicates transmission ended because of waiting for more than 24,288 bit times for the medium to become not busy.  Valid on the positive edge of <b>TX_CLK</b> . The assertion of this bit is temporary.						
14	DEF	Deferral (active-high). Indicates that a transmission was deferred for one bit time to 24,288 bit times during transmission.  Valid on the positive edge of <b>TX_CLK</b> .						
13	SCOL	Single collision (active-high). Indicates that there was one collision during transmission of the previous packet.  Valid on the positive edge of <b>TX_CLK</b> .						
12	MCOL	Multiple collisions (active-high). Indicates that there was more than one collision during the transmission of the previous packet.  Valid on the positive edge of <b>TX_CLK</b> .						
11	CERR	Collision error (active-high). Indicates that the previous transmission was stopped because of excessive collisions as allowed by the <b>RETRY[1:0]</b> inputs. <b>SCOL</b> and <b>MCOL</b> are also valid if <b>CERR</b> is active.  Valid on the positive edge of <b>TX_CLK</b> .						
10	COLDET	Collision detected (active-high). Indicates that a collision has been detected. This signal is active from the time of a collision until the completion of the 32-bit jam sequence. The <b>COL</b> signal is monitored only when the transmitter is actively transmitting data. This signal is temporary; it may not be held long.  Valid on the positive edge of <b>TX_CLK</b> .						

## 10 Ethernet 10/100 MAC (continued)

Table 96. MAC Transmit Status Register (continued)

Bit #	Name	Description
9	LCRS	Loss of carrier (active-high). Indicates that the <b>CRS</b> input was inactive for one or more bit times while the transmitter is active and in half-duplex.  Valid on the positive edge of <b>TX_CLK</b> .
8	ABORTED	Transmission aborted (active-high). Indicates that a transmission has been aborted before completion. This signal is cleared prior to the start of the next packet.  Valid on the positive edge of <b>TX_CLK</b> .
7	LATE	Late collision (active-high). Indicates that a collision occurred more than 512 bit times from the start of a transmission. The start of transmission is defined as the transmission of the first bit of preamble.  Valid on the positive edge of <b>TX_CLK</b> .
6	TCNTRL	MAC pause control frame transmitted. Indicates that the last packet sent was a MAC pause control frame.  Valid on the positive edge of <b>TX_CLK</b> .
5	SQEFAIL	SQE test failed (active-high). Indicates that a <b>COL</b> signal was not detected during the first 6.4 $\mu$ s of interframe gap following a transmit attempt. <b>SQE</b> is inactive if the <b>ISQE</b> input is high. This signal is only useful during test.  Valid on the positive edge of <b>TX_CLK</b> .
4	PAUSEACTIVE	Pause active (active-high). Active while the transmitter is blocked from transmitting after the reception of a pause command.  This output is synchronous with <b>TXC</b> .
3	TX_VLAN2	VLAN type2 frame. When this signal is set, the current transmission is tagged with a VLAN type2 ID. The thirteenth and fourteenth bytes at the frame are compared to the <b>VLAN type2 type/length field register</b> .  This signal is set if there is a nonzero match.
2	TX_VLAN1	VLAN type1 frame. When this signal is set, the current transmission is tagged with a VLAN type1 ID. The thirteenth and fourteenth bytes at the frame are compared to the <b>VLAN type1 type/length field register</b> .  This signal is set if there is a nonzero match.
1	TXBROAD	Transmit broadcast (active-high). Active from <b>TXEOP (FCEOP)</b> to <b>TXSOP (FCSOP)</b> of the following frame, synchronous with <b>TXC</b> . <b>TXEOP</b> can be used to strobe <b>TXBROAD</b> .  <b>TXBROAD</b> is active if the transmitted frame has a destination address of all ones.
0	TXMULT	Transmit multicast (active-high). Active from <b>TXEOP (FCEOP)</b> to <b>TXSOP (FCSOP)</b> of the following frame, synchronous with <b>TXC</b> . <b>TXEOP</b> can be used to strobe <b>TXMULT</b> .  <b>TXMULT</b> is active if the transmitted frame has a destination address with the first transmitted address bit a 1, and at least one of the following 47 address bits a 0.

## 10 Ethernet 10/100 MAC (continued)

### 10.7.20 MAC Collision Counter

Table 97. MAC Collision Counter

Address 0xE001 080C		
Bit #	31:5	4:0
Name	RSVD	COLCOUNT
Bit #	Name	Description
31:5	RSVD	Reserved.
4:0	COLCOUNT	Collision count. Counts collisions on a transmission attempt. Cleared on the next transmission.  Read-only.

### 10.7.21 MAC Packet Delay Counter

Table 98. MAC Packet Delay Counter

Address 0xE001 0810		
Bit #	31:0	
Name	PDELCOUNT	
Bit #	Name	Description
31:0	PDELCOUNT	Packet delay count value. The 32-bit value is a running counter of the number of transmit clocks from the time the transmit start bit is set until the packet has finished being transmitted.  This counter is reset to 0 when the transmit start bit is set.

### 10.7.22 MAC Transmitted Packet Counter

Table 99. MAC Transmitted Packet Counter

Address 0xE001 0814		
Bit #	15:0	
Name	TXPCOUNT	
Bit #	Name	Description
15:0	TXPCOUNT	TX packet count value. The 16-bit value is a running counter of all packets transmitted.

### 10.7.23 MAC Transmitted Single Collision Counter

Table 100. MAC Transmitted Single Collision Counter

Address 0xE001 0818		
Bit #	15:0	
Name	TXSCOLCOUNT	
Bit #	Name	Description
15:0	TXSCOLCOUNT	TX single collision count value. The 16-bit value is a running counter of all packets transmitted with a single collision.



## 10 Ethernet 10/100 MAC (continued)

### 10.7.24 MAC Transmitted Multiple Collision Counter

Table 101. MAC Transmitted Multiple Collision Counter

Address 0xE001 081C		
Bit #	15:0	
Name	TXMCOUNT	
Bit #	Name	Description
15:0	TXMCOLCOUNT	TX multiple collision count value. The 16-bit value is a running counter of all packets transmitted with multiple collisions.

### 10.7.25 MAC Excess Collision Counter

Table 102. MAC Excess Collision Counter

Address 0xE001 0820		
Bit #	15:0	
Name	EXCOLCOUNT	
Bit #	Name	Description
15:0	EXCOLCOUNT	Excess collision count value. The 16-bit value is a running counter of all packets that are terminated due to excess collisions.

### 10.7.26 MAC Packet Deferred Counter

Table 103. MAC Packet Deferred Counter

Address 0xE001 0824		
Bit #	15:0	
Name	PDEFPCOUNT	
Bit #	Name	Description
15:0	PDEFPCOUNT	Packet deferred count value. The 16-bit value is a running counter of all packets that are terminated due to excess deferral.

### 10.7.27 MAC Controller Receive Control Register

Table 104. MAC Controller Receive Control Register

Address 0xE001 0A00		
Bit #	1	0
Name	RRCV	RCVE
Bit #	Name	Description
1	RRCV	Reset receive. Resets MAC receiver state machines. Must be written to 0 to remove reset.
0	RCVE	Receiver enable. Set to 1 to enable reception and storage of packets.

## 10 Ethernet 10/100 MAC (continued)

### 10.7.28 MAC FIFO Status Register

Table 105. MAC FIFO Status Register

Address 0xE001 0C00						
<b>Bit #</b>	11	10	9	8	7	6
<b>Name</b>	CFF	RSVD	CFE	CFOVR	RFF	RFHF
<b>Bit #</b>	5	4	3	2	1	0
<b>Name</b>	RFE	RFOVR	TFF	TFHF	TFE	TFUND
<b>Bit #</b>	<b>Name</b>	<b>Description</b>				
11	CFF	Control FIFO full.				
10	RSVD	Reserved.				
9	CFE	Control FIFO empty.				
8	CFOVR	Control FIFO overflow.				
7	RFF	Receive data FIFO full.				
6	RFHF	Receive data FIFO half full.				
5	RFE	Receive data FIFO empty.				
4	RFOVR	Receive data FIFO overflow.				
3	TFF	Transmit data FIFO full.				
2	TFHF	Transmit data FIFO half full.				
1	TFE	Transmit data FIFO empty.				
0	TFUND	Transmit data FIFO underrun.				

### 10.7.29 MAC Controller Interrupt Status Register

Table 106. MAC Controller Interrupt Status Register

Address 0xE001 0C04								
<b>Bit #</b>	15	14	13:12	11	10	9	8	7
<b>Name</b>	RSGPI	RSBPI	RSVD	DFOVR	CFOVR	CFF	CFNE	TGPI
<b>Bit #</b>	6	5	4	3	2	1	0	—
<b>Name</b>	RSVD	TPLI	ECI	LCI	EXDEFI	EXCOLI	DFUND	—
<b>Bit #</b>	<b>Name</b>	<b>Description</b>						
15*	RSGPI	Good packet interrupt. Received and stored good packet interrupt.						
14*	RSBPI	Bad packet interrupt. Received and stored bad packet interrupt.						
13:12	RSVD	Reserved.						
11*	DFOVR	Data FIFO overflow. Receive data FIFO overflow.						
10*	CFOVR	Control FIFO overflow. Receive control FIFO overflow.						
9	CFF	Control FIFO full. Receive control FIFO full. Read-only.						
8	CFNE	Control FIFO not empty. Receive control FIFO not empty. Read-only.						
7*	TGPI	Good packet interrupt. Transmitted good packet interrupt.						

\* Read-only latch, (ROL). A read-only latch is similar to a read-only (RO) field, except that once it is set, it stays set regardless of the state of any event that set it in the first place. It can only be reset by the microprocessor writing a 1 to the bit. Note that the microprocessor writing a 0 to a ROL has no effect at all.

## 10 Ethernet 10/100 MAC (continued)

Table 106. MAC Controller Interrupt Status Register (continued)

Bit #	Name	Description
6	RSVD	Reserved.
5*	TPLI	Packet late interrupt. Transmit packet late interrupt.
4*	ECI	Early collision detect. Early collision detect interrupt.
3*	LCI	Late collision. Late collision detect interrupt.
2*	EXDEFI	Excess deferral. Excess deferral interrupt.
1*	EXCOLI	Excess collision. Excess collision interrupt.
0*	DFUND	FIFO data underrun. Transmit data FIFO data underrun interrupt.

\* Read-only latch, (ROL). A read-only latch is similar to a read-only (RO) field, except that once it is set, it stays set regardless of the state of any event that set it in the first place. It can only be reset by the microprocessor writing a 1 to the bit. Note that the microprocessor writing a 0 to a ROL has no effect at all.

**Warning:** *ARM* accesses to the MAC registers within the address space 0xE001 0800—0xE001 FFFF when both Ethernet ports are down or when the repeater is disabled will generate an *ARM* data abort. The abort occurs because this register space requires clocks that are only present if link is achieved or if the repeater is used. If these registers must be accessed prior to achieving link on the Ethernet ports, the repeater should first be enabled.

## 10.8 Signal Information

### 10.8.1 MII MAC I/O Signals

Table 107. MII MAC I/O Signals

Signal	Type	Description
COL	I	Collision. Used to indicate a collision between two stations. Assumed to be active for a minimum of two <b>TX_CLK</b> cycles. <b>COL</b> is sampled during half-duplex transmit operations when <b>TXE</b> is active.
CRS	I	Carrier sense. Asynchronously asserted by the physical layer when traffic is detected on the medium.
RX_CLK	I	Receive clock. Receive clock operates at 2.5 MHz or 25 MHz. <b>RX_CLK</b> is sourced by the physical layer device.
RXD[3:0]	I	Receive data. 4-bit nibble containing received data. <b>RXD</b> is valid on the rising edge of <b>RX_CLK</b> .
RX_DV	I	Receive data valid. Used to indicate that the data on <b>RXD</b> is valid.
RX_ERR	I	Receive error. Asserted by the PHY when it has detected an error with the frame currently being received.
TX_CLK	I	Transmit clock. 2.5 MHz or 25 MHz 50% duty cycle, continuously running. <b>TX_CLK</b> clocks all transmitter and timer logic.
TXD[3:0]	O	Transmit data. 4-bit nibble with data to be transmitted.
TX_ERR	O	Transmit error. Indicates a transmit error.
TX_EN	O	Transmit enable. Indicates that the data on the <b>TXD[3:0]</b> lines is valid.
MDC	O	Management data clock. This is a 2.5 MHz (maximum) clock to exchange management data with a device on <b>MDIO</b> .
MDIO	BI	Management data. This is bidirectional management data for an external device.

**10 Ethernet 10/100 MAC** (continued)

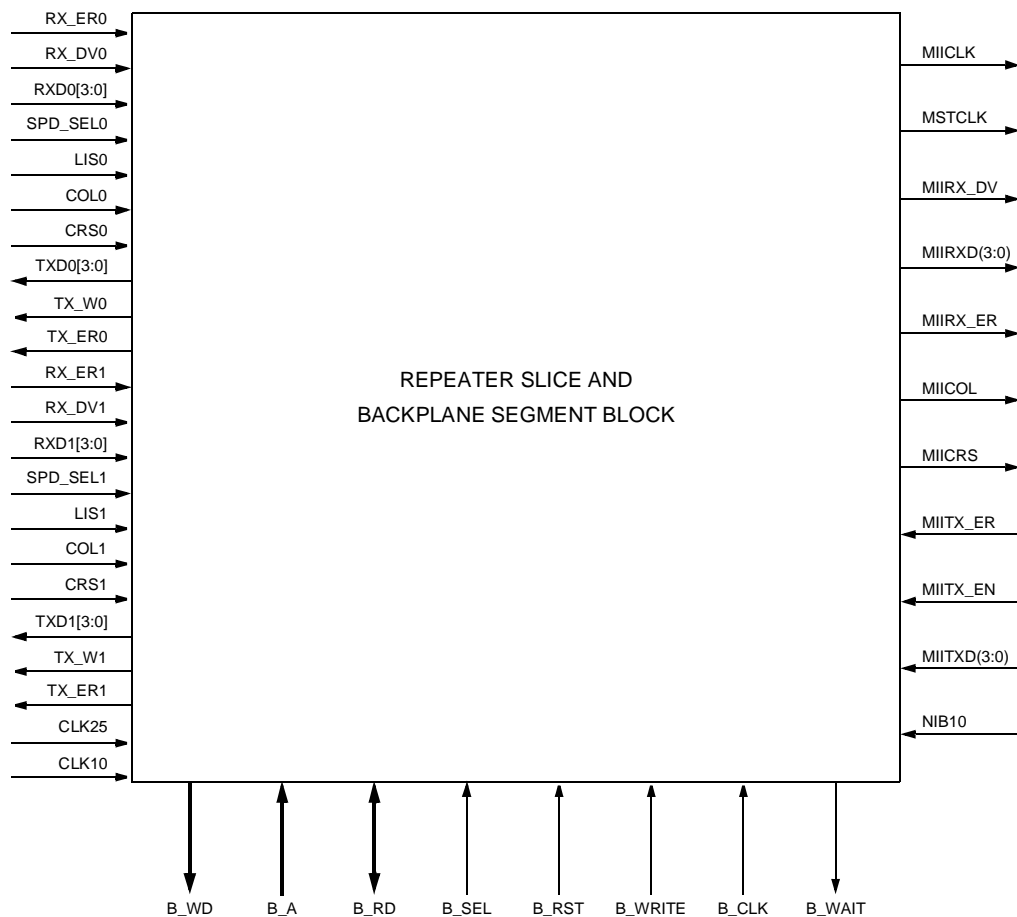
**Table 108. DMA Interface Signals**

Signal	Type	Description
TX_DMA_RDY	O	Transmit DMA ready. This signal is asserted when the TX FIFO is less than half-full. When it is asserted, DMA will transfer data from memory to the MAC TX FIFO. This signal is deasserted when the TX FIFO becomes full.
RX_DMA_RDY	O	Receive DMA ready. This signal is asserted when the RX FIFO is at or greater than half-full. MAC will transfer data from RX FIFO to memory when this signal is asserted. This signal is deasserted when the RX FIFO becomes empty or until it becomes empty at the end of packet indication.

## 11 10/100 2-Port Repeater and Backplane Segment Controller

The 10/100 2-port repeater and backplane segment controller provides the following capabilities:

- 10/100 Mbits/s operation via 25 MHz MII or 10 MHz serial PHY interface with detected speed status and automatic speed mismatch protection.
- An ARM AMBA peripheral interface to configure the internal registers.
- Supports 802.3u 1995 class I repeater specifications for 100Base-TX, -FX, and -T4.
- On-chip receive FIFO retimes data for single-clock synchronous systems.
- **VLAN** (virtual lan) using existing Ethernet frames and NICs (network interface card). The repeater slice and backplane segment allow software configuration of multiple segments so that stations can be easily segregated into individual workgroups.
- Operation at 10 Mbits/s or 100 Mbits/s on a per-port basis based on the autonegotiation scheme of the connected PHY.
- The **REPEATER BYPASS** mode (see bits 5:4 in [Table 115 on page 135](#)) connects either PHY0 or PHY1 directly to the MAC, then places the repeater and PHY1 in sleep or low-power mode.



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Figure 20. Repeater Slice and Backplane Segment Block

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.1 MII Transmit and Receive Interface

The transmit and receive interface has three major sections: the repeater slice, the PHY interface, and the backplane interface.

#### 11.1.1 Repeater Slice Interface

There is a 2-channel repeater slice: slice 0 and slice 1. Slice 0 is connected to the master PHY going to the network. The master clocks are generated from PHY 0. Slice 1 is connected to the slave PHY going to the personal computer. The repeater provides a centralized hub that retransmits incoming data simultaneously upon reception while retiming and strengthening the signal. Management software or hardware will need to ensure that the ports that feed a segment have the same speed.

The repeater core, that includes the repeater state machine, the partition state machine, and the event generator, controls data flow in both directions.

- The repeater state machine enables the device to operate properly according to the *IEEE* Standard 802.3u 1995 including collision detection and fragment extension.
- The partition state machine monitors the receive data stream for excessive and long collisions and disables receipt from the port if collision count or length thresholds are exceeded. Partitioning can be disabled by setting **DAP** of the **port configuration register 0** to 1 (see Table 117 on page 136).

#### 11.1.2 PHY Interface

In 100 Mbps mode, the PHY interface conforms to the *IEEE* 802.3 media-independent interface definition. On the receive side, **RXD<sub>x</sub>** is clocked onto the repeater slice using the recovered clock from the PHY, **RX\_CLK**, when **RX\_DV<sub>x</sub>** is asserted. It also accepts and forwards **RX\_ER<sub>x</sub>** as part of the data stream to the backplane. On the transmit side, **TXD<sub>x</sub>**, **TX\_DV<sub>x</sub>**, and **TX\_ER<sub>x</sub>** are clocked out using the 25 MHz **TX\_CLK** clock.

Alternatively, an internal 25 MHz clock can be used to transfer data and control to the PHY via a register bit in the **global configuration register** (see Table 115 on page 135). The **COL** signal from the PHY (see Table 110 on page 129) is monitored for collisions on the link, and the **CRS** signal is monitored for the presence of a received carrier.

In 10 Mbps mode, data is transferred to and from the PHY using a 7-pin serial data interface. Data and envelope information are received from the PHY on **RXD[0]** and **CRS** in combination with **RX\_CLK**, respectively. Data and envelope information are transmitted to the PHY on **TXD[0]** and **TX\_EN** with **TX\_CLK**, respectively. The 10 Mbps mode will always use the **TX\_CLK** input to transfer data to the PHY. The **COL** pin is monitored by the repeater slice for collision presence.

The repeater slice interfaces to 10 Mbps PHYs with a 7-pin serial interface, and to 100 Mbps PHYs with the standard MII interface. As previously mentioned, there is an option in 100 Mbps mode to use an internal 25 MHz clock to transfer data and control to the PHY. This is controlled via **TXCPIN** in the **global configuration register** (see Table 115 on page 135).

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

**Port configuration register** bit **CRSDELAY** (see Table 117 on page 136), sets a delay for the start of preamble regeneration from the receipt of **CRS** from the PHY. **CRSDELAY** should be set to its default value of 0x4, except for T4 applications.

Due to the variability of T4 receivers and the requirement for accurate preamble regeneration on the transmit side, the **CRSDELAY** value sets up a count between 0 and 7 for use in tweaking the start of preamble.

Depending on the phase relationship between **MAINCLK** and **RX\_CLK**, simulation may show the repeater working with a value of one less than this calculated value. This is the worst case and therefore is a proper calculation. The following formula should be used to calculate the proper value for **CRSDELAY**:

**CRSDELAY** value = [(Maximum number of preamble nibbles received from PHY) – 11] + (**CRS** to **RX\_DV** delay/40 ns rounded up)

Example 1: All 14 possible preamble nibbles are received from the PHY. The maximum delay from **CRS** active to **RX\_DV** active is 41 ns.

$$\mathbf{CRSDELAY} \text{ value} = (14 - 11) + 1 = 4$$

Example 2: A maximum of 10 of the 14 possible preamble nibbles are received from the PHY. The maximum delay from **CRS** active to **RX\_DV** active is 40 ns.

$$\mathbf{CRSDELAY} \text{ value} = (10 - 11) + 1 = 0$$

If the above calculation results in a negative number, use zero for **CRSDELAY**. If all 14 preamble nibbles are received from the PHY, the maximum **CRS** active to **RX\_DV** active allowable delay is 160 ns.

### 11.1.3 Backplane Interface

The architecture of the repeater slice requires the use of external interconnection circuitry (backplane) that must include at least a switch matrix to form a complete repeater unit. The receive path of each port of the chip is in no way coupled to the transmit path of any port as far as the data path is concerned. It is assumed that the repeater slice will interface to an external device, which in turn will be responsible for creating the collision domains to which the repeater slice repeater ports attach. The backplane segment provides this switch function.

The backplane segment contains one 10 Mb/s internal segment and one 100 Mb/s segment. Each repeater slice port feeds the 10 Mb/s or the 100 Mb/s data to the backplane segment. Optionally, the backplane segment 10 Mb/s can be converted to a 100 Mb/s segment, so that two 100 Mb/s segments exist. When the 10/100 Mb/s segment is configured for 100 Mb/s operation, there can be no 10 Mb/s segment connections since only two segments exist.

Regardless of which operating mode is selected, it is assumed that data will be looped back to all ports on the same segment, including the port that is sourcing the data. It also provides a nibble mode MAC interface for both 10 Mb/s and 100 Mb/s operations. The assignment of the port to a segment depends on the per-port **SPD\_SEL** pin.

#### 11.1.3.1 MAC Interface

The backplane segment MAC interface provides a connection to the repeater slice and backplane. In 100 Mb/s mode, the MAC interface is the nibble-wide MII interface running at 25 MHz as described in *IEEE 802.3u* 1995, section 22.

The backplane segment MAC interface looks like the PHY interface to the attached MAC device. In 10 Mb/s mode, the MAC interface is a serial NRZ interface running at 10 MHz or a nibble-wide MII interface at 2.5 MHz. The **NIB10** pin (see Figure 20 on page 123) selects the option of serial or nibble for the 10 Mb/s MAC port.

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.1.4 Receive Path

The following are the two functional blocks between the PHY MII and backplane interfaces in the receive path:

- Elasticity buffer (EB). The elasticity buffer is used to retiming the data before it is sent to the backplane. In 100 Mbps mode, the data exiting the EB is synchronous to the **MSTCLK**. In 10 Mbps mode, data is synchronized to **CLK10**.
- Receive control interface. The receive control interface provides a point of control for the repeater state machine over the received data stream.

### 11.1.5 Transmit Path

The transmit path consists of the transmit control interface that provides a point of control for the repeater state machine over the transmitted data stream. **TX\_CLK** from the PHY, or optionally an internally generated 25 MHz clock, is used to clock out data to the PHY.

## 11.2 Input Clocks

Two clocks are required to operate the backplane segment. These clocks are also required to operate the repeater slice.

- The 10 MHz clock should be phase-aligned to the repeater slice's 10 MHz clock within  $\pm 1$  ns.
- The 25 MHz clock's input must be phase-aligned to the repeater slice's 25 MHz input. The rising edge of the 25 MHz clock should not be skewed by more than  $\pm 1$  ns between the repeater slice and the backplane segment devices.

## 11.3 Repeater Slice Theory of Operation

### 11.3.1 Repeater Core

*IEEE 802.3 clause 27*, defines seven applicable state diagrams that describe the intended behavior of a 100Base-X repeater. They are the repeater core, receive, transmit, carrier integrity monitor, receive timer, partition, and repeater data handler. The repeater slice, in conjunction with the PHY and an external switch matrix, provides a complete implementation of the functionality described by these state machines.

### 11.3.2 10/100 Mbps Operation

The repeater core of the repeater slice has been designed to work at both 25 MHz and 10 MHz under control of the **SPD\_SEL** input pin (see Table 110 on page 129). Whenever the value of this pin changes, the repeater core is automatically reset and resynchronized to the new clock. This ensures that the logic returns to a known state before the start of operation at the new frequency. The repeater slice also checks the frequency of **RX\_CLK** (receive clock) to verify that it is correct for the selected speed. The detected speed is reflected in the **DS** bit of the **global port status register** (see Table 121 on page 141). The repeater slice can be configured via the **ASMP** bit of the **port configuration register 1** (see Table 118 on page 138) so that if a speed mismatch is detected, (i.e., the **DS** bit and the **SPD\_SEL** are different), the port will be isolated from the repeater.



## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.3.3 Collisions

In the transmit collision state, the repeater sends JAM. Transmit collision is entered because two or more ports on the repeater slice are active at the same time. The repeater slice enters transmit collision state when collision is asserted from the backplane. It is the responsibility of the external switch matrix to determine if two or more repeater slice ports on a segment are active and drive the collision signal. The receive collision state is entered due to a remote collision outside the repeater slice in question, causing a signal quality error (SQE) at the repeater slice without any other ports being active. In other words, the repeater slice has only one port active and it is receiving the **COL** from the PHY.

### 11.3.4 Partition and Isolate

The repeater slice has been designed to conform to the *IEEE* 802.3 standard in terms of when a port is isolated or partitioned. The device also has two optional features that may be used to enhance the basic functionality. These features are isolated due to speed mismatch and unpartition on link invalid.

#### 11.3.4.1 Partitioning

In both 10 Mbps/s and 100 Mbps/s modes, the partitioning will occur when 64 consecutive collisions have occurred.

**Note:** The repeater slice will not count late collisions as consecutive collisions. In 10 Mbps/s mode, Tw6 is 1050—1125 bit times in duration. If a collision lasts longer than the Tw6 timer, the port will be partitioned in 10 Mbps/s mode. Once partitioned, the port will not pass data onto the backplane. The port will continue to transmit data it sees on the backplane. Tw6 is not implemented for 100 Mbps/s.

A port will unpartition when a packet has been received or transmitted from the port for Tw5 = 512 bit times without colliding. The partitioning state machine will be reset when the **DAP** bit in the **port configuration register 0** (see [Table 117 on page 136](#)) is set to 1.

#### 11.3.4.2 MAU Jabber Lockup Protection (MJLP)

In 10 Mbps/s mode only, the repeater will interrupt an excessively long input by putting silence onto the backplane for a short duration. The length of the excessive input must exceed the Tw3 timer value of 4 ms—7.5 ms for the silence to be inserted. The silence is inserted for Tw4 = 97 bit times and the backplane is again driven if the excessively long packet is still present. The cycle is repeated until the receive event stops.

For example, if a packet lasts for 25 ms, a single MJLP will be tallied in the event counter, but the backplane will have three idle periods of Tw4 bit times inserted into the data.

The repeater slice does not implement MJLP from the backplane to the PHY interface. It is the responsibility of the PHY to implement a watchdog timer (jabber timer) in the transmit direction.

#### 11.3.4.3 Receive Jabber

MJLP is not implemented for 100 Mbps/s mode. Instead, the 100 Mbps/s mode implements a receive jabber (such as the repeater slice device has implemented). The receive jabber handles an excessively long receive event by simply cutting off the output to the backplane after 0.4 ms—0.75 ms. The repeater continues to keep the backplane output for that port silent until the input has gone silent (**CRS** = **RX\_DV** = 0) at which time it will again allow a new receive event to pass on to the backplane.

**Note:** The port does not repeat transmit data from the backplane when the receive jabber becomes active.

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.3.4.4 Isolate on an Incorrect Clock Frequency

The repeater slice continuously checks the frequency of the clock received from the PHY (**RX\_CLK**) using the internally generated 50 MHz clock as a timebase. The result is reflected in the **DS** and **SM** bits in the **global port status register** (see Table 121 on page 141). If the clock frequency is incorrect for the selected speed, the repeater slice can be programmed to isolate the port from the repeater slice by setting the automatic speed mismatch protection bit (**ASMP**) in the **port configuration register 1** to one (see Table 118 on page 138).

### 11.3.4.5 Automatic Speed Mismatch Protection

Once the port has been isolated due to improper speed setting, the *ARM* can be alerted by an interrupt. When the PHY returns to the selected speed, the port will return without *ARM* intervention. The speed mismatch circuit comes up from reset for proper operation based on the **SPD\_SEL** pin and assumes that the **RX\_CLK** is correct.

The detection logic looks at the **RX\_CLK** frequency (and not the data to determine if the clock is correct or not), using the criteria listed below.

- An **RX\_CLK** with a period of 60 ns or less will be detected as being a valid 25 MHz clock.
- An **RX\_CLK** with a period of 80 ns or more will be detected as being a valid 10 MHz clock. This includes an **RX\_CLK** at a dc value of 1 V or 0 V, and everything in between.
- An **RX\_CLK** with a period between 60 ns and 80 ns will result in the detection logic holding the indication for the last clock speed that was detected.

There is a 620 ns window of hysteresis in switching between indicating a valid 25 MHz clock to invalid, and from switching between indicating a valid 10 MHz clock to invalid. The repeater slice must see the newly detected clock speed for at least 620 ns before the switch is made. If the detection logic indicates an invalid **RX\_CLK** for the mode selected and the mode is changed to agree with the detected clock, the invalid indication will change immediately to valid.

### Unpartition when **LINK\_STATUS** = FAIL

In an *IEEE* 802.3 compliant system, the partition state machine for the port will not reconnect once it has partitioned unless **LINK\_STATUS** = OK were being reported. However, it is often the case that a port has partitioned because the attached cable has had its receive pair shorted to its transmit pair. In such a case, it is convenient to have the partition clear as soon as the condition is corrected, i.e., the cable is removed. To clear the partition the repeater slice has an optional mode where the partition state machine will be independent of **LINK\_STATUS** = FAIL. To enable this mode, the **ULF** bit in the **port configuration register 1** (see Table 118 on page 138) must be set to 1.

### 11.3.5 Carrier Integrity Monitor

The repeater slice contains a carrier integrity monitor (CIM) state machine that monitors **CARRIER\_STATUS**, **RXERROR\_STATUS**, and **LINK\_STATUS** variables via the **CRS**, **RX\_ER**, **LIS**, and **RX\_DV** inputs from the PHY. The CIM will isolate the port from the repeater if two consecutive false carriers (**CARRIER\_STATUS** = ON with no subsequent SSDs detected) or a single false carrier in excess of the 468—484 bit time **FALSE\_CARRIER\_TIMER** that is implemented are received.

In some applications, the PHY will contain the CIM state machine in which case the mode may be disabled by setting **CIMD** in the **port configuration register 1** to one (see Table 118 on page 138).

In cases where the PHY does not contain the CIM, it must supply the proper signaling for false carrier indication as described in *IEEE* 802.3u Table 22-2 (**RX\_DV** = 0, **RX\_ER** = 1, **RXD[3:0]** = 1110). The port will reconnect per 27.3.1.5.1 of *IEEE* 802.3.

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.4 Repeater Slice Interfaces

#### 11.4.1 Repeater Slice ARM Interface

Table 109. Repeater Slice ARM Interface

Signal	Type	Description
P_CLK	I	Peripheral clock. ARM peripheral bus clock.
P_WRITE	I	ARM read/write. Indicates which direction the data bus is in, for the current register. This signal should be driven high when reading a register and low when writing a register.
P_WAIT	O	ARM ready (active-low). This signal indicates that the repeater has latched data during a write cycle and has placed valid data onto the bus during a read cycle.
P_RST	I	Reset (active-high). Assumed to be asynchronous. Used to reset repeater core and registers.
P_A	I	ARM address bus. The address bus is used by the ARM to indicate which register is being read or written.
P_WD	I	ARM write data bus. This data bus is used by the ARM to write to registers.
P_RD	O	ARM read data bus. This data bus is used by the ARM to read from registers.

Note: For a fuller explanation and timing diagrams consult: <http://www.arm.com/Documentation/UserMans/AMBA/pdf/AMBAvD.pdf>

#### 11.4.2 Repeater Slice Interface

Table 110. Repeater Slice Interface

Signal	Type	Description
RXD(1, 0)[3:0]	I	Receive data.  In 10 Mbits/s mode, <b>RXD[0]</b> is the serial receive data from the PHY and is clocked in on the rising edge of <b>RX_CLK</b> . If <b>RXDVAV</b> is set high in the <b>port configuration register 0</b> (see Table 117 on page 136), <b>RX_DV</b> and <b>CRS</b> must be asserted for data to be accepted. If <b>RXDVAV</b> is set low in the <b>port configuration register 0</b> , only <b>CRS</b> must be asserted for data to be accepted. <b>RXD[3:1]</b> is ignored in 10 Mbits/s mode.  In 100 Mbits/s mode, <b>RXD[3:0]</b> represent the 4-bit data being received by the PHY. <b>RX_DV</b> must be asserted for data to be accepted. <b>RXD</b> is clocked into the repeater slice with the rising edge of <b>RX_CLK</b> . <b>RXD[0]</b> is the least significant bit of the nibble.
RX_DV(1,0)	I	Receive data valid.  In 10 Mbits/s mode, <b>RX_DV</b> is ignored if <b>RXDVAV</b> in the <b>port configuration register 0</b> (see Table 117 on page 136) is set low. <b>CRS</b> represents the packet envelope. If <b>RXDVAV</b> is set high, the repeater uses it to qualify <b>RXD</b> .  In 100 Mbits/s mode, <b>RX_DV</b> indicates that <b>RXD[3:0]</b> contain recovered and decoded nibbles of data from the PHY. <b>RX_DV</b> must transition synchronously with respect to the <b>RX_CLK</b> . <b>RX_DV</b> must remain asserted continuously from the first recovered nibble of the frame through the final recovered nibble and must be negated prior to the first <b>RX_CLK</b> that follows the final nibble. <b>RX_DV</b> must encompass the frame, starting no later than the start frame delimiter and excluding any end-of-frame delimiter.

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

Table 110. Repeater Slice Interface (continued)

Signal	Type	Description
RX_CLK(1,0)	I	<p>Receive clock.</p> <p>In 10 Mbits/s mode, <b>RX_CLK</b> clocks data in on <b>RXD[0]</b>. If <b>RXDVAV</b> in the <b>port configuration register 0</b> is set low and once <b>CRS</b> is asserted, <b>RX_CLK</b> should not transition until valid data is placed on <b>RXD[0]</b>. If <b>RXDVAV</b> is high, a free-running <b>RX_CLK</b> can be applied to this pin because <b>RX_DV</b> will be used to qualify <b>RXD[0]</b>. The repeater slice will not clock in <b>RXD[0]</b> when <b>CRS</b> is deasserted.</p> <p>In 100 Mbits/s mode, <b>RX_CLK</b> is a 25 MHz continuous clock that provides the timing reference for the transfer of <b>RX_DV</b>, <b>RXD [3:0]</b>, and <b>RX_ER</b> into the repeater slice. The duty cycle of <b>RX_CLK</b> must be no worse than 35/65. When a recovered clock is not available the source must provide a nominal 25 MHz clock. The PHY must guarantee that the minimum high and low times of <b>RX_CLK</b> will be 35% of the nominal period under all conditions, including switching between recovered clock and nominal clock. This means narrow clock slivers must never be applied to <b>RX_CLK</b>.</p>
RX_ER(1,0)	I	<p>Receive error.</p> <p>In 10 Mbits/s mode, <b>RX_ER</b> is ignored.</p> <p>In 100 Mbits/s mode, <b>RX_ER</b> indicates the PHY has determined an error condition in the current frame. <b>RX_ER</b> must transition synchronously to <b>RX_CLK</b>. When <b>RX_DV</b> = 0, <b>RX_ER</b> = 1, and <b>RXD[3:0]</b> = 1110 is received, a false carrier is indicated. The false carrier is used by the carrier integrity state machine per 27.3.1.5.1 of <i>IEEE 802.3</i> when it is enabled via the <b>CIMD</b> bit of each <b>port configuration register</b>.</p>
COL(1,0)	I	<p>Collision detect.</p> <p>In 100 Mbits/s and 10 Mbits/s modes, <b>COL</b> must be asserted by the attached PHY to signal a collision on the medium and must remain asserted while the collision condition exists. <b>COL</b> can be asynchronously applied to the repeater slice.</p>
CRS(1,0)	I	<p>Carrier sense. <b>CRS</b> must be asserted by the attached PHY when the receive medium is nonidle. <b>CRS</b> shall be deasserted when the receive medium has gone idle. The PHY must ensure that <b>CRS</b> remains asserted throughout the duration of a collision condition. The repeater slice will blind the <b>CRS</b> loopback energy from the PHY for 16 bit times in 100 Mbits/s mode and 4 bit times in 10 Mbits/s mode.</p>
TXD(1,0)[3:0]	O	<p>Transmit data.</p> <p>In 10 Mbits/s mode, <b>TXD[0]</b> is the serial transmit data to the PHY and is clocked out on the rising edge of <b>TX_CLK</b>. An alternate clocking scheme does not exist for 10 Mbits/s mode.</p> <p>In 100 Mbits/s mode, <b>TXD[3:0]</b> represent the 4-bit data to be transmitted by the PHY. <b>TX_EN</b> will be asserted when data is to be transferred. <b>TXD</b> is clocked out of the repeater slice with <b>TX_CLK</b>. Alternatively, if <b>TXCPIN</b> is set low in the <b>global configuration register</b> (see Table 115 on page 135), data is clocked out with an internal 25 MHz clock.</p>
TX_CLK(1,0)	I	<p>Transmit clock. Transmit data clock is a continuously running clock source by the attached PHY.</p> <p><b>TX_CLK</b> must be 25 MHz in 100 Mbits/s mode and 10 MHz in 100 Mbits/s mode. This pin is ignored if <b>TXCPIN</b> = low in the <b>global configuration register</b> (see Table 115 on page 135).</p>

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

Table 110. Repeater Slice Interface (continued)

Signal	Type	Description
TX_EN(1,0)	O	<p>Transmit enable.</p> <p>In 10 Mbits/s mode, <b>TX_EN</b> indicates that the repeater slice is sourcing serial 10 Mbits/s data on <b>TXD [0]</b>. It is clocked out on the rising edge of the <b>TX_CLK</b>.</p> <p>In 100 Mbits/s mode, <b>TX_EN</b> indicates the repeater slice is presenting nibbles on the MII for transmission. <b>TX_EN</b> is asserted synchronously with the first nibble of the preamble and will remain asserted while all nibbles to be transmitted are presented to the MII. Exactly 7 octets of preamble and one <b>SFD</b> octet will be driven on <b>TXD [3:0]</b>, and then the frame data will be put out on the seventeenth <b>TX_CLK</b>. <b>TX_EN</b> will be deasserted prior to the first <b>TX_CLK</b> following the final nibble of a frame. <b>TX_EN</b> is clocked out of the repeater slice with the rising edge of the <b>TX_CLK</b> clock. Alternatively, if the <b>TXCPIN</b> bit is set low in the <b>global configuration register</b> (see <a href="#">Table 115 on page 135</a>) data is clocked out with an internal 25 MHz clock.</p>
TX_ER(1,0)	O	<p>Transmit error.</p> <p>In 10 Mbits/s mode, <b>TX_ER</b> is not asserted.</p> <p>In 100 Mbits/s mode, <b>TX_ER</b> indicates the repeater is requesting that the PHY transmit a coding error. <b>TX_ER</b> will be asserted for the remainder of the packet. <b>TX_ER</b> will be deasserted for collisions. <b>TX_ER</b> will change after the rising edge of the <b>TX_CLK</b> clock (or 25 MHz system clocks if the <b>TXCPIN</b> bit is set low).</p>
LIS(1,0)	Static	<p>Link integrity status.</p> <p>If <b>RX_DV</b> is true, <b>LIS</b> is a 1, indicating that the link is OK.</p> <p>If <b>RX_DV</b> is false, <b>LIS</b> is a 0, indicating that there is no link.</p>
SPD_SEL (1,0)	I	<p>Speed select.</p> <p>If <b>SPD_SEL</b> is set to a 1, the 100 Mbits/s mode is asserted.</p> <p>If <b>SPD_SEL</b> is set to a 0, the 10 Mbits/s mode is asserted.</p>

### 11.4.3 Repeater Slice Input Clocks

Table 111. Repeater Slice Input Clocks

Signal	Type	Description
CLK10C	I	Clock. This is a 10 MHz 100 ns clock $\pm 0.01$ ns. The duty cycle high time = 35/65 ns.
RX_CLK(1,0)	I	<p>Receive clock. This is a 10 MHz or a 25 MHz MII receive clock.</p> <p>In 10 Mbits/s mode: 10 MHz period 100 ns <math>\pm 0.01</math> ns. The duty cycle high time = 35/65 ns.</p> <p>In 100 Mbits/s mode: 25 MHz period 40 ns <math>\pm 0.004</math> ns duty cycle high time = 14/26 ns.</p>
TX_CLK(1,0)	I	<p>Transmit clock. This is a 10 MHz or a 25 MHz MII transmit clock.</p> <p>In 10 Mbits/s mode: 10 MHz period 100 ns <math>\pm 0.01</math> ns duty cycle high time = 35/65 ns.</p> <p>In 100 Mbits/s mode: 25 MHz period 40 ns <math>\pm 0.004</math> ns duty cycle high time = 14/26 ns.</p>
CLK25	I	Clock. This is a 25 MHz 40 ns clock $\pm 0.01$ ns.
MSTCLK	NA	Master clock. This is a buffered version of <b>CLK10</b> or <b>CLK25</b> .

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.4.4 Backplane Segment 10/100 Mbps/s Serial Mac Interface Port B

Table 112. Backplane Segment 10/100 Mbps/s Serial Mac Interface Port B

Signal	Type	Description
MIITXD[3:0]	I	<p>MII transmit data.</p> <p>In 10 Mbps/s mode, <b>MIITXD [3:0]</b> represents the 4-bit data to be transmitted by the repeater. <b>MIITX_EN</b> must be asserted when data is to be transferred. <b>MRTXD</b> is clocked into the repeater slice with <b>MIICLK</b>.</p> <p>In 100 Mbps/s mode, <b>MIITXD [3:0]</b> represents the 4-bit data to be transmitted by the repeater. <b>MIITX_EN</b> must be asserted when data is to be transferred. <b>MIITXD</b> is clocked into the backplane segment with <b>MIICLK</b>.</p>
MIITX_EN	I	<p>MII transmit enable.</p> <p>In 10 Mbps/s mode (segment B only), <b>MIITX_EN</b> indicates the MAC is presenting nibbles on the MII for transmissions. <b>MIITX_EN</b> must be asserted synchronously with the first nibble of the preamble and remain asserted while all nibbles to be transmitted are presented to the MII. <b>MIITX_EN</b> must be deasserted prior to the first <b>MIICLK</b> following the final nibble of a frame. <b>MIITX_EN</b> is clocked into the backplane segment with the rising edge of <b>MIICLK</b>.</p> <p>In 100 Mbps/s mode, <b>MIITX_EN</b> indicates the MAC is presenting nibbles on the MII for transmission. <b>MIITX_EN</b> must be asserted synchronously with the first nibble of the preamble and remain asserted while all nibbles to be transmitted are presented to the <b>MIITX_EN</b>. <b>MIITX_EN</b> must be deasserted prior to the first <b>MIICLK</b> following the final nibble of a frame. <b>MIITX_EN</b> is clocked into the backplane segment with the rising edge of <b>MIICLK</b>.</p>
MIITX_ER	I	<p>MII transmit error.</p> <p>In 10 Mbps/s mode, <b>MIITX_ER</b> is not monitored.</p> <p>In 100 Mbps/s mode, <b>MIITX_ER</b> indicates the MAC is requesting that the repeater transmit a coding error. <b>MIITX_ER</b> will be clocked with the rising edge of <b>MIICLK</b>.</p>
MIICLK	O	<p>MII transmit/receive clock.</p> <p>In 10 Mbps/s mode, the 2.5 MHz clock is used to transfer nibble data to or from the MAC.</p> <p>In 100 Mbps/s mode, the 25 MHz clock is used to transfer data to or from the MAC.</p>
MIIRXD[3:0]	O	<p>Receive data.</p> <p>In 10 Mbps/s mode and in 100 Mbps/s mode, <b>MIIRXD [3:0]</b> represents the 4-bit data being sent to the MAC. <b>MIIRX_DV</b> will be asserted when data is to be accepted by the MAC. <b>MIRXD</b> is clocked out of the backplane segment with the falling edge of <b>MIICLK</b>. <b>MIIRXD [0]</b> is the least significant bit of the nibble.</p>

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

Table 112. Backplane Segment 10/100 Mb/s Serial Mac Interface Port B (continued)

Signal	Type	Description
MIIRX_DV	O	<p>MII receive data valid.</p> <p>In 10 Mb/s mode, <b>MIIRX_DV</b> indicates that <b>MIIRXD [3:0]</b> contains decoded nibbles of data from the MAC. <b>MIIRX_DV</b> will transition synchronously with respect to the <b>MIICLK</b>. <b>MIIRX_DV</b> will remain asserted continuously from the first nibble of the frame through the last nibble and will be gated to the first <b>MIICLK</b> that follows the final nibble. <b>MIIRX_DV</b> is not looped back on a transmit from the MAC. It is only asserted due to either repeater slice ports being active or the expansion port being the source of data.</p> <p>In 100 Mb/s mode, <b>MIIRX_DV</b> indicates that <b>MIIRXD [3:0]</b> contains decoded nibbles of data from the backplane segment. <b>MIIRX_DV</b> will transition synchronously with respect to the <b>MIICLK</b>. <b>MIIRX_DV</b> will remain asserted continuously from the first nibble of the frame through the last nibble and will be negated prior to the first <b>MIICLK</b> that follows the final nibble. <b>MIIRX_DV</b> will encompass the frame, starting no later than the start of frame delimiter and excluding any end-of-frame delimiter. <b>MIIRX_DV</b> is not looped back on a transmit from the MAC.</p>
MIIRX_ER	O	<p>MII receive error.</p> <p>In 10 Mb/s mode, <b>MIIRX_ER</b> is driven low.</p> <p>In 100 Mb/s mode, <b>MIIRX_ER</b> indicates the backplane segment has sensed an error code in the current frame. <b>MIIRX_ER</b> will transition synchronously to <b>MIICLK</b> and remain asserted for the duration of the error being sensed.</p>
MIICRS	O	<p>MII carrier sense or MAC serial 10 Mb/s carrier sense. <b>MIICRS</b> will be asserted by the backplane segment when the segment is nonidle. <b>MIICRS</b> will be deselected when the segment has gone idle. The backplane segment will ensure that <b>MIICRS</b> remains asserted throughout the duration of a collision condition. The backplane segment will loopback <b>MIITX_EN</b> as <b>MIICRS</b> when the MAC is transmitting to the backplane segment.</p>
MIICOL	O	<p>MII collision or serial 10 Mb/s MAC collision.</p> <p>In 100 Mb/s and 10 Mb/s modes, <b>MIICOL</b> will be asserted by the backplane segment to signal a collision on the medium and will remain asserted while the collision condition exists. <b>MIICOL</b> is clocked out with <b>MIICLK</b>.</p>

### 11.5 Repeater Slice Register Map

Table 113. Repeater Slice Register Map

Register	Read/Write	Address
Reserved.	—	0xE001 2000:2004
Global maximum frame size register (see Table 114 on page 134).	R/W	0xE001 2008
Global configuration register (see Table 115 on page 135).	R/W	0xE001 200C
Port control register for port 0/1 (see Table 116 on page 136).	R/W	0xE001 2020/2220
Port configuration register 0, for port 0/1 (see Table 117 on page 136).	R/W	0xE001 2024/2224
Port configuration register 1, for port 0/1 (see Table 118 on page 138).	R/W	0xE001 2028/2228
Global port status register, for port 0/1 (see Table 121 on page 141).	R/O	0xE001 2030/2230
Global interrupt enable register (see Table 119 on page 139).	R/W	0xE001 2180
Global interrupt status register (see Table 120 on page 140).	R/W	0xE001 2188

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.1 Global Maximum Frame Size Register

The **global maximum frame size register** is intended to be programmed with the maximum valid frame size in bytes. The register defaults to 1518 at reset.

**Table 114. Global Maximum Frame Size Register**

Address 0xE001 2008			
Bit #	31:12		11:0
Name	RSVD		MAX_FS[1:0]
Bit #	Name	State on RST	Description
31:12	RSVD	NA	Reserved. These bits are reserved. Their value is undetermined on reads and will be ignored on writes.
11:0	MAX_FS[11] MAX_FS[10] MAX_FS[9] MAX_FS[8] MAX_FS[7] MAX_FS[6] MAX_FS[5] MAX_FS[4] MAX_FS[3] MAX_FS[2] MAX_FS[1] MAX_FS[0]	(X) 0 (X) 1 (X) 0 (X) 1 (1) 1 (1) 1 (1) 1 (0) 0 (1) 1 (1) 1 (1) 1 (1) 0	Max frame size. Binary value representing the maximum size frame that will be considered valid by the statistical event generator. These bits default to 0x5EE for 1518 bytes per frame. The value should only be changed when the <b>port configuration register 0</b> bit 7, <b>RCVE</b> = 0. Operation is unspecified if <b>MAX_FS</b> is set below 1024 byte times or to 4095 byte times.



## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.2 Global Configuration Register

The **global configuration register** is used to configure the repeater slice features that affect the operation of all four ports.

**Table 115. Global Configuration Register**

Address 0xE001 200C						
Bit #	31:6	5:4	3	2	1	0
Name	RSVD	REPEATER BYPASS	RSVD	TXCPIN	GPSFD	RSVD
Bit #	Name	State on RST	Description			
31:6	RSVD	(0)	Reserved. All bits should be written to 0.			
5:4	REPEATER BYPASS	(00)	Repeater bypass mode. Repeater bypass mode set: 00 PHY0 ↔ MAC 01 PHY1 ↔ MAC 10 Reserved 11 Repeater is in normal mode of operation			
3	RSVD	—	Reserved. Should be written to 0.			
2	TXCPIN	(0)	MII 100 Mbits/s mode <b>TXCPIN</b> enable.  The 10 Mbits/s mode will always use the <b>TX_CLK</b> from the PHY regardless of the setting of this bit. When programmed high, <b>TX_CLK</b> is used to transfer 100 Mbits/s mode transmit data and control out of the repeater slice to the PHY. When programmed low (default), all ports will clock out transmit data and are controlled with the internal 25 MHz clock that is a delayed version of the <b>MSTCLK</b> input to the repeater slice. This mode reduces latency.  In 100 Mbits/s mode, this bit sets the clocking mode for MII PHY transmit data and control for both slices of the repeater slice.			
1	GPS	(1)	Global speed select. This bit selects the speed of the repeater.  If <b>GPS</b> = 0, the repeater speed is set to 10 Mbits/s. This will force both ports and backplane into the 10 Mbits/s mode. If <b>GPS</b> = 0 and <b>RX_CLK</b> from either PHY port is not 10 MHz, speed mismatch will be detected and the corresponding bit in the <b>port status register</b> will be set.  If <b>GPS</b> = 1, the repeater speed is set to 100 Mbits/s. This will force both ports and backplane into the 100 Mbits/s mode. If <b>GPS</b> = 1 and <b>RX_CLK</b> from either PHY port is not 25 MHz, speed mismatch will be detected and they corresponding bit in the <b>port status register</b> will be set.  Default = 1.			
0	RSVD	—	Reserved. Should be written to 0.			

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.3 Port Control Registers, for Port 0, 1

Table 116. Port Control Registers for Port 0, 1

Address—Port 0 (0xE001 2020), Port 1 (0xE001 2220)			
Bit #	31:1		0
Name	RSVD		SRST
Bit #	Name	State on RST	Description
31:1	RSVD	(0)	Reserved.
0	SRST	(0)	Software reset. When this bit is set to 1, the port repeater digital circuits are reset to the power-on state.  <b>Note:</b> This bit is provided primarily for diagnostic and debugging purposes and is <b>not</b> intended to be used in place of the <b>RESET</b> pin at system start-up. A full hardware reset is required to place the entire chip in a known state. All registers will retain their values.  Write 1 to reset. Write 0 to get out of reset.

### 11.5.4 Port Configuration Register 0 for Port 0, 1

This register is used to configure the repeater port as described below. This register will default to the values in parenthesis after reset.

Table 117. Port Configuration Register 0 for Port 0, 1

Addresses—Port 0 (0xE001 2024), Port 1 (0xE001 2224)								
Bit #	31:15	14:12	11:10	9	8	7	6	5:0
Name	RSVD	CRSDELAY[2:0]	RSVD	RXDVAV	XMTE	RCVE	DAP	RSVD
Bit #	Name	State on RST	Description					
31:15	RSVD	(0)	Reserved.					
14:12	CRSDELAY[2] CRSDELAY[1] CRSDELAY[0]	(1) (0) (0)	CRS delay.  In 10 Mbits/s mode, <b>CRS</b> is never delayed, so these bits are ignored in 10 Mbits/s mode.  In 100 Mbits/s mode, these bits are used to set a delay for the start of preamble regeneration from the receipt of <b>CRS</b> from the PHY. This register is typically programmed to a value other than the default (100) when the repeater is connected to a T4 PHY. Due to the variability of T4 receivers and the requirement for accurate preamble generation on the transmit side, this value sets up a count to adjust the start of preamble. The contents of this register will be a 3-bit binary value that represents the number of additional <b>MSTCLK</b> cycles to wait after the assertion of <b>CRS</b> to begin preamble generation on the backplane (i.e., 000 = 0 <b>MSTCLKs</b> , 111 = 7 <b>MSTCLKs</b> ).					

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

Table 117. Port Configuration Register 0 for Port 0, 1 (continued)

Bit #	Name	State on RST	Description
11:10	RSVD	(0)	Reserved.
9	RXDVAV	(0)	RXDVAV available. Controls input for 10 Mbits/s mode to select whether <b>RX_DV</b> is available from the PHY. If the PHY generates <b>RX_DV</b> in 10 Mbits/s mode, <b>RXDVAV</b> should be set high. If the PHY does not generate <b>RX_DV</b> in 10 Mbits/s mode <b>RXDVAV</b> should be set low.
8	XMTE	(0)	Transmit enable.  If 1, data transfer from the backplane interface to PHY for transmission is enabled.  If 0, data transfer to the PHY is inhibited. Transmit enable/disable is delayed until activity on the port has ended.  <b>Note:</b> The <b>GPS</b> bit should be properly set before enabling data transmission to the media.
7	RCVE	(0)	Receive enable.  If 1, data transfer from the PHY to the backplane interface is enabled.  If 0, data transfer to the backplane is inhibited. Receive enable/disable is delayed until activity on the port has ended.  <b>Note:</b> The <b>GPS</b> bit should be properly set before enabling data sourcing to the backplane.
6	DAP	(0)	Disable autopartition.  If 1, this bit will disable the autopartition state machine. If 0, the autopartition state machine operates normally.
5:0	RSVD	(0)	Reserved.

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.5 Port Configuration Register 1, for Port 0, 1

This register is used to configure the repeater port and defaults to the values in parenthesis after reset.

Table 118. Port Configuration Register 1, for Port 0, 1

Address—Port 0 (0xE001 2028), Port 1(0xE001 2228)					
Bit #	31:5	4	3	2	1:0
Name	RSVD	CIMD	ULF	ASMP	RSVD
Bit #	Name	State on RST	Description		
31:5	RSVD	(0)	Reserved.		
4	CIMD	(0)	Carrier integrity monitor disable.  Setting this bit to 1 will disable the carrier integrity monitor state machine.  Setting this bit 0 will allow the CIM state machine to isolate the port from the repeater if the false carrier count reaches the limit of 2 or if there is a single excessively long false carrier.		
3	ULF	(0)	Unpartition on link failure. If this bit is set to 1, the partition state machine will operate normally if <b>LINK_STATUS</b> changes to <b>FAIL</b> , as indicated by the <b>LIS</b> pin.		
2	ASMP	(0)	Automatic speed mismatch protection.  If 1, enables the automatic speed protection circuit, that will cause the port to be isolated if a speed mismatch is detected. The <b>port status register</b> bit <b>SM</b> is set to 1 to indicate a speed mismatch.  If 0, the port will not be isolated when a speed mismatch is detected. The value of this bit does not affect the reporting of the detected speed via the <b>DS</b> bit in the <b>global port status register</b> .		
1:0	RSVD	(0)	Reserved. These bits must always be set to 0.		

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.6 Global Interrupt Enable Register

The **global interrupt enable register** is used to disable/enable a particular bit in the **global interrupt status register** to drive the pin. If any bit of the **global interrupt status register** is set and the corresponding **global interrupt enable register** bit is cleared, the device will drive the pin low until the **global interrupt status register** is read. Reading the **global interrupt status register** clears the interrupt. This register will default to the values in parenthesis after reset.

**Table 119. Global Interrupt Enable Register**

Address 0xE001 2180								
Bit #	31:16	15, 7	14, 6	13, 5	12, 8, 0	11, 3	10, 2	9, 1
Name	RSVD	ISO1 ISO0	CLIS1 CLIS0	SM1 SM0	RSVD	PHY_INT1 PHY_INT0	VLE1 VLE0	CAS1 CAS0
Bit #	Name	State on RST	Description					
31:16	RSVD	(0)	Reserved.					
15	ISO1	(1)	ISO1 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>ISO</b> bit in the <b>global interrupt status register</b> is set.					
14	CLIS1	(1)	CLIS1 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>CLIS</b> bit in the <b>global interrupt status register</b> is set.					
13	SM1	(1)	SM1 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>SM</b> bit in the <b>global interrupt status register</b> is set.					
12	RSVD	—	Reserved.					
11	PHY_INT1	—	PHY1 interrupt enable.					
10	VLE1	(1)	VLE1 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>VLE</b> bit in the <b>global interrupt status register</b> is set.					
9	CAS1	(1)	CAS1 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>CAS</b> bit in the <b>global interrupt status register</b> is set.					
8	RSVD	—	Reserved.					
7	ISO0	(1)	ISO0 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>ISO</b> bit in the <b>global interrupt status register</b> is set.					
6	CLIS0	(1)	CLIS0 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>CLIS</b> bit in the <b>global interrupt status register</b> is set.					
5	SM0	(1)	SM0 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>SM</b> bit in the <b>global interrupt status register</b> is set.					
4	RSVD	—	Reserved.					
3	PHY_INT0	—	PHY0 interrupt enable.					
2	VLE0	(1)	VLE0 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>VLE</b> bit in the <b>global interrupt status register</b> is set.					
1	CAS0	(1)	CAS0 interrupt enable. Setting this bit to 1 enables generation of repeater interrupt if the <b>CAS</b> bit in the <b>global interrupt status register</b> is set.					
0	RSVD	—	Reserved.					

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.7 Global Interrupt Status Register

The **global interrupt enable register** is used to disable/enable a particular bit in the **global interrupt status register**. If any bit of the **global interrupt status register** is set and the corresponding **global interrupt enable register** bit is enabled, the device will drive the repeater interrupt. Reading the **global interrupt status register** does not clear the interrupt. The interrupt condition will persist unless the processor writes a 1 to the corresponding bit in the **global interrupt status register**. The processor must decide the priority of simultaneous interrupt conditions. This register will default to the values in parenthesis after reset.

**Table 120. Global Interrupt Status Register**

Address 0xE001 2188								
Bit #	31:16	15, 7	14, 6	13, 5	12, 8, 0	11, 3	10, 2	9, 1
Name	RSVD	ISO1 ISO0	CLIS1 CLIS0	SM1 SM0	RSVD	PHY_INT1 PHY_INT0	VLE1 VLE0	CAS1 CAS0
Bit #	Name	State on RST	Description					
31:16	RSVD	(0)	Reserved.					
15	ISO1	(1)	Isolation status. Change in isolation status of port 1.					
14	CLIS1	(1)	Link integrity status. Change in link integrity status of port 1.					
13	SM1	(1)	Port 1 error interrupt. Symbol error interrupt setting register of port 1.					
12	RSVD	(0)	Reserved.					
11	PHY_INT1	—	PHY1 interrupt status. These interrupts are coming from PHY1. Even if the repeater is in bypass mode, all the registers will be active and interrupt condition on PHY could be read from this register.					
10	VLE1	(1)	Very long event 1. Very long event interrupt setting register of port 1.					
9	CAS1	(1)	CAS1 interrupt setting register. Change in autopartitioning status of port 1.					
8	RSVD	(0)	Reserved.					
7	ISO0	(1)	Isolation status. Change in isolation status of port 0.					
6	CLIS0	(1)	Link integrity status. Change in link integrity status of port 0.					
5	SM0	(1)	Port 2 error interrupt. Symbol error interrupt setting register of port 0.					
4	RSVD	—	Reserved.					
3	PHY_INT0	—	PHY0 interrupt status. These interrupts are coming from PHY0. Even if the repeater is in bypass mode all the registers will be active and interrupt condition on PHY could be read from this register.					
2	VLE0	(1)	Very long event 0. Very long event interrupt setting register of port 0.					
1	CAS0	(1)	CAS0 interrupt setting register. Change in autopartitioning status of port 0.					
0	RSVD	(0)	Reserved.					

## 11 10/100 2-Port Repeater and Backplane Segment Controller (continued)

### 11.5.8 Global Port Status Register, for Port 0, 1

The **global port status register** contains the status of the repeater slice. The register is read-only. Writes will not alter the contents of this register. All status bits are valid with **RCVE** = 0 or 1 (see Table 117 on page 136).

Table 121. Global Port Status Register, for Port 0, 1

Address—Port 0 (0xE001 2030), Port 1 (0xE001 2230)									
Bit #	31:8	7	6	5	4	3	2	1	0
Name	RSVD	MIS_ERR	LIS	ISO	SM	DS	VLE	CAR	PART
Bit #	Name	State on RST	Description						
31:8	RSVD	(0)	Reserved. These bits are reserved and will return 0s on being read.						
7	MIS_ERR	(0)	Data rate mismatch. This bit is set when a data FIFO overrun or underrun has occurred. Once set, the user must read this register to clear this bit.						
6	LIS	(0)	Link integrity status. This bit indicates the status of the link as derived from the LIS inputs from the PHY.  A 1 indicates <b>LINK_STATUS</b> = OK. A 0 indicates <b>LINK_STATUS</b> = FAIL.						
5	ISO	(0)	Isolated. This bit indicates whether or not the port has been isolated by the carrier integrity monitor state machine due to excessive false carriers detected.  A 1 indicates that the port has been isolated. A 0 indicates a nonisolated condition.						
4	SM	(1)	Speed mismatch. This bit indicates whether or not the frequency of the <b>RX_CLK</b> clock is correct for the selected speed.  A 1 indicates the incorrect frequency. A 0 indicates a correct frequency.  Internal circuitry compares the receive clock frequency to the <b>GSPS</b> pin frequency selection to determine a match or mismatch condition. This bit is valid even when the port is disabled.						
3	DS	(1)	Detected speed. This bit indicates the frequency of the received clock ( <b>RX_CLK</b> ) on the port and therefore, the speed of the received data stream. Under normal conditions, the following is true.  A 1 indicates a frequency of 10 MHz or 10 Mbits/s. A 0 indicates 25 MHz or 100 Mbits/s.						
2	VLE	(0)	Very long event.  In 10 Mbits/s mode, it indicates <b>MJLP</b> has expired. In 100 Mbits/s mode, a 1 indicates the port is in receive jabber due to an excessively long <b>CRS</b> currently being applied.						
1	CAR	(0)	Carrier status. Indicates <b>CRS</b> is asserted at time of polling this bit. This bit is not latched.						
0	PART	(0)	Autopartition status. A 1 indicates the repeater port is currently partitioned.						

## **12 Ethernet 10/100 PHY(s)**

Please refer to [Agere's DNC3X3225 Ethernet Transceiver Macrocell](#) Data Sheet for references.

A twisted pair 10/100 Ethernet transceiver macrocell supports transmission and reception over category three unshielded twisted pair (UTP) cable and category 5 UTP. It has been designed specifically for applications that support both 10Base-T and 100Base-X, such as network interface cards (NICs), and switches.

The features of the 10/100 Ethernet transceiver macrocell are listed below.

### **12.1 10 Mbits Transceiver Features**

- DSP based.
- Compatible with *IEEE* 802.3u 1995 10Base-T standard for twisted pair cable.
- Half-duplex and full-duplex operations.
- Autopolarity detection and correction.
- Adjustable squelch level for extended wire-length capability (2 levels).
- Interfaces with *IEEE* 802.3u media independent interface (MII) or a serial 10 Mbits/s 7-pin interface.
- On-chip filtering eliminates the need for external filters.

### **12.2 100 Mbits/s Transceiver Features**

- Compatible with *IEEE* 802.3u 1995 MII (clause 22), PCS/PMA (clause 24), PMD (clause 25), MII management, and autonegotiation (clause 28) specifications.
- Selectable 5-bit code-group (PDT/PDR interface) or 4-bit data nibbles (MII interface) input/output.
- Full or half-duplex operations.
- Optional carrier integrity monitor (CIM).
- Selectable carrier sense signal generation (MCRS) asserted during either transmission or reception in half-duplex (MCRS asserted during reception only in full-duplex).
- Adaptive equalization and baseline wander correction.
- On-chip filtering eliminates the need for external filters.
- 100 Mbits/s FX transceiver.
- Compatible with *IEEE* 802.3u 100Base-FX standard.
- Disables autonegotiation and 10Base-T.
- Enables 100Base-FX remote fault signaling.
- Disables MLT-3 encoder/decoder.
- Disables scrambler/descrambler.
- FX mode enable is pin or register selectable.



## 12 Ethernet 10/100 PHY(s) (continued)

### 12.3 General Features

- Autonegotiation and management.
- Fast link pulse (FLP) burst generator.
- Arbitration function.
- Accepts preamble suppression.
- Operates up to 25 MHz.
- Supports the MII station management protocol and frame format (clause 22): basic and extended register set.
- Supports next page.
- Provides status signals: receive activity, transmit activity, full duplex, collision/jabber, link integrity, and speed indication.
- Powerdown mode for 10 Mbits/s and 100 Mbits/s operation.
- Loopback testing for 10 Mbits/s and 100 Mbits/s operation.
- .25  $\mu$ m low power CMOS technology.
- 25 MHz XTAL oscillator input or 25 MHz/50 MHz/125 MHz clock input.
- Compatible with RMII (standard version) and SMII (standard version).

### 12.4 Signal Information

#### 12.4.1 MII/5-Bit Serial Interface Signals

Some of the signals listed below are internal to the device and are not accessible; they are listed for information only.

**Table 122. MII/5-Bit Serial Interface Signals**

Signal	Type	Description
MCOL	O	Collision detect. This signal signifies in half-duplex mode that a collision has occurred on the network. <b>MCOL</b> is asserted high whenever there is transmit and receive activity on the UTP media. <b>MCOL</b> is the logical AND of <b>MTX_EN</b> and receive activity, and is an asynchronous output. When <b>SER_SEL_PIN</b> is high and in 10Base-T mode, <b>MCOL</b> indicates the jabber timer has expired.
MCRS	O	Carrier sense. When <b>CRS_SEL</b> is low, this signal is asserted high when either the transmit or receive medium is nonidle. This signal remains asserted throughout a collision condition. When <b>CRS_SEL</b> is high, MCRS is asserted on receive activity only. <b>CRS_SEL</b> is set via the MII management interface or the <b>CRS_SEL</b> signal.
MRXCLK	O	Receive clock. 25 MHz clock output in 100 Mbits/s mode, 2.5 MHz output in 10 Mbits/s nibble mode, and 10 MHz in 10 Mbits/s serial mode. <b>MRXCLK</b> has a worst-case 35/65 duty cycle. <b>MRXCLK</b> provides the timing reference for the transfer of <b>MRX_DV</b> , <b>MRXD</b> , and <b>MRX_ER</b> signals.
MRX_DV	O	Receive data valid. When this signal is high, it indicates that the 10/100 ethernet transceiver macrocell is recovering and decoding valid nibbles on <b>MRXD[3:0]</b> , and the data is synchronous with <b>MRXCLK</b> . <b>MRX_DV</b> is synchronous with <b>MRXCLK</b> . This signal is not used in serial 10 Mbits/s mode.

## 12 Ethernet 10/100 PHY(s) (continued)

Table 122. MII/5-Bit Serial Interface Signals (continued)

Signal	Type	Description
MRXD[3:0]	O	Receive data. 4-bit parallel data outputs that are synchronous to <b>MRXCLK</b> . When <b>MRX_ER</b> is asserted high in 100 Mbits/s mode, an error code will be presented on <b>MRXD[3:0]</b> where appropriate. The codes are as follows:  Packet errors: <b>ERROR_CODES</b> = 2h. Link errors: <b>ERROR_CODES</b> = 3h. (Packet and link error codes will only be repeated if <b>register MR29</b> , bit 9, and <b>register MR29</b> , bit 8 are enabled.) Premature end errors: <b>ERROR_CODES</b> = 4h. Code errors: <b>ERROR_CODES</b> = 5h.  When <b>SER_SEL_PIN</b> is active-high and 10 Mbits/s mode is selected, <b>MRXD[0]</b> is used for data output and <b>MRXD[3:1]</b> are 3-stated.
MRX_ER	O	Receive error. When high, <b>MRX_ER</b> indicates the 10/100 Ethernet transceiver macrocell has detected a coding error in the frame presently being received. <b>MRX_ER</b> is synchronous with <b>MRXCLK</b> .
MTXCLK	O	Transmit clock. 25 MHz clock output in 100 Mbits/s mode, 2.5 MHz output in 10 Mbits/s MII mode, and 10 MHz output in 10 Mbits/s serial mode. <b>MTXCLK</b> provides timing reference for the transfer of the <b>MTX_EN</b> , <b>MTXD</b> , and <b>MTX_ER</b> signals sampled on the rising edge of <b>MTXCLK</b> .
MTXD[3:0]	I	Transmit data. 4-bit parallel input synchronous with <b>MTXCLK</b> . When <b>SER_SEL_PIN</b> is active-high and 10 Mbits/s mode is selected, only <b>MTXD[0]</b> is valid.
MTX_EN	I	Transmit enable. When driven high, this signal indicates there is valid data on <b>MTXD[3:0]</b> . <b>MTX_EN</b> is synchronous with <b>MTXCLK</b> . When <b>SER_SEL_PIN</b> is active-high and 10 Mbits/s mode is selected, this signal indicates there is valid data on <b>MTXD[0]</b> .
MTX_ER	I	Transmit coding error. When driven high, this signal causes the encoder to intentionally corrupt the byte being transmitted across the MII (00100 will be transmitted). When the encoder/decoder bypass bit is set, this input serves as the <b>MTXD[4]</b> input.  When in 10 Mbits/s mode, this signal is ignored.
MDC	I	Management data clock. This is the timing reference for the transfer of data on the <b>MDIO</b> signal. This signal may be asynchronous to <b>MRXCLK</b> and <b>MTXCLK</b> . The maximum clock rate is 25 MHz. This is driven from the repeater.
MDIO_IN	I	Management data input. Control information is driven by the station management, synchronous with <b>MDC</b> , onto this input.
MDIO_OUT	O	Management data output. Status information is driven by the 10/100 Ethernet transceiver macrocell, synchronous with <b>MDC</b> , onto this output.
MDIO_HI_Z	O	Management data output enable. When high, this signal can be used to 3-state the <b>MDIO</b> bidirectional buffer (external to the 10/100 Ethernet transceiver macrocell).

## 12 Ethernet 10/100 PHY(s) (continued)

Table 122. MII/5-Bit Serial Interface Signals (continued)

Signal	Type	Description
INT_MASK	I	Interrupt mask. When set high, no interrupt is generated under any condition. When set low, interrupts are generated according to <b>INT_CONF</b> . This signal is ORed with <b>FULL_DUP</b> .
INT_R31	O	Maskable status interrupt. This signal will go high whenever there is a change in status.

### 12.4.2 10/100 Mbits/s Twisted Pair (TP) Interface Signals

Some of the signals listed below are internal to the device and are not accessible; they are listed for information only.

Table 123. 10/100 Mbits/s Twisted Pair (TP) Interface Signals

Signal	Type	Description
TPI[1]	PADI	Received data. Positive differential received 125 Mbaud MLT3 or 10 Mbaud Manchester data from magnetics.
TPIB[1]	PADI	Received data. Negative differential received 125 Mbaud MLT3 or 10 Mbaud Manchester data from magnetics.
TPO[1]	PADO	Transmit data. Positive differential transmit 125 Mbaud MLT3 or 10 Mbaud Manchester data to magnetics.
TPOB[1]	PADO	Transmit data. Negative differential transmit 125 Mbaud MLT3 or 10 Mbaud Manchester data to magnetics.
REXT10	PADO	Current setting 10 Mbits/s. An external resistor $21.0\text{ k}\Omega \pm 1\%$ is placed from this signal to ground to set the 10 Mbits/s TP driver transmit output level.
REXT100	PADO	Current setting 100 Mbits/s. An external resistor $21.5\text{ k}\Omega \pm 1\%$ is placed from this signal to ground to set the 100 Mbits/s TP driver transmit output level.
REXTBS	PADO	Band gap reference for the receive channel. Connect this signal to a $24.9\text{ k}\Omega \pm 1\%$ resistor to ground. The parasitic load capacitance should be less than 15 pF.

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.4.3 Status Signals

The signals listed in the following table are accessible via package pins and are described for clarity.

**Table 124. Status Signals**

Signal	Type	Description
XS	O	Transmit status. This signal indicates transmit activity. Every transmit activity causes a 2.5 s on, 2.5 s off blink.
LS10_OK	O	Link10. This signal indicates good link status for 10 Mbits/s.
LS100_OK	O	Link100. This signal indicates good link status for 100 Mbits/s.

### 12.4.4 Clock and Reset Signals

The signals listed in the following table are accessible via package pins and are described for clarity.

**Table 125. Clock and Reset Signals**

Signal	Type	Description
RMCLK	I	RMCLK is internally tied low, and is unused. It should be left open to avoid possible EMI issues.
XLO	I	Crystal oscillator input. A 25 MHz crystal $\pm 25$ ppm should be connected across XLO and XHI. Alternately, a 25 MHz external CMOS oscillator can be connected to this input.
XHI	O	Crystal oscillator output.

## 12.5 MII Station Management

The primary function of the MII station management is to transfer control and status information about the 10/100 Ethernet transceiver macrocell to a management entity. This function is accomplished by the MDC clock input that has a maximum frequency of 25 MHz, and with the MDIO signal.

The MII station management interface uses **MDC** and **MDIO** to physically transport information between the PHY and the MII station management entity.

In the 10/100 Ethernet transceiver macrocell, the **MDIO** pin is implemented as the following three signals:

- MDIO\_IN
- MDIO\_OUT
- MDIO\_HIZ

**MDIO\_IN** is the information coming from the MAC and is ignored during the **TA** and **DATA** fields for **MDIO** reads. **MDIO\_HIZ** will be high except during **MDIO** reads, in which case **MDIO\_OUT** is the PHY data. Under no condition should the input **MDIO\_IN** be 3-stated. These can be connected to control an I/O buffer if off-chip access is required.

## 12 Ethernet 10/100 PHY(s) (continued)

A specific set of registers and their contents (see Table 127 on page 148) defines the nature of the information transferred across the MDIO interface. Frames transmitted on the MII station management interface will have the frame structure shown in Table 126 below. The order of bit transmission is from left to right.

**Note:** Reading and writing the **MII management register** must be completed without interruption.

### 12.5.1 MII Management Frame Format

**Table 126. MII Management Frame Format**

R/W	PRE	ST	OP	PHYADD	REGAD	TA	DATA	IDLE
R	1 . . . 1	01	10	AAAAA	RRRRR	Z0	DDDDDDDDDDDDDDDDDD	Z
W	1 . . . 1	01	01	AAAAA	RRRRR	10	DDDDDDDDDDDDDDDDDD	Z
Field	Description							
PRE	Preamble. The 10/100 Ethernet transceiver macrocell will accept frames with no preamble. This is indicated by a 1 in <b>MR1 status register</b> , bit 6 ( <b>NO_PA_OK</b> ).							
ST	Start of frame. The start of frame is indicated by a 01 pattern.							
OP	Operation code. The operation code for a read transaction is 10. The operation code for a write transaction is a 01.							
PHYADD	PHY address. The PHY address is 5 bits, allowing for 32 unique addresses. The first PHY address bit transmitted and received is the MSB of the address. A station management entity that is attached to multiple PHY entities must have prior knowledge of the appropriate PHY address for each entity.							
REGAD	Register address. The register address is 5 bits, allowing for 32 unique registers within each PHY. The first register address bit transmitted and received is the MSB of the address.							
TA	Turnaround. The turnaround time is a 2-bit time spacing between the register address field, and the data field of a frame, to avoid drive contention on <b>MDIO</b> during a read transaction. During a write to the 10/100 Ethernet transceiver macrocell, these bits are driven to 10 by the station. During a read, the MDIO is not driven during the first bit time and is driven to a 0 by the 10/100 Ethernet transceiver macrocell during the second bit time.							
DATA	Data. The data field is 16 bits. The first bit transmitted and received will be bit 15 of the register being addressed.							
IDLE	Idle condition. The IDLE condition on <b>MDIO</b> is a high-impedance state. All three state drivers will be disabled and the PHY's pull-up resistor will pull the <b>MDIO</b> line to a logic 1.							

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.2 Summary of Management Registers

Table 127. Summary of Management Registers (MR)

Address	Register	Register Type	Default Hex
0	MR0	Control (see Table 128 on page 149).	3000
1	MR1	Status (see Table 129 on page 150).	7849
2	MR2	PHY identifier 1 (see Table 130 on page 150).	TBD
3	MR3	PHY identifier 2 (see Table 130 on page 150).	TBD
4	MR4	Autonegotiation advertisement (see Table 131 on page 151).	01E1
5	MR5	Autonegotiation link partner ability (base page) (see Table 132 on page 151).	0000
5	MR5	Autonegotiation link partner (LP) ability (see Table 133 on page 152).	0000
6	MR6	Autonegotiation expansion (see Table 134 on page 152).	0000
7	MR7	Next page transmit (see Table 135 on page 153).	0000
8:15	MR8:MR15	Reserved.	—
16	MR16	PCS control register (see Table 136 on page 153).	0000
17	MR17	Autonegotiation (read register A) (see Table 137 on page 154).	0000
18	MR18	Autonegotiation (read register B) (see Table 138 on page 154).	0000
19	MR19	Agere analog test register.	—
20	MR21	RXER counter (see Table 139 on page 155).	0000
21	MR22	Reserved.	—
22	MR23	Reserved.	—
23	MR24	Reserved.	—
24	MR25	Reserved.	—
25	MR26	Reserved.	—
26	MR27	Reserved.	—
27	MR28	Device specific register 1 (see Table 140 on page 155).	—
28	MR29	Device specific register 2 (see Table 141 on page 156).	2080
29	MR30	Device specific register 3 (see Table 142 on page 157).	0000
30	MR31	Device specific register 4 (see Table 143 on page 158).	—

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.3 MR0 Control Register Bit Description

Table 128. MR0 Control Register Bit Description

Bit #	Name	Type	Description
15	SW_RESET	R/W	Reset. Setting this bit to a 1 will reset the 10/100 ethernet transceiver macrocell. All registers will be set to their default state. This bit is self-clearing. Default = 0.
14	LOOPBACK	R/W	Loopback. When this bit is set to 1, no data transmission will take place on the media. Any receive data will be ignored. The loopback signal path will contain all circuitry up to, but not including, the PMD. Default = 0.
13	SPEED100	R/W	Speed selection. The value of this bit reflects the current speed of operation (1 = 100 Mbits/s; 0 = 10 Mbits/s). This bit will only affect operating speed when the autonegotiation enable bit (MR0, bit 12) is disabled (0). This bit is ignored when autonegotiation is enabled (MR0, bit 12). This bit is ANDed with the <b>SPEED_PIN</b> signal.
12	NWAY_ENA	R/W	Autonegotiation enable. The autonegotiation process will be enabled by setting this bit to a 1. Default = 1.
11	PWRDN	R/W	Powerdown. The 10/100 Ethernet transceiver macrocell may be placed in a low-power state by setting this bit to a 1 both the 10 Mbits/s transceiver and the 100 Mbits/s transceiver will be powered down. While in the powerdown state, the 10/100 Ethernet transceiver macrocell will respond to management transactions. Default = 0.
10	ISOLATE	R/W	Isolate. When this bit is set to a 1, the MII outputs will be brought to the high-impedance state. Default = 0.
9	REDONWAY	R/W	Restart autonegotiation. Normally, the autonegotiation process is started at powerup. The process may be restarted by setting this bit to 1. <b>NWAYDONE</b> in MR1 is reset when this bit goes to a 1. This bit is self-cleared when autonegotiation restarts. Default = 0.
8	FULL_DUP	R/W	Duplex mode. This bit reflects the mode of operation (1 = full duplex; 0 = half duplex). This bit is ignored when quick status <b>NWAY_ENA</b> in MR0 is enabled. This bit is ORed with the <b>F_DUP</b> pin. Default = 0.
7	COLTST	R/W	Collision test. When this bit is set to a 1, the 10/100 Ethernet transceiver macrocell will assert the <b>MCOL</b> signal in response to <b>MTX_EN</b> .
6:0	RESERVED	NA	Reserved. All bits will read 0.

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.4 MR1 Status Register Bit Description

Table 129. MR1 Status Register Bit Description

Bit #	Name	Type	Description
15	T4ABLE	R	100Base-T4 ability. This bit will always be a 0. (Not able.)
14	TXFULDUP	R	100Base-TX full-duplex ability. This bit will always be a 1. (Able.)
13	TXHAFDUP	R	100Base-TX half-duplex ability. This bit will always be a 1. (Able.)
12	ENFULDUP	R	10Base-T full-duplex ability. This bit will always be a 1. (Able.)
11	ENHAFDUP	R	10Base-T half-duplex ability. This bit will always be a 1. (Able.)
10:7	RESERVED	R	Reserved. All bits will read as a 0.
6	NO_PA_OK	R	Suppress preamble. When this bit is set to a 1, it indicates that the 10/100 Ethernet transceiver macrocell accepts management frames with the preamble suppressed.
5	NWAYDONE	R	Autonegotiation complete. When this bit is a 1, it indicates the autonegotiation process has been completed. The contents of <b>registers MR4, MR5, MR6, and MR7</b> are now valid. This bit is reset when autonegotiation is started. Default= 0.
4	REM_FLT	R	Remote fault. When this bit is a 1, it indicates a remote fault has been detected. This bit will remain set until cleared by reading the register. Default = 0.
3	NWAYABLE	R	Autonegotiation ability. This bit indicates the ability to perform autonegotiation. The value of this bit is always a 1.
2	LSTAT_OK	R	Link status. When this bit is a 1, it indicates that a valid link has been established. This bit has a latching function: a link failure will cause the bit to clear and stay cleared until it has been read via the management interface.
1	JABBER	R	Jabber detect. This bit will be a 1 whenever a jabber condition is detected. It will remain set until it is read, and the jabber condition no longer exists.
0	EXT_ABLE	R	Extended capability. This bit indicates that the 10/100 Ethernet transceiver macrocell supports the extended register set ( <b>register MR2 and beyond</b> ). It will always read a 1.

### 12.5.5 MR2 MR3 PHY Identifier Registers (1 and 2) Bit Description

Table 130. MR2 MR3 PHY Identifier Registers (1 and 2) Bit Description

Bit #	Name	Type	Description
15:0 of MR2	OUI[3:18]	R	Organizationally unique identifier. The third through the twenty-fourth bit of the <b>OUI</b> assigned to the PHY manufacturer by the <i>IEEE</i> are placed in bits 15:0 (MR2) and 15:10 (MR3). This value is all ones.
15:10 of MR3	OUI[24:19]	R	Organizationally unique identifier. The remaining 6 bits of the OUI. The value for bits 24:19 is all ones.
9:4 of MR3	MODEL[5:0]	R	Model number. 6-bit model number of the device. The model number is all zeros.
3:0 of MR3	VERSION[3:0]	R	Revision number. The value of the present revision number. The version number is all zeros.



## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.6 MR4 Autonegotiation Advertisement Register Bit Description

Table 131. MR4 Autonegotiation Advertisement Register Bit Description

Bit #	Name	Type	Description
15	NEXT_PAGE	R/W	Next page. The next page function is activated by setting this bit to a 1. This will allow the exchange of additional data. Data is carried by optional next pages of information.
14	ACK	R/W	Acknowledge. This bit is the acknowledge bit from the link code word.
13	REM_FAULT	R/W	Remote fault. When set to 1, the 10/100 Ethernet transceiver macrocell indicates to the link partner a remote fault condition.
12:10	PAUSE	R/W	Pause. When set to a 1, it indicates that the 10/100 Ethernet transceiver macrocell 10/100 Ethernet transceiver macrocell wishes to exchange flow control information with its link partner.
9	100BASET4	R/W	100Base-T4. This bit should always be set to 0.
8	100BASET_FD	R/W	100Base-TX full-duplex. If written to 1, autonegotiation will advertise that the 10/100 Ethernet transceiver macrocell is capable of 100Base-TX full-duplex operation.
7	100BASETX	R/W	100Base-TX. If written to 1 autonegotiation will advertise that the 10/100 Ethernet transceiver macrocell is capable of 100Base-TX operation.
6	10BASET_FD	R/W	10Base-T full-duplex. If written to 1, autonegotiation will advertise that the 10/100 Ethernet transceiver macrocell is capable of 10Base-T full-duplex operation.
5	10BASET	R/W	10Base-T. If written to 1, autonegotiation will advertise that the 10/100 Ethernet transceiver macrocell is capable of 10Base-T operation.
4:0	SELECT	R/W	Selector field. Reset with the value 00001 for <i>IEEE</i> 802.3.

### 12.5.7 MR5 Autonegotiation Link Partner Ability (Base Page) Register Bit Description

Table 132. MR5 Autonegotiation Link Partner Ability (Base Page) Register Bit Description

Bit #	Name	Type	Description
15	LP_NEXT_PAGE	R	Link partner next page. When this bit is set to 1, it indicates that the link partner wishes to engage in next page exchange.
14	LP_ACK	R	Link partner acknowledge. When this bit is set to 1, it indicates that the link partner has successfully received at least three consecutive and consistent FLP (fast link pulse) bursts.
13	LP_REM_FAULT	R	Remote fault. When this bit is set to 1, it indicates that the link partner has a fault.
12:5	LP_TECH_ABILITY	R	Technology ability field. This field contains the technology ability of the link partner. These bits are similar to the bits defined for the <b>MR4 register</b> (see Table 131 on page 151).
4:0	LP_SELECT	R	Selector field. This field contains the type of message sent by the link partner. For <i>IEEE</i> 802.3u 1995 compliant link partners, this field should read 00001.

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.8 MR5 Autonegotiation Link Partner (LP) Ability Register (Next Page) Bit Description

Table 133. MR5 Autonegotiation Link Partner (LP) Ability Register (Next Page) Bit Description

Bit #	Name	Type	Description
15	LP_NEXT_PAGE	R	Next page. A logic 0 indicates that this is the last page to be transmitted. A logic 1 indicates that additional pages will follow.
14	LP_ACK	R	Acknowledge. When this bit is set to a logic 1, it indicates that the link partner has successfully received its partner's link code word.
13	LP_MES_PAGE	R	Message page. This bit is used by the <b>NEXT_PAGE</b> function to differentiate a message page (logic 1) from an unformatted page (logic 0).
12	LP_ACK2	R	Acknowledge 2. This bit is used by the <b>NEXT_PAGE</b> function to indicate that a device has the ability to comply with the message (logic 1) or not (logic 0).
11	LP_TOGGLE	R	Toggle. This bit is used by the arbitration function to ensure synchronization with the link partner during next-page exchange.  Logic 0 indicates that the previous value of the transmitted link code word was logic 1.  Logic 1 indicates that the previous value of the transmitted link code word was logic 0.
10:0	MCF	R	Message/unformatted code field. With these 11 bits, there are 2048 possible messages. Message code field definitions are described in annex 28C of the <i>IEEE 802.3u 1995</i> standard.

### 12.5.9 MR6 Autonegotiation Expansion Register Bit Description

Table 134. MR6 Autonegotiation Expansion Register Bit Description

Bit #	Name	Type	Description
15:5	RESERVED	R	Reserved.
4	PAR_DET_FAULT	R/LH*	Parallel detection fault. When this bit is set to 1, it indicates that a fault has been detected in the parallel detection function. This fault is due to more than one technology detecting concurrent link conditions.  This bit can only be cleared by reading this register.
3	LP_NEXT_PAGE_ABLE	R	Link partner next page able. When this bit is set to 1, it indicates that the link partner supports the next page function.
2	NEXT_PAGE_ABLE	R	Next page able. This bit is set to 1 indicating that this device supports the <b>NEXT_PAGE</b> function.
1	PAGE_REC	R/LH*	Page received. When this bit is set to 1, it indicates that a <b>NEXT_PAGE</b> has been received
0	LP_NWAY_ABLE	R	Link partner autonegotiation capable. When this bit is set to 1, it indicates that the link partner is autonegotiation capable.

\* LH = latched high.

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.10 MR7 Next Page Transmit Register Bit Description

Table 135. MR7 Next Page Transmit Register Bit Description

Bit #	Name	Type	Description
15	NEXT_PAGE	R/W	Next page. This bit indicates whether or not this is the last next page to be transmitted. If 0, it indicates that this is the last page. If 1, it indicates there is an additional next page.
14	ACK	R	Acknowledge. This bit is the acknowledge bit from the link code word.
13	MESSAGE	R/W	Message page. This bit is used to differentiate a message page from an unformatted page. If 0, it indicates an unformatted page. If 1, it indicates a formatted page.
12	ACK2	R/W	Acknowledge 2. This bit is used by the next page function to indicate that a device has the ability to comply with the message. It is set as follows: If 0, it indicates the device cannot comply with the message. If 1, it indicates the device will comply with the message.
11	TOGGLE	R	Toggle. This bit is used by the arbitration function to ensure synchronization with the link partner during next page exchange. This bit will always take the opposite value of the toggle bit in the previously exchanged link code word. If the bit is a logic 0, the previous value of the transmitted link code word was a logic 1. If the bit is a 1, the previous value of the transmitted link code word was a 0. The initial value of the toggle bit in the first next page transmitted is the inverse of the value of bit 11 in the base link code word, it assumes a value of 1 or 0.
10:0	MCF	R/W	Message/unformatted code field. (2048 possible messages with these 11 bits.)

### 12.5.11 MR16 PCS Control Register Bit Description

Table 136. MR16 PCS Control Register Bit Description

Bit #	Name	Type	Description
15	LOCKED	R	Locked. Locked pin from descrambler block.
14:12	RSVD	R	Reserved. Will always be read back as 0.
11:4	TESTBITS	R/W	Generic test bits. These bits are for manufacturing test only. A 0 should be written to these bits.
3	LOOPBACK	R/W	Loopback configure. If high, the entire loopback is performed in the PCS macro. If low, only the collision pin is disabled in loopback.
2	SCAN	R/W	Scan test mode.
1	FORCE LOOPBACK	R/W	Force loopback. Force a loopback without forcing idle on the transmit side or disabling the collision pin.
0	SPEEDUP COUNTERS	R/W	Speed-up counters. Reduce link monitor counter to 10 ms from 620 $\mu$ s. (Same as <b>FASTTEST</b> = 1.)

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.12 MR17 Autonegotiation (Read Register A)

Table 137. MR17 Autonegotiation (Read Register A)

Bit #	Name	Type	Description
15:13	RSVD	—	Reserved. Always 0.
12	NPW	R	Next page wait.
11	WL	R	Wait Link_Fail_Inhibit_Wait_Timer (link status check).
10	WA	R	Wait Autoneg_Wait_Timer (link status check).
9	WB	R	Wait Break_Link_Timer (transmit disable).
8	PDF	R	Parallel detection fault.
7	AE	R	Autonegotiation enable.
6	FLPL	R	FLP link good check.
5	CA	R	Complete acknowledge.
4	AD	R	Acknowledge detect.
3	FLG	R	FLP link good.
2	LSC	R	Link status check.
1	ADE	R	Ability detect.
0	TD	R	Transmit disable.

### 12.5.13 MR18 Autonegotiation (Read Register B)

Table 138. MR18 Autonegotiation (Read Register B)

Bit #	Name	Type	Description
15	RFLP	R	Receiving FLPs. Any of FLP capture, clock, DATA_0, or DATA_1.
14	FPASS	R	FLP pass (FLP Rcv).
13	LPC	R	Link pulse count (FLP Rcv).
12	LPD	R	Link pulse detect (FLP Rcv).
11	TP	R	Test pass (NLP receive).
10	TFC	R	Test fail count (NLP receive).
9	TFE	R	Test fail extend (NLP receive).
8	WMT	R	Wait max timer ack (NLP receive).
7	DF	R	Detect freeze (NLP receive).
6	TF	R	Test fail (NLP receive).
5	TC	R	Transmit count ack (FLP transmit).
4	TDB	R	Transmit data bit (FLP transmit).
3	TCB	R	Transmit clock bit (FLP transmit).
2	TA	R	Transmit ability (FLP transmit).
1	TR	R	Transmit remaining acknowledge (FLP transmit).
0	I	R	Idle (FLP transmit).

## 12 Ethernet 10/100 PHY(s) (continued)

### 12.5.14 MR21 RXER Counter

Table 139. MR21 RXER Counter

8-Bit, 16-Bit Mode Select			
Bit 0 is the only bit that can be written to and it selects the operating mode of this register. Setting bit 0 specifies 16-bit or 8-bit counter mode and the indicated register map shown below is used.			
Bit #	Name	Type	Description
0	MCWO	W	16-bit, 8-bit counter mode. If 1, the register is put in an 8-bit counter mode. If 0, the register is put in a 16-bit counter mode. This bit is reset to 0 and can't be read (write only).
16-Bit Mode, Read-Only (Bit 0 written to 0)			
15:0	MC16	R	16-bit counter mode. When in 16-bit counter mode ( <b>MCWO</b> = 0), these bits maintain a count of <b>RXERs</b> . This bit is reset on a read operation.
8-Bit Mode, Read-Only (Bit 0 written to 1)			
15:12	CDE	R	Disconnect events count. When in 8-bit mode ( <b>MCWO</b> = 1), these bits contain a count of disconnect events, (link unstable 6). This bit is reset on a read operation.
11:8	CFER	R	False error count. When in 8-bit mode ( <b>MCWO</b> = 1), these bits contain a count of false error events. This bit is reset on a read operation.
7:0	MC8	R	8-bit counter mode. When in 8-bit counter mode ( <b>MCWO</b> = 1), these bits maintain a count of <b>RXERs</b> . This bit is reset on a read operation.

### 12.5.15 MR28 Device-Specific Register 1 (Status Register) Bit Description

Table 140. MR28 Device-Specific Register 1 (Status Register) Bit Description

Bit #	Name	Type	Description
15:9	RSVD	R	<b>Reserved.</b> Read as 0.
8	BAD_FRM	R/LH*	Bad frame. If this bit is a 1, it indicates that a packet has been received without an <b>SFD</b> . This bit is latching high and will only clear after it has been read or the device has been reset.  This bit is only valid in 10 Mbits/s mode.
7	CODE	R/LH*	Code violation. When this bit is a 1, it indicates that a Manchester code violation has occurred.
6	RSVD	R	Reserved.
5	DISCON	R/LH*	Disconnect. If this bit is a 1, it indicates a disconnect. This bit will latch high until read.  This bit is only valid in 100 Mbits/s mode.
4	UNLOCKED	R/LH*	Unlocked. Indicates that the TX scrambler lost lock. This bit will latch high until read.  This bit is only valid in 100 Mbits/s mode.

\* LH = latched high.

## 12 Ethernet 10/100 PHY(s) (continued)

Table 140. MR28 Device-Specific Register 1 (Status Register) Bit Description (continued)

Bit #	Name	Type	Description
3	RXERR_ST	R/LH*	RX error status. Indicates a false carrier. This bit will latch high until read. This bit is only valid in 100 Mbits/s mode.
2	FRC_JAM	R/LH*	Force jam. This bit will latch high until read. This bit is only valid in 100 Mbits/s mode.
1	LNK100UP	R	Link up 100. When this bit is set to a 1, it indicates that a 100 Mbits/s transceiver is up and operational.
0	LNK10UP	R	Link up 10. When this bit is set to a 1, it indicates that a 10 Mbits/s transceiver is up and operational.

\* LH = latched high.

### 12.5.16 MR29 Device-Specific Register 2 (100 Mbits/s Control) Bit Description

Table 141. MR29 Device-Specific Register 2 (100 Mbits/s Control) Bit Description

Bit #	Name	Type	Description
15	LOCALRST	R/W	Management reset. This is the local management reset bit. Writing a logic 1 to this bit will cause the lower 16 registers and <b>registers MR28</b> and <b>MR29</b> to be reset to their default values. This bit is self-clearing.
14	RST1	R/W	Generic reset 1. This register is used for manufacture test only.
13	RST2	R/W	Generic reset 2. This register is used for manufacture test only.
12	100_OFF	R/W	100 Mbits/s transmitter off. If set to 0, it forces <b>TPI</b> low and <b>TPIN</b> high. Default = 1.
11	RSVD	R/W	Reserved. Default = 0.
10	CRS_SEL	R/W	Carrier sense select. <b>MCRS</b> will be asserted on receive only when this bit is set to a 1. If this bit is set to logic 0, <b>MCRS</b> will be asserted on receive or transmit. This bit should be set to one when the repeater is used, and cleared to zero when the repeater is bypassed. This bit is ORed with the <b>CRS_SEL</b> pin.
9	LINK_ERR	R/W	Link error indication. If 1, a link error code will be reported on <b>MRXD[3:0]</b> of the 10/100 Ethernet transceiver macrocell when <b>MRX_ER</b> is asserted on the MII. The specific error codes are listed in the <b>MRXD</b> pin description. If it is 0, it will disable this function.
8	PKT_ERR	R/W	Packet error indication enable. If 1, a packet error code, that indicates that the scrambler is not locked, will be reported on <b>MRXD[3:0]</b> of the 10/100 Ethernet transceiver macrocell when <b>MRX_ER</b> is asserted on the MII. If 0, it will disable this function.

## 12 Ethernet 10/100 PHY(s) (continued)

Table 141. MR29 Device-Specific Register 2 (100 Mb/s Control) Bit Description (continued)

Bit #	Name	Type	Description
7	RSVD	R/W	Reserved. Default = 0.
6	EDB	R/W	Encoder/decoder bypass. If 1, the 4B/5B encoder and 5B/4B decoder function will be disabled.
5	SAB	R/W	Symbol aligner bypass. If 1, the aligner function will be disabled.
4	SDB	R/W	Scrambler/descrambler bypass. If 1, the scrambling/ descrambling functions will be disabled. This bit is ORed with the <b>SDBT</b> pin.
3	CARIN_EN	R/W	Carrier integrity enable. If 1, carrier integrity is enabled. This bit is ORed with the <b>CARIN_EN</b> pin.
2	JAM_COL	R/W	Jam enable. If 1, it enables JAM associated with carrier integrity to be ORed with <b>MCOLMCRS</b> .
1	FEF_EN	R/W	Far-end fault enable. This bit is used to enable the far-end fault detection and transmission capability. This capability may only be used if autonegotiation is disabled. This capability is to be used only with media that does not support autonegotiation. Setting this bit to 1 enables far-end fault detection, and logic 0 will disable the function. Default = 0.
0	RSVD	R/W	Reserved, should be programmed to 0.

### 12.5.17 MR30 Device-Specific Register 3 (10 Mb/s Control) Bit Description

Table 142. MR30 Device-Specific Register 3 (10 Mb/s Control) Bit Description

Bit #	Name	Type	Description
15:14	RSVD	R/W	Reserved. Read as 0.
13	JAB_DIS	R/W	Jabber disable. If 1, disables the jabber function of the 10Base-T receive. Default = 0.
12:6	RSVD	R/W	Reserved. Read as 0.
5	HBT_EN	R/W	Heartbeat enable. If 1, the heartbeat function will be enabled. Valid in 10 Mb/s mode only.

## 12 Ethernet 10/100 PHY(s) (continued)

Table 142. MR30 Device-Specific Register 3 (10 Mbps/s Control) Bit Description (continued)

Bit #	Name	Type	Description
4	ELL_EN	R/W	Extended line length enable.  If 1, the receive squelch levels are reduced from a nominal 435 mV to 350 mV, allowing reception of signals with a lower amplitude.  Valid in 10 Mbps/s mode only.
3	APF_EN	R/W	Autopolarity function disable.  If 0, and the 10/100 Ethernet transceiver macrocell is in 10 Mbps/s mode, the autopolarity function will determine if the <b>TP</b> link is wired with a polarity reversal.  If 1, and the device is in 10 Mbps/s mode, the reversal will not be corrected.
2	RESERVED	R/W	Reserved.
1	SERIAL_SEL	R/W	Serial select. If set to a 1, the 10 Mbps/s serial mode will be selected. When the 10/100 Ethernet transceiver macrocell is in 100 Mbps/s mode, this bit will be ignored. This bit should be set to one when the repeater is used, and cleared to zero when the repeater is bypassed.
0	ENA_NO_LP	R/W	No link pulse mode. Setting this bit to a 1 will allow 10 Mbps/s operation with link pulses disabled. If the 10/100 Ethernet transceiver macrocell is configured for 100 Mbps/s operation, setting this bit will not affect operation.

### 12.5.18 MR31 Device-Specific Register 4 (Quick Status) Bit Description

Table 143. MR31 Device-Specific Register 4 (Quick Status) Bit Description

Bit #	Name	Type	Description
15	ERROR	R	Receiver error.  If 1, it indicates that a receive error has been detected. This bit is valid in 100 Mbps/s only. This bit will remain set until cleared by reading the register.  Default = 0.
14	RXERR_ST LINK_STAT_CHANGE	R	False carrier. When <b>INT_CONF</b> is set to 0 and this bit is a 1, it indicates that the carrier detect state machine has found a false carrier. This bit is valid in 100 Mbps/s only. This bit will remain set until cleared by reading the register.  Default = 0.  Link status change. When <b>INT_CONF</b> is set to a 1, this bit is redefined to become the <b>LINK_STAT_CHANGE</b> bit and goes high whenever there is a change in link status ( <b>LSTAT_OK</b> changes state).
13	REM_FLT	R	Remote fault.  If 1, it indicates that a remote fault has been detected. This bit will remain set until cleared by reading the register.  Default = 0.



## 12 Ethernet 10/100 PHY(s) (continued)

Table 143. MR31 Device-Specific Register 4 (Quick Status) Bit Description (continued)

Bit #	Name	Type	Description
12	UNLOCKED/JABBER	R	<p>Unlocked/jabber.</p> <p>If this bit is set when operating in 100 Mbits/s mode, it indicates that the TX descrambler has lost lock.</p> <p>If this bit is set when operating in 10 Mbits/s mode, it indicates a jabber condition has been detected.</p> <p>This bit will remain set until cleared by reading the register.</p>
11	LSTAT_OK	R	<p>Link status.</p> <p>If 1, it indicates that a valid link has been established. This bit has a latching low function as follows: a link failure will cause the bit to clear and stay cleared until it has been read via the management interface.</p>
10	PAUSE	R	<p>Link partner pause.</p> <p>If 1, it indicates that the external PHY wishes to exchange flow control information.</p>
9	SPEED100	R	<p>Link speed.</p> <p>If 1, it indicates that the link has negotiated to 100 Mbits/s.</p> <p>If 0, it indicates that the link is operating at 10 Mbits/s.</p>
8	FULL_DUP	R	<p>Duplex mode.</p> <p>If 1, it indicates that the link has negotiated to full-duplex mode.</p> <p>If 0, it indicates that the link has negotiated to half-duplex mode.</p>
7	INT_CONF	R/W	<p>Interrupt configuration.</p> <p>If 0, it defines <b>RXERR_ST/LINK_STAT_CHANGE</b> to be the <b>RXERR_ST</b> bit, and the interrupt pin <b>MASK_STAT_INT</b> goes high whenever any of bits [31.15:12] go high or <b>LSAT_OK</b> goes low.</p> <p>When this bit is set high, it redefines bit 14 to become the <b>LINK_STAT_CHANGE</b> bit, and the interrupt pin <b>MASK_STAT_INT</b> goes high only when the link status changes (bit 14 goes high).</p> <p>Defaults = 0.</p>
6	INT_MASK	R/W	<p>Interrupt mask.</p> <p>When set high, no interrupt is generated by this channel under any condition.</p> <p>When set low, interrupts are generated according to <b>INT_CONF</b>.</p>

12 Ethernet 10/100 PHY(s) (continued)

Table 143. MR31 Device-Specific Register 4 (Quick Status) Bit Description (continued)

Bit #	Name	Type	Description
5:3	LOW_AUTO_STATE	R	<p>Lowest autonegotiation state. These 3 bits report the state of the lowest autonegotiation state reached since the last register read, in the priority order defined below:</p> <p>000: Autonegotiation enable.            001: Transmit disable or ability detect.            010: Link status check.            011: Acknowledge detect.            100: Complete acknowledge.            101: FLP link good check.            110: Next page wait.            111: FLP link good.</p>
2:0	HI_AUTO_STATE	R	<p>Highest autonegotiation state. These 3 bits report the state of the highest autonegotiation state reached since the last register read, as defined above for <b>LOW_AUTO_STATE</b>.</p>

## 13 USB Host Controller

- Full compliance with *Universal Serial Bus Specification Revision 1.0*.
- OpenHCI open-host controller interface specification for USB release 1.0 compatible.
- Integrated dual-speed USB transceiver.
- Supports all USB compliant devices and hubs.
- Integrated dual-speed USB transceivers enable a single-chip USB solution.

**Note:** The legacy peripherals feature, as defined in *OpenHCI specification* version 1.0, is not supported.

### 13.1 Description

The USB host controller provides a downstream USB port to connect to any USB compliant device on hub. Full-speed or low-speed peripherals are supported along with all of the USB transfer types: control, interrupt, bulk, or isochronous. The USB host controllers OpenHCI compliance offers significant USB performance benefits and reduced *ARM* overhead.

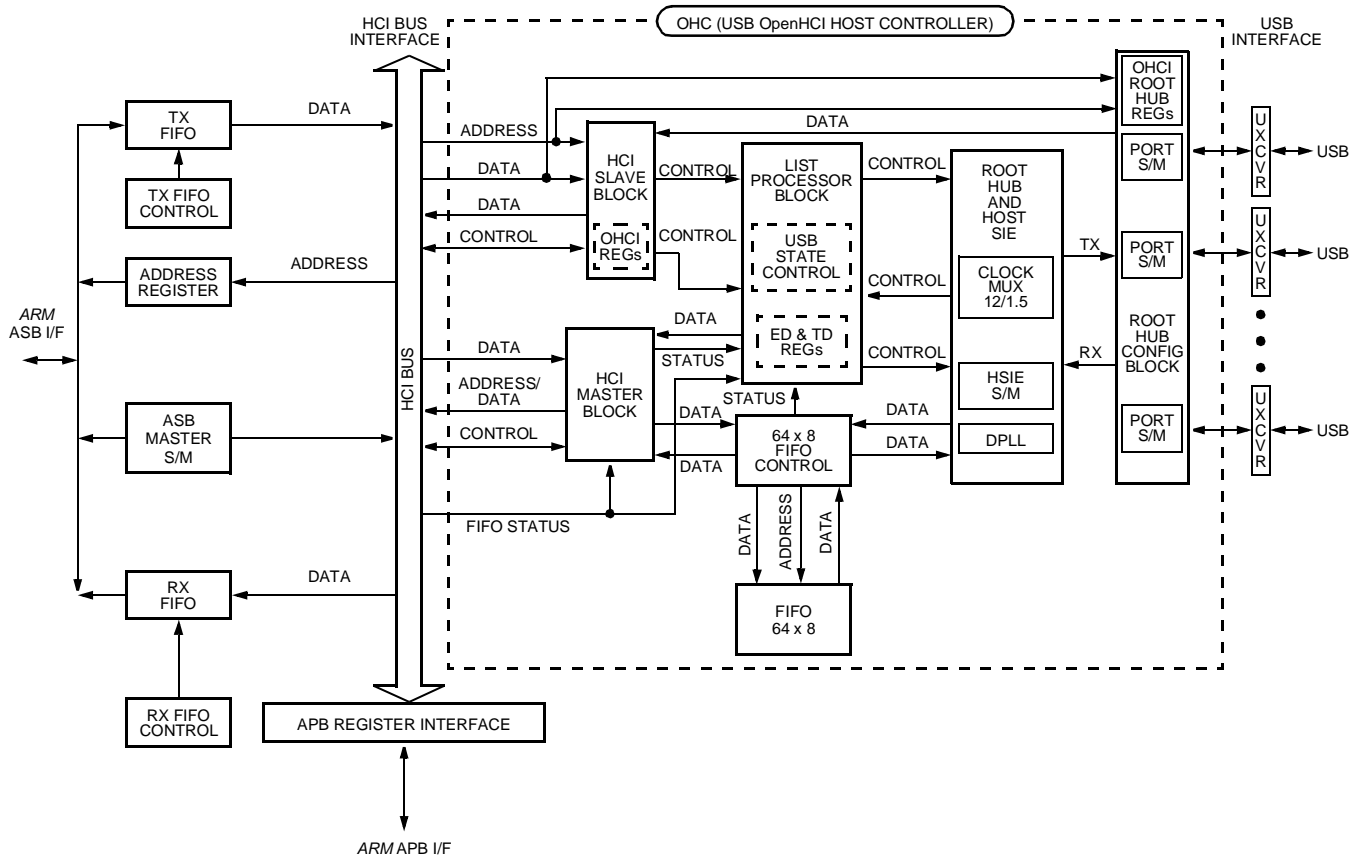
The USB APB interface requires that the system clock frequency be equal to or greater than the 48 MHz USB clock to function correctly.

The USB host controller is a master on the IPT\_ARM system bus (ASB). A complete explanation of the USB operation is beyond the scope of this document. The user should refer to the *OpenHCI Specification* version 1.0 for an explanation of how to set up and use the USB.

Every device on the USB bus is specified to the USB host controller by one or more endpoint descriptors (ED). These endpoint descriptors are placed on the interrupt list, the control list, or the bulk list by software. Isochronous end points are placed on the interrupt list at the end of all interrupt endpoints. Each item placed on a list is linked to all the other items on that list. Interrupt endpoints, depending on where they are linked on the list, can be checked every 1, 2, 4, 8, 16, or 32 ms. Each endpoint descriptor can be linked to zero or more transfer descriptors. When an endpoint is checked, and if there is a valid transfer descriptor linked to it, the host controller will execute one transfer. The executed transfer has its descriptor removed from the endpoint list and moved to a done linked list.

The **Hc HCCA register** points to a memory structure that defines the start and end of all interrupt endpoint lists. The control and bulk lists are pointed to by their own address pointer registers.

### 13 USB Host Controller (continued)



5-5595 (F)a.

Figure 21. USB Block Diagram

### 13.2 USB Registers

The host controller (HC) contains a set of on-chip operational registers that are mapped into a noncacheable portion of the system-addressable space. These registers are used by the host controller driver (HCD). According to the function of these registers, they are divided into four partitions, specifically for control and status, memory pointer, frame counter, and root hub. All of the registers should be read and written as 32-bit words.

The OpenHCI specification may allocate reserve bits. To ensure interoperability, the host controller driver that does not use a reserved field should not assume that the reserved field contains a 0. Furthermore, the host controller driver should always preserve the value(s) of the reserved field(s). When an R/W register is modified, the host controller driver should first read the register, modify the bits desired, then write the register with the reserved bits still containing the read value. Alternatively, the host controller driver can maintain an in-memory copy of previously written values that can be modified and then written to the **host controller register**. When a write to **set/clear register** is written, bits written to reserved fields should be 0.

## 13 USB Host Controller (continued)

### 13.2.1 USB Operational Registers Summary

Table 144. USB Operational Register Map

Register	Address
Hc revision (see Table 145 on page 163).	0XE000 7000
Hc control (see Table 146 on page 164).	0XE000 7004
Hc command status (see Table 147 on page 166).	0XE000 7008
Hc interrupt status (see Table 148 on page 167).	0XE000 700C
Hc interrupt enable (see Table 149 on page 169).	0XE000 7010
Hc interrupt disable (see Table 150 on page 170).	0XE000 7014
Hc HCCA (see Table 151 on page 171).	0XE000 7018
Hc period current ED (see Table 152 on page 171).	0XE000 701C
Hc control head ED (see Table 153 on page 172).	0XE000 7020
Hc control current ED (see Table 154 on page 172).	0XE000 7024
Hc bulkhead ED (see Table 155 on page 173).	0XE000 7028
Hc bulk current ED (see Table 156 on page 173).	0XE000 702C
Hc done head (see Table 157 on page 174).	0XE000 7030
Hc Fm interval (see Table 158 on page 175).	0XE000 7034
Hc Fm remaining (see Table 159 on page 175).	0XE000 7038
Hc Fm number (see Table 160 on page 176).	0XE000 703C
Hc periodic start (see Table 161 on page 176).	0XE000 7040
Hc LS threshold (see Table 162 on page 177).	0XE000 7044
Hc Rh descriptor A (see Table 163 on page 178).	0XE000 7048
Hc Rh descriptor B (see Table 164 on page 180).	0XE000 704C
Hc Rh status (see Table 165 on page 181).	0XE000 7050
Hc Rh port status [1:NDP] (see Table 166 on page 182).	0XE000 7054

## 13.3 The Control and Status Partition

### 13.3.1 Hc Revision Register

Table 145. Hc Revision Register

Address 0xE000 7000					
Bit #	31:8				7:0
Name	RSVD				REV
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:8	RSVD	—	—	—	Reserved.
7:0	REV	10H	R	R	Revision. This read-only field contains the BCD representation of the version of the HCI specification that is implemented by this HC. For example, a value of 11h corresponds to version 1.1. All of the HC implementations that are compliant with this specification will have a value of 10h.

## 13 USB Host Controller (continued)

### 13.3.2 Hc Control Register

The **Hc Control register** defines the operating modes for the host controller. Most of the fields in this register are modified only by the host controller driver, except host controller functional state and remote wake-up connected.

Table 146. Hc Control Register

Address 0xE000 7004											
Bit #	31:11	10	9	8	7	6	5	4	3	2	1:0
Name	RSVD	RWE	RWC	IR	HCFS		BLE	CLE	IE	PLE	CBSR
Bit #	Key	Reset	R/W		Description						
			HCD	HC							
31:11	RSVD	—	—	—	Reserved.						
10	RWE	0b	R/W	R	Remote wake-up enable. This bit is used by HCD to enable or disable the remote wake-up feature upon the detection of upstream resume signaling. When this bit is set and the <b>RD</b> bit in <b>Hc interrupt status register</b> (see Table 148 on page 167) is set, a remote wake-up is signaled to the host system. Setting this bit has no impact on the generation of hardware interrupt.						
9	RWC	0b	R/W	R/W	Remote wake-up connected. This bit indicates whether HC supports remote wake-up signaling. If remote wake-up is supported and used by the system, it is the responsibility of system firmware to set this bit during post. HC clears the bit upon a hardware reset but does not alter it upon a software reset. Remote wake-up signaling of the host system is host-bus-specific, and is not described in this specification.						
8	IR	0b	R/W	R	Interrupt routing. This bit determines the routing of interrupts generated by events registered in <b>Hc interrupt status register</b> . If clear, all interrupts are routed to the normal host bus interrupt mechanism. If set, interrupts are routed to the system management interrupt. HCD clears this bit upon a hardware reset, but it does not alter this bit upon a software reset. HCD uses this bit as a tag to indicate the ownership of HC.						
7:6	HCFS	00b	R/W	R/W	Host controller functional state for USB.  00: USB reset 01: USB resume 10: USB operational 11: USB suspend  A transition to USB operational from another state causes SOF generation to begin 1 ms later. HCD may determine whether HC has begun sending SOFs by reading the start of frame field of the <b>Hc interrupt status register</b> . This field may be changed by HC only when in the USB suspend state. HC may move from the USB suspend state to the USB resume state after detecting the resume signaling from a downstream port. HC enters USB suspend after a software reset, whereas it enters USB reset after a hardware reset. The latter also resets the root hub and asserts subsequent reset signaling to downstream ports.						

### 13 USB Host Controller (continued)

Table 146. Hc Control Register (continued)

Bit #	Key	Reset	R/W		Description										
			HCD	HC											
5	BLE	0b	R/W	R	Bulk list enable. This bit is set to enable the processing of the bulk list in the next frame. If cleared by HCD, processing of the bulk list does not occur after the next SOF. HC checks this bit whenever it determines to process the list. When disabled, HCD may modify the list. If the <b>Hc bulk current ED register</b> is pointing to an ED to be removed, HCD must advance the pointer by updating <b>Hc bulk current ED register</b> before re-enabling processing of the list.										
4	CLE	0b	R/W	R	Control list enable. This bit is set to enable the processing of the control list in the next frame. If cleared by HCD, processing of the control list does not occur after the next start of frame (SOF). HC must check this bit whenever it determines to process the list. When disabled, HCD may modify the list. If the <b>Hc Control current ED register</b> is pointing to an ED to be removed, HCD must advance the pointer by updating the <b>Hc Control current ED register</b> before re-enabling processing of the list.										
3	IE	0b	R/W	R	Isochronous enable. This bit is used by HCD to enable/disable processing of isochronous EDs. While processing the periodic list in a frame, HC checks the status of this bit when it finds an isochronous ED (F = 1). If set (enabled), HC continues processing the EDs. If cleared (disabled), HC halts processing of the periodic list (that now contains only isochronous EDs) and begins processing the bulk/control lists. Setting this bit is guaranteed to take effect in the next frame (not the current frame).										
2	PLE	0b	R/W	R	Periodic list enable. This bit is set to enable the processing of the periodic list in the next frame. If cleared by HCD, processing of the periodic list does not occur after the next SOF. HC must check this bit before it starts processing the list.										
1:0	CBSR	00b	R/W	R	Control bulk service ratio. This specifies the service ratio between control and bulk EDs. Before processing any of the non-periodic lists, HC must compare the ratio specified with its internal count to how many nonempty control EDs have been processed, to determine whether to continue serving another control ED or switching to bulk EDs. The internal count will be retained when crossing the frame boundary. In case of reset, HCD is responsible for restoring this value.  <table border="0"> <tr> <td>CBSR</td> <td>No. of Control EDs Over Bulk EDs Served</td> </tr> <tr> <td>00</td> <td>1:1</td> </tr> <tr> <td>01</td> <td>2:1</td> </tr> <tr> <td>10</td> <td>3:1</td> </tr> <tr> <td>11</td> <td>4:1</td> </tr> </table>	CBSR	No. of Control EDs Over Bulk EDs Served	00	1:1	01	2:1	10	3:1	11	4:1
CBSR	No. of Control EDs Over Bulk EDs Served														
00	1:1														
01	2:1														
10	3:1														
11	4:1														

## 13 USB Host Controller (continued)

### 13.3.3 Hc Command Status Register

The **Hc command status register** is used by the host controller to receive commands issued by the host controller driver, as well as reflecting the current status of the host controller. To the host controller driver, it appears to be a write to set the register. The host controller must ensure that bits written as 1 become set in the register, while bits written as 0 remain unchanged in the register. The host controller driver may issue multiple distinct commands to the host controller without concern for corrupting previously issued commands. The host controller driver has normal read access to all bits.

The **SOC** field indicates the number of frames with that the host controller has detected the scheduling overrun error. This occurs when the periodic list does not complete before end of frame. When a scheduling overrun error is detected, the host controller increments the counter and sets the scheduling overrun field in the **Hc interrupt status register** (see Table 148 on page 167).

Table 147. Hc Command Status Register

Address 0xE000 7008							
Bit #	31:18	17:16	15:4	3	2	1	0
Name	RSVD	SOC	RSVD	OCR	BLF	CLF	HCR
Bit #	Key	Reset	Read/Write		Description		
			HCD	HC			
31:18	RSVD	—	—	—	Reserved.		
17:16	SOC	00b	R	R/W	Scheduling overrun count. These bits are incremented on each scheduling overrun error. It is initialized to 00b and wraps around at 11b. This will be incremented when a scheduling overrun is detected even if scheduling overrun in <b>Hc interrupt status register</b> (see Table 148 on page 167) has already been set. This is used by HCD to monitor any persistent scheduling problems.		
15:4	RSVD	—	—	—	Reserved.		
3	OCR	0b	R/W	R/W	Ownership change request. This bit is set by an OS HCD to request a change of control of the HC. When set, HC will set the ownership change field in the <b>Hc interrupt status register</b> . After the changeover, this bit is cleared and remains so until the next request from OS HCD.		
2	BLF	0b	R/W	R/W	Bulk list filled. This bit is used to indicate whether there are any TDs on the bulk list. It is set by HCD whenever it adds a TD to an ED in the bulk list. When HC begins to process the head of the bulk list, it checks <b>BLF</b> . As long as <b>BLF</b> is 0, HC will not start processing the bulk list. If <b>BLF</b> is 1, HC will start processing the bulk list and will set <b>BLF</b> to 0. If HC finds a TD on the list, then HC will set <b>BLF</b> to 1, causing the bulk list processing to continue. If no TD is found on the bulk list, and if HCD does not set <b>BLF</b> , then <b>BLF</b> will still be 0 when HC completes processing the bulk list and bulk list processing will stop.		



### 13 USB Host Controller (continued)

Table 147. Hc Command Status Register (continued)

Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
1	CLF	0b	R/W	R/W	Control list filled. This bit is used to indicate whether there are any TDs on the control list. It is set by HCD whenever it adds a TD to an ED in the control list. When HC begins to process the head of the control list, it checks <b>CLF</b> . As long as <b>CLF</b> is 0, HC will not start processing the control list. If <b>CLF</b> is 1, HC will start processing the control list and will set <b>CLF</b> to 0. If HC finds a TD on the list, then HC will set <b>CLF</b> to 1, causing the control list processing to continue. If no TD is found on the control list, and if the HCD does not set <b>CLF</b> , then <b>CLF</b> will still be 0 when HC completes processing the control list and control list processing will stop.
0	HCR	0b	R/W	R/W	Host controller reset. This bit is set by HCD to initiate a software reset of HC. Regardless of the functional state of HC, it moves to the USB suspend state in which most of the operational registers are reset except those stated otherwise; e.g., the IR field of Hc Control; no host bus accesses are allowed. This bit is cleared by HC upon the completion of the reset operation. The reset operation must be completed within 10 $\mu$ s. This bit, when set, should not cause a reset to the root hub and no subsequent reset signaling should be asserted to its downstream ports.

#### 13.3.4 Hc Interrupt Status Register

This register provides status on various events that cause hardware interrupts. When an event occurs, the host controller sets the corresponding bit in this register. When a bit becomes set, a hardware interrupt is generated if the interrupt is enabled in the **Hc interrupt enable register** (see Table 149 on page 169) and the master interrupt enable bit is set. The host controller driver may clear specific bits in this register by writing 1 to bit positions to be cleared. The host controller driver may not set any of these bits. The host controller will never clear the bit.

Table 148. Hc Interrupt Status Register

Address 0xE000 700C										
Bit #	31	30	29:7	6	5	4	3	2	1	0
Name	0	OC	RSVD	RHSC	FNO	UE	RD	SF	WHD	SO
Bit #	Key	Reset	Read/Write		Description					
			HCD	HC						
31	—	—	—	—	—					
30	OC	0b	R/W	R/W	Ownership change. This bit is set by HC when HCD sets the ownership change request field in <b>Hc command status register</b> . This event, when unmasked, will immediately (always) generate a system management interrupt ( <b>SMI</b> ). This bit is tied to 0b when the <b>SMI</b> pin is not implemented.					
29:7	RSVD	—	—	—	Reserved.					

### 13 USB Host Controller (continued)

Table 148. Hc Interrupt Status Register (continued)

Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
6	RHSC	0b	R/W	R/W	Root hub status change. This bit is set when the content of <b>Hc Rh status register</b> or the content of any of <b>Hc Rh port status register</b> [number of downstream port] has changed.
5	FNO	0b	R/W	R/W	Frame number overflow. This bit is set when the MSB of the <b>Hc Fm number register</b> (bit 15) changes value, from 0 to 1 or from 1 to 0, and after the <b>HC frame number register</b> has been updated.
4	UE	0b	R/W	R/W	Unrecoverable error. This bit is set when HC detects a system error not related to USB. HC should not proceed with any processing nor signaling before the system error has been corrected. HCD clears this bit after HC has been reset.
3	RD	0b	R/W	R/W	Resume detected. This bit is set when HC detects that a device on the USB is asserting resume signaling. It is the transition from no resume signaling to resume signaling causing this bit to be set. This bit is not set when HCD sets the USB resume state.
2	SF	0b	R/W	R/W	Start of frame. This bit is set by HC at each start of a frame and after the update of the <b>Hc Fm number register</b> . HC also generates an SOF token at the same time.
1	WDH	0b	R/W	R/W	Write back done head. This bit is set immediately after HC has written Hc DoneHead to HccaDoneHead. Further updates of the <b>Hcca done head register</b> will not occur until this bit has been cleared. HCD should only clear this bit after it has saved the content of HccaDoneHead.
0	SO	0b	R/W	R/W	Scheduling overrun. This bit is set when the USB schedule for the current frame overruns and after the update of <b>Hcca frame number register</b> . A scheduling overrun will also cause the SOC of <b>Hc command status register</b> to be incremented.

## 13 USB Host Controller (continued)

### 13.3.5 Hc Interrupt Enable Register

Each enable bit in the **Hc interrupt enable register** corresponds to an associated interrupt bit in the **Hc interrupt status register**. The **Hc interrupt enable register** is used to control which events generate a hardware interrupt. When a bit is set in the **Hc interrupt status register** and the corresponding bit in the **Hc interrupt enable register** is set and the **MIE** bit is set, then a hardware interrupt is requested on the host bus.

Writing a 1 to a bit in this register sets the corresponding bit, whereas writing a 0 to a bit in this register leaves the corresponding bit unchanged. On read, the current value of this register is returned.

**Table 149. Hc Interrupt Enable Register**

Address 0xE000 7010										
Bit #	31	30	29:7	6	5	4	3	2	1	0
Name	MIE	OC	RSVD	RHSC	FNO	UE	RD	SF	WDH	SO
Bit #	Key	Reset	Read/Write		Description					
			HCD	HC						
31	MIE	0b	R/W	R	Master interrupt enable. A 0 written to this field is ignored by HC. A 1 written to this field enables interrupt generation due to events specified in the other bits of this register. This is used by HCD as a master interrupt enable.					
30	OC	0b	R/W	R	Ownership change. If 0 = Ignore. If 1 = Enable interrupt generation due to ownership change.					
29:7	RSVD	—	—	—	Reserved.					
6	RHSC	0b	R/W	R	Root hub status change. 0 = Ignore. 1 = Enable interrupt generation due to root hub status change.					
5	FNO	0b	R/W	R	Frame number overflow. If 0 = Ignore. If 1 = Enable interrupt generation due to frame number overflow.					
4	UE	0b	R/W	R	Unrecoverable error. If 0 = Ignore. If 1 = Enable interrupt generation due to unrecoverable error.					
3	RD	0b	R/W	R	Resume detect. If 0 = Ignore. If 1 = Enable interrupt generation due to resume detect.					
2	SF	0b	R/W	R	Start of frame. If 0 = Ignore. If 1 = Enable interrupt generation due to start of frame.					
1	WDH	0b	R/W	R	Writeback done head. If 0 = Ignore. If 1 = Enable interrupt generation due to HcDoneHead writeback.					
0	SO	0b	R/W	R	Scheduling overrun. If 0 = Ignore. If 1 = Enable interrupt generation due to scheduling overrun.					

## 13 USB Host Controller (continued)

### 13.3.6 Hc Interrupt Disable Register

Each disable bit in the **Hc interrupt disable register** corresponds to an associated interrupt bit in the **Hc interrupt status register**. The **Hc interrupt disable register** is coupled with the **Hc Interrupt enable register**. Thus, writing a 1 to a bit in this register clears the corresponding bit in the **Hc interrupt enable register**, whereas writing a 0 to a bit in this register leaves the corresponding bit in the **Hc interrupt enable register** unchanged. On read, the current value of the **Hc interrupt enable register** is returned.

Table 150. Hc Interrupt Disable Register

Address 0xE000 7014										
Bit #	31	30	29:7	6	5	4	3	2	1	0
Name	MIE	OC	RSVD	RHSC	FNO	UE	RD	SF	WDH	SO
Bit #	Key	Reset	Read/Write		Description					
			HCD	HC						
31	MIE	0b	R/W	R	Master interrupt enable. A 0 written to this field is ignored by HC. A 1 written to this field disables interrupt generation due to events specified in the other bits of this register. This field is set after a hardware or software reset.					
30	OC	0b	R/W	R	Ownership change. If 0 = Ignore. If 1 = Disable interrupt generation due to ownership change.					
29:7	RSVD	—	—	—	Reserved.					
6	RHSC	0b	R/W	R	Root hub status change. If 0 = Ignore. If 1 = Disable interrupt generation due to root hub status change.					
5	FNO	0b	R/W	R	Frame number overflow. If 0 = Ignore. If 1 = Disable interrupt generation due to frame number overflow.					
4	UE	0b	R/W	R	Unrecoverable error. If 0 = Ignore. If 1 = Disable interrupt generation due to unrecoverable error.					
3	RD	0b	R/W	R	Resume detect. If 0 = Ignore. If 1 = Disable interrupt generation due to resume detect.					
2	SF	0b	R/W	R	Start of frame. If 0 = Ignore. If 1 = Disable interrupt generation due to start of frame.					
1	WDH	0b	R/W	R	Writeback done head. If 0 = Ignore. If 1 = Disable interrupt generation due to HcDoneHead writeback.					
0	SO	0b	R/W	R	Scheduling overrun. If 0 = Ignore. If 1 = Disable interrupt generation due to scheduling overrun.					

## 13 USB Host Controller (continued)

### 13.4 Memory Pointer Partition

#### 13.4.1 Hc HCCA Register

The **Hc HCCA register** contains the physical address of the host controller communication area. The host controller driver determines the alignment restrictions by writing all ones to the **Hc HCCA register** and reading the content of the **Hc HCCA register**. The alignment is evaluated by examining the number of zeros in the lower order bits. The minimum alignment is 256 bytes; therefore, bits 0 through 7 must always return 0 when read. This area is used to hold the control structures and the interrupt table that are accessed by both the host controller and the host controller driver.

**Table 151. Hc HCCA Register**

Address 0xE000 7018						
Bit #	31:8				7:0	
Name	HCCA				RSVD	
Bit #	Key	Reset	Read/Write		Description	
			HCD	HC		
31:8	HCCA	0	R/W	R	Host controller communication area. This is the base address of the host controller communication area.	
7:0	RSVD	—	—	—	Reserved.	

#### 13.4.2 Hc Period Current ED Register

The **Hc period current ED register** contains the physical address of the current isochronous or interrupt endpoint descriptor.

**Table 152. Hc Period Current ED Register**

Address 0xE000 701C						
Bit #	31:4				3:0	
Name	PCED				RSVD	
Bit #	Key	Reset	Read/Write		Description	
			HCD	HC		
31:4	PCED	0	R	R/W	Period current ED. This is used by HC to point to the head of one of the periodic lists that will be processed in the current frame. The content of this register is updated by HC after a periodic ED has been processed. HCD may read the content in determining which ED is currently being processed at the time of reading.	
3:0	RSVD	—	—	—	Reserved.	

## 13 USB Host Controller (continued)

### 13.4.3 Hc Control Head ED Register

The **Hc Control head ED register** contains the physical address of the first endpoint descriptor of the control list.

Table 153. Hc Control Head ED Register

Address 0xE000 7020					
Bit #	31:4				3:0
Name	CHED				RSVD
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:4	CHED	0	R/W	R	Control head ED. HC traverses the control list starting with the Hc Control head ED pointer. The content is loaded from HCCA during the initialization of HC.
3:0	RSVD	—	—	—	Reserved.

### 13.4.4 Hc Control Current ED Register

The **Hc Control current ED register** contains the physical address of the current endpoint descriptor of the control list.

Table 154. Hc Control Current ED Register

Address 0xE000 7024					
Bit #	31:4				3:0
Name	CCED				RSVD
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:4	CCED	0	R/W	R/W	Control current ED. This pointer is advanced to the next ED after serving the present one. HC will continue processing the list from where it left off in the last frame. When it reaches the end of the control list, HC checks the <b>CLF</b> of in the <b>Hc command status register</b> . If set, it copies the content of the <b>Hc Control head ED register</b> to the <b>Hc Control current ED register</b> and clears the bit. If not set, it does nothing. HCD is allowed to modify this register only when the <b>CLE</b> is cleared. When set, HCD only reads the instantaneous value of this register. Initially, this is set to 0 to indicate the end of the control list.
3:0	RSVD	—	—	—	Reserved.

## 13 USB Host Controller (continued)

### 13.4.5 Hc Bulk Head ED Register

The **Hc bulk head ED register** contains the physical address of the first endpoint descriptor of the bulk list.

Table 155. Hc Bulk Head ED Register

Address 0xE000 7028					
Bit #	31:4				3:0
Name	BHED				RSVD
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:4	BHED	0	R/W	R	Bulk head ED. HC traverses the bulk list starting with the Hc bulk head ED pointer. The content is loaded from HCCA during the initialization of HC.
3:0	RSVD	—	—	—	Reserved.

### 13.4.6 Hc Bulk Current ED Register

The **Hc bulk current ED register** contains the physical address of the current endpoint of the bulk list. When the bulk list is served in a round-robin fashion, the endpoints will be ordered according to their insertion to the list.

Table 156. Hc Bulk Current ED Register

Address 0xE000 702C					
Bit #	31:4				3:0
Name	BCED				RSVD
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:4	BCED	0	R/W	R/W	Bulk current ED. This is advanced to the next ED after the HC has served the present one. HC continues processing the list from where it left off in the last frame. When it reaches the end of the bulk list, HC checks the <b>CLF</b> of the <b>Hc Control register</b> . If set, it copies the content of <b>Hc bulk head ED register</b> to <b>Hc bulk current ED register</b> and clears the bit. If it is not set, it does nothing. HCD is only allowed to modify this register when the <b>BLE</b> of the <b>Hc Control register</b> is cleared. When set, the HCD only reads the instantaneous value of this register. This is initially set to 0 to indicate the end of the bulk list.
3:0	RSVD	—	—	—	Reserved.

## 13 USB Host Controller (continued)

### 13.4.7 Hc Done Head Register

The **Hc done head register** contains the physical address of the last completed transfer descriptor that was added to the done queue. In normal operation, the host controller driver should not need to read this register since its content is periodically written to the HCCA.

Table 157. Hc Done Head Register

Address 0xE000 7030					
Bit #	31:4			3:0	
Name	DH			RSVD	
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:4	DH	0	R	R/W	Done head. When a TD is completed, HC writes the content of the <b>Hc done head register</b> to the next TD field of the TD. HC then overwrites the content of the <b>Hc done head register</b> with the address of this TD. This is set to 0 whenever HC writes the content of this register to HCCA. It also sets the WDH of the <b>Hc interrupt status register</b> .
3:0	RSVD	—	—	—	Reserved.

## 13.5 Frame Counter Partition

### 13.5.1 Hc Fm Interval Register

The **Hc Fm interval register** contains a 14-bit value that indicates the bit time interval in a frame, (e.g., between two consecutive SOFs), and a 15-bit value indicating the full-speed maximum packet size that the host controller may transmit or receive without causing scheduling overrun. The host controller driver may carry out minor adjustment on the frame interval by writing a new value over the present one at each SOF. This provides the programmability necessary for the host controller to synchronize with an external clocking resource and to adjust any unknown local clock offset.



### 13 USB Host Controller (continued)

Table 158. Hc Fm Interval Register

Address 0xE000 7034					
Bit #	31	30:16	15	14	13:0
Name	FI	FSMPS	RSVD		FIT
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31	FI	2EDF	R/W	R	Frame interval. This specifies the interval between two consecutive SOFs in bit times. The nominal value is set to be 11,999. HCD should store the current value of this field before resetting HC. Setting the <b>HCR</b> field of <b>Hc command status register</b> will cause the HC to reset this field to its nominal value. HCD may choose to restore the stored value upon the completion of the reset sequence.
30:16	FSMPS	TBD	R/W	R	FS largest data packet. This field specifies a value that is loaded into the largest data packet counter at the beginning of each frame. The counter value represents the largest amount of data in bits that can be sent or received by the HC in a single transaction at any given time without causing scheduling overrun. The field value is calculated by the HCD.
15:14	RSVD	—	—	—	Reserved.
13:0	FIT	0b	R/W	R	Frame interval toggle. HCD toggles this bit whenever it loads a new value to <b>FI</b> .

#### 13.5.2 Hc Fm Remaining Register

The **Hc Fm remaining register** is a 14-bit down counter showing the bit time remaining in the current frame.

Table 159. Hc Fm Remaining Register

Address 0xE000 7038					
Bit #	31	30:14	13:0		
Name	FRT	RSVD	FR		
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31	FRT	0b	R	R/W	Frame remaining toggle. This bit is loaded from the <b>FIT</b> field of the <b>Hc Fm interval register</b> whenever <b>FR</b> reaches 0. This bit is used by HCD for the synchronization between frame interval and frame remaining.
30:14	RSVD	—	—	—	Reserved.
13:0	FR	0h	R	R/W	Frame remaining. This counter is decremented at each bit time. When it reaches 0, it is reset by loading the frame interval value specified in the <b>Hc Fm interval register</b> at the next bit time boundary. When entering the USB operational state, HC reloads the content with the <b>FI</b> of the <b>Hc Fm interval register</b> and uses the updated value from the next SOF.

## 13 USB Host Controller (continued)

### 13.5.3 Hc Fm Number Register

The **Hc Fm number register** is a 16-bit counter. It provides a timing reference among events happening in the host controller and the host controller driver. The host controller driver may use the 16-bit value specified in this register and generate a 32-bit frame number without requiring frequent access to the register.

Table 160. Hc Fm Number Register

Address 0xE000 703C					
Bit #	31:16			15:0	
Name	RSVD			FN	
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:16	RSVD	—	—	—	Reserved.
15:0	FN	0	R	R/W	Frame number. This is incremented when the <b>Hc Fm remaining register</b> is reloaded. It will be rolled over to 0H after FFFFH. When entering the USB operational state, this will be incremented automatically. The content will be written to HCCA after HC has incremented the <b>FN</b> at each frame boundary and sent a SOF, but before HC reads the first ED in that frame. After writing to HCCA, HC will set the start of frame in the <b>Hc interrupt status register</b> .

### 13.5.4 Hc Periodic Start Register

The **Hc periodic start register** has a 14-bit programmable value that determines the earliest time HC should start processing the periodic list.

Table 161. Hc Periodic Start Register

Address 0xE000 7040					
Bit #	31:14			13:0	
Name	RSVD			PS	
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:14	RSVD	—	—	—	Reserved.
13:0	PS	0h	R/W	R	Periodic start. After a hardware reset, this field is cleared. This is then set by HCD during the HC initialization. The value is calculated roughly as 10% off from the <b>Hc Fm interval register</b> . A typical value will be 3E67h. When the <b>Hc Fm remaining register</b> reaches the value specified, processing of the periodic lists will have priority over control/bulk processing. HC will therefore start processing the interrupt list after completing the current control or bulk transaction that is in progress.

### 13.5.5 Hc LS Threshold Register

The **Hc LS threshold register** contains an 11-bit value used by the host controller to determine whether to commit to the transfer of a maximum of 8-byte LS packet before EOF. Neither the host controller nor the host controller driver are allowed to change this value.

## 13 USB Host Controller (continued)

Table 162. Hc LS Threshold Register

Address 0xE000 7044					
Bit #	31:12			11:0	
Name	RSVD			LST	
Bit #	Key	Reset	Read/Write		Description
			HCD	HC	
31:12	RSVD	—	—	—	Reserved.
11:0	LST	0628	R/W	R	LS threshold. This field contains a value that is compared to the FR field prior to initiating a low-speed transaction. The transaction is started only if <b>FR</b> ≥ this field. The value is calculated by HCD with the consideration of transmission and setup overhead.

### 13.6 Root Hub Partition

All registers included in this partition are dedicated to the USB root hub, that is an integral part of the host controller though still a functionally separate entity. The HCD emulates USB accesses to the root hub via a register interface. The HCD maintains many USB-defined hub features that are not required to be supported in hardware. For example, the hub's device, configuration, interface, and endpoint descriptors are maintained only in the HCD as well as some static fields of the class descriptor.

The HCD also maintains and decodes the root hub's device address as well as other trivial operations that are better suited to software than hardware. The root hub register interface is otherwise developed to maintain similarity of bit organization and operation to typical hubs that are found in the system.

The following four register definitions exist:

- **Hc Rh descriptor A register.**
- **Hc Rh descriptor B register.**
- **Hc Rh status register.**
- **Hc Rh port status register [1:NDP]**, (NDP = number of data ports).

Each register is read and written as a DWORD. These registers are only written during initialization to correspond with the system implementation.

#### 13.6.1 Hc Rh Descriptor A Register

The **Hc Rh descriptor A register** is the first register of two describing the characteristics of the root hub. Reset values are implementation-specific. The descriptor length (11), descriptor type (TBD), and hub controller current (0) fields of the hub class descriptor are emulated by the HCD. All other fields are located in the **Hc Rh descriptor A register** and **Hc Rh descriptor B register**.

### 13 USB Host Controller (continued)

Table 163. Hc Rh Descriptor A Register

Address 0xE000 7048							
Bit #	31:24	23:12	11	10	9	8	7:0
Name	POTPGT	RSVD	OCPM	DT	NPS	PSM	NDP
Bit #	Field	Root Hub Reset	Read/Write		Description		
			HCD	HC			
31:24	POTPGT	IS	R/W	R	Power on to power good time. This byte specifies the duration HCD has to wait before accessing a powered-on port of the root hub. It is implementation-specific. The unit of time is 2 ms. The duration is calculated as <b>POTPGT</b> x 2 ms.		
23:12	RSVD	—	—	—	Reserved.		
11	OCPM	IS	R/W	R	Overcurrent protection mode. This bit describes how the overcurrent status for the root hub ports are reported. At reset, this field should reflect the same mode as power-switching mode. If 0, overcurrent status is reported collectively for all downstream ports. If 1, over-current status is reported on a per-port basis		
10	DT	0b	R	R	Device type. This bit specifies that the root hub is not a compound device. The root hub is not permitted to be a compound device. This field should always read/write 0.		
9	PSM	IS	R/W	R	Power-switching mode. This bit is used to specify how the power switching of the root hub ports is controlled. It is implementation-specific. This field is only valid if the <b>NPS</b> field is cleared. If 0, all ports are powered at the same time. If 1, each port is powered individually. This mode allows port power to be controlled by either the global switch or per-port switch. If the <b>PPCM</b> bit is set, the port responds only to port power commands (set/clear port power). If the port mask is cleared, then the port is controlled only by the global power switch, set/clear global power.		

### 13 USB Host Controller (continued)

Table 163. Hc Rh Descriptor A Register (continued)

Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
8	NPS	IS	R/W	R	No power switching. These bits are used to specify whether power switching is supported or port are always powered. It is implementation-specific.  When this bit is cleared, the specifies global or per-port switching. If 0, ports are power switched.  If 1, ports are always powered on when the HC is powered on.
7:0	NDP	IS	R	R	Number downstream ports. These bits specify the number of downstream ports supported by the root hub. It is implementation-specific. The minimum number of ports is 1. The maximum number of ports supported by OpenHCI is 15.

Note: IS denotes an implementation-specific reset value for that field.

## 13 USB Host Controller (continued)

### 13.6.2 Hc Rh Descriptor B Register

The **Hc Rh descriptor B register** is the second register of two describing the characteristics of the root hub. These fields are written during initialization to correspond with the system implementation. Reset values are implementation-specific (IS).

**Table 164. Hc Rh Descriptor B Register**

Address 0xE000 704C					
Bit #	31:16			15:0	
Name	PPCM			DR	
Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
31:16	PPCM	IS	R/W	R	<p>Port power control mask. Each bit indicates if a port is affected by a global power control command when <b>PSM</b> is set. When set, the port's power state is only affected by per-port power control (set/clear port power). When cleared, the port is controlled by the global power switch (set/clear global power). If the device is configured to global switching mode (PSM = 0), this field is not valid.</p> <p>Bit 16: Reserved.                      Bit 17: Ganged-power mask on port #17.                      Bit 18: Ganged-power mask on port #18.                      .                      .                      .                      Bit 31: Ganged-power mask on port #31.</p>
15:0	DR	IS	R/W	R	<p>Device removable. Each bit is dedicated to a port of the root hub.</p> <p>When cleared, the attached device is removable.                      When set, the attached device is not removable.</p> <p>Bit 0: Reserved.                      Bit 1: Device attached to port 1.                      Bit 2: Device attached to port 2.                      .                      .                      .                      bit 15: Device attached to port 15.</p>

## 13 USB Host Controller (continued)

### 13.6.3 Hc Rh Status Register

The **Hc Rh status register** is divided into two parts. The lower word of a DWORD represents the hub status field and the upper word represents the hub status change field. Reserved bits should always be written 0.

**Table 165. Hc Rh Status Register**

Address 0xE000 7050								
Bit #	31	30:18	17	16	15	14:2	1	0
Name	CRWE	RSVD	OCIC	LPSC	DRWE	RSVD	OCI	LPS
Bit #	Field	Root Hub Reset	Read/Write		Description			
			HCD	HC				
31	CRWE	—	W	R	Clear remote wake-up enable, (write). Writing a 1 clears <b>DRWE</b> . Writing a 0 has no effect.			
30:18	RSVD	—	—	—	Reserved.			
17	CCIC	0b	R/W	R/W	Overcurrent indicator change. This bit is set by hardware when a change has occurred to the <b>OCI</b> field of this register.  The HCD clears this bit by writing a 1. Writing a 0 has no effect.			
16	LPSC	0b	R/W	R	Local power status change, (write). The root hub does not support the local power status feature; thus, this bit is always read as 0.  (Write) set global power: in global power mode ( <b>PSM</b> = 0), this bit is written to 1 to turn on power to all ports (clear port power status). In per-port power mode, it sets <b>PPS</b> only on ports whose <b>PPCM</b> bit is not set.  Writing a 0 has no effect.			
15	DRWE	0b	R/W	R	(Read) device remote wake-up enable. This bit enables a <b>CSC</b> bit as a resume event, causing a USB suspend to USB resume state transition and setting the resume detected interrupt.  0 = <b>CSC</b> is not a remote wake-up event. 1 = <b>CSC</b> is a remote wake-up event. (Write) set remote wake-up enable: writing a 1 sets <b>DRWE</b> .  Writing a 0 has no effect.			
14:2	RSVD	—	—	—	Reserved.			
1	OCI	0b	R	R/W	Overcurrent indicator. This bit reports overcurrent conditions when the global reporting is implemented.  When set, an overcurrent condition exists. When cleared, all power operations are normal. If per-port overcurrent protection is implemented this bit is always 0.			
0	LPS	0b	R/W	R	Local power status, (read). The root hub does not support the local power status feature; thus, this bit is always read as 0.  (Write) clear global power: In global power mode ( <b>PSM</b> = 0), This bit is written to 1 to turn off power to all ports (clear port power status). In per-port power mode, it clears port power status only on ports whose <b>PPCM</b> bit is not set.  Writing a 0 has no effect.			

## 13 USB Host Controller (continued)

### 13.6.4 Hc Rh Port Status [1:NDP] Register

The **Hc Rh port status [1:NDP] register** is used to control and report port events on a per-port basis. Number downstream ports (NDP) represents the number of **Hc Rh port status registers** that are implemented in hardware. The lower word is used to reflect the port status, whereas the upper word reflects the status change bits. Some status bits are implemented with special write behavior (see below). If a transaction (token through handshake) is in progress when a write to change port status occurs, the resulting port status change must be postponed until the transaction completes. Reserved bits should always be written 0.

**Table 166. Hc Rh Port Status Register [1:NDP]**

Address 0xE000 7054:0xE000 7058								
Bit #	31:21	20	19	18	17	16	15:10	9
Name	RSVD	PRSC	OCIC	PSSC	PESC	CSC	RSVD	LSDA
Bit #	8	7:5	4	3	2	1	0	
Name	PPS	RSVD	PRS	POCI	PSS	PES	CCS	
Bit #	Field	Root Hub Reset	Read/Write		Description			
			HCD	HC				
31:21	RSVD				Reserved.			
20	PRSC	0b	R/W	R/W	Port reset status change. This bit is set at the end of the 10 ms port reset signal. The HCD writes a 1 to clear this bit.  0 = port reset is not complete. 1 = port reset is complete.  Writing a 0 has no effect.			
19	OCIC	0b	R/W	R/W	Port overcurrent indicator change. This bit is valid only if overcurrent conditions are reported on a per-port basis. This bit is set when root hub changes the <b>POCI</b> bit. The HCD writes a 1 to clear this bit.  0 = no change in <b>POCI</b> . 1 = <b>POCI</b> has changed.  Writing a 0 has no effect.			
18	PSSC	0b	R/W	R/W	Port suspend status change. This bit is set when the full resume sequence has been completed. This sequence includes the twentieth resume pulse, <b>LS</b> , <b>EOP</b> , and a 3 ms resynchronization delay.  0 = resume is not completed. 1 = resume completed.  The HCD writes a 1 to clear this bit. This bit is also cleared when <b>RCS</b> is set.  Writing a 0 has no effect.			



### 13 USB Host Controller (continued)

Table 166. Hc Rh Port Status Register [1:NDP] (continued)

Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
17	PESC	0b	R/W	R/W	<p>Port enable status change. This bit is set when hardware events cause the <b>PES</b> bit to be cleared. Changes from HCD writes do not set this bit. The HCD writes a 1 to clear this bit.</p> <p>0 = no change in <b>PES</b>. 1 = change in <b>PES</b>.</p> <p>Writing a 0 has no effect.</p>
16	CSC	0b	R/W	R/W	<p>Connect status change. This bit is set whenever a connect or disconnect event occurs.</p> <p>The HCD writes a 1 to clear this bit. Writing a 0 has no effect.</p> <p>If <b>CCS</b> is cleared when a set port reset, set port enable, or set port suspend write occurs, this bit is set to force the driver to re-evaluate the connection status since these writes should not occur if the port is disconnected.</p> <p>If 0 = no change in <b>CCS</b>. If 1 = change in <b>CCS</b>.</p> <p><b>Note:</b> If the <b>DR[NDP]</b> bit is set, this bit is set only after a root hub reset to inform the system that the device is attached.</p>
15:10	RSVD	—	—	—	Reserved.
9	LSDA	XB	R/W	R/W	<p>(Read) low-speed device attached. This bit indicates the speed of the device attached to this port.</p> <p>When set, a low-speed device is attached to this port. When clear, a full-speed device is attached to this port.</p> <p>This field is valid only when the <b>CCS</b> is set.</p> <p>If 0 = full-speed device attached. If 1 = low-speed device attached.</p> <p>(Write) <b>CPP</b>. The HCD clears the <b>PPS</b> bit by writing a 1 to this bit. Writing a 0 has no effect.</p>

### 13 USB Host Controller (continued)

Table 166. Hc Rh Port Status Register [1:NDP] (continued)

Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
8	PPS	0b	R/W	R/W	<p>(Read) port power status. This bit reflects the port's power status, regardless of the type of power switching implemented. This bit is cleared if an overcurrent condition is detected. HCD sets this bit by writing set port power or set global power. HCD clears this bit by writing clear port power or clear global power. Which power control switches are enabled is determined by <b>PSM</b> and <b>PPCM</b>[NDP].</p> <p>In global-switching mode (<b>PSM</b> = 0), only set/clear global power controls this bit. In per-port power switching (<b>PSM</b> = 1), if the <b>PPCM</b>[NDP] bit for the port is set, only set/clear port power commands are enabled. If the mask is not set, only set/clear global power commands are enabled. When port power is disabled, <b>CCS</b>, <b>PES</b>, <b>PSS</b>, and <b>PRS</b> should be reset.</p> <p>0 = port power is off. 1 = port power is on.</p> <p><b>(Write) SPP.</b> The HCD writes a 1 to set the <b>PPS</b> bit. Writing a 0 has no effect.</p> <p><b>Note:</b> This bit always reads 1b if power switching is not supported.</p>
7:5	RSVD	—	—	—	Reserved.
4	PRS	0b	R/W	R/W	<p>Port reset status, (read). When this bit is set by a write to set port reset, port reset signaling is asserted. When reset is completed, this bit is cleared when <b>PRSC</b> is set. This bit cannot be set if <b>CCS</b> is cleared.</p> <p>0 = port reset signal is not active. 1 = port reset signal is active.</p> <p>Set port reset, (write). The HCD sets the port reset signaling by writing a 1 to this bit. Writing a 0 has no effect.</p> <p>If <b>CCS</b> is cleared, this write does not set <b>PRS</b>, but instead sets <b>CSC</b>. This informs the driver that it attempted to reset a disconnected port.</p>

### 13 USB Host Controller (continued)

Table 166. Hc Rh Port Status Register [1:NDP] (continued)

Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
3	POCI	0b	R/W	R/W	<p>Port overcurrent indicator, (read). This bit is only valid when the root hub is configured in such a way that overcurrent conditions are reported on a per-port basis. If per-port overcurrent reporting is not supported, this bit is set to 0. If cleared, all power operations are normal for this port. If set, an overcurrent condition exists on this port. This bit always reflects the overcurrent input signal.</p> <p>0 = no overcurrent condition. 1 = overcurrent condition detected.</p> <p>Clear suspend status, (write). The HCD writes a 1 to initiate a resume. A resume is initiated only if this bit is set.</p> <p>Writing a 0 has no effect.</p>
2	PSS	0b	R/W	R/W	<p>Port suspend status, (read). This bit indicates the port is suspended or in the resume sequence. It is set by a write and cleared when it is set at the end of the resume interval. This bit cannot be set if it is cleared. This bit is also cleared when is set at the end of the port reset or when the HC is placed in the USB resume state. If an upstream resume is in progress, it should propagate to the HC.</p> <p>0 = port is not suspended. 1 = port is suspended.</p> <p>Set port suspend, (Write). The HCD sets the bit by writing a 1 to this bit. If <b>CCS</b> is cleared, this write does not set <b>PSS</b>; instead, it sets <b>CSC</b>. This informs the driver that it attempted to suspend a disconnected port.</p> <p>Writing a 0 has no effect.</p>
1	PES	0b	R/W	R/W	<p>Port enable status, (read). This bit indicates whether the port is enabled or disabled. The root hub may clear this bit when an overcurrent condition, disconnect event, switched-off power, or operational bus error such as babble is detected. This change also causes <b>PESC</b> to be set. HCD sets this bit by writing set port enable and clears it by writing clear port enable.</p> <p>This bit cannot be set when <b>CCS</b> is cleared. This bit is also set, if not already, at the completion of a port reset when reset status change is set or port suspended when suspend status change is set.</p> <p>0 = port is disabled. 1 = port is enabled.</p> <p>Set port enable, (write). The HCD sets <b>PES</b> by writing a 1. If <b>CCS</b> is cleared, this write does not set <b>PES</b>, but instead sets <b>CSC</b>. This informs the driver that it attempted to enable a disconnected port.</p> <p>Writing a 0 has no effect.</p>

**13 USB Host Controller** (continued)

Table 166. Hc Rh Port Status Register [1:NDP] (continued)

Bit #	Field	Root Hub Reset	Read/Write		Description
			HCD	HC	
0	CCS	0b	R/W	R/W	<p>Current connect status, (read). This bit reflects the current state of the downstream port.</p> <p>If 0 = no device connected. If 1 = device connected.</p> <p>Clear port enable (write). The HCD writes a 1 to this bit to clear the <b>PES</b> bit. The <b>CCS</b> is not affected by any write.</p> <p>Writing a 0 has no effect.</p> <p><b>Note:</b> This bit is always read 1b when the attached device is not a removable (<b>DR[NDP]</b>) (see Table 164 on page 180).</p>

## 14 IrDA\_ACC and UART\_ACC

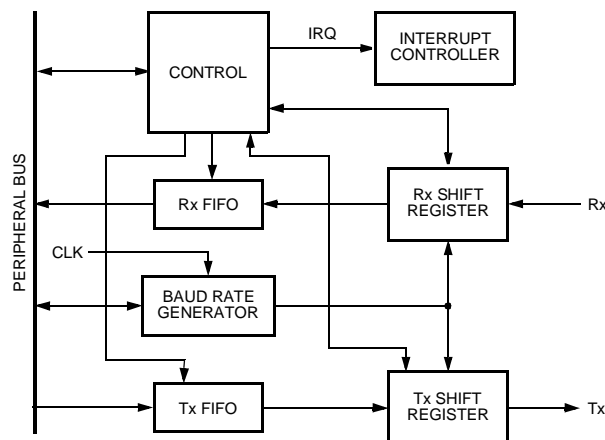
There are two asynchronous communications controllers on the IPT\_ARM. The IrDA\_ACC provides an IrDA infrared channel and the UART\_ACC provides a connection to the expansion UART unit. A list of features of the two ACC follows:

- Full-duplex asynchronous communication.
- Each ACC has 10 x 32 FIFOs for both receive and transmit.
- One start bit, eight data bits, one optional ninth data bit, one optional parity bit, one stop bit.
- Separate programmable baud rates.
- Complete status reporting capabilities.
- Support for DMA transfers.
- IrDA input/output pulse formatter option (IrDA\_ACC only).
- Programmable IrDA output pulse to meet infrared transmitter and receiver timing requirements. (IrDA\_ACC only.)

### 14.1 ACC Operation

As shown in Figure 22 below, the function of the ACC is to convert incoming serial data on the receive line (**IrDA\_RX**, the RX inputs for IrDA\_ACC, UART\_ACC, respectively) to parallel data for the ARM, and convert parallel data from the ARM to serial data on the transmit line (**IrDA\_TX**, the TX outputs for IrDA\_ACC, UART\_ACC, respectively). For each ACC the baud rate used to transmit and receive serial data is separately programmable using the **baud rate register** (see [Table 170 on page 190](#)) and the sample mode field of the **mode control register** (see [Table 176 on page 193](#)). The status of the transmitter and receiver FIFOs are used to generate interrupts.

The transmit and receive FIFOs are 10 bits wide by 32 entries deep. In 8-bit mode, data is stored in bit 7 through bit 0 (LSB). For 8-bit transfers, bits 9 (MSB) and 8 are always ignored on reads and written to 0. For 9-bit transfers, bit 9 is used to control the extended character support.



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Figure 22. ACC Block Diagram

## 14 IrDA\_ACC and UART\_ACC (continued)

### 14.1.1 Transmit and Receive Operation

In order to transmit data on the transmit line Tx, the **baud rate register** (see Table 170 on page 190) is set, the sample mode field of the **mode control register** (see Table 176 on page 193) is set, the **transmitter control register** is set (see Table 175 on page 193), and then data is written into the transmitter FIFO. The data from the transmitter FIFO is transferred to the **transmitter shift register**. A start bit is generated and then the data is shifted to the output one bit at a time at the rate programmed in the **baud rate register** and the sample mode field of the **mode control register**. The data transmitted is synchronized to the baud rate generator so the width of the start bit does not vary. The optional parity bit is then generated, followed by stop bit(s).

To receive serial data from the Rx input pin, set the baud rate and the **receiver control register** (see Table 173 on page 192). When a start bit is detected, the data on the Rx line is shifted into the **receiver shift register**. This is done by delaying one-half bit time and then sampling each data bit in the center of its ideal bit time. There is some error when data is sampled if the baud rate counter does not match the baud rate exactly. The error introduced is determined by the values programmed in the **baud rate register** and the sample mode field of the **mode control register**. After shifting one character and the optional parity bit into the **receiver shift register**, the data is tested for a parity error and the data is transferred to the receiver FIFO. If the controller detects receive errors, it sets appropriate error bits in the **FIFO status register** (see Table 172 on page 191) and generates an interrupt if the **ACC interrupt enable register** (see Table 180 on page 196) was set to enable the corresponding interrupt.

A single interrupt line for each ACC is connected to the interrupt controller. When the ARM receives an interrupt from one of the ACCs, the interrupt type is read from the respective ACC's **interrupt register**.

### 14.1.2 Transfer Operating Modes

The ACC operates in several modes. There are 8 or 9 bits of data followed by optional parity bits. The receiver and transmitter **can** operate in different parity modes but use the same number of data bits.

Table 167. ACC Transfer Modes

Mode: Bit 0 of Mode Control Register	Parity Control: Bits[4:3] of Transmitter/Receiver Control Register	Resulting Transfer
0	00	1 start, 8 data, 1 stop bit.
0	01	1 start, 8 data, 2 stop bits.
0	10	1 start, 8 data, 1 even parity, 1 stop bit.
0	11	1 start, 8 data, 1 odd parity, 1 stop bit.
1	00	1 start, 9 data, 1 stop bit.
1	01	1 start, 9 data, 2 stop bits.
1	10	1 start, 9 data, 1 even parity, 1 stop bit.
1	11	1 start, 9 data, 1 odd parity, 1 stop bit.

### 14.1.3 Programming the Baud Rate

The baud rate is programmed by setting values in two registers. Each bit period is divided into between 16 and 31 samples. This number is determined by adding 16 to the value set in **SM** of the **mode control register** (see Table 176 on page 193). The sample period is determined by multiplying the input clock period by the value in the **baud rate register** + 1. These two values, when multiplied together, are as close as possible to the ideal number of clocks per bit for the desired baud rate.

The input clock for the ACCs on the IPT\_ARM is the system clock. The maximum and default baud rate for the ACC (IrDA and UART) transmit and receive data is 115.2 kHz. The input clock is divided by 500 to achieve this exact baud rate. The number of sample clocks could be selected as 25, programmed as 9 (see bits 7:4 of the **mode control register** in Table 176 on page 193), and the **baud rate register** could be selected as 19, to set the clock divider to 20.

## 14 IrDA\_ACC and UART\_ACC (continued)

For example:

$$\text{aud rate} = \frac{\text{system clock}}{(\text{BRD} + 1)(\text{SM} + 16)}$$

$$5.2 \text{ KHz} = \frac{57.6 \text{ MHz}}{((19 + 1) )(9 + 16)}$$

Where BRD is programmed as 0x13 and SM is programmed as 0x9.

There is also an additional choice that reduces the error even more in some cases. If **AL/CO** of the **mode control register** is set to 1, alternate mode is entered. In this mode, the least significant bit of the sample count is toggled for every other bit. In alternate mode, for example, if the sample count is set to 23, then the first bit uses a sample count of 23, the next bit 22, then 23, and so on. Using this mode reduces the error for some baud rate choices.

### 14.1.4 Extended Characters

The ACC can generate the following two types of special characters in 9-bit mode:

- A break character.
- An idle character.

A break character consists of 11 start bits (zeros) and an idle character consists of 11 stop bits (ones). To use these extended characters, **ECE** of the **mode control register** is set to 1. To transmit these characters, write a data value to the transmit FIFO according to Table 168. Idle characters have no effect on the receiver.

**Table 168. Extended Characters**

Data Value Range	Resulting Character
0x000:0x1FF	Normal 9-bit character.
0x200	Break character.
0x20:0x3FE	Do not write these values.
0x3FF	Idle character.

## 14.2 ACC Registers

**Table 169. IrDA\_ACC and UART\_ACC Communication Controller Register Map**

Register	IrDA_ACC Address	UART_ACC Address
<b>Baud rate register</b> (see Table 170 on page 190).	0xE000 8000	0xE000 9000
<b>Baud rate counter register</b> (see Table 171 on page 190).	0xE000 8004	0xE000 9004
<b>FIFO status register</b> (see Table 172 on page 191).	0xE000 8008	0xE000 9008
<b>Receiver control register</b> (see Table 173 on page 192).	0xE000 8010	0xE000 9010
<b>Transmitter control register</b> (see Table 175 on page 193).	0xE000 8014	0xE000 9014
<b>Mode control register</b> (see Table 176 on page 193).	0xE000 8018	0xE000 9018
<b>Tx/Rx FIFO register</b> (see Table 177 on page 194).	0xE000 801C	0xE000 901C
<b>IrDA feature register</b> (see Table 178 on page 194).	0xE000 8020	NA
<b>ACC interrupt register</b> (see Table 179 on page 195).	0xE000 8040	0xE000 9040
<b>ACC interrupt enable register</b> (see Table 180 on page 196).	0xE000 8044	0xE000 9044

## 14 IrDA\_ACC and UART\_ACC (continued)

### 14.2.1 Baud Rate Register

The **baud rate register** is used to divide the ACC clock to generate different baud rates. This divider is 16 bits wide, hence division factors of 1—65,536 are programmable. The actual divider count used is the value in the **baud rate register** + 1. The format of the **baud rate register** is shown below.

Table 170. Baud Rate Register

Address—IrDA 0xE000 8000, UART 0xE000 9000		
Bit #	31:16	15:0
Name	RSVD	BRD
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	BRD	Baud rate divisor. Specifies the baud rate divisor. For a value of 0x0000, the resulting baud rate divisor is 1. For a value of 0xFFFF, the resulting baud rate divisor is 65,536.

### 14.2.2 Baud Rate Counter Register

The **baud rate counter register** is a read-only register that returns the current value of the baud rate counter. This counter is initialized with the value in the **baud rate register** after the counter counts down to 0, or if the **baud rate counter register** is written.

Table 171. Baud Rate Counter Register

Address—IrDA 0xE000 8004, UART 0xE000 9004		
Bit #	31:16	15:0
Name	RSVD	BRC
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	BRC	Baud rate counter. Current value of the baud rate counter.



## 14 IrDA\_ACC and UART\_ACC (continued)

### 14.2.3 FIFO Status Register

The **FIFO status register** informs the core of the status of the transmitter, receiver, and FIFOs. The **FIFO status register** is a read-only register. Writes to its address are ignored. Table 172 shows the format of the **FIFO status register**.

Table 172. FIFO Status Register

Address—IrDA 0xE000 8008, UART 0xE000 9008									
Bit #	31:8	7	6	5	4	3	2	1	0
Name	RSVD	RID	TSE	TFF	TFHF	TFE	RFF	RFHF	RFE
Bit #	Name	Description							
31:8	RSVD	Reserved.							
7	RID	Receiver idle. If 1, the receiver is idle. If 0, the receiver is not idle.							
6	TSE	TSR empty. If 1, the <b>transmitter shift register</b> is empty. If 0, the <b>transmitter shift register</b> is not empty.							
5	TFF	Transmitter FIFO full. If 1, the transmitter FIFO is full. If 0, the transmitter FIFO is not full.							
4	TFHF	Transmitter FIFO half full. If 1, the transmitter FIFO is at least half full. If 0, the transmitter FIFO is not at least half full.							
3	TFE	Transmitter FIFO empty. If 1, the transmitter FIFO is empty. If 0, the transmitter FIFO is not empty.							
2	RFF	Receiver FIFO full. If 1, the receiver FIFO is full. If 0, the receiver FIFO is not full.							
1	RFHF	Receiver FIFO half full. If 1, the receiver FIFO is at least half full. If 0, the receiver FIFO is not at least half full.							
0	RFE	Receiver FIFO empty. If 1, the receiver FIFO is empty. If 0, the receiver FIFO is not empty.							

## 14 IrDA\_ACC and UART\_ACC (continued)

### 14.2.4 Receiver Control Register

The **receiver control register** controls the receiver FIFO, interrupts, and parity generation. On any reset, the **receiver control register** is set to all zeros.

**Table 173. Receiver Control Register**

Address—IrDA 0xE000 8010, UART 0xE000 9010						
Bit #	31:8	7	6:5	4:3	2:1	0
Name	RSVD	RD	RSVD	PC	RSVD	FR
Bit #	Name	Description				
31:8	RSVD	Reserved.				
7	RD	Receiver disable. Disables the receiver. Writing a 1 to this bit will disable the receiver.				
6:5	RSVD	Reserved.				
4:3	PC	Parity check. Controls receiver parity checking. Table 174 below shows the encoding for this field. Parity checking is disabled upon any reset.				
2:1	RSVD	Reserved.				
0	FR	FIFO reset. Resets the receiver FIFO. Writing 1 (constantly) to this bit resets the receiver FIFO, discarding data still there and marking it empty. Writing 0 to this bit causes the FIFO to accept new data. The receiver FIFO is reset upon a reset to the IrDA_ACC.				

### 14.2.5 ACC Parity Bit Encoding

**Table 174. ACC Parity Bit Encoding**

Bits 4:3	Parity
00	No parity.
01	Mark parity (always send a 1).
10	Even parity.
11	Odd parity.

### 14.2.6 Transmitter Control Register

The **transmitter control register** controls the transmitter FIFO, interrupts, and parity generation. On any reset, the **transmitter control register** is set to all zeros. Table 175 shows the **transmitter control register**.

## 14 IrDA\_ACC and UART\_ACC (continued)

Table 175. Transmitter Control Register

Address—IrDA 0xE000 8014, UART 0xE000 9014						
Bit #	31:6	5	4:3	2	1	0
Name	RSVD	TOD	PC	RSVD	TXON	FR
Bit #	Name	Description				
31:6	RSVD	Reserved.				
5	TOD	Transmitter open drain. Puts the transmit output into open-drain mode. If 1, open-drain. If 0, normal.				
4:3	PC	Parity control. Controls transmitter parity generation. <a href="#">Table 174 on page 192</a> shows the encoding for this field. Parity generation is disabled upon any reset.				
2	RSVD	Reserved.				
1	TXON	Transmitter on. A 1 must be written to this bit before the transmitter loads data from the FIFO into the <b>transmitter shift register</b> and begins transmitting. This bit also serves as a single location where the interrupts from the transmitter empty FIFO or its shift register empty status bit can be disabled and masked when the transmitter is not in use.				
0	FR	FIFO reset. Resets the transmitter FIFO. If 1, the transmitter FIFO is reset, discarding remaining data and marking it as empty. If 0, the FIFO can accept new data. The transmitter FIFO is reset upon resetting the ACC.				

### 14.2.7 Mode Control Register

The **mode control register** selects ACC mode options. On any reset, the **mode control register** is set to all zeros. The **mode control register** is shown below.

Table 176. Mode Control Register

Address—IrDA 0xE000 8018, UART 0xE000 9018						
Bit #	31:8	7:4	3	2	1	0
Name	RSVD	SM	AL/CO	ECE	RSVD	9BM
Bit #	Name	Description				
31:8	RSVD	Reserved.				
7:4	SM	Sample mode. Selects the input sample clock that is equal to the decimal equivalent of bits 7:4 plus 16.				
3	AL/CO	Alternate/constant. Controls the special alternate mode. If 1, the least significant bit of the sample count is toggled for each new bit of a transfer. If 0, the sample count remains constant for each bit.				
2	ECE	Extended character enable. Enables the extended characters in 9-bit mode. If 1, the extended characters are available. If 0, the extended characters are not available.				
1	RSVD	Reserved.				
0	9BM	9-bit mode. Indicates if the transfers are 8 or 9 bits. If 1, all transfers consist of 9 data bits. If 0, all transfers consist of 8 data bits.				

## 14 IrDA\_ACC and UART\_ACC (continued)

### 14.2.8 Tx/Rx FIFO Register

The **Tx/Rx FIFO register** provides access to the transmitter and receiver FIFOs. A write to this register writes a character to the transmitter FIFO. A read from this register reads a character from the receiver FIFO. Both FIFOs are reset upon all system resets.

The ACC loads the **output shift register** (see Figure 22 on page 187) with data from the FIFO prior to transmitting that character and stores the received character in the FIFO after it has been completely received, including its stop character.

A read from an empty Rx FIFO returns the byte from the FIFO position just after the last Rx FIFO read, but it does not change the status of the Rx FIFO.

Table 177. Tx/Rx FIFO Register

Address—IrDA 0xE000 801C, UART 0xE000 901C				
Bit #	31:10	9	8	7:0
Name	RSVD	EXFI	DB9	CHA
Bit #	Name	Description		
31:10	RSVD	Reserved.		
9	EXFI	Extended FIFO character mode. In 9-bit data mode, the value of bit 9 in the transmit FIFO selects between the normal character mode (i.e., 1 start, 9 data bits, 1 optional parity, 1 stop), and the break/idle mode (i.e., synchronous transmission of a break or idle line conditions for 11 baud intervals). In 8-bit data mode, this bit is ignored on writes and always read as zeros.  If 1, the character is an extended character. If 0, the character is a normal character.		
8	DB9	Data bit 9 mode. Bit 8 is the ninth data bit in 9-bit data mode. In 8-bit data mode, it is ignored on writes and always reads as zeros.		
7:0	CHA	Character. Character to transmit if written to. Character received if read from.		

### 14.2.9 IrDA Feature Register

The **IrDA feature register** is used to control the IrDA and the device MUX. The **IrDA feature register** is set to all zeros on any reset.

Table 178. IrDA Feature Register

Address 0xE000 8020				
Bit #	31:10	9	8	7:0
Name	RSVD	SEL	IDE	PWC
Bit #	Name	Description		
31:10	RSVD	Reserved.		
9	SEL	Select. Must be 0.		
8	IDE	IrDA enable. Enables the IrDA.  If 1, the IrDA is active and the IrDATx and IrDARx pins are driven by the IrDA feature. If 0, the IrDA is disabled and the IrDATx and IrDARx pins are driven without the IrDA I/O formatter.		
7:0	PWC	Pulse width count. Pulse width count value.		

## 14 IrDA\_ACC and UART\_ACC (continued)

Table 179. ACC Interrupt Register

Address 0xE000 8040, 0xE000 9040							
Bit #	31:12	11	10	9	8	7	6
Name	RSVD	TXNDI	TXSREI	TXFHI	TXFEI	RSVD	RXFNEI
Bit #	5	4	3	2	1	0	—
Name	RXNII	RXPEI	RXFEI	RXOEI	RXFHI	RXFFI	—
Bit #	Name	Description					
31:12	RSVD	Reserved.					
11	TXNDI	Transmitter no data interrupt. This bit is a 1 when the <b>transmitter shift register</b> is empty and the transmitter FIFO is empty and the <b>TXON</b> bit is set to 1. If the <b>TXNDIE</b> is set when this bit is 1, an interrupt will be generated.  This bit is read-only.					
10	TXSREI	Transmitter shift register empty interrupt. This bit is set when the <b>transmitter shift register</b> becomes empty. If the interrupt is enabled in the <b>interrupt enable register</b> and the <b>TXON</b> bit is set to 1, an interrupt will be generated. A new byte of data must be loaded into the <b>transmit shift register</b> to re-enable this bit to transition to 1 again.					
9	TXFHI	Transmitter FIFO half-empty interrupt. This bit is a 1 when the transmit FIFO is less than half full. The FIFO condition, that causes the interrupt to occur must be removed, (i.e., by writing the FIFO) to remove this bit. This bit is read-only. This interrupt must be disabled if the processor does not have any more data to place in the transmitter to prevent an interrupt from always being asserted.  This bit is masked and will be a 0 if the <b>TXON</b> bit is not set to a 1.					
8	TXFEI	Transmitter FIFO empty interrupt. This bit is a 1 when the transmit FIFO is empty. The FIFO condition that caused the interrupt must be removed (i.e., by writing the FIFO) to remove this bit. This bit is read-only. This interrupt must be disabled if the processor does not have any more data to place in the transmitter to prevent an interrupt from always being asserted.  This bit is masked and will be a 0 if the <b>TXON</b> bit is not set to a 1.					
7	RSVD	Reserved.					
6	RXFNEI	Receiver FIFO not empty interrupt. This bit is a 1 when the receive FIFO is not empty. The FIFO condition that caused the interrupt must be removed (i.e., by reading the FIFO) to remove this bit.  This bit is read-only.					
5	RXNII	Receiver not idle interrupt. This interrupt is set when the receiver becomes not idle. If the receiver not idle interrupt is enabled while this bit is 1, an interrupt to the processor will be generated. This bit is cleared by writing a 1 to this bit location. If the receiver is still not idle when this bit is cleared, it must go idle and then not idle again for a new interrupt to be generated.  <b>Note:</b> <b>RXNII</b> does not indicate that an entire character has been received. It indicates that a character receipt is in progress. To verify that an entire character has been received, poll the <b>RFE</b> bit in the <b>FIFO status register</b> (see Table 172 on page 191).					
4	RXPEI	Receive data parity error. This bit is set when a parity error is detected in the received data. If the parity error interrupt enable bit is set while this bit is 1, an interrupt will be generated.  This bit is cleared by writing a 1 to this bit location.					
3	RXFEI	Receive data framing error. This bit is set when a framing error is detected in the received data. If the framing error enable bit is set while this bit is 1, an interrupt will be generated.  This bit is cleared by writing a 1 to this bit location.					

14 IrDA\_ACC and UART\_ACC (continued)

Table 179. ACC Interrupt Register (continued)

Bit #	Name	Description
2	RXOEI	Receive data overrun error. This bit is set when a receive overrun error occurs. If the overrun interrupt enable bit is set while this bit is 1, an interrupt will be generated.  This bit is cleared by writing a 1 to this bit location.
1	RXFHI	Receiver FIFO half-full interrupt. This bit is a 1 if the receiver FIFO is half full or more than half full. The receiver FIFO must be read or reset to remove this condition.  This bit is read-only.
0	RXFFI	Receiver FIFO full interrupt. This bit is a 1 if the receiver FIFO is full. The FIFO condition that caused this interrupt must be removed (i.e., by writing the FIFO to remove this bit).  This bit is read-only.

Table 180. ACC Interrupt Enable Register

Address 0xE000 8044, 0xE000 9044							
Bit #	31:12	11	10	9	8	7	6
Name	RSVD	TXNDIE	TXSREE	TXFHE	TXFEI	RSVD	RXFNFIEI
Bit #	5	4	3	2	1	0	—
Name	RXNIE	RXPEI	RXFEI	RXOEI	RXFHI	RXFFI	—
Bit #	Name	Description					
31:12	RSVD	Reserved.					
11	TXNDIE	Transmitter no data interrupt enable.  If 1, the transmitter no data interrupt is enabled. If 0, no transmitter no data interrupt will be generated.					
10	TXSREE	Transmitter shift register empty interrupt enable.  If 1, the <b>transmitter shift register</b> empty interrupt is enabled. If 0, no <b>transmitter shift register</b> empty interrupt will be generated.					
9	TXFHE	Transmitter FIFO half-empty interrupt enable.  If 1, the transmitter FIFO half-empty interrupt is enabled. If 0, no transmitter FIFO half-empty interrupt will be generated.					
8	TXFEI	Transmitter FIFO empty interrupt enable.  If 1, the transmitter FIFO empty interrupt is enabled. If 0, no transmitter FIFO empty interrupt will be generated.					
7	RSVD	Reserved.					
6	RXFNFIEI	RXFNFIEI receiver FIFO not empty interrupt enable.  If 1, the receiver FIFO not empty interrupt is enabled. If 0, the receiver FIFO not empty interrupt is disabled.					
5	RXNIE	Receiver not idle interrupt.  If 1, the receiver not idle interrupt is enabled. If 0, no receiver not idle interrupt will be generated.					
4	RXPEI	Received data parity error interrupt enable.  If 1, the received data parity error interrupt is enabled. If 0, no received data parity error interrupt will be generated.					

## 14 IrDA\_ACC and UART\_ACC (continued)

Table 180. ACC Interrupt Enable Register (continued)

Bit #	Name	Description
3	RXFEI	Received data framing error interrupt enable. If 1, the received data framing error interrupt is enabled. If 0, no received framing error interrupt will be generated.
2	RXOE	Received data overrun error interrupt enable. If 1, the received data overrun error interrupt is enabled. If 0, no received overrun error interrupt will be generated.
1	RXFHI	Receiver FIFO half-full interrupt enable. If 1, the receiver FIFO half-full interrupt is enabled. If 0, no Receiver FIFO half-full interrupt will be generated.
0	RXFFI	Receiver FIFO full interrupt enable. If 1, the receiver FIFO full interrupt is enabled. If 0, no receiver FIFO full interrupt will be generated.

### 14.3 IrDA Formatter

The IrDA formatter is only supported in the IrDA\_ACC. The UART\_ACC does not have this feature. It works with the ACC to provide compatibility with the IrDA infrared serial data link standard. Features for the IrDA formatter follow:

- Operates at speeds of up to 115.2 kbits/s.
- Programmable pulse width to the IrDA transceiver.

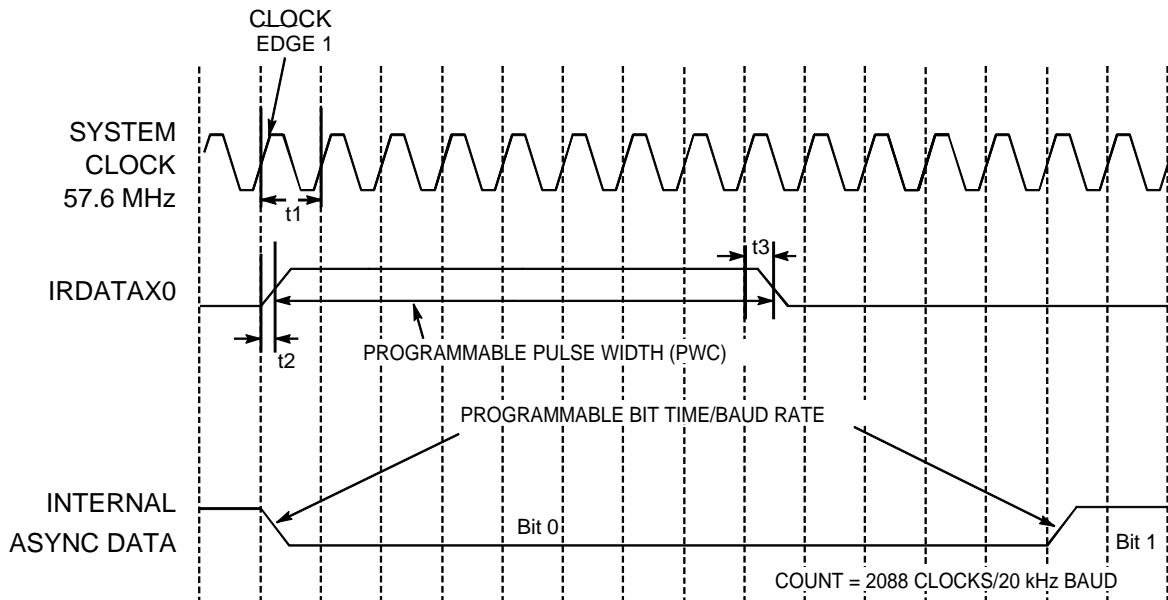
#### 14.3.1 IrDA Formatter Operation

The IrDA formatter is enabled before it is used by setting **IDE** of the **IrDA feature register** (see Table 178 on page 194). Figure 23 shows how the output of the IrDA formatter follows the output of the IrDA\_ACC channel. When the IrDA\_ACC output is 0, the IrDA outputs a pulse high. When the IrDA\_ACC output is 1, there is no pulse during that bit time. The width of the pulse is determined by the value programmed into the **IrDA feature register** using the following formula:

$$\text{IrDA Pulse-Width} = 8 \times [\text{Clock Period} \times (\text{PWC} + 1)]$$

The **IrDA feature register** (see Table 178 on page 194) is set to ensure that the pulse-width meets the minimum required by the transceiver being used.

14 IrDA\_ACC and UART\_ACC (continued)



Reference	Parameter	Minimum	Maximum
t1	System Clock Cycle Time.	17.36 ns*	—
t2	IRDATAx0 Output Data Valid.	—	12.85 ns
t3	IRDATAx0 Output Hold Time.	0 ns	—

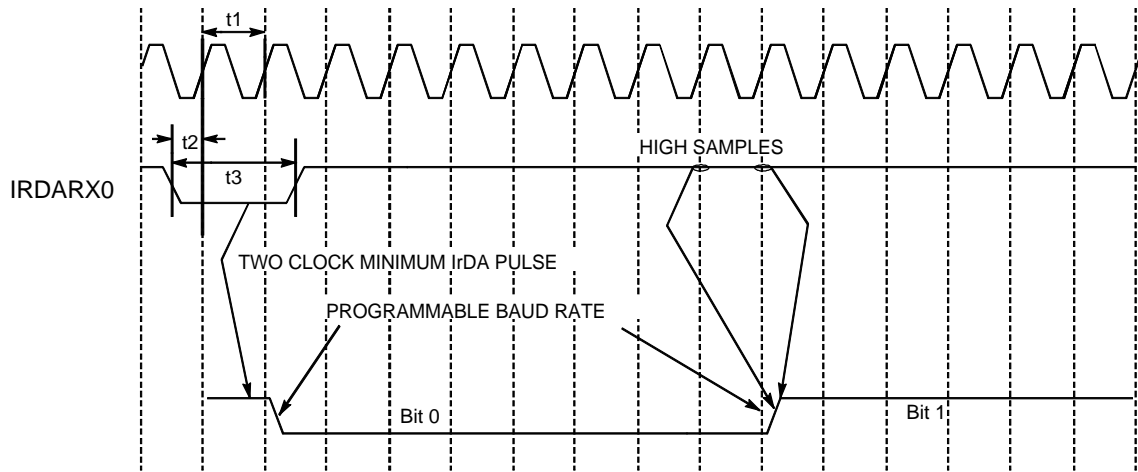
\* Nominal clock period.

Figure 23. IrDA Transmit Data Timing Diagram and Width Programmability

Figure 24 shows how the IrDA formatting feature converts the IrDA pulse back into data compatible with ACC. When the IrDA formatter receives a pulse low, the data is converted to a low for the ACC receive line. When a pulse low is not seen, the data is held high. A pulse must be held for a minimum of two clock cycles of the baud rate counter clock output for it to be detected by the IrDA formatter.



## 14 IrDA\_ACC and UART\_ACC (continued)



Reference	Parameter	Minimum	Maximum
t1	System Clock Cycle Time.	17.36 ns*	—
t2	IRDARX0 Setup Time.	2.25 ns	—
t3	IRDARX0 Hold Time (2 Clocks + Hold).	37.7 ns	—

\* Nominal clock period.

Figure 24. IrDA Receive Data Timing Diagram, Minimum Pulse Width

### 14.4 DMA Support for ACC I/O Data

The DMA controller transfers data to and from the **Tx/Rx FIFO registers**. By selecting the proper mode and device, the ACCs are accessed. When the ACC is in 8 bit mode, the lower 8 bits of the DMA transfer are valid. In 9-bit data bit mode, the lower 9 bits of the DMA transfer are valid.

### 14.5 Operation on Reset

Upon any reset, the ACC performs the following:

- All ongoing transfers are aborted.
- Both transmitter and receiver FIFOs are reset.
- The **transmitter control register** is reset to all zeros to disable transmitter parity generation.
- The **receiver control register** is reset to all zeros to disable receiver parity checking.
- The **FIFO status register** is set to reflect the current status of both transmitter and receiver FIFOs (empty).
- The **baud rate register** is reset to all zeros.

## 15 Synchronous Serial Interface (SSI)

The SSI unit is compatible with the SPI interface of the *Motorola*\* 68HC11 microcontroller. The following features of the SPI interface are supported by the SSI interface:

- Four-wire synchronous serial interface clock, data in, data out, slave select control.
- Clock polarity selection.
- Data phase selection.
- Outputs can be programmed to be open-drain or direct-drive.
- Four-wire full-duplex transfers.
- Three-wire half-duplex or unidirectional transfers.
- Detection of multiple-master bus contention faults and slave-mode write-collisions.
- Support for DMA transfers.

### 15.1 Description

The SSI unit operates in either the master mode or the slave mode. [Figure 25 on page 202](#) shows a functional block diagram of the SSI. The master unit in an SSI cluster enables slave units to receive and transmit data, and initiates transmissions by broadcasting a clock signal, called **SCK**, to all other units. A data register in each unit operates as an 8-bit shift register clocked by **SCK**. The master unit configures a data path between its data register and the data register of one other slave unit, so that a 16-bit circular shift register is formed. Communication between the master and slave units then occurs if eight **SCK** cycles cause the data values, stored in each register, to be exchanged. This mode of operation is suitable for bidirectional communication between a master and slave unit. It utilizes the four-wire interface consisting of clock, data in, data out, and slave select control.

Other possible modes of operation are as follows.

- A master unit broadcasts a byte (or longer multibyte message) to several slave units simultaneously, provided that only one slave is enabled to drive data back to the master.
- A multimaster, multislave network may be constructed where a software protocol allows all units to share the two data transmit/receive wires without data loss.
- **Slave units are capable of receiving data and returning data when only one data wire is connected in the system.** Pins **MDISDO** and **MDOSDI** are tied together to form a single bidirectional data line. The **MDISDO**, **MDOSDI**, and **SCK** pins are configured as open-drain outputs to minimize contention from several drivers that is possible in some of these configurations. An external pull-up resistor is required on all open-drain pins.

#### 15.1.1 Clocks

**SCK** is provided by the master unit and in the SSI. Seven different **SCK** rates derived from the system clock are supported. If configured as a slave unit, **SCK** is obtained from outside of the device, and is assumed to be asynchronous with respect to the slave's system clock. Consequently, data transfers and error conditions also occur asynchronously with respect to the slave's system clock. A special register access sequence is defined for the *ARM* core to obtain data and status information from the slave SSI. Depending on the polarity of the shift clock and the phase of the data relative to the shift clock, the SSI interface supports four different modes of transfer. These modes are under program control, and master and slave units communicate in a common mode.

\* *Motorola* is a registered trademark of Motorola Inc.

## 15 Synchronous Serial Interface (SSI) (continued)

The 8-bit data register shifts out a byte, one bit at a time (MSB first), synchronously with the shift clock **SCK**. If running as a master, the SSI derives **SCK** from its system clock using a prescaling value determined by the **SCLK[2:0]** bits of **SSI control register 1** (see Table 183 on page 204). Before being output to the pin, the pre-scaled clock is conditioned in the clock control block in accordance with the **SPOL** and **SPHA** bits in **SSI control register 1**. As a slave, the shift clock is supplied by an external master through the **SCK** pin and is modified in accordance with the **SPOL** and **SPHA** bits in the slave's **SSI control register 1**.

### 15.1.2 Date Transfer

The **data register** loads data from the lower byte of the peripheral bus. The received data is double buffered and is read on the lower byte of the peripheral bus.

The status and shift control logic directs the transfer of data and generates status flags for end-of-transfer (**SDONE**) and detectable error conditions (**WCOLL** and **MODF**). The bits from the **SSI control registers** are used by the clock divide, clock control, status/shift/control, and the I/O control logic for proper operation.

The I/O control logic routes the data to and from the I/O pins as shown below.

### 15.1.3 Pin Configuration

Because a master **MDISDO** is the data input, **MDOSDI** is the data output and **SCK** is the serial clock output. **SSN** is the slave select signal and is always an input to the SSI unit, whether the unit is a master or a slave. If a master, the **SSN** input pin detects bus contention with another master in a multimaster system.

Because a slave **MDISDO** is the data output, **MDOSDI** is the data input, **SCK** is the serial clock input, and **SSN** is the slave select input. The I/O control logic is directly controlled by the **MSTR** bit of **SSI control register 1**.

### 15.1.4 SSN Input

If **SSN** is low in a slave unit, the slave SSI is selected by the master for operation. If low in a master unit, this pin indicates that there is contention with another master in the system, and this will be detected as a mode fault error if **SSNEN** of **SSI control register 1** is set to 1. The **SSN** pin is used by the SSI hardware (as long as **SSNEN** of **SSI control register 1** is one) but can also be read by master or slave software from **SSN** of **SSI control register 2**. Bit 0 of **SSI control register 2** reflects the state of the **SSN** pin, regardless of the state of **SSNEN** of **SSI control register 1**.

### 15.1.5 Configurations

Multimaster: in a multiple-master system, all **SCK** pins are tied together, all **MDOSDI** pins are tied together, and all **MDISDO** pins are tied together.

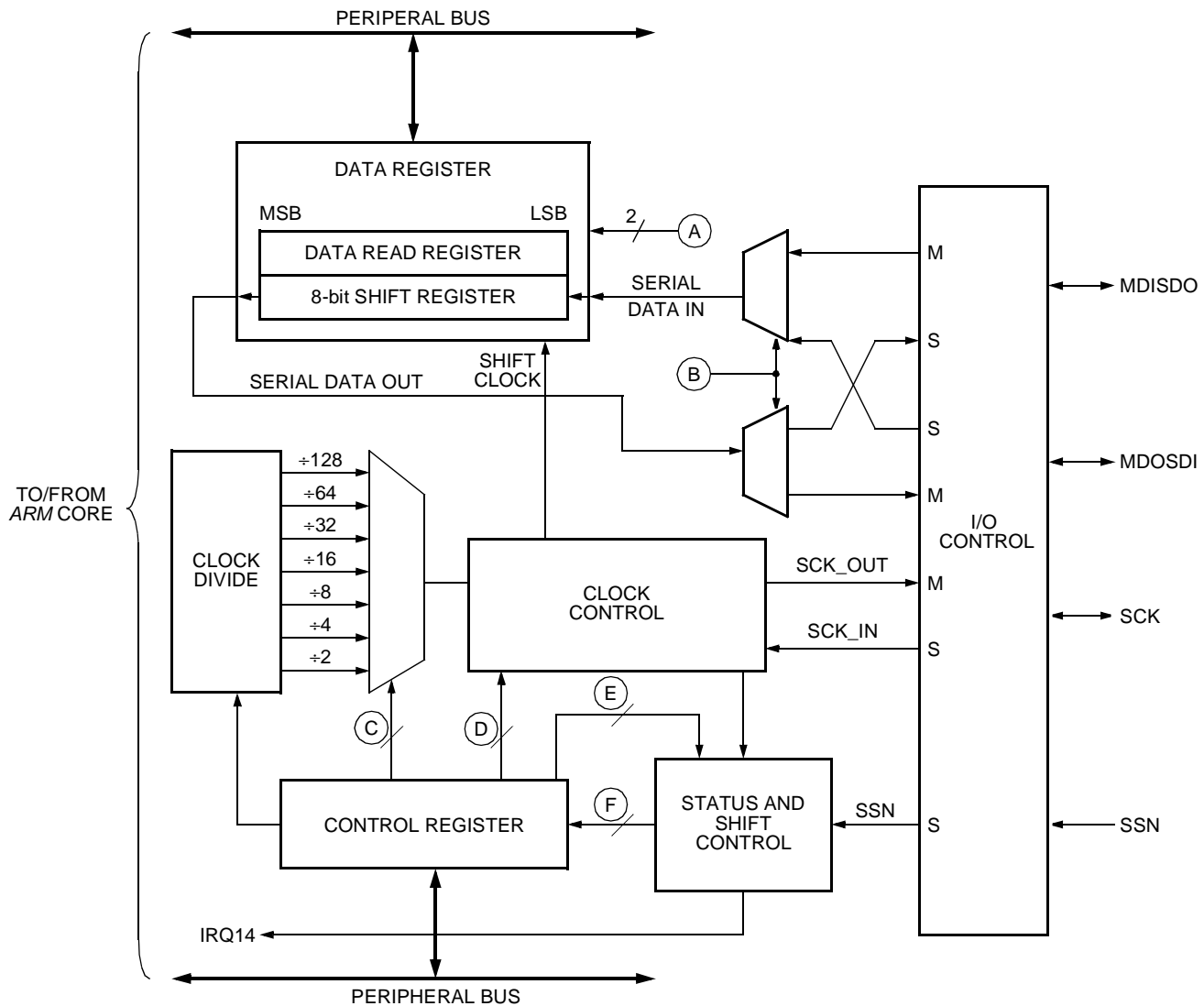
Master—slave: a single SSI device is configured as a master and all other SSI devices on the SSI bus are configured as slaves. The master drives data onto its **SCK** and **MDOSDI** pins to the **SCK** and **MDOSDI** pins of the slaves.

The slave, whose **SSN** input pin is low, optionally drives data out onto its **MDISDO** pin to the **MDISDO** pin of the master. The **SCK**, **MDOSDI**, and **MDISDO** pins are configured to behave as open-drain drivers using bits in **SSI control register 1**. This prevents contention on these signals if more than one SSI device tries to simultaneously drive the line. An external pull-up resistor is required on all open-drain pins.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.1.6 Slave Chip Select

There is one signal associated with SSI operation that is not part of the SSI unit. This is the slave chip select output from the microcontroller. Software in the ARM processor uses one or more of the PPI general-purpose I/O pins as output pins for the slave select signals it sends to the SSI slaves.



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Legend:

- A—SSI control register 1, bits MSTR, SPHA.
- B—SSI control register 1, bit MSTR.
- C—SSI control register 1, bits SCLK [2:0].
- D—SSI control register 1, bits EN, MSTR, SPOL, SPHA.
- E—SSI control register 1, bits EN, MSTR, SPOL, SPHA, SDOEN, SSNEN.
- F—SSI interrupt register, bits SDONE, WCOLL, MODF.

Figure 25. SSI Functional Block Diagram

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.2 SSI Registers

The SSI unit has five programmable registers. The **SSI data register** is used for writing the 8-bit byte to be transmitted and for reading the received 8-bit byte. **SSI control registers 1** and **2** enable and configure the SSI for serial communication in the desired mode. The **SSI interrupt register** and the **SSI interrupt enable register** disable and enable interrupts, respectively. Table 181 below shows the register map of the SSI.

**Table 181. SSI Register Map**

Register	Address
<b>SSI data register</b> (see Table 182 on page 203).	0xE000 4000
<b>SSI control register 1</b> (see Table 183 on page 204).	0xE000 4004
<b>SSI control register 2</b> (see Table 185 on page 206).	0xE000 4008
<b>SSI interrupt register</b> (see Table 186 on page 206).	0xE000 4010
<b>SSI interrupt enable register</b> (see Table 187 on page 207).	0xE000 4014

#### 15.2.1 SSI Data Register

The **SSI data register** contains the transmitted and received data bytes. The data byte that is transmitted is written in the low-order byte of the **SSI data register**. The **SSI data register** is single buffered on the transmit side and serves as the shift register for clocking out the bits with **SCK**.

The **SSI data register** is double buffered on the receive side. If all 8 bits are shifted in, the received data is copied to a buffer register. The processor reads the contents of this register to determine the received word. Double buffering on the receive side allows a new data byte to be shifted in while the previous one is read.

If in slave mode, the SSI uses the **SCK** pin to shift the **SSI data register**. While in master mode, it uses its internal version of **SCK**.

For cases where **SPHA** = 1 and **SSN** is kept low between transfers, it is necessary to write bit **SSNEN** to 0 (in **SSI control register 1**) before writing the slave's **SSI data register**.

**Table 182. SSI Data Register**

Address 0xE000 4000			
Bit #	31:8		7:0
Name	RSVD		TDWR
Bit #	Name	Description	
31:8	RSVD	Reserved. Must be written with zeros.	
7:0	TDWR	Transmit/receive data. Transmit data on write, receive data on read.	

On reset, all **SSI data register** bits are set to 0.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.2.2 SSI Control Register 1

**SSI control register 1** is used to enable communication, set up the SSI in master/slave mode, report status, and configure the clock.

**Table 183. SSI Control Register 1**

Address 0xE000 4004					
Bit #	31:16	15	14	13	12
Name	RSVD	EN	MSTR	SPOL	SPHA
Bit #	11	10	9	8:3	2:0
Name	SDOEN	SSNEN	MDOEN	RSVD	SCLK
Bit #	Name	Description			
31:16	RSVD	Reserved.			
15	EN	Enable. Enables or disables the SSI. If 1, the SSI is enabled. If 0, it is disabled.			
14	MSTR	Master mode. Configures the SSI in master or slave mode. If 1, the SSI is configured in master mode. If 0, it is configured in slave mode.			
13	SPOL	Idle state. Determines the idle state of the <b>SCK</b> clock. If 1, the <b>SCK</b> clock is idle at logic 1. If 0, it is idle at logic 0.			
12	SPHA	Data change. Determines when the data changes in each <b>SCK</b> cycle. If 1, output data is shifted at the leading transition of <b>SCK</b> and input data is sampled at the mid-point transition of <b>SCK</b> . If 0, output data is shifted at the midpoint transition of <b>SCK</b> and input data is sampled at the leading transition of <b>SCK</b> .			
11	SDOEN	Output enable. Enables output from the <b>MDISDO</b> pin if the SSI is configured as a slave. If 1, output from the <b>MDISDO</b> pin is enabled if the SSI is configured as a slave. If 0, output is disabled.  A master SSI device simultaneously broadcasts a message to several slaves as long as no more than one of the slaves tries to drive the <b>MDISDO</b> line. Also, SSI systems that tie <b>MDOSDI</b> and <b>MDISDO</b> together to form a single bidirectional data line also need to selectively disable the <b>MDISDO</b> output.			
10	SSNEN	SSN enable. If 1 in master mode, the <b>SSN</b> input is enabled and causes a mode fault. If 0 in master mode, the <b>SSN</b> input is disabled. If 1 in slave mode, the slave uses the <b>SSN</b> input to determine if it is selected for operation. If 0 in slave mode, the slave is not selected for operation.			
9	MDOEN	MDOSDI enable. Enables output from the <b>MDOSDI</b> pin if the SSI is configured as master. If 1, output from the <b>MDOSDI</b> pin is enabled if the SSI is configured as master. If 0, output is disabled.  Bit 9 is 0 when the master SSI wants to receive a byte of data from a slave without transmitting a byte.			

## 15 Synchronous Serial Interface (SSI) (continued)

Table 183. SSI Control Register 1 (continued)

Bit #	Name	Description
8:3	RSVD	Reserved. Must be set to 1.
2:0	SCLK	Clock configuration. Defines the clock prescale factor. For the encoding of bits 2:0 refer to Table 184 below.

Table 184. SSI Clock Divide Bit Encoding

Bits [2:0]	Clock Divide
000	2
001	4
010	8
011	16
100	32
101	64
110	128
111	Reserved

### 15.2.3 SSI Control Register 2 Bit Descriptions

**SSI control register 2** configures the SSI in **FASTCLEAR** mode, reads the value of the **SSN** pin, and configures several outputs as open-drain.

#### 15.2.3.1 SSN

**SSN** reflects the value on the chip's **SSN** pin. Software in both the master and slave SSI units read this register, but it is used only by the slave SSI software. By polling this register bit, the slave SSI software determines if the slave has been selected for operation. The slave is selected for operation if bit 0 (**SSN**) of **SSI control register 2** is 0. However, note that monitoring the **SSN** pin is not a reliable indicator of a transfer in progress in the slave if **SPHA** = 1 since (in that case) the **SSN** pin stays low between bytes transferred. If **SPHA** = 0, monitoring of the **SSN** pin indicates whether a byte transfer is in progress since **SSN** is taken high between transfers.

Since the **SSN** pin is synchronized with the SSI system clock before being read and made available in the register bit, the **SSN** pin must hold its level (0 or 1) a minimum of two system clocks to ensure that the level is recognized in bit 0 of **SSI control register 2**.

#### 15.2.3.2 FASTCLEAR

**FASTCLEAR** of **SSI control register 2** is the **FASTCLEAR** bit. This bit clears to 0 after reset. *If this bit is set, the **SDONE** and **MODF** bits of the **SSI interrupt register** are cleared upon a read/write of the **SSI data register**.* **FASTCLEAR** is set when performing DMA transfers from the SSI so that the **SDONE** and **MODF** bits do not have to be written to be cleared. Slave units are capable of receiving data and returning data when only one data wire is connected in the system.

#### 15.2.3.3 MDOD

Bit 3 of **SSI control register 2** is the **MDOSDI/MDISDO** open-drain (**MDOD**) bit. This bit selects open-drain or direct-drive output for **MDOSDI** and **MDISDO** when they are outputs. If bit 3 is 0, **MDOSDI** (master) or **MDISDO** (slave) is direct-drive. If bit 3 is 1, **MDOSDI** (master) or **MDISDO** (slave) is open-drain.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.2.3.4 SCOD

Bit 4 of **SSI control register 2** is the **SCK** open-drain (**SCOD**) bit. This bit selects open-drain or direct-drive output from **SCK** when in master mode. If bit 4 is 0, **SCK** is direct-drive. If bit 4 is 1, **SCK** is open-drain.

Table 185. SSI Control Register 2

Address 0xE000 4008						
Bit #	31:5	4	3	2	1	0
Name	RSVD	SCOD	MDOD	RSVD	FASTCLEAR	SSN
Bit #	Name	Description				
31:5	RSVD	Reserved.				
4	SCOD	<p>SCOD bit. This is the <b>SCK</b> open-drain (<b>SCOD</b>) bit. This bit selects open-drain or direct-drive output for <b>SCK</b>.</p> <p>If bit 4 is 0 when in master mode, <b>SCK</b> is direct-drive.</p> <p>If bit 4 is 1, <b>SCK</b> is open-drain.</p> <p>When an open-drain I/O buffer is used, the <b>SCK</b> output will be open-drain, regardless of the state of bit 4.</p>				
3	MDOD	<p><b>MDOSDI</b> and <b>MDISDO</b> output. This bit selects open-drain or direct-drive output, for <b>MDOSDI</b> and <b>MDISDO</b> when they are outputs.</p> <p>If bit 3 is 0, <b>MDOSDI</b> (master) or <b>MDISDO</b> (slave) is direct-drive.</p> <p>If bit 3 is 1, <b>MDOSDI</b> or <b>MDISDO</b> are open-drain.</p> <p>When an open-drain I/O buffer is used, the <b>MDISDO/MDOSDI</b> output will be open-drain, regardless of the state of bit 3.</p>				
2	RSVD	Reserved.				
1	FASTCLEAR	<p>Clear bit. This bit clears to 0 after reset. If this bit is set to 1, it is not necessary to write the <b>MODF</b> and <b>SDONE</b> bits of the interrupt register.</p> <p>This bit is set for DMA operations with the SSI.</p>				
0	SSN	<p><b>SSN</b> state. <b>SSN</b> of <b>SSI control register 2</b> always reflects the state of the <b>SSN</b> chip, regardless of whether <b>SSNEN</b> is 0 or 1.</p>				

Note: On all resets, bit 0 of SSI control register 2 is set to 1 all other bits are set to 0.

Table 186. SSI Interrupt Register

Address 0xE000 4010						
Bit #	31:8	7	6	5	4	3:0
Name	RSVD	SDONE	WCOLL	MODF	RD_ORUN	RSVD
Bit #	Name	Description				
31:8	RSVD	Reserved.				
7	SDONE	<p>Serial transfer complete interrupt.</p> <p>If 1, the serial transfer is completed.</p> <p>If 0, no transfer pending or a transfer is in progress.</p> <p>Cleared by writing a 1.</p>				
6	WCOLL	<p>Write collision error interrupt.</p> <p>If 1, a write to the <b>SSI data register</b> occurred while a serial transfer was in progress.</p> <p>If 0, no error was detected.</p> <p>Cleared by writing a 1.</p>				



## 15 Synchronous Serial Interface (SSI) (continued)

Table 186. SSI Interrupt Register (continued)

Bit #	Name	Description
5	MODF	Mode fault error interrupt. If 1, the <b>SSN</b> input was asserted while the unit was in master mode and SSNEN was enabled. If 0, no error is detected. Cleared by writing a 1.
4	RD_ORUN	Read overrun error interrupt. This bit can only be set if the SSI is in master mode. If 1, a byte received from the slave was written to the master's receive data buffer before the previous byte from the slave had been read from that buffer.
3:0	RSVD	Reserved.

Table 187. SSI Interrupt Enable Register

Address 0xE00 4014						
Bit #	31:8	7	6	5	4	3:0
Name	RSVD	SDONEE	WCOLLE	MODFE	RD_ORUNE	RSVD
Bit #	Name	Description				
31:8	RSVD	Reserved.				
7	SDONEE	Serial transfer complete interrupt enable. If 1, the serial transfer interrupt is enabled. If 0, no serial transfer interrupt will occur.				
6	WCOLLE	Write collision error interrupt enable. If 1, the write collision interrupt is enabled. If 0, no write collision interrupt will occur.				
5	MODFE	Mode fault error interrupt enable. If 1, the mode fault interrupt is enabled. If 0, no mode fault interrupt will occur.				
4	RD_ORUNE	Read overrun error interrupt enable. If 1, the read overrun interrupt is enabled. If 0, no read overrun interrupt will occur.				
3:0	RSVD	Reserved.				

### 15.3 SSI Operation

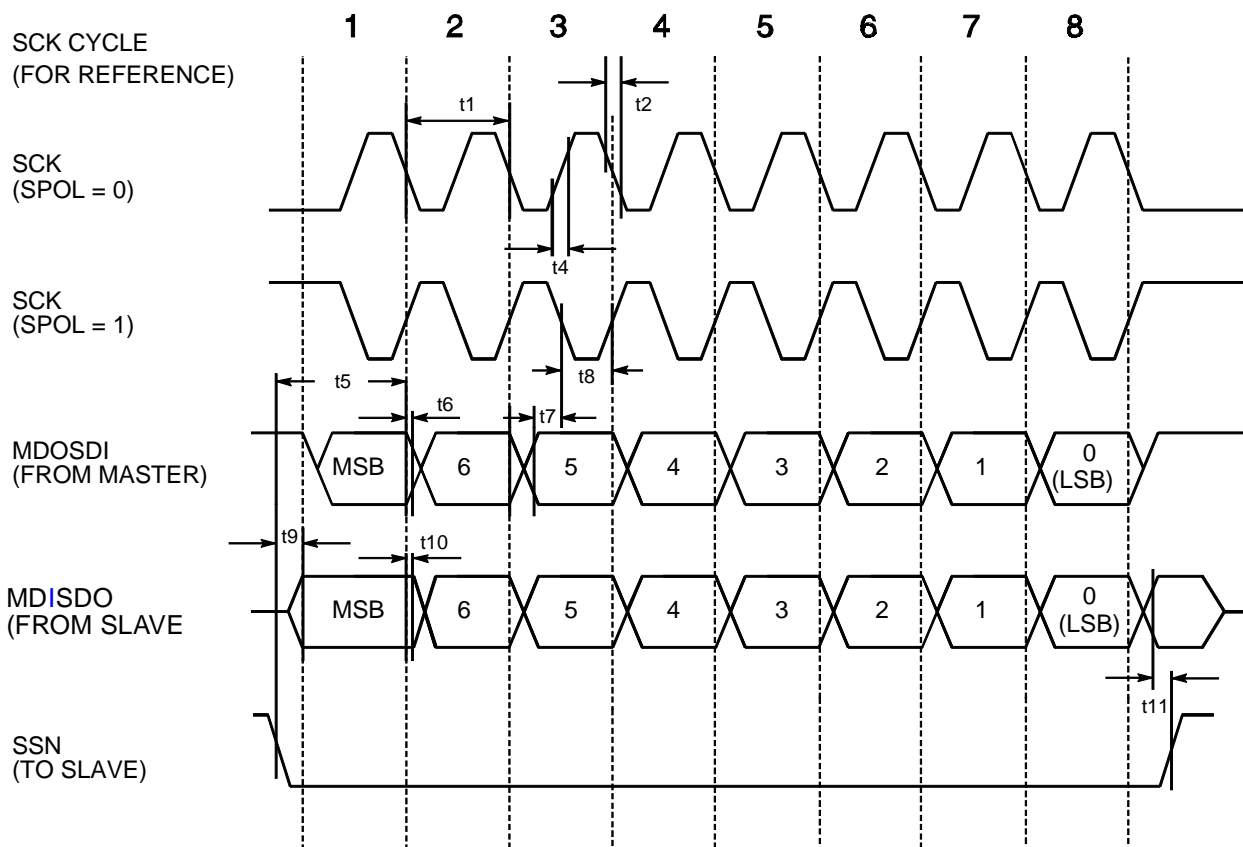
The **SPOL** and **SPHA** bits in **SSI control register 1** determine the mode of data transfer. Both of these bits control the type of shift clock (**SCK**) generated. **SPOL** controls the polarity of **SCK** and **SPHA** determines the phase at which the serial transfer begins. The latter leads to a fundamentally different type of transfer with implications in situations where back-to-back byte transfer is required. The transfer formats are different for different peripheral devices but remain unchanged during a transfer between the master and the slave device. The SSI is flexible enough to allow any desired configuration that conforms to the HC11 specifications. The different transfer formats are now considered in detail.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.3.1 SPHA = 0 Format

Figure 26 below shows the timing diagram of the serial byte transfer if **SPHA = 0**. **SCK** is shown for both cases of **SPOL**, i.e., **SPOL = 0** and **SPOL = 1**. The **MDOSDI** signal is the output of the master and the input to the slave. The **MDISDO** signal is output from the slave and input to the master. The timing diagrams are interpreted either from the master's or the slave's side. The **SSN** line is the slave select line. On the slave side, the transfer begins when the **SSN** line is pulled low. For the master, transfer begins when data is written into its **data register**.

(Such a write is necessary even if the master is only interested in receiving data from the slave.)



Reference	Parameter	Minimum	Maximum
t1	SCK Cycle Time.	—	—
t2	SCK Output Fall Time.	—	10%—90%
t4	SCK Output Rise Time.	—	10%—90%
t5	Slave Enable Lead Time.	0 ns	—
t6	Output Data Valid After Clock.	—	17.55 ns
t7	Slave Input Data Setup Time.	1.0 ns	—
t8	Input Data Hold Time.	1.0 ns	—
t9	Slave Data Out Access Time.	—	7.10 ns
t10	Output Data Hold Time After Clock.	0 ns	—
t11	Slave Disable Idle Time (Hold).	5 ns	—

Figure 26. SSI Transfer Timing Diagram, (SPHA = 0)

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.3.1.1 Master Operation

In the master, the data is sampled from **MDISDO** at the rising edge of **SCK** and shifted onto **MDOSDI** at the falling edge if **SPOL** = 0. If **SPOL** = 1, the sampling and shifting edges are reversed. At the end of eight cycles, the transfer is completed for the master. On the eighth sampling **SCK** edge, the received byte is transferred to the read data buffer, the **SDONE** status flag is set, and an interrupt, if enabled, is generated. The **MDOSDI** line stays high before the transfer begins and after it ends. This is useful in multiple master systems where the **MDOSDI** line is always at a known state whenever the control of the bus is relinquished to another master.

### 15.3.1.2 Slave Operation

On the slave side, data is sampled from **MDOSDI** at the rising edge of **SCK** and shifted onto **MDISDO** at the falling edge if **SPOL** = 0. If **SPOL** = 1, the sampling and shifting edges are reversed. The received data is buffered on the eighth sampling **SCK** edge, the **SDONE** flag is set, and the interrupt, if enabled, is generated. The end of transfer, however, is indicated only if the **SSN** signal is deasserted. At that time, the **MDISDO** output pin stops driving.

**Note:** In multiple byte transfers, the **SSN** line is asserted and deasserted between successive bytes if **SPHA** = 0.

If the master sends another byte before deasserting and reasserting the **SSN** line, then the transfer is not guaranteed to be correct.

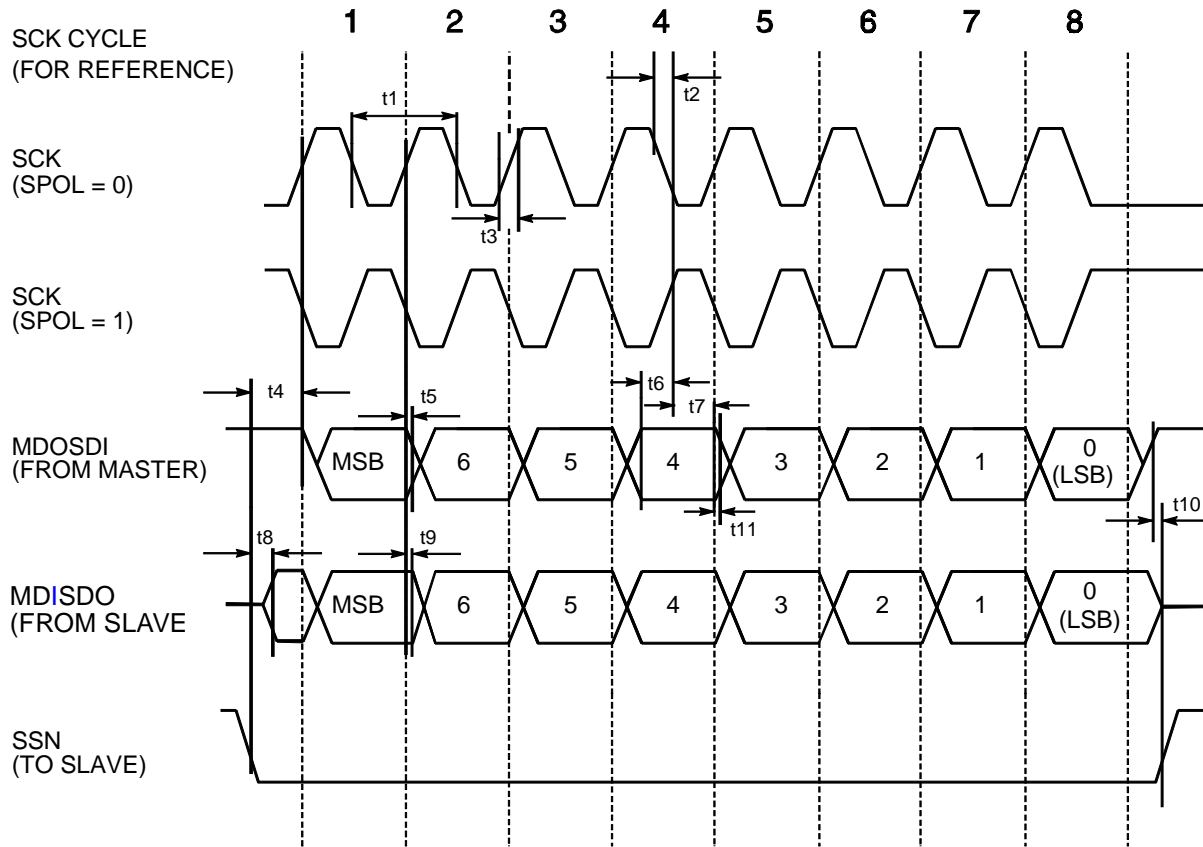
### 15.3.2 SPHA = 1 Format

Figure 27 shows the timing diagram of the serial byte transfer if **SPHA** = 1. **SCK** is shown for both cases of **SPOL**, i.e., **SPOL** = 0 and **SPOL** = 1. The **MDOSDI** signal is the output of the master and input to the slave. The **MDISDO** signal is the output from the slave and input to the master. The timing diagrams are interpreted either from the master's or the slave's side. The **SSN** line is the slave select line.

The slave output is enabled as long as **SSN** is held low.

**Note:** In multiple byte transfers, the **SSN** line is held asserted (low) between successive bytes if **SPHA** = 1. The **SSN** line can be tied low if **SPHA** = 1.

## 15 Synchronous Serial Interface (SSI) (continued)



Reference	Parameter	Minimum	Maximum
t1	SCK Cycle Time.	—	—
t2	SCK Output Fall Time.	—	10%—90%
t3	SCK Output Rise Time.	—	10%—90%
t4	Slave Enable Lead Time.	0 ns	—
t5	Output Data Valid After Clock.	—	17.55 ns
t6	Slave Input Data Setup Time.	1.0 ns	—
t7	Input Data Hold Time.	1.0 ns	—
t8	Slave Data Out Access Time.	—	7.1 ns
t9	Input Data Hold Time After Clock.	1.0 ns	—
t10	Slave Disable Idle Time.	5 ns	—
t11	Output Data Hold Time After Clock.	0 ns	—

Figure 27. SSI Transfer Timing Diagram, (SPHA = 1)

### 15.3.2.1 Master

The data in the master is sampled from **MDISDO** at the falling edge of **SCK** and shifted onto **MDOSDI** at the rising edge if **SPOL = 0**. If **SPOL = 1**, the sampling and shifting edges are reversed. At the end of eight active levels of **SCK**, the transfer is completed for the master. In effect, this occurs at the end of seven and a half cycles of the shift clock. On the eighth sampling **SCK** edge, the received byte is transferred to the read data buffer, the **SDONE** status

## 15 Synchronous Serial Interface (SSI) (continued)

flag is set, and an interrupt, if enabled, is generated. The **MDOSDI** line stays high before the transfer begins and after it ends. This is useful in multiple master systems where the **MDOSDI** line is always at a known state whenever the control of the bus is relinquished to another master.

### 15.3.2.2 Slave

On the slave side, the data is sampled from **MDOSDI** at the falling edge of **SCK** and shifted onto **MDISDO** at the rising edge if **SPOL** = 0. If **SPOL** = 1, the sampling and shifting edges are reversed. The received data is buffered at the end of seven and a half shift clock cycles (i.e., on the eighth sampling **SCK** edge), the **SDONE** flag is set, the interrupt, if enabled, is generated, and the end of transfer is indicated. The output, however, remains valid until **SSN** is deasserted. At that time, the **MDISDO** pin stops driving.

### 15.3.3 Transfer Start

Every SSI transfer consists of an initiation period, followed by eight **SCK** cycles if the 8-bit data transfer takes place, and finally the ending period. The details for the data transfer were considered in the previous section. Here the initiation period is discussed for each of the different formats selected for the master and slave modes of operation.

If the SSI is configured as a master, all transfers are initiated by a write to the **SSI data register**. Such a write is necessary even if the master is only interested in receiving data from the slave. There is a delay of three system clock cycles after the write access before the start of the serial transfer. If **SPHA** = 0, **SCK** remains at its idle state for the first half of the cycle following the write to the **SSI data register**. If **SPHA** = 1, the transfer cycle begins immediately with the **SCK** going from its inactive level to the active level.

If the SSI is configured as a slave and **SPHA** = 0, a transfer begins if the **SSN** line is pulled low. The MSB of the data written in the slave **SSI data register** initially appears on the **MDISDO** line. If the SSI is configured as a slave and **SPHA** = 1, a transfer begins with the first active edge of **SCK**, provided that the slave is selected (**SSN** asserted).

### 15.3.4 Transfer End

A transfer is complete if all 8 bits are shifted in serially, the data is transferred to the read data buffer, and the **SDONE** flag is set. The interrupt signal (**IRQ**) will be active if **SDONEE** is set in the **SSI interrupt enable register**.

#### 15.3.4.1 Master Operation

If the SSI is configured as a master, the received byte is transferred to the read-buffer at the end of eight **SCK** clock cycles. The **SDONE** flag is set after a delay (independent of the **SCK** rate) of one system clock cycle.

#### 15.3.4.2 Slave Operation

If the SSI is configured as a slave, the ending period depends on the value of **SPHA**. If **SPHA** = 0, **SDONE** is set at the end of the eighth **SCK** cycle (one-half **SCK** cycle after the last bit is sampled by the slave). If **SPHA** = 1, **SDONE** is set in the middle of the eighth **SCK** cycle (at the time the last bit is sampled). Since the master always ends the transfer at the end of the eighth **SCK** cycle, the **SDONE** bit in the slave completes the transfer if **SPHA** = 1.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.3.5 Interrupt Generation

If the SSI interrupt is enabled in the interrupt controller's **SSI interrupt enable register**, the SSI asserts its interrupt request whenever a byte is successfully shifted in and copied to the read data buffer (i.e., if the **SDONE** bit is true, or if a mode fault or read overrun occurs).

The interrupt is cleared if **SDONE**, **MODF**, and **RD\_ORUN** are cleared.

### 15.3.6 Status Flags and Error Conditions

The **SSI interrupt register** contains four read-only status bits, **SDONE**, **WCOLL**, **MODF**, and **RD\_ORUN**.

There is another error condition that occurs if the SSI is configured as a slave and a transfer is aborted by the master unit pulling **SSN** high or the slave software writing **SSI control register 1** bit 10:0 before the transfer is complete. This error condition is not indicated by the status flags and is detected by a software protocol.

The status and error conditions are described below.

#### 15.3.6.1 SDONE

**SDONE** is a status flag that indicates the end of a transfer. At the end of a transfer, the **SDONE** bit of **SSI interrupt register** is set. If the **FASTCLEAR** bit of **SSI control register 2** = 1, the **SDONE** flag is cleared by a read or write of the **SSI data register**. If **FASTCLEAR** of **SSI control register 2** = 0, the **SDONE** flag is cleared by writing to the **SDONE** bit in the **SSI interrupt register** to clear the SSI interrupt.

#### 15.3.6.2 WCOLL Flag

The **WCOLL** bit of **SSI interrupt register** indicates that a write collision error occurred. A write collision error is detected if a write to the **SSI data register** is attempted while a transfer is in progress. The transfer continues but the data that caused the error may or may not be written to the transmit buffer. Because of this uncertainty, a transfer that experiences a write collision error is aborted and should be tried later. If the SSI is configured as a master, a transfer begins when data is written to the **SSI data register** and ends when the received data is transferred to the read data buffer, at which time **SDONE** is set.

**Note:** A write collision error should not occur in master mode if the driver software is structured correctly.

If the SSI is configured as a slave, it has no way to predict when the master will initiate a transfer. However, if **SPHA** = 0, the true end of the transfer does not occur until the **SSN** signal is deasserted. In this case, the user determines both the beginning and the end of transfer by polling the **SSN** line using bit 0 of **SSI control register 2**. The **SPHA** = 1 mode is more problematic since **SSN** is held low constantly or between transfers so **SSN** cannot always be used to tell whether a transfer is in progress. The end of transfer is determined via the **SDONE** flag in the **SSI interrupt register**, but there is no satisfactory way of determining the beginning of transfer. Therefore, write collisions are possible for this mode. However, these write collisions in the slave are avoided by writing **SSNEN** of **SSI control register 1** to zero before writing the slave's **SSI data register**. If **SSNEN** of **SSI control register 1** is written to 0 during a transfer, the transfer terminates.

The **WCOLL** flag, once set, is cleared by writing a 1 to the **WCOLL** field in the **SSI interrupt register**, followed by a read or write of the **SSI data register**.

#### 15.3.6.3 MODF

The **MODF** bit indicates a mode fault. A mode fault error occurs when the SSI is configured as a master and the **SSN** line is asserted. The **SSNEN** bit of **SSI control register 1** (see Table 183 on page 204) is enabled for the **SSN** line to be recognized in master mode. If a mode fault is detected, the master SSI immediately disables its **SCK** clock and **MDOSDI** data output pins in order to eliminate any bus contention.

## 15 Synchronous Serial Interface (SSI) (continued)

If the **SSN** signal is asserted by another master some considerable time after the master enables its **SCK** and **MDOSDI** drivers, the following events occur:

- The SSI is disabled. The **EN** bit of **SSI control register 1** is set to 0.
- The SSI is reconfigured as a slave. The **MSTR** and **SDONE** bits are cleared to 0.
- The master data output is disabled.
- The **SCK** output pin is disabled.
- **MODF** flag of **SSI interrupt register** is set to 1.

**Note:** The **MDOEN** bit of **SSI control register 1** remains set although this is harmless, since the SSI is reconfigured as a slave after the mode fault so the **MDOEN** bit has no effect.

The **MODF** interrupt is asserted if **MODFE** is enabled in the **SSI interrupt enable register**. If the **FASTCLEAR** bit of **SSI control register 2** is 1, the **MODF** flag is cleared by a read/write of the **SSI data register**. If the **FASTCLEAR** bit of **SSI control register 2** is zero, the **MODF** flag is cleared by writing a 1 to the **SSI interrupt register's MODF**.

### 15.3.6.4 RD\_ORUN

If the SSI is configured as a master, a read overrun error can occur if the **RD\_ORUN** bit is set in the **SSI interrupt enable register**. The **RD\_ORUN** bit in **SSI interrupt register** indicates the error. If **RD\_ORUN** is 1 and the SSI is a master, a read overrun error occurs when the master's **SSI data register** is overwritten with new data from the slave before the prior data from the slave is read from the register. The **SSI data register** is written with new data from the slave at the end of each byte transfer.

It is anticipated that the read overrun error will be enabled (i.e., **RD\_ORUN** will be 1) only when the DMA is being used to transfer data from the **SSI data register** to memory. A read overrun error can occur when the firmware writes a new data byte (e.g., byte number 2) to the **SSI data register** (that starts a new transfer) before the DMA reads the byte (e.g., byte number 1) previously received from the slave.

The **SSI data register** is double-buffered on the read side, so byte number 1 is not overwritten in the **SSI data register** with the new data received from the slave (byte number 3) until the end of the transfer of byte number 2. This means that in order to avoid a read overrun error, the DMA must read byte number 1 from the **SSI data register** before the transfer of byte number 2 is complete.

If a read overrun error does occur, the **RD\_ORUN** bit will be set in **SSI interrupt register** and an interrupt will be generated from the SSI. The **RD\_ORUN** bit and the interrupt are automatically cleared by writing a 1 to the **RD\_ORUN** field in the **SSI interrupt register**.

### 15.3.7 SSI Transfer Abort

An ongoing transfer to a slave is aborted by the master by deasserting the **SSN** signal to the slave or by the slave software writing a 0 to **SSI control register 1** bit 10 in the slave. If the SSI is configured as a slave and the **SSN** line is pulled high, or **SSI control register 1** bit 10 goes to 0 during transmission, all counters are reset. The state of the **SSI data register** is frozen at the time of the occurrence of the error. New data has to be written to the slave's **SSI data register** to have a meaningful transmission following the error. There are no flags to indicate an aborted transfer. This condition is detected by software protocol.

## 15 Synchronous Serial Interface (SSI) (continued)

### 15.3.8 SSNEN Control Register Bit

The **SSNEN** bit in **SSI control register 1** enables the **SSN** signal in both the master and slave modes. **SSI control register 1**, bit 14, determines whether the SSI is a master or slave.

When the SSI is a master, setting **SSNEN** allows a mode fault (**SSI interrupt register**, bit 5 **MODF**) to occur if the **SSN** input pin is asserted, meaning that some other unit in the SSI system is erroneously trying to select this master as a slave.

When the SSI is a slave, setting **SSNEN** causes the slave to use the **SSN** input pin to determine whether it is selected. (If **SSN** is low, the slave is selected for operation, and if high, the slave is not selected for operation.) Clearing **SSNEN** prevents the slave from being selected for operation. It is sometimes necessary to write **SSNEN** to 0 before writing the slave's **SSI data register**. For both master and slave SSI configurations, the status of the **SSN** input pin is always readable from bit 0 of **SSI control register 2**, regardless of the state of the **SSNEN** bit.



## 16 Parallel Peripheral Interface (PPI)

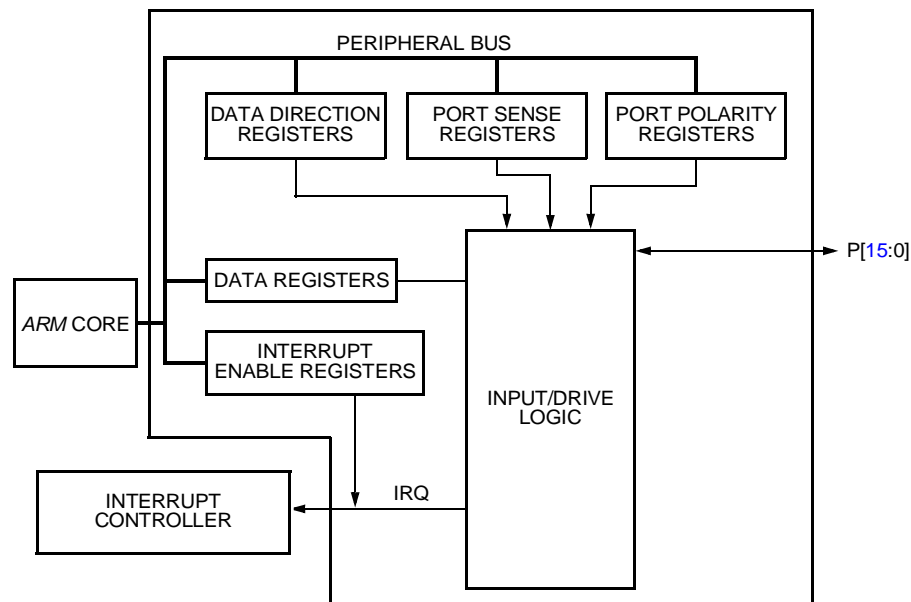
The PPI consists of 16 programmable I/O pins. Features of the PPI are as follows:

- Each bit is programmed as either an input or an output.
- Inputs are programmed to be level-sensitive.
- Outputs are programmed to be open-drain or direct-drive.
- Programmable polarity (inverted or not) for inputs and outputs.
- An interrupt request can be generated when a desired level occurs on any general purpose input pin.
- Each I/O can be programmed to have an internal pull-up connected.

### 16.1 PPI Operation

Figure 28 shows the PPI port. The PPI port controls 16 I/O pins. The functionality of each pin is programmed independently through the PPI data direction register, the PPI port sense register, the PPI port polarity register, the PPI port interrupt enable register, and the PPI port pull-up enable register. The PPI port data register (see Table 190 on page 219) is used to read input pins and to write output pins.

The PPI data direction register controls whether a corresponding bit is an input or an output. The PPI port sense register (see Table 192 on page 220) configures outputs as open-drain or direct-drive. The PPI port polarity register (see Table 193 on page 220) allows both inputs and outputs to be inverted at the I/O pin. The PPI pull-up enable register (see Table 194 on page 221) allows an internal pull-up resistor to be connected to the pins.



5-6665(F).b

Figure 28. Parallel Peripheral Interface (PPI) Block Diagram

## 16 Parallel Peripheral Interface (PPI) (continued)

### 16.1.1 PPI Pin Configuration on Reset

After reset, all PPI pins are configured as inverting inputs with pull-ups enabled.

### 16.1.2 Procedure for Writing to an Output Pin

1. Program the **PPI data direction register** for the pin as an output.
2. Program the **PPI port sense register** for the output as open-drain or direct-drive.
3. Program the **PPI port polarity register** for the output as inverted or noninverted (relative to the **PPI port data register**).
4. Write a value in the **PPI port data register**, **PPI port data clear register**, or **PPI port data set register** to specify the output level. If the corresponding **PPI port polarity register** bit is 1, a 1 in the **PPI port data register** causes the output pin to drive high if it is programmed as a direct-drive output or causes the output pin to go to high impedance if it is programmed as an open-drain output. Conversely, if the corresponding **port polarity register** bit is 0, a 1 in the **PPI port data register** causes both direct-drive and open-drain output pins to drive low.

### 16.1.3 Procedure for Reading from an Input Pin

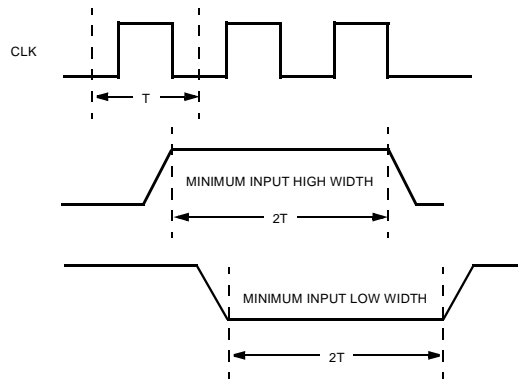
1. Program the **PPI port data direction register** for the pin as an input.
2. Set the **PPI port sense register** to 0.
3. Program the **PPI pull-up enable register** if a pull-up resistor is desired on the I/O.
4. Program the **PPI port polarity register** to indicate whether the level on the pin is inverted before going to the **PPI port data register**.
5. Read the **PPI port data register**.

**Note:** Reading the **PPI port data clear register** or the **PPI port data set register** has the same effect as reading the **PPI port data register**.

#### 16.1.3.1 Additional Read/Write Notes

- If the PPI bit is configured as an input, a high value on the pin is read as 1 in the **PPI port data register** if the corresponding bit of the **PPI port polarity register** is 1. Conversely, a low value on the input is read as 1 if the corresponding bit of the **PPI port polarity register** is 0.
- When the **PPI port data register** is written, only the chip pins configured as outputs are modified; those configured as inputs are unaffected.
- Input pins are asynchronous and are sampled at the system clock rate. In order for an input signal to be registered, it must have a minimum pulse-width of two system clock periods; see Figure 29 below. The **CLK** in this figure is the **SYSTEM\_CLK** as defined by the clock selected in the reset/clock management section (see [Reset/Clock Management on page 29](#)).

## 16 Parallel Peripheral Interface (PPI) (continued)



5-8820(F)

Figure 29. Minimum Data Input Pulse Width

### 16.1.4 PPI Port Interrupts

The PPI port contains logic to generate a port interrupt request when a desired level occurs on general-purpose input pins associated with the port. Port bits that are configured as general-purpose outputs or pins that are not enabled in the **PPI port interrupt enable register** (see Table 191 on page 219) do not result in PPI interrupts.

If the pin is configured as a general-purpose input, the corresponding bit in the **PPI port interrupt enable register** is set, and if the PPI interrupt request signal is enabled in the **interrupt request enable register**, then the input pin generates a PPI interrupt request. Note that an interrupt will be generated as long as the logic detects the programmed level.

**Note:** The pin's bit in the **port's data register** always reflects the level on the pin if the corresponding bit in the **PPI port polarity register** is 1. If the corresponding bit in the **PPI port polarity register** is 0, the **PPI port data register** reflects the inverse of the level on the pin.

An interrupt request from the PPI port is cleared by writing a 1 to the corresponding bit in the **PPI port data register**. However, if the **interrupt activating level is present** on the pin simultaneously with the write to the **PPI port data register**, the write to the register is ignored and the port's interrupt request remains active.

The generation of PPI interrupt requests on an 16-bit port basis has the following ramification: if the port interrupt request signal is generated by two or more of the 16 bits in the port, then it is possible that activity on one port input prevents activity on other port inputs from generating an interrupt request. This occurs if the activity on the other inputs occurs in the window between interrupt generation and clearing of the port's interrupt request.

## 16 Parallel Peripheral Interface (PPI) (continued)

### 16.2 PPI Registers

Table 188. PPI Parallel I/O Controller Register Map

Register	Address
PPI port data direction register (see Table 189 on page 218).	0xE000 6000
PPI port data register (see Table 190 on page 219).	0xE000 6004
PPI port interrupt enable register (see Table 191 on page 219).	0xE000 6008
PPI port sense register (see Table 192 on page 220).	0xE000 600C
PPI port polarity register (see Table 193 on page 220).	0xE000 6010
PPI port pull-up enable register (see Table 194 on page 221).	0xE000 6014
Reserved.	0xE000 6018
PPI port data clear register (see Table 195 on page 221).	0xE000 601C
PPI port data set register (see Table 196 on page 222).	0xE000 6020
Reserved.	0xE000 6024:0xE000 6036

#### 16.2.1 PPI Data Direction Register

The **PPI port data direction register** contains one bit for each of the general-purpose I/O pins. If a bit in the **PPI port data direction register** is a 1, the corresponding pin is an output; otherwise, it is an input. Table 189 below shows the format of the **PPI port data direction register**. On all resets, all bits in the **PPI port data direction register** are cleared to zeros, indicating inputs.

Table 189. PPI Data Direction Register

Address 0xE000 6000			
Bit #	31:16		15:0
Name	RSVD		PD[15:0]
Bit #	Name	Description	
31:16	RSVD	Reserved.	
15:0	PD[15:0]	Data direction bits. If 1, it indicates an output. If 0, it indicates an input.	

#### 16.3 PPI Port Data Register

The **PPI port data register** reads general-purpose input pins and writes general-purpose output pins. When the **PPI port data register** is read, the bits configured as outputs reflect the value previously written to the register. The bits configured as inputs reflect the (possibly inverted) level on the input pin.

When a new value is written to the **PPI port data register**, the corresponding pins that are programmed as general purpose outputs change to or stay at this value. Register bits configured as inputs do not respond to writes to the register. Table 190 below shows the format of the **PPI port data register**. On reset, all **PPI port data register** bits are cleared to zeros.

## 16 Parallel Peripheral Interface (PPI) (continued)

Table 190. PPI Port Data Register

Address 0xE000 6004		
Bit #	31:16	15:0
Name	RSVD	P[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	P[15:0]	Port data bits. Bits configured as outputs reflect the value previously written to the register. Bits configured as inputs reflect the (possibly inverted) level on the input pin.

The **PPI port data register** can be accessed in the following two methods:

- Direct reads and writes of the **PPI port data register**. Note that to write selected bits, a read-modify-write operation must be performed on the **PPI port data register** in order to avoid changing other bits.
- Reads and writes of the **PPI port data clear register** and **PPI port data set register**. A read of either of these registers has the same effect as a read of the **PPI port data register**. A write to the **PPI port data set register** writes a 1 to selected bits of the **PPI port data register** (those bits with a value of 1 during the write to the **PPI port data set register**). The other bits of the **PPI port data register** remain unchanged. A write to the **PPI port data clear register** writes a 0 to selected bits of the **PPI port data register** (those bits with a value of 1 during the write to the **PPI port data clear register**). The other bits of the **PPI port data register** remain unchanged. The use of the **PPI port data set register** and **PPI port data clear register** allows writing selected bits of the **PPI port data register** using only one operation.

### 16.3.1 PPI Interrupt Enable Register

The **PPI port interrupt enable register** selects which bits of the port cause the port interrupt to be generated. If a bit in the register is 1 and the bit is configured as an input, the pin generates interrupts based on how it is configured in the **PPI port polarity register**. On reset, bits of this register are set to 0.

Table 191. PPI Interrupt Enable Register

Address 0xE000 6008		
Bit #	31:16	15:0
Name	RSVD	PIE[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PIE[15:0]	Interrupt enable bits. If a bit in the register is 1 and the bit is configured as an input, the pin generates interrupts based on how it is configured in the <b>PPI port polarity register</b> .

### 16.3.2 PPI Port Sense Register

The **PPI port sense register** configures general purpose outputs as open-drain or direct-drive. If a bit in the register is 0, the corresponding output pin is direct-drive. If a bit in the register is 1, the output pin is open-drain. **If a PPI bit is an input, the corresponding bit in the PPI port sense register must be set to 0.** Table 192 shows the format of the **PPI port sense register**. On all resets, all bits in the register are cleared to 0.

## 16 Parallel Peripheral Interface (PPI) (continued)

Table 192. PPI Port Sense Register

Address 0xE000 600C		
Bit #	31:16	15:0
Name	RSVD	PS[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PS[15:0]	Port sense bits. If 0, the general purpose output pin is direct-drive. If 1, the general purpose output pin is open-drain. If a PPI bit is an input, the corresponding bit in the PPI port sense register must be set to 0.

### 16.3.3 PPI Port Polarity Register

The **PPI port polarity register** specifies inversion of both input and output signals at general purpose pins. As a reference, logic signals in the **PPI port data register** are considered to be positive, or active-high. A value of 0 in the **PPI port polarity register** causes a signal entering or leaving the device on the pin to be inverted, thereby conforming to a negative, or active-low signal convention outside the device. Conversely, a value of 1 in the register causes a signal entering or leaving the device on the pin to be simply buffered, thereby conforming to a positive, or active-high, signal convention. The interpretation of the register bits differs somewhat for transition-detect inputs, as described in the following paragraphs.

For an input, a value of 1 in the **PPI port polarity register** results in the value on the input pin being placed in the **PPI port data register** (noninverted, level-sensitive input), while a value of 0 in the **PPI port polarity register** results in the value on the pin being inverted before being placed in the **PPI port data register** (inverted, level-sensitive input).

For a direct-drive output, a 1 in the appropriate bit of the **PPI port polarity register** results in the value in the **PPI port data register** being driven to the chip pin (noninverted, direct drive output), while a 0 in the appropriate bit of the **PPI port polarity register** results in the inverse of the **PPI port data register** value being driven to the pin (inverted, direct-drive output).

For an open-drain output, a 1 in the appropriate bit of the **PPI port polarity register** results in the chip pin being driven to a 0 if there is a 0 in the corresponding **PPI port data register**, and results in the chip pin going to high impedance if there is a 1 in the **PPI port data register** (non-inverted, open-drain output). For an open-drain output, a 0 in the appropriate bit of the **PPI port polarity register** results in the chip pin being driven to high impedance if there is a 0 in the corresponding **PPI port data register** and results in the chip pin being driven to 0 if there is a 1 in the **PPI port data register** (inverted, open-drain output).

On reset, all bits of the **PPI port polarity register** are cleared to 0, indicating inversion.

Table 193. PPI Port Polarity Register

Address 0xE000 6010		
Bit #	31:16	15:0
Name	RSVD	PP[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PP[15:0]	Polarity bits. If the bit is set to 1, the corresponding input/output signal is not inverted. If the bit is set to 0, the corresponding input/output signal is inverted.

## 16 Parallel Peripheral Interface (PPI) (continued)

### 16.3.4 PPI Pull-Up Enable Register

The **PPI port pull-up enable register** is used to enable a pull-up resistor on the corresponding PPI I/O. If a bit in the register is 1, the corresponding pin is connected to an internal pull-up. Table 194 below shows the format of the **PPI port pull-up enable register**. On reset, all bits of this register are set to 1.

For the case of multiplexed chip pins, the **PPI pull-up enable register** controls the connection of pull-up resistors to the I/O pins even if the pins are being used for non-PPI functions.

When held in reset, the PPI pull-up bits in the PPI Port Pull-up Enable Register (Table 194) are configured to be **inactive** on all inputs. Immediately after reset, the pull-ups are **active** on all inputs.

Table 194. PPI Pull-Up Enable Register

Address 0xE00 6014		
Bit #	31:16	15:0
Name	RSVD	PPUE[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PPUE[15:0]	Port pull-up enable bits. If a bit in the register is 1, the corresponding pin is connected to an internal pull-up.

### 16.3.5 PPI Port Data Clear Register

The **PPI port data clear register** is a 32-bit register containing 16 used bits, one for each of the general purpose PPI I/O pin. Each of the bits corresponds to a bit in the **PPI port data register**.

The **PPI port data clear register** is not a real hardware register, but is instead an address used to clear bits in the **PPI port data register**. When a write is performed to the **PPI port data clear register**, each bit that is set to 1 results in the corresponding bit in the **PPI port data register** being cleared to 0. The other bits of the **PPI port data register** remain unchanged.

A read of the **PPI port data clear register** address returns the data in the **PPI port data register**.

Table 195. PPI Port Data Clear Register

Address 0xE00 601C		
Bit #	31:16	15:0
Name	RSVD	PDC[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PDC[15:0]	Port data clear bits. When a write is performed to the <b>PPI port data clear register</b> , each bit that is set to 1 results in the corresponding bit in the <b>PPI port data register</b> being cleared to 0. The other bits of the <b>PPI port data register</b> remain unchanged.

### 16.3.6 PPI Port Data Set Register

The **PPI port data set register** is a 32-bit register containing 16 used bits, one for each of the general purpose PPI I/O pin. Each of the 16 bits corresponds to a bit in the **PPI port data register**.

The **PPI port data set register** is not a real hardware register, but is instead an address used to set bits in the **PPI port data register**. When a write is performed to the **PPI port data set register**, each bit that is set to 1 results in

## 16 Parallel Peripheral Interface (PPI) (continued)

the corresponding bit in the **PPI port data register** being set to 1. The other bits of the **PPI port data register** remain unchanged.

A read of the **PPI port data set register** address returns the data in the **PPI port data register**.

Table 196. PPI Port Data Set Register

Address 0xE000 6020		
Bit #	31:16	15:0
Name	RSVD	PDS[15:0]
Bit #	Name	Description
31:16	RSVD	Reserved.
15:0	PDS[15:0]	Port data set bits. When a write is performed to the <b>PPI port data set register</b> , each bit that is set to 1 results in the corresponding bit in the <b>PPI port data register</b> being set to 1. The other bits of the <b>PPI port data register</b> remain unchanged.

### 16.4 Summary of Programming Modes

Table 197. PPI Programming Modes

Port Data Direction Register	Port Sense Register	Port Polarity Register	Port Function
0	0	0	Inverted, level sensitive input.
0	0	1	Noninverted, level sensitive input.
1	0	0	Inverted, direct drive output.
1	0	1	Noninverted, direct drive output.
1	1	0	Inverted, open drain output.
1	1	1	Noninverted, open drain output.

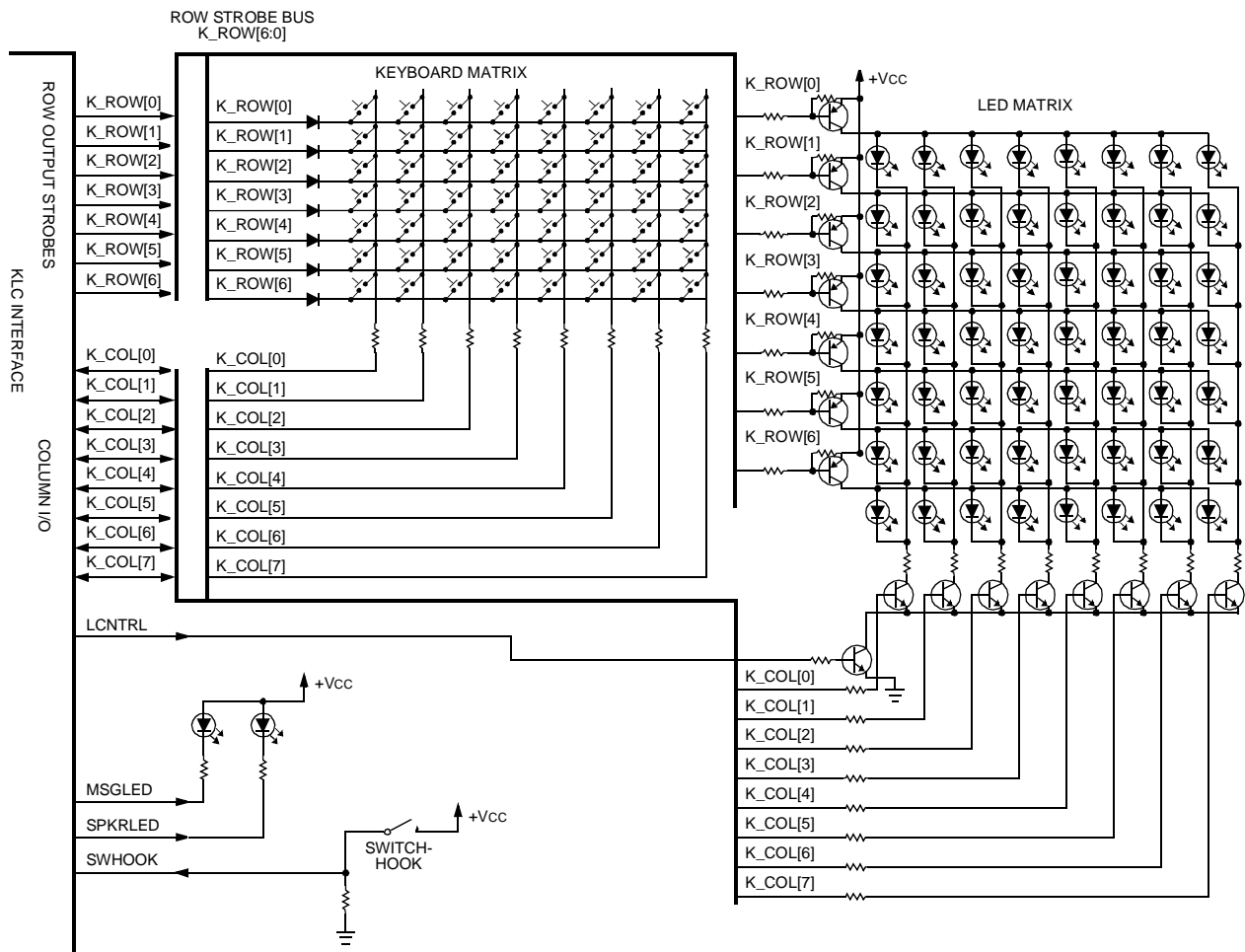


## 17 Key and Lamp Controller (KLC)

The key and lamp controller (KLC) consists of 7 row outputs and 8 column inputs/outputs that are used to control up to 56 LEDs and scan up to 56 keys. The KLC also contains two direct LED connections for a total of 58 LEDs. There is also a switch sense input used to monitor the on/off hook status of the IP telephone. One additional output, the **LCNTRL**, is used to enable/disable the LED drive matrix during the key scan operations. This control also turns off LED power during the transition times while the row and column outputs are changing. The KLC can turn up to 58 LEDs on and off, and it provides timing for 6 flash rates. These flash rates are individually settable for each LED.

The flash rates provided by the KLC are as follows:

- OFF—default state All LEDs are placed in this state by a reset.
- WINK—200 ms on then 50 ms off.
- INVERSE WINK—200 ms off then 50 ms on.
- FLASH—500 ms on then 500 ms off.
- INVERSE FLASH—500 ms off then 500 ms on.
- FLUTTER—50 ms on then 50 ms off.
- BROKEN FLUTTER—500 ms of flutter then 500 ms off.
- STEADY ON—continuously on.



5-8217(F),a

Figure 30. KLC Interface Matrix

## 17 Key and Lamp Controller (KLC) (continued)

### 17.1 KLC Operation

A schematic of the KLC interface matrix is shown in [Figure 30](#). The KLC uses a time-division multiplexed scheme for sampling the keyboard matrix and driving the LED matrix. The keyboard matrix is sampled once every 12.5 ms and the LED matrix is driven between key samples. The values stored in the **lamp rate registers** determine the flash patterns for all LED's in the matrix. The **key scan status register** contains information about what keys are pressed and the current state of the switch-hook at the end of the key scan cycle. The **KLC noscan control register** contains the reset bit for the KLC and allows control over the amount of time the KLC will wait to sample the key matrix after detecting a key press or release. Interrupts generated by key-presses, [key releases](#), or the switch-hook will be noted in the **KLC interrupt register** if the specific type of KLC interrupt is enabled in the **KLC interrupt enable register**.

#### 17.1.1 LED Drive Matrix Operation

The KLC drives the LEDs in its matrix in a time division multiplexed scheme. Each LED row is activated (driven low) one at a time. While that row is activated, all LEDs in that row that are programmed to be on at that time will be illuminated by activating those LED's columns (driving them high). LEDs that are not programmed to be illuminated will have their columns deactivated. In order for LEDs to be activated, the **LCNTRL** output must be high. While the KLC is transitioning between LED rows, the **LCNTRL** signal turns off power to the LED matrix for a short time. This allows time for the column outputs to change for the new row. Upon completion of the LED drive time for all rows **LCNTRL** will deactivate the LED matrix, and the key matrix will be sampled. Then the LED rows will be driven again in the same order starting with row 0 and ending with row 6.

The KLC contains 29 **LED rate registers**. Each of these registers controls two LEDs. The first 28 registers control the LEDs in the LED matrix. The twenty-ninth register controls the message and speaker LED direct-drive output pins. All **LED rate registers** are set to all zeros (LEDs off) during reset. The KLC will generate the rate patterns for the LED drive from the 32.768 kHz input clock (RTC). Each of the LEDs will be driven by one of these patterns. This means that every LED, set to the same pattern, will turn on and off at the same time and will remain in synchronization with each other.

The LED drive matrix elements must be designed to handle the current needed by the LED drive matrix. The external row PNP transistors must be capable of driving all LEDs in its respective row. At higher currents, the forward current gain of most transistors must be derated from their typical values. In addition, as these transistors are driven into saturation, the current gain is also reduced. The KLC row outputs are designed with an 8 mA output driver to provide adequate [low-level current](#) output capacity. The **LCNTRL** external NPN transistor must be able to handle as much current as any row transistor. Its output is designed with an 8 mA output driver that provides at least 8 mA of [high-level](#) current output capacity that will adequately drive a properly selected transistor into saturation.

Each external column NPN transistor handles at most a single LED's current at any one time. The column output pins are designed with 4 mA output buffers. These buffers can provide an output [high-level](#) current capacity of 4 mA that is more than sufficient to drive the external matrix transistors.

The message and speaker LED output pins **MSGLED** and **SPKRLED** are designed with an 8 mA output buffer that will handle either a red or a green LED.

#### 17.1.2 Key Scan Matrix Operation

The KLC scans its key matrix by asserting the row outputs and checking for connections to any column inputs (indicating a pressed key). The KLC turns off all LEDs by driving its master **LCNTRL** output to an inactive state, disabling all LED columns. The KLC then 3-states the column inputs leaving their internal 50 k $\Omega$  pull-down resistor connected, asserting all row outputs simultaneously. Any key that is depressed will connect its column pin to its row pin via a low-impedance path and will pull the column pin high. If no keys are pressed, the column inputs remain low (due to their internal pull-down resistors) and the KLC precedes with its next LED drive cycle.

## 17 Key and Lamp Controller (KLC) (continued)

However, if any column inputs are found to be high indicates that a key must be pressed and the KLC will determine its location.

When a user depresses keys on the keypad, the keys often bounce before settling into the on state. To avoid this problem, a debounce interval has been incorporated into the design. The debounce interval is the period between detecting that a key has been pressed, and the time it scans the matrix to detect which specific key has been pressed. During this interval of roughly 2.5 ms, the KLC switches to LED drive mode and drives the first three rows of the LED matrix. After finishing the third LED row's time slice, the KLC disables the LED matrix and scans the key matrix to determine which key has been pressed. This process involves asserting each row output individually for roughly 125 ns and checking the column inputs. When a certain row causes a certain column to be asserted, the location of the key has been determined. At the end of this interval, the **key scan status register** is set with the row and column of the pressed key (see Table 204 on page 230) and any enabled interrupts corresponding to the key-press are asserted. The remaining four LED rows are driven after locating the key to finish the LED drive cycle that was interrupted by the key location process.

The KLC provides a programmable delay interval after it detects a key transition. During this **noscan** interval the key matrix will not be scanned. The KLC will not scan the key matrix for 0, 1, 2, or 3 LED drive cycles depending on the programmed **noscan** code residing in the **noscan control register**, see Table 202 on page 229. After this noscan delay interval, the KLC begins waiting for the key to be released. During these key scan intervals, the KLC asserts the row containing the pressed key and checks the column containing the pressed key. If the column is still pulled high, the key is still depressed. If the column stays low, the key has been released and again the **key scan status register** and **interrupt registers** are updated. A noscan period is also inserted after the key is released before any new key presses can be noted.

The process for detecting a key press and release is summarized in the following state description:

- Ready to detect key depression: the KLC is looking for a key depression and upon completion of driving the last LED row (**ROW8**) it will sample all the rows of the key matrix. If it detects a key depression, it will enter the next state.
- Detected key depression: the KLC detected a key depression during the last key sample cycle. It waits 2.5 ms as a key debounce time and then scans each row in the key matrix. The row/column address of the first key it finds depressed will be recorded in the **key scan status register**. The press bit will also be set to 1 on the following clock, setting the row/column address. This will generate an interrupt to the processor if the corresponding bit is enabled in the interrupt controller. After recording the key depression in the **key scan status register**, the KLC will enter the next state.
- Detected key wait: after recording a key depression in its register, the KLC will not sample the key matrix at the end of the cycle during which it scanned the matrix. In addition, the KLC will not scan the key matrix again for the time set in the **noscan control register**.
- Wait for key release: when the **noscan** interval has expired the KLC will enter this state. The KLC will sample the key matrix looking only for the key recorded in its **key scan status register**. When the KLC detects that key as not being depressed, it will reset the press bit in its **key scan status register** to 0.
- Key released wait: the KLC detected that the key it recorded as pressed has now been released. The KLC will wait the number of LED drive cycles programmed into its **noscan control register** before acting on any new key depressions. When the noscan interval has expired, the KLC will enter the first state.

The circuit interface to the KLC should be designed so that the red and green LEDs associated with a key are placed in the same row and adjacent columns. This would place both LEDs in the same register with the red LED in the low nibble and the green LED in the high nibble.

If more than one key is depressed at a time, the KLC detects the first key that is registered as being pressed. If multiple keys are pressed in one column of the key matrix during the keyboard scanning cycle, one row will attempt to pull the column high while the other rows will pull the column low. To avoid a short in this situation, diodes have been placed in the KLC interface matrix, see Figure 30 on page 223.

## 17 Key and Lamp Controller (KLC) (continued)

### 17.1.3 KLC Interrupts

The KLC will generate interrupts for key releases, key presses, and switch hook changes. The **KLC interrupt enable register** allows the processor to enable and disable each of the three types of KLC interrupts. If an enabled action occurs, the corresponding bits are set in the **KLC interrupt register**. Also, if the programmable interrupt controller (PIC) enable bits are set to allow KLC interrupts to propagate to the ARM, the KLC interrupt bit in the PIC will also be set. The interrupt bits will remain set until a 1 is written to the corresponding bit of the **KLC interrupt register**. This action will clear the **KLC interrupt register** bit and will remove the interrupt.

### 17.1.4 Timing and Reset

The KLC supports both a hardware and software reset. The software reset is accomplished by setting the **RESET** bit of the **noscan control register** to 1. The KLC will resume operation when this bit is cleared to 0. These resets will set all LEDs to the off state and set all **control registers** to their default states. The exceptions to this are: for a software reset, the **noscan control register's** noscan interval bits remain unchanged, as do the **interrupt registers**. The reset input will set an internal reset latch and the reset will not be removed until a valid low to high clock transition is present.

For both types of resets, the **MSGLED** and **SPKRLED** outputs are driven low to light the **MSG** and **SPKR** LEDs notifying the user of the reset.

The KLC will derive all of its timing from the 32.768 kHz clock provided by the real-time clock **SLOW\_CLK**. If the source of **SLOW\_CLK** is **EXT\_PROG\_CLK**, the value in the RTC external divider register must be 0x2C0 to achieve proper KLC timing.

**Note:** Changing the value in the RTC external divider register also changes the manner in which the RTC divider register, and hence the RTC seconds count register, count. Thus, to achieve proper RTC timing, an external crystal should be used.

## 17.2 KLC LED Drive and Key Scan Matrix Pins

The following pins are associated with the LED drive matrix and the key scan matrix:

- Seven row-output pins **K\_ROW6:0**.
- Eight column-output pins **K\_COL7:0**.
- The signal to enable or disable current in the LED drive matrix **LCNTRL**.
- Two outputs used to drive the speaker and message LEDs.
- Switch hook sampling input.

Table 198. KLC Matrix Pins

Pin Name	I/O Type	Current IOH	Current IOL	Pull-up/Down	I/O Signal Description
LCNTRL	Output	8 mA	8 mA	None	High active output used to enable LED drive matrix.
K_ROW[6:0]	I/O	8 mA	8 mA	None	7 row input/output for the LED drive matrix and key scan matrix. Low active for LED drive matrix. High active for key scan matrix.

## 17 Key and Lamp Controller (KLC) (continued)

Table 198. KLC Matrix Pins (continued)

Pin Name	I/O Type	Current IOH	Current IOL	Pull-up/Down	I/O Signal Description
K_COL[7:0]	I/O	4 mA	4 mA	50K pull-down	8 column input/output for LED drive matrix and inputs for key scan matrix.
MSGLED, SPKRLED	O	8 mA	8 mA	None	Message and speaker LED direct output. Active-low.
SWHOOK	I	—	—	—	—

The seven row output pins are driven by an 8 mA type output driver. This will provide a minimum low-level current output of 8 mA and a minimum high-level current output of 8 mA. The 8 column output pins are driven by a 4 mA type output driver. This will provide a minimum low-level output current of 4 mA and a minimum high-level output current of 4 mA. Each column output pin also contains a 50 K $\Omega$  pull-down resistor. The **LCNTRL** output pin is driven by a 8 mA type output driver. This will provide a minimum low-level current output of 8 mA and a minimum high-level current output drive of 8.0 mA. The message and speaker LED output pins are driven by an 8 mA type output driver. This will provide a minimum low-level current output of 8 mA and a minimum high-level current output of 8 mA.

The seven row output pins **K\_ROW[6:0]** are driven active-low one at a time, each turning on a single row in the LED drive matrix. The other rows are 3-stated to turn off the respective transistor, disabling that row's power. **Specific LEDs in the enabled row are turned on by driving the corresponding column pins active-high.** **LCNTRL** is driven active-high to enable the entire LED drive matrix.

The seven row output pins **K\_ROW[6:0]** are driven active-high to sample the key scan matrix. The column pins are 3-stated during the key scan process but their pull-down resistor will keep them at a low logic level unless a key is depressed and that column pin is pulled high by the low impedance path created between that key's row and column pins.

The message and speaker LEDs are connected to the **MSGLED** and **SPKRLED** pins. These pins are driven active-low to turn on the respective LEDs. These pins will also be driven active-low when the KLC is in a software or hardware reset state. This will enable a user to detect the presence of power on the set if the microprocessor is not working properly. These LEDs will be off after the KLC exits the reset state and each LED will be controlled by its **lamp rate register**.

### 17.3 KLC Register

Table 199. KLC Register Map

Register	Address
Lamp rate registers	0xE000 D000:0xE000 D070
Noscan control register	0xE000 D100
Key scan status register	0xE000 D140
KLC interrupt register	0xE000 D180
KLC interrupt enable register	0xE000 D1C0

#### 17.3.1 Lamp Rate Registers

Rate generation for the LED key matrix is provided by the **lamp rate register** for address 0xE000 D000:0xE000 D06C. In addition, one more register is provided (0xE000 D070) for programming rate generation to the speaker and message LEDs. There are 56 LEDs; one register for two LEDs.

## 17 Key and Lamp Controller (KLC) (continued)

Table 200. Lamp Rate Registers

Address 0xE000 D000, 0xE000 D06C, Write Only								
Bit #	7	6	5	4	3	2	1	0
Name	RSVD	Lamp B Rate bit 2 (MSB)	Lamp B Rate Bit 1	Lamp B Rate bit 0 (LSB)	R'SRVD	Lamp A Rate bit 2 (MSB)	Lamp A Rate bit 1	Lamp A Rate bit 0 (LSB)

Address 0xE000 D070, Write Only				
Bit #	31:7	6:4	3	2:0
Name	Reserved	Speaker LED rate	Reserved	Message LED rate

Table 201. Lamp Rate Bit Encoding

Bit 2	Bit 1	Bit 0	Flash Rate
0	0	0	Off.
0	0	1	Wink (200 ms on, 50 ms off).
0	1	0	Inverse wink (200 ms off, 50 ms on).
0	1	1	Inverse flash (500 ms off, 500 ms on).
1	0	0	Flash (500 ms on, 500 ms off).
1	0	1	Flutter (50 ms on, 50 ms off).
1	1	0	Broken flutter (500 ms of flutter, 500 ms off).
1	1	1	Steady on.

### 17.3.2 KLC Noscan Control Register

The **noscan control register** contains the software reset bit and the keyboard noscan interval code. This register is written to reset the KLC or to release the KLC from reset. If the reset bit is set to a 1, the KLC will reset, meaning it will stop scanning buttons, set all lamp rates to off, and drive the **MSGLED** and **SPKRLED** outputs low. If the reset bit is 0, then the KLC will start (or continue) operation. When the reset bit is changed from a 1 to a 0, the KLC will exit reset at the next low to high transition of its 32 kHz clock and start its lamp timing cycle from the beginning. During a reset the **MSGLED** and **SPKRLED** outputs will be driven active-low. The **lamp rate register** controlling these outputs will be cleared to the default off state. When the reset is deasserted, the KLC will deassert these outputs, turning off the two LEDs.

**Note:** The KLC does not come out of a software reset state until the microprocessor writes a 0 into the reset bit of the **noscan control register**. A hardware reset will clear the KLC's reset bit to 0 and will exit the reset state as soon as the reset pin is low and the clock is present.

The microprocessor can change the noscan interval of the KLC through bits 0 and 1 of the **noscan control register**. These bits will be reset to 1 (for the default interval) by a hardware reset. The noscan delay interval specifies the amount of time the KLC will wait to scan the key matrix after detecting a key depression or release; see [Section 17.1.2 on page 224](#).

## 17 Key and Lamp Controller (KLC) (continued)

Table 202. Noscan Control Register

Address 0xE000 D100					
Bit #	31:8	7	6:2	1	0
Name	RSVD	RESET	RSVD	Noscan interval bit 1	Noscan interval bit 0
Bit #	Name		Description		
31:8	RSVD		Reserved.		
7	RESET		Reset bit. If 1, the KLC will reset. The <b>KLC interrupt register</b> and the KLC interrupt enable register are left unchanged. If 0, then the KLC will start (or continue) operation.		
6:2	RSVD		Reserved.		
1:0	NOSCAN INTERVAL		Noscan interval. The noscan interval of the KLC can be changed through bits 0 and 1 of the <b>KLC control register</b> . These bits will be reset to 1 (for the default interval) by a hardware reset.		

Table 203. Noscan Delay Interval Encoding

Bit 1	Bit 0	Key Depression Noscan Interval	Key Release Noscan Interval
0	0	60 ms	50 ms
0	1	22.5 ms	12.5 ms
1	0	35 ms	25 ms
1	1	47.5 ms (default)	37.5 ms (default)

When a key is pressed, the KLC includes a debounce interval during which the beginning of an LED drive period is executed before the key is located. After the key is located, the KLC must finish the suspended LED drive period. This takes roughly 10 ms, that accounts for the difference in key depression and key release noscan intervals.

### 17.3.3 Key Scan Status Register

The KLC updates the **key scan status register** to indicate the current status of the key scan matrix. The KLC samples the key matrix every 12.5 ms. When the KLC detects a key depression, it will wait for a 2.5 ms debounce interval and then scan each row in its key matrix. When it locates the specific key depressed, it will place that key's row and column location into the **key scan status register** and set the key press bit to 1. The KLC will delay setting the press bit to 1 until the following clock cycle to ensure that an asynchronous read from the microprocessor will not read the press bit as 1 with an invalid code. After setting the **key scan status register**, the KLC will then wait its programmed noscan interval, before acting on any changes during its sampling interval. After the noscan interval has elapsed, the KLC will check that key once every 12.5 ms to determine if that key has been released.

When the KLC detects that the key is no longer depressed, it will reset the press bit to 0. The KLC will wait its programmed noscan interval again before it will act on any new key depressions found during its sampling interval.

## 17 Key and Lamp Controller (KLC) (continued)

Table 204. Key Scan Status Register

Address 0xE000 D140, Read-Only								
Bit #	7	6	5	4	3	2	1	0
Name	KEYPRESS	SWHOOK ON/OFF	K_ROW bit 2 (MSB)	K_ROW bit 1	K_ROW bit 0 (LSB)	K_COL bit 2 (MSB)	K_COL bit 1	K_COL bit 0 (LSB)
Bit #	Name	Description						
7	KEYPRESS	1 = key press; 0 = no key press.						
6	SWHOOKON/OFF	Switch hook on/off.						
5	K_ROW bit 2	Press key row number (MSB).						
4	K_ROW bit 1	Press key row number.						
3	K_ROW bit 0	Press key row number (LSB).						
2	K_COL bit 2	Press column row number (MSB).						
1	K_COL bit 1	Press column row number.						
0	K_COL bit 0	Press column row number (LSB).						

### 17.3.4 KLC Interrupt Register

The **KLC interrupt register** contains the interrupt bits for KLC events. Writing a 1 to the corresponding bit will clear the register. Writing a 0 will hold the current state. For a software reset (setting **RESET** in [Table 202 on page 229](#)), this register will be left unchanged.

Table 205. KLC Interrupt Register

Address 0xE000 D180				
Bit #	31:3	2	1	0
Name	Reserved	SWHK	KEYR	KEYP
Bit #	Name	Description		
31:3	Reserved	Reserved.		
2	SWHK	Switch hook status change interrupt.		
1	KEYR	Key release interrupt.		
0	KEYP	Key press interrupt.		

### 17.3.5 KLC Interrupt Enable Register

The **KLC interrupt enable register** allows masking of the three types of KLC interrupts. Writing a 1 to the corresponding bit will clear the register. If an interrupt event occurs, the enable bit must be set to 1 in order for the interrupt to be asserted in the **KLC interrupt register** and the **PIC interrupt request status register** (see [Table 26 on page 51](#)). For a software reset (setting **RESET** in [Table 202 on page 229](#)), this register will be left unchanged.

Table 206. KLC Interrupt Enable Register

Address 0xE000 D1C0				
Bit #	31:3	2	1	0
Name	Reserved	SWHRE	KEYRE	KEYPE
Bit #	Name	Description		
31:3	Reserved	Reserved.		
2	SWHRE	Switch hook status change interrupt enable.		
1	KEYRE	Key release interrupt enable.		
0	KEYPE	Key press interrupt enable.		



## 18 JTAG/Boundary Scan

Access to JTAG (joint test action group) and boundary-scan will be initially provided through a single set of JTAG pins. The pin definitions are as follows:

**Table 207. Boundary Scan Pin Functions**

Pin	Boundary-Scan	Debug
P1	JTRSTN (bscan)	JTRSTN (debug)
N3	JTDO (bscan)	JTDO (debug)
P3	JTCK (bscan)	JTCK (debug)
P2	JTMS (bscan)	JTMS (debug)
R1	JTDI (bscan)	JTDI (debug)

Debug mode, or boundary scan mode is selected via the JMODE pin (V18) as shown below.

Pin	Name	Description
V18	JMODE	When 0 = boundary scan. When 1 = debug.

- Refer to the *ARM940T* documentation for additional information about JTAG and TAP controller signals.

### 18.1 Debug Support

Through the *ARM940T* JTAG interface and embedded ICE macrocell, the *ARM* development tools will provide the user with the following hardware development capabilities:

- Breakpointing on two watchpoints or breakpoints.
- Single-stepping or step-by-N through code.
- Inspection and modification of *ARM* accessible registers.
- Inspection and modification of *ARM* memory.
- Device reset through JTAG.

JTAG support is provided directly from the *ARM940T* core. Documentation for JTAG can be found in the *ARM940T* technical reference.

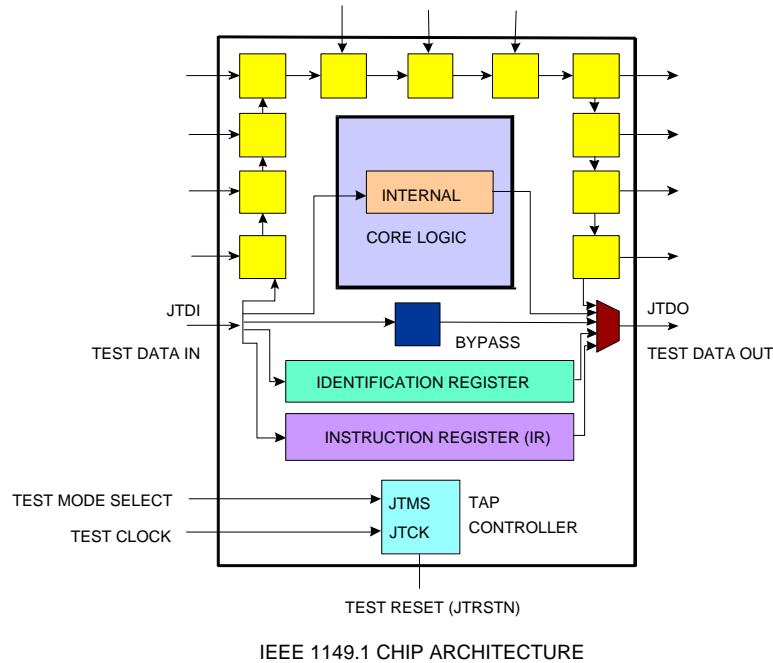
Part number: *ARMDDI 0144A*.

### 18.2 The Principle of Boundary Scan Architecture

Each primary input signal and primary output signal is supplemented with a multipurpose memory element called a boundary scan cell. Cells on device primary inputs are referred to as input cells and cells on primary outputs are referred to as output cells. Input and output is relative to the core logic of the device.

At any time, only one register can be connected from JTDI to JTDO; for example, instruction register (IR), BYPASS, boundary scan, IDENT, or even some appropriate register internal to the core logic; see [Figure 31](#). The selected register is identified by the decoded output of the instruction register. Certain instructions are mandatory, such as EXTEST (boundary scan register selected), whereas others are optional, such as the IDCODE instruction (ident register selected).

18 JTAG/Boundary Scan (continued)

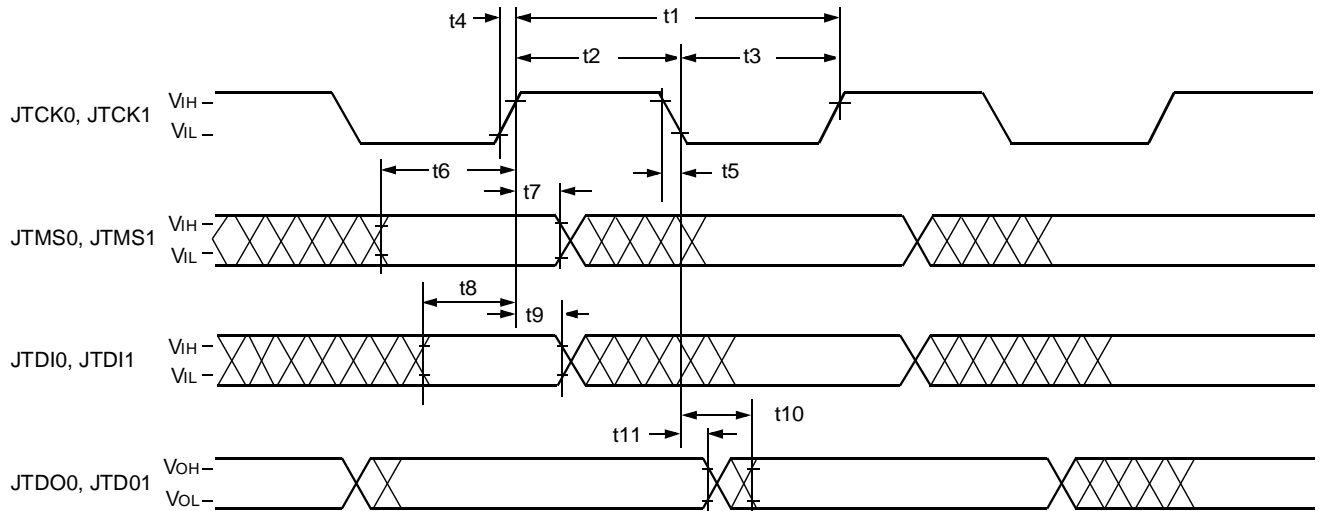


**Figure 31. Boundary Scan Architecture**

Figure 31 shows the following elements:

- A set of four dedicated test pins, test data in (JTDI), test mode select (JTMS), test clock (JTCK), test data out (JTDO), and one optional test pin test reset (JTRSTN). These pins are collectively referred to as the test access port (TAP).
- A boundary scan cell on each device's primary input and primary output pin, connected internally to form a serial boundary scan register (boundary scan).
- A finite-state machine TAP controller with inputs JTCK and JTMS.
- An n-bit (n = 4) instruction register (IR), holding the current instruction.
- A 1-bit bypass register (BYPASS).
- An optional 32-bit identification register (Ident) capable of being loaded with a permanent device identification code.

## 18 JTAG/Boundary Scan (continued)



Reference	Description	Minimum	Maximum
t1	JTCK period (high to high).	40 ns	—
t2	JTCK high time (high to low).	20 ns	—
t3	JTCK low time (low to high).	20 ns	—
t4	JTCK rise transition time (low to high).	0.5 V/ns	10%—90%
t5	JTCK fall transition time (high to low).	0.5 V/ns	10%—90%
t6	JTMS setup time (valid to high).	2.0 ns	—
t7	JTMS hold time (high to invalid).	0 ns	—
t8	JTDI setup time (valid to high).	1.5 ns	—
t9	JTDI hold time (high to valid).	0 ns	—
t10*	JTDO delay (low to valid).	—	9.8 ns
t11*	JTDO hold (low to invalid).	—	6.0 ns

\* Output all specified with 20 pF load.

5-4017F

Figure 32. JTAG Interface Timing Diagram

### 18.2.1 Instruction Register

The **instruction register** is 4 bits long and the capture value is 0001.

Table 208. Instruction Register

Instruction	Binary Code	Description
EXTEST	0000	Places the boundary scan register in EXTEST mode.
SAMPLE	0010	Places the boundary scan register in sample mode.
IDCODE	1110	Identification code.
BYPASS	1111	Places the bypass register in the scan chain.

## 18 JTAG/Boundary Scan (continued)

### 18.3 Boundary Scan Register

**Note:** The control column of the following table indicates the value for boundary scan control of this pin.

**Table 209. Boundary Scan Register Description**

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
0	DSP_D_E	—	Controller	—	0	—
1	DSP_D(0)	B1	I/O	DSP_D_E	0	50 k $\Omega$ pull-up
2	DSP_D(5)	C1	I/O	DSP_D_E	0	50 k $\Omega$ pull-up
3	DSP_D(6)	D1	I/O	DSP_D_E	0	50 k $\Omega$ pull-up
4	DSP_D(9)	E1	I/O	DSP_D_E	0	50 k $\Omega$ pull-up
5	DSP_D(13)	F1	I/O	DSP_D_E	0	50 k $\Omega$ pull-up
6	DSP_RWN_E	—	Controller	—	0	—
7	DSP_RWN	G1	I/O	DSP_RWN_E	0	High impedance
8	DSP_A_E	—	Controller	—	0	—
9	DSP_A(0)	H1	I/O	DSP_A_E	0	High impedance
10	DSP_A(4)	J1	I/O	DSP_A_E	0	High impedance
11	DSP_A(7)	K1	I/O	DSP_A_E	0	High impedance
12	DSP_A(8)	L1	I/O	DSP_A_E	0	High impedance
13	RESETN	N1	I	—	—	—
14	T_REQB	U1	I	—	—	50 k $\Omega$ pull-down
15	MDOSDI_E	—	Controller	—	0	50 k $\Omega$ pull-up
16	MDOSDI	W1	I/O	MDOSDI_E	0	50 k $\Omega$ pull-up
17	USBALTCK_E	—	Controller	—	0	50 k $\Omega$ pull-up
18	USBALTCK	Y1	I/O	BALTCK_E	0	High impedance
19	K_ROW_E(5)	—	Controller	—	0	—
20	K_ROW(5)	Y2	I/O	K_ROW_E(5)	0	High impedance
21	K_ROW_E(1)	—	Controller	—	0	—
22	K_ROW(1)	Y3	I/O	K_ROW_E(1)	0	High impedance
23	K_ROW_E(0)	—	Controller	—	0	—
24	K_ROW(0)	Y4	I/O	K_ROW_E(0)	0	High impedance
25	K_COL_E	—	Controller	—	0	—
26	K_COL(5)	Y5	I/O	K_COL_E	0	50 k $\Omega$ pull-down
27	K_COL(1)	Y6	I/O	K_COL_E	0	50 k $\Omega$ pull-down
28	MSGLED_E	—	Controller	—	0	—
29	MSGLED	Y7	I/O	MSGLED_E	0	High impedance
30	TMODE(0)	Y8	I	—	—	50 k $\Omega$ pull-up
31	SC_MODEN_E	—	Controller	—	0	—
32	SC_MODEN	Y9	I/O	SC_MODEN_E	0	50 k $\Omega$ pull-up
33	TESTPT_E(16)	—	Controller	—	0	—
34	TESTPT(16)	Y13	I/O	TESTPT_E(16)	0	High impedance
35	TESTPT_E(13)	—	Controller	—	0	—
36	TESTPT(13)	Y14	I/O	TESTPT_E(13)	0	High impedance
37	TESTPT_E(11)	—	Controller	—	0	—

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
38	TESTPT(11)	Y15	I/O	TESTPT_E(11)	0	High impedance
39	TESTPT_E(8)	—	Controller	—	0	—
40	TESTPT(8)	Y16	I/O	TESTPT_E(8)	0	High impedance
41	TESTPT_E(4)	—	Controller	—	0	—
42	TESTPT(4)	Y17	I/O	TESTPT_E(4)	0	High impedance
43	TESTPT_E(1)	—	Controller	—	0	—
44	TESTPT(1)	Y18	I/O	TESTPT_E(1)	0	High impedance
45	OMUXSEL(2)	Y19	I	—	—	50 kΩ pull-up
46	XS_E(1)	—	Controller	—	0	—
47	XS(1)	Y20	I/O	XS_E(1)	0	High impedance
48	LS10_OK_E(1)	—	Controller	—	0	—
49	LS10_OK(1)	J20	I/O	LS10_OK_E(1)	0	High impedance
50	PPI_E(12)	—	Controller	—	0	—
51	PPI(12)	H20	I/O	PPI_E(12)	0	High impedance
52	PPI_E(9)	—	Controller	—	0	—
53	PPI(9)	G20	I/O	PPI_E(9)	0	High impedance
54	PPI_E(7)	—	Controller	—	0	—
55	PPI(7)	F20	I/O	PPI_E(7)	0	High impedance
56	PPI_E(4)	—	Controller	—	0	—
57	PPI(4)	E2	I/O	PPI_E(4)	0	High impedance
58	PPI_E(0)	—	Controller	—	0	—
59	PPI(0)	D20	I/O	PPI_E(0)	0	High impedance
60	TX1	B20	Out2	—	—	—
61	RDARX0	A20	I	—	—	—
62	A_E	—	Controller	—	0	—
63	A(23)	A19	I/O	A_E	0	High impedance
64	A(18)	A18	I/O	A_E	0	High impedance
65	A(17)	A17	I/O	A_E	0	High impedance
66	A(14)	A16	I/O	A_E	0	High impedance
67	A(10)	A15	I/O	A_E	0	High impedance
68	A(7)	A14	I/O	A_E	0	High impedance
69	A(4)	A13	I/O	A_E	0	High impedance
70	A(0)	A12	I/O	A_E	0	High impedance
71	WRN_E	—	Controller	—	0	—
72	WRN	A11	I/O	WRN_E	0	High impedance
73	CS1_E	—	Controller	—	0	—
74	CS1	A10	I/O	CS1_E	0	High impedance
75	EXWAIT_E	—	Controller	—	0	—
76	EXWAIT	A9	I/O	EXWAIT_E	0	High impedance
77	SDCASN_E	—	Controller	—	0	—
78	SDCASN	A8	I/O	SDCASN_E	0	High impedance

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
79	SDLDQM_E	—	Controller	—	0	—
80	SDLDQM	A7	I/O	SDLDQM_E	0	High impedance
81	DH_E	v	Controller	—	0	—
82	D(15)	A6	I/O	DH_E	0	50 kΩ pull-up
83	D(12)	A5	I/O	DH_E	0	50 kΩ pull-up
84	D(8)	A4	I/O	DH_E	0	50 kΩ pull-up
85	DL_E	—	Controller	—	0	—
86	D(5)	A3	I/O	DL_E	0	50 kΩ pull-up
87	D(0)	A2	I/O	DL_E	0	50 kΩ pull-up
88	D(1)	B2	I/O	DL_E	0	50 kΩ pull-up
89	DSP_D(1)	C2	I/O	DSP_D_E	0	50 kΩ pull-up
90	DSP_D(2)	D2	I/O	DSP_D_E	0	50 kΩ pull-up
91	DSP_D(8)	E2	I/O	DSP_D_E	0	50 kΩ pull-up
92	DSP_D(12)	F2	I/O	DSP_D_E	0	50 kΩ pull-up
93	DSP_D(15)	G2	I/O	DSP_D_E	0	50 kΩ pull-up
94	DSP_ICSN_E	—	Controller	—	0	High impedance
95	DSP_ICSN	H2	I/O	DSP_ICSN_E	0	High impedance
96	DSP_A(3)	J2	I/O	DSP_A_E	0	High impedance
97	DSP_A(5)	K2	I/O	DSP_A_E	0	High impedance
98	DSP_A(9)	L2	I/O	DSP_A_E	0	High impedance
99	CLKREF_E	—	Controller	—	0	—
100	CLKREF	M2	Out3	CLKREF_E	0	High impedance
101	RSTON_E	—	Controller	—	0	—
102	RSTON	N2	Out3	RSTON_E	0	High impedance
103	T_ACK_E	—	Controller	—	0	—
104	T_ACK	T2	Out3	T_ACK_E	0	High impedance
105	SCK_E	—	Controller	—	0	—
106	SCK	V2	I/O	SCK_E	0	High impedance
107	SSN_E	—	Controller	—	0	—
108	SSN	W2	I/O	SSN_E	0	High impedance
109	K_ROW_E(6)	—	Controller	—	0	—
110	K_ROW(6)	W3	I/O	K_ROW_E(6)	0	High impedance
111	K_ROW_E(4)	—	Controller	—	0	—
112	K_ROW(4)	W4	I/O	K_ROW_E(4)	0	High impedance
113	K_COL(6)	W5	I/O	K_COL_E	0	50 kΩ pull-down
114	K_COL(2)	W6	I/O	K_COL_E	0	50 kΩ pull-down
115	LCNTRL_E	—	Controller	—	0	—
116	LCNTRL	W7	I/O	LCNTRL_E	0	High impedance
117	SWHOOK_E	—	Controller	—	0	—
118	SWHOOK	W8	I/O	SWHOOK_E	0	High impedance
119	TMODE(3)	W9	I	X	—	50 kΩ pull-up

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
120	SC_ENAN_E	—	Controller	—	0	—
121	SC_ENAN	W10	I/O	SC_ENAN_E	0	50 kΩ pull-up
122	TESTPT_E(19)	—	Controller	—	0	High impedance
123	TESTPT(19)	W12	I/O	TESTPT_E(19)	0	High impedance
124	TESTPT_E(15)	—	Controller	—	0	—
125	TESTPT(15)	W13	I/O	TESTPT_E(15)	0	High impedance
126	TESTPT_E(12)	—	Controller	—	0	—
127	TESTPT(12)	W14	I/O	TESTPT_E(12)	0	High impedance
128	TESTPT_E(9)	—	Controller	—	0	—
129	TESTPT(9)	W15	I/O	TESTPT_E(9)	0	High impedance
130	TESTPT_E(5)	—	Controller	—	0	—
131	TESTPT(5)	W16	I/O	TESTPT_E(5)	0	High impedance
132	TESTPT_E(2)	—	Controller	—	0	—
133	TESTPT(2)	W17	I/O	TESTPT_E(2)	0	High impedance
134	OMUXSEL(1)	W18	I	X	—	50 kΩ pull-up
135	XS_E(0)	—	Controller	—	0	—
136	XS(0)	W19	I/O	XS_E(0)	0	High impedance
137	LS100_OK_E(0)	—	Controller	0	0	—
138	LS100_OK(0)	K19	I/O	LS100_OK_E(0)	0	High impedance
139	PPI_E(15)	—	Controller	—	0	—
140	PPI(15)	J19	I/O	PPI_E(15)	0	High impedance
141	PPI_E(11)	—	Controller	—	0	—
142	PPI(11)	H19	I/O	PPI_E(11)	0	High impedance
143	PPI_E(8)	—	Controller	—	0	—
144	PPI(8)	G19	I/O	PPI_E(8)	0	High impedance
145	PPI_E(5)	—	Controller	—	0	—
146	PPI(5)	F19	I/O	PPI_E(5)	0	High impedance
147	PPI_E(1)	—	Controller	—	0	—
148	PPI(1)	E19	I/O	PPI_E(1)	0	High impedance
149	PWRFLT_N	D19	I	X	—	50 kΩ pull-up
150	IRDATX0_E	—	Controller	—	0	—
151	IRDATX0	B19	out3	IRDATX0_E	0	High impedance
152	A(22)	B18	I/O	A_E	0	High impedance
153	A(21)	B17	I/O	A_E	0	High impedance
154	A(15)	B16	I/O	A_E	0	High impedance
155	A(11)	B15	I/O	A_E	0	High impedance
156	A(8)	B14	I/O	A_E	0	High impedance
157	A(5)	B13	I/O	A_E	0	High impedance
158	A(1)	B12	I/O	A_E	0	High impedance
159	FLASH_CS_E	—	Controller	—	0	—
160	FLASH_CS	B11	I/O	FLASH_CS_E	0	High impedance

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
161	CS2_E	—	Controller	—	0	—
162	CS2	B10	I/O	CS2_E	0	High impedance
163	EXINT	B9	I	—	—	—
164	SDWEN_E	—	Controller	—	0	—
165	SDWEN	B8	I/O	SDWEN_E	0	High impedance
166	SDUDQM_E	—	Controller	—	0	—
167	SDUDQ	B7	I/O	SDUDQM_E	0	High impedance
168	D(13)	B6	I/O	DH_E	0	50 kΩ pull-up
169	D(9)	B5	I/O	DH_E	0	50 kΩ pull-up
170	D(6)	B4	I/O	DL_E	0	50 kΩ pull-up
171	D(2)	B3	I/O	DL_E	0	50 kΩ pull-up
172	DSP_D(3)	D3	I/O	DSP_D_E	0	50 kΩ pull-up
173	DSP_D(7)	E3	I/O	DSP_D_E	0	50 kΩ pull-up
174	DSP_D(10)	F3	I/O	DSP_D_E	0	50 kΩ pull-up
175	DSP_D(14)	G3	I/O	DSP_D_E	0	50 kΩ pull-up
176	DSP_MCSN_E	—	Controller	—	0	—
177	DSP_MCSN	H3	I/O	DSP_MCSN_E	0	High impedance
178	DSP_A(2)	J3	I/O	DSP_A_E	0	High impedance
179	DSP_A(6)	K3	I/O	DSP_A_E	0	High impedance
180	DSP_A(10)	L3	I/O	DSP_A_E	0	High impedance
181	T_REQA	T3	I	X	—	50 kΩ pull-down
182	MDISDO_E	—	Controller	—	0	—
183	MDISDO	V3	I/O	MDISDO_E	0	High impedance
184	K_ROW_E(3)	—	Controller	—	0	—
185	K_ROW(3)	V4	I/O	K_ROW_E(3)	0	High impedance
186	K_COL(7)	V5	I/O	K_COL_E	0	50 kΩ pull-down
187	K_COL(4)	V6	I/O	K_COL_E	0	50 kΩ pull-down
188	K_COL(0)	V7	I/O	K_COL_E	0	50 kΩ pull-down
189	SPKRLED_E	—	Controller	—	0	—
190	SPKRLED	V8	I/O	SPKRLED_E	0	High impedance
191	TMODE(2)	V9	I	X	—	50 kΩ pull-up
192	TESTPT_E(18)	—	Controller	—	0	—
193	TESTPT(18)	V12	I/O	TESTPT_E(18)	0	High impedance
194	TESTPT_E(14)	—	Controller	—	0	—
195	TESTPT(14)	V13	I/O	TESTPT_E(14)	0	High impedance
196	TESTPT_E(10)	—	Controller	—	0	—
197	TESTPT(10)	V14	I/O	TESTPT_E(10)	0	High impedance
198	TESTPT_E(6)	—	Controller	—	0	—
199	TESTPT(6)	V15	I/O	TESTPT_E(6)	0	High impedance
200	TESTPT_E(3)	—	Controller	—	0	—
201	TESTPT(3)	V16	I/O	TESTPT_E(3)	0	High impedance



## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
202	OMUXSEL(0)	V17	I	X	—	50 kΩ pull-up
203	LS100_OK_E(1)	—	Controller	—	0	—
204	LS100_OK(1)	K18	I/O	LS100_OK_E(1)	0	High impedance
205	PPI_E(14)	—	Controller	—	0	—
206	PPI(14)	J18	I/O	PPI_E(14)	0	High impedance
207	PPI_E(10)	—	Controller	—	0	—
208	PPI(10)	H18	I/O	PPI_E(10)	0	High impedance
209	PPI_E(6)	—	Controller	—	0	—
210	PPI(6)	G18	I/O	PPI_E(6)	0	High impedance
211	PPI_E(2)	—	Controller	—	0	—
212	PPI(2)	F18	I/O	PPI_E(2)	0	High impedance
213	PRTPWR_E	—	Controller	—	0	—
214	PRTPWR	E18	I/O	PRTPWR_E	0	High impedance
215	RX1	C18	I	X	—	50 kΩ pull-up
216	A(20)	C17	I/O	A_E	0	High impedance
217	A(16)	C16	I/O	A_E	0	High impedance
218	A(13)	C15	I	A_E	0	High impedance
219	A(9)	C14	I/O	A_E	0	High impedance
220	A(6)	C13	I/O	A_E	0	High impedance
221	A(2)	C12	I/O	A_E	0	High impedance
222	RDN_E	—	Controller	—	0	—
223	RDN	C11	I/O	RDN_E	0	High impedance
224	CS3_E	—	Controller	—	0	—
225	CS3	C10	I/O	CS3_E	0	High impedance
226	EXINT2	C9	I	—	—	—
227	SDRCK_E	—	Controller	—	0	—
228	SDRCK	C8	I/O	SDRCK_E	0	High impedance
229	SDRCK2_E	—	Controller	—	0	—
230	Not used	—	—	—	—	—
231	D(14)	C7	I/O	DH_E	0	50 kΩ pull-up
232	D(10)	C6	I/O	DH_E	0	50 kΩ pull-up
233	D(7)	C5	I/O	DL_E	0	50 kΩ pull-up
234	D(3)	C4	I/O	DL_E	0	50 kΩ pull-up
235	DSP_D(4)	E4	I/O	DSP_D_E	0	50 kΩ pull-up
236	DSP_D(11)	G4	I/O	DSP_D_E	0	50 kΩ pull-up
237	DSP_A(1)	J4	I/O	DSP_A_E	0	High impedance
238	DSP_INTN0_E	—	Controller	—	0	—
239	DSP_INTN0	L4	I/O	DSP_INTN0_E	0	High impedance
240	K_ROW_E(2)	—	Controller	—	0	—
241	K_ROW(2)	U5	I/O	K_ROW_E(2)	0	High impedance
242	K_COL(3)	U7	I/O	K_COL_E	0	50 kΩ pull-down

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
202	OMUXSEL(0)	V17	I	X	—	50 kΩ pull-up
203	LS100_OK_E(1)	—	Controller	—	0	—
204	LS100_OK(1)	K18	I/O	LS100_OK_E(1)	0	High impedance
205	PPI_E(14)	—	Controller	—	0	—
206	PPI(14)	J18	I/O	PPI_E(14)	0	High impedance
207	PPI_E(10)	—	Controller	—	0	—
208	PPI(10)	H18	I/O	PPI_E(10)	0	High impedance
209	PPI_E(6)	—	Controller	—	0	—
210	PPI(6)	G18	I/O	PPI_E(6)	0	High impedance
211	PPI_E(2)	—	Controller	—	0	—
212	PPI(2)	F18	I/O	PPI_E(2)	0	High impedance
213	PRTPW_E	—	Controller	—	0	—
214	PRTPWR	E18	I/O	PRTPW_E	0	High impedance
215	RX1	C18	I	X	—	50 kΩ pull-up
216	A(20)	C17	I/O	A_E	0	High impedance
217	A(16)	C16	I/O	A_E	0	High impedance
218	A(13)	C15	I	A_E	0	High impedance
219	A(9)	C14	I/O	A_E	0	High impedance
220	A(6)	C13	I/O	A_E	0	High impedance
221	A(2)	C12	I/O	A_E	0	High impedance
222	RDN_E	—	Controller	—	0	—
223	RDN	C11	I/O	RDN_E	0	High impedance
224	CS3_E	—	Controller	—	0	—
225	CS3	C10	I/O	CS3_E	0	High impedance
226	EXINT2	C9	I	—	—	—
227	SDRCK_E	—	Controller	—	0	—
228	SDRCK	C8	I/O	SDRCK_E	0	High impedance
229	SDRCK2_E	—	Controller	—	0	—
230	Not used	—	—	—	—	—
231	D(14)	C7	I/O	DH_E	0	50 kΩ pull-up
232	D(10)	C6	I/O	DH_E	0	50 kΩ pull-up
233	D(7)	C5	I/O	DL_E	0	50 kΩ pull-up
234	D(3)	C4	I/O	DL_E	0	50 kΩ pull-up
235	DSP_D(4)	E4	I/O	DSP_D_E	0	50 kΩ pull-up
236	DSP_D(11)	G4	I/O	DSP_D_E	0	50 kΩ pull-up
237	DSP_A(1)	J4	I/O	DSP_A_E	0	High impedance
238	DSP_INTN0_E	—	Controller	—	0	—
239	DSP_INTN0	L4	I/O	DSP_INTN0_E	0	High impedance
240	K_ROW_E(2)	—	Controller	—	0	—
241	K_ROW(2)	U5	I/O	K_ROW_E(2)	0	High impedance
242	K_COL(3)	U7	I/O	K_COL_E	0	50 kΩ pull-down

## 18 JTAG/Boundary Scan (continued)

Table 209. Boundary Scan Register Description (continued)

Boundary Scan Register Bit Pin	Pin Name	Ball	Enabled State	Pin Grouping	Control	Disabled State
243	TMODE(1)	U9	I	0	—	50 kΩ pull-up
244	TESTPT_E(17)	—	Controller	—	0	—
245	TESTPT(17)	U12	I/O	TESTPT_E(17)	0	High impedance
246	TESTPT_E(7)	—	Controller	—	0	—
247	TESTPT(7)	U13	I/O	TESTPT_E(7)	0	High impedance
248	TESTPT_E(0)	—	Controller	—	0	—
249	TESTPT(0)	U16	I/O	TESTPT_E(0)	0	High impedance
250	LS10_OK_E(0)	—	Controller	—	0	—
251	LS10_OK(0)	K17	I/O	LS10_OK_E(0)	0	High impedance
252	PPI_E(13)	—	Controller	—	0	—
253	PPI(13)	J17	I/O	PPI_E(13)	0	High impedance
254	PPI_E(3)	—	Controller	—	0	—
255	PPI(3)	H17	I/O	PPI_E(3)	0	High impedance
256	A(19)	D16	I/O	A_E	0	High impedance
257	A(12)	D14	I/O	V	0	High impedance
258	A(3)	D12	I/O	A_E	0	High impedance
259	BE1N_E	—	Controller	—	0	—
260	BE1N	D11	I/O	BE1N_E	0	High impedance
261	SDRASN_E	—	Controller	—	0	—
262	SDRASN	D9	I/O	SDRASN_E	0	High impedance
263	D(11)	D7	I/O	DH_E	0	50 kΩ pull-up
264	D(4)	D5	I/O	DL_E	0	50 kΩ pull-up

## 19 Electrical Specifications

### 19.1 Absolute Maximum Ratings

Stresses in excess of the absolute maximum ratings can cause permanent damage; these are absolute stress ratings only. Functional operation of the device is not implied at these or any other conditions in excess of those given in the operational sections of this data sheet. Exposure to absolute maximum ratings for extended periods can adversely affect device reliability.

**Table 210. Absolute Maximum Ratings**

Parameter	Symbol	Min	Max	Unit
Supply Voltage	V <sub>DD</sub>	—	3.5	V
XRTC0, XRTC1, XTAL0, XTAL1, XLO, XHI	—	V <sub>SS</sub>	V <sub>DD</sub>	V
Voltage Applied to I/O Pins	—	V <sub>DD</sub> -0.3	5.5	V
Operating Temperature	—	0	70	°C
Storage Temperature	—	-40	125	°C

### 19.2 Handling Precautions

Although protection circuitry has been designed into this device, proper precautions should be taken to avoid exposure to electrostatic discharge (ESD) during handling and mounting. Agere employs a human-body model (HBM) and a charged-device model (CDM) for ESD-susceptibility testing and protection design evaluation. ESD voltage thresholds are dependent on the circuit parameters used to define the model.

The following table shows voltage ratings for CDM and HBM.

**Note:** In V5 of the T8302, silicon changes were implemented to improve ESD margins to within the limits specified below.

Model	Threshold Voltage Rating
CDM	250 V to < 500 V
HBM	1000 V to < 2000 V

### 19.3 Crystal Specifications

#### 19.3.1 System Clock Crystal

The T8302 requires an 11.52 MHz clock source (derived from an oscillator or a crystal) for the system clock source. If a crystal is used it must be connected between XTAL0 and XTAL1. The crystal specifications are shown below.

**Table 211. System Clock (XTAL0, XTAL1) Specifications**

Parameter	Value
Frequency.	11.52 MHz
Oscillation Mode.	Fundamental, parallel resonance
Effective Series Resistance.	A discussion of crystal selection for the T8302 may be found in the application note <i>Crystal Selection for the T8301/T8302 Chip Set</i> .
Load Capacitance.	
Shunt Capacitance.	
Frequency Tolerance and Stability.	±50 ppm

## 19 Electrical Specifications (continued)

### 19.4 PHY Clock Crystal

The T8302 requires a 25 MHz clock source (derived from an oscillator or a crystal) for PHY timing. If a crystal is used, it must be connected between XLO and XHI. The crystal specifications are shown below.

**Table 212. PHY Clock (XLO, XHI) Crystal Specifications**

Parameter	Value
Frequency.	25 MHz
Oscillation Mode.	Fundamental, parallel resonance
Effective Series Resistance.	A discussion of crystal selection for the T8302 may be found in the application note <i>Crystal Selection for the T8301/T8302 Chip Set</i> .
Load Capacitance.	
Shunt Capacitance.	
Frequency Tolerance and Stability.	±50 ppm

### 19.5 Real-Time Clock Crystal

The T8302 may use an optional a 32.768 KHz clock source (derived from an oscillator or a crystal) for real-time clock timing. This crystal is only required if the internal RTC clock does not provide sufficient accuracy. If a crystal is used, it must be connected between XRTC0 and XRTC1. The crystal specifications are shown below.

**Table 213. Real-Time Clock (XRTC0, XRTC1) Specifications**

Parameter	Value
Frequency.	32.768 KHz
Oscillation Mode.	Fundamental, parallel resonance
Effective Series Resistance.	A discussion of crystal selection for the T8302 may be found in the application note <i>Crystal Selection for the T8301/T8302 Chip Set</i> .
Load Capacitance.	
Shunt Capacitance.	
Frequency Tolerance and Stability.	±20 ppm

**Table 214. Reset Pulse**

Parameter	Min	Max	Unit
RESET# Minimum Pulse Width.	200	—	ns

### 19.6 dc Electrical Characteristics

V<sub>DD</sub> = 3.3 V and V<sub>SS</sub> = 0.0 V unless otherwise specified.

**Table 215. dc Electrical Characteristics**

Parameter	Symbol	Condition	Min	Typ	Max	Unit
Supply Current.	I <sub>DD</sub>	—	—	—	600	mA
Supply Voltage (3.3 V ± 5%).	V <sub>DD</sub>	—	3.135	—	3.465	V
Input High-Voltage.	V <sub>IH</sub>	—	2.0	—	—	V
Input Low-Voltage.	V <sub>IL</sub>	—	—	—	0.8	V
Input Current.	I <sub>I</sub>	V <sub>A</sub> = 2.0 V	—	—	20	μA

## 19 Electrical Specifications (continued)

Table 215. dc Electrical Characteristics (continued)

Parameter	Symbol	Condition	Min	Typ	Max	Unit
Input Capacitance (Input Only).	CI	—	—	—	5	pF
Input Capacitance (I/O pins).	CIO	—	—	—	10	pF
Leakage Current (3-state):						
Output	ILEAKO	—	—	—	10	μA
Input	ILEAKI	VA* < VDD	—	—	1	μA
Output High-Voltage.	VOH	—	2.4	—	—	V
Output Low-Voltage.	VOL	—	—	—	0.4	V

\* VA = Input voltage.

### 19.7 Power Consumption

Table 216. Power Consumption

Parameter	Symbol	Condition	Min	Typ	Max	Unit
Chip Out of Reset, Core Active.	PCORE	T8302 reset released. Core is executing program instructions. System clock is 57.6 MHz. PHYs disabled.	—	1010	1060	mW
PHY Power Consumption.	PPHYA	Per PHY. Autonegotiation.	—	40	50	mW
	PPHY10L	10 Mbits/s Link.	—	90	100	mW
	PPHY10TR	10 Mbits/s Tx/Rx.	—	370	400	mW
	PPHY100T	10 Mbits/s Tx.	—	440	500	mW
Active Core With Active PHYs.	PA	Core is executing program instructions. Both PHYs are in use. System clock is 57.6 MHz. 10 Mbits/s Tx/Rx.	—	1800	1860	mW

## 20 Change History

Some of the data in this data sheet (DS01-213IPT) has changed. While the formatting has undergone minimal changes, the EQuB sections has been eliminated.

Red change bars have been installed for all content-specific changes. Any additions and changes, have been highlighted in blue. Some change bars do not indicate any discernible changes, therefore, any meaningful change has been tabulated in the table below.

Any references to tables, figures, sections, or pages have been highlighted in magenta.

### Navigating Through an Acrobat Document

If the reader displays this document in Acrobat Reader, clicking on any magenta entry will bring the reader to that reference point. Clicking on the back arrow (Go to Previous View) in the toolbar of the Acrobat Reader, will bring the reader back to the starting point.

For example: clicking on the 1 below, will bring the reader to page 1, which is the first change of this document. Clicking on the back arrow (in Acrobat Reader) will bring the reader back to this page (page 245).

All changes from the previous version (DS01-338IPT) are listed in the table below:

**Table 217. Change History of DS01-213IPT**

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## 21 Contact Us

For additional information regarding this data sheet, please consult the back page (page 246) of this document for contact information.

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