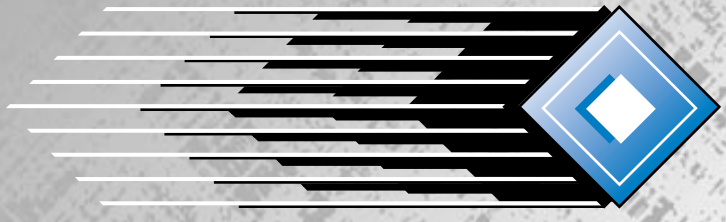
Intel386™ EX Embedded Microprocessor User's Manual



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Intel386™ EX Embedded Microprocessor User's Manual

February 1995

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CHAPTER 1
GUIDE TO THIS MANUAL

This manual describes the embedded Intel386™ EX microprocessor. It is intended for use by hardware designers familiar with the principles of microprocessors and with the Intel386 architecture.

1.1 MANUAL CONTENTS

This manual contains 17 chapters and 2 appendixes, a glossary, and an index. This chapter, Chapter 1, provides an overview of the manual. This section summarizes the contents of the remaining chapters and appendixes. The remainder of this chapter describes notational conventions and special terminology used throughout the manual and provides references to related documentation.

Chapter 2 — Architectural Overview — describes the device features and some potential applications.

Chapter 3 — Core Overview — describes the differences between this device and the Intel386 SX processor core and discusses Intel's System Management Mode (SMM).

Chapter 4 — System Register Organization — describes the organization of the system registers, the I/O address space, address decoding, and addressing modes.

Chapter 5 — Device Configuration — explains how to configure the device for various applications.

Chapter 6 — Clock and Power Management Unit — describes the clock generation circuitry, power management modes, and system reset logic.

Chapter 7 — Bus Interface Unit — describes the bus interface logic, bus states, bus cycles, and instruction pipelining.

Chapter 8 — Interrupt Control Unit — describes the interrupt sources and priority options and explains how to program the interrupt control unit.

Chapter 9 — Timer/Counter Unit — describes the timer/counters and their available count formats and operating modes.

Chapter 10 — Watchdog Timer Unit — explains how to use the watchdog timer unit as a software watchdog, bus monitor, or general-purpose timer.

Chapter 11 — Asynchronous Serial I/O (SIO) Unit — explains how to use the universal asynchronous receiver/transmitters (UARTs) to transmit and receive serial data.

Chapter 12 — Synchronous Serial I/O (SSIO) Unit — explains how to transmit and receive data synchronously.

Chapter 13 — Input/Output Ports — describes the general-purpose I/O ports and explains how to configure each pin to serve either as an I/O pin or as a pin controlled by an internal peripheral.

Chapter 14 — Chip-select Unit — explains how to use the chip-select channels to access various external memory and I/O devices.

Chapter 15 — Refresh Control Unit — describes how the refresh control unit generates periodic refresh requests and refresh addresses to simplify the interface to dynamic memory devices.

Chapter 16 — DMA Controller — describes how the enhanced direct memory access controller allows internal and external devices to transfer data directly to and from the system and explains how bus control is arbitrated.

Chapter 17 — JTAG Test-logic Unit — describes the independent test-logic unit and explains how to test the device logic and board-level connections.

Appendix A — Signal Descriptions — describes the device pins and signals and lists pin states after a system reset and during powerdown, idle, and hold.

Appendix B — Compatibility with PC/AT* Architecture — describes the ways in which the device is compatible with the standard PC/AT architecture and the ways in which it departs from the standard.

Glossary — defines terms with special meaning used throughout this manual.

Index — lists key topics with page number references.

1.2 NOTATIONAL CONVENTIONS

The following notations are used throughout this manual.

#	The pound symbol (#) appended to a signal name indicates that the signal is active low.
italics	Italics identify variables and introduce new terminology. The context in which italics are used distinguishes between the two possible meanings. Variables must be replaced with correct values.

Instructions

Instruction mnemonics are shown in upper case to avoid confusion. You may use either upper case or lower case.

Numbers

Hexadecimal numbers are represented by a string of hexadecimal digits followed by the character *H*. A zero prefix is added to numbers that begin with *A* through *F*. (For example, *FF* is shown as *0FFH*.) Decimal and binary numbers are represented by their customary notations. (That is, 255 is a decimal number and 1111 1111 is a binary number. In some cases, the letter *B* is added for clarity.)

Units of Measure

The following abbreviations are used to represent units of measure:

A	amps, amperes
Kbyte	kilobytes
KΩ	kilo-ohms
mA	milliamps, milliamperes
Mbyte	megabytes
MHz	megahertz
ms	milliseconds
mW	milliwatts
ns	nanoseconds
pF	picofarads
W	watts
V	volts
µA	microamps, microamperes
µF	microfarads
µs	microseconds
µW	microwatts

Register Bits

Bit locations are indexed by 0–7 (or 0–15), where bit 0 is the least-significant bit and 7 (or 15) is the most-significant bit.

Register Names

Register names are shown in upper case. If a register name contains a lowercase, italic character, it represents more than one register. For example, P*n*CFG represents three registers: P1CFG, P2CFG, and P3CFG.

Signal Names

Signal names are shown in upper case. When several signals share a common name, an individual signal is represented by the signal name followed by a number, while the group is represented by the signal name followed by a variable (*n*). For example, the lower chip-select signals are named CS0#, CS1#, CS2#, and so on; they are collectively called CS*n*#. A pound symbol (#) appended to a signal name identifies an active-low signal. Port pins are represented by the port abbreviation, a period, and the pin number (e.g., P1.0, P1.1).

1.3 SPECIAL TERMINOLOGY

The following terms have special meanings in this manual.

Assert and Deassert — The terms *assert* and *deassert* refer to the act of making a signal active (enabled) and inactive (disabled), respectively. The active polarity (high/low) is defined by the signal name. Active-low signals are designated by a pound symbol (#) suffix; active-high signals have no suffix. To assert RD# is to drive it low; to assert ALE is to drive it high; to deassert RD# is to drive it high; to deassert ALE is to drive it low.

DOS Address — Integrated peripherals that are compatible with PC/AT system architecture can be mapped into DOS (or PC/AT) addresses 0H–03FFH. In this manual, the terms *DOS address* and *PC/AT address* are synonymous.

Expanded Address — All peripheral registers reside at addresses 0F000H–0F8FFH. PC/AT-compatible integrated peripherals can also be mapped into DOS (or PC/AT) address space (0H–03FFH).

PC/AT Address — Integrated peripherals that are compatible with PC/AT system architecture can be mapped into PC/AT (or DOS) addresses 0H–03FFH. In this manual, the terms *DOS address* and *PC/AT address* are synonymous.

Reserved Bits — Certain register bits are described as *reserved* bits. These bits are not used in this device, but they may be used in future implementations. Follow these guidelines to ensure compatibility with future devices:

- Avoid any software dependence on the state of undefined register bits.
- Use a read-modify-write sequence to load registers.
- Mask undefined bits when testing the values of defined bits.
- Do not depend on the state of undefined bits when storing undefined bits to memory or to another register.
- Do not depend on the ability to retain information written to undefined bits.

Set and Clear — The terms *set* and *clear* refer to the value of a bit or the act of giving it a value. If a bit is *set*, its value is “1”; *setting* a bit gives it a “1” value. If a bit is *clear*, its value is “0”; *clearing* a bit gives it a “0” value.

Set and Reset The terms *set* and *reset* refer to the act of applying a signal to a pin. *Setting* a pin gives it a logic high value; *resetting* a pin gives it a logic low value.

1.4 RELATED DOCUMENTS

The following documents contain additional information that is useful in designing systems that incorporate the Intel386 EX microprocessor. To order documents, please call Intel Literature Fulfillment (1-800-548-4725 in the U.S. and Canada; +44(0) 793-431155 in Europe).

Intel386™ EX Embedded Microprocessor data sheet	Order Number 272420
Intel386™ SX Microprocessor data sheet	Order Number 240187
Intel386™ SX Microprocessor Programmer's Reference Manual	Order Number 240331
Intel386™ SX Microprocessor Hardware Reference Manual	Order Number 240332
Development Tools	Order Number 272326
Buyer's Guide for the Intel386™ Embedded Processor Family	Order Number 272520
Buyer's Guide for the Intel386™ Embedded Processor Family	*Order Number 272520*
Packaging	*Order Number 240800*

1.5 CUSTOMER SERVICE

This section provides telephone numbers and describes various customer services.

- Customer Support (U.S. and Canada) 800-628-8686
- Customer Training (U.S. and Canada) 800-234-8806
- Literature Fulfillment
  - 800-468-8118 (U.S. and Canada)
  - +44(0)793-431155 (Europe)
- FaxBack* Service
  - 800-628-2283 (U.S. and Canada)
  - +44(0)793-496646 (Europe)
  - 916-356-3105 (worldwide)
- Application Bulletin Board System
  - 916-356-3600 (worldwide, up to 14.4-Kbaud line)
  - 916-356-7209 (worldwide, dedicated 2400-baud line)
  - +44(0)793-496340 (Europe)

Intel provides 24-hour automated technical support through the use of our FaxBack service and our centralized Intel Application Bulletin Board System (BBS). The FaxBack service is a simple-to-use information system that lets you order technical documents by phone for immediate delivery to your fax machine. The BBS is a centralized computer bulletin board system that provides updated application-specific information about Intel products.

Intel also provides the *Embedded Applications Journal*, a quarterly technical publication with articles on microcontroller applications, errata, support tools, and other useful information. To order the journal, call the FaxBack service and order information packet #1 (the *Embedded Applications Journal* subscription form).

1.5.1 How to Use Intel's FaxBack Service

Think of the FaxBack service as a library of technical documents that you can access with your phone. Just dial the telephone number (see page 1-6) and respond to the system prompts. After you select a document, the system sends a copy to your fax machine.

Each document is assigned an order number and is listed in a subject catalog. First-time users should order the appropriate subject catalogs to get a complete listing of document order numbers.

The following catalogs and information packets are available:

1. Microcontroller, Flash, and iPLD catalog
2. Development tool catalog
3. System catalog
4. DVI and multimedia catalog
5. BBS catalog
6. Microprocessor and peripheral catalog
7. Quality and reliability catalog
8. Technical questionnaire

1.5.2 How to Use Intel's Application BBS

The Application Bulletin Board System (BBS) provides centralized access to information, software drivers, firmware upgrades, and revised software. Any user with a modem and computer can access the BBS. Use the following modem settings.

- 14400, N, 8, 1

If your modem does not support 14.4K baud, the system provides auto configuration support for 1200- through 14.4K-baud modems.

To access the BBS, just dial the telephone number (see page 1-6) and respond to the system prompts. During your first session, the system asks you to register with the system operator by entering your name and location. The system operator will then set up your access account within 24 hours. At that time, you can access the files on the BBS. For a listing of files, call the FaxBack service and order catalog #6 (the BBS catalog).

If you encounter any difficulty accessing our high-speed modem, try our dedicated 2400-baud modem (see page 1-6). Use the following modem settings.

- 2400 baud, N, 8, 1

1.5.3 How to Find the Latest *Ap*BUILDER Files and Hypertext Manuals and Data Sheets on the BBS

The latest *Ap*BUILDER files and hypertext manuals and data sheets are available first from the BBS. To access the files:

1. Select [F] from the BBS Main menu.
2. Select [L] from the Intel Apps Files menu.
3. The BBS displays the list of all area levels and prompts for the area number.
4. Select [25] to choose the *Ap*BUILDER / Hypertext area.
5. Area level 25 has four sublevels: (1) General, (2) 196 Files, (3) 186 Files, and (4) 8051 Files.
6. Select [1] to find the latest *Ap*BUILDER files or the number of the appropriate product-family sublevel to find the hypertext manuals and data sheets.
7. Enter the file number to tag the files you wish to download. The BBS displays the approximate download time for tagged files.

CHAPTER 2
ARCHITECTURAL OVERVIEW

The Intel386™ EX embedded microprocessor (Figure 2-1) is based on the static Intel386 SX processor. This highly integrated device retains those personal computer functions that are useful in embedded applications and integrates peripherals that are typically needed in embedded systems. The Intel386 EX processor provides a PC-compatible development platform in a device that is optimized for embedded applications. Its integrated peripherals and power management options make the Intel386 EX processor ideal for portable systems.

The integrated peripherals of the Intel386 EX are compatible with the standard desktop PC. This allows existing PC software, including most of the industry's leading desktop and embedded operating systems, to be easily implemented on an Intel386 EX-based platform. The Intel386 EX processor includes a royalty-free license for the real-time Intel iRMX® EMB Operating System. Using PC-compatible peripherals also allows for the development and debugging of application software on a standard PC platform.

Typical applications using the Intel386 EX processor include automated manufacturing equipment, cellular telephones, telecommunications equipment, fax machines, hand-held data loggers, high-precision industrial flow controllers, interactive television, medical equipment, modems, and smart copiers.

2.1 CORE

The Intel386 EX processor contains a modular, fully static Intel386 SX CPU and incorporates System Management Mode (SMM) for enhanced power management. The Intel386 EX processor has a 16-bit data bus and a 26-bit address bus, supporting up to 64 Mbytes of memory address space and 64 Kbytes of I/O address space. The CPU performance of the Intel386 EX processor closely reflects the Intel386 SX CPU performance at the same speeds.

Chapter 3, "Core Overview," describes differences between this device and the Intel386 SX CPU. Please refer to the *Intel386™ SX Microprocessor Programmer's Reference Manual* (order number 240331) for applications and system programming information; descriptions of protected, real, and virtual-8086 modes; and details on the instruction set.

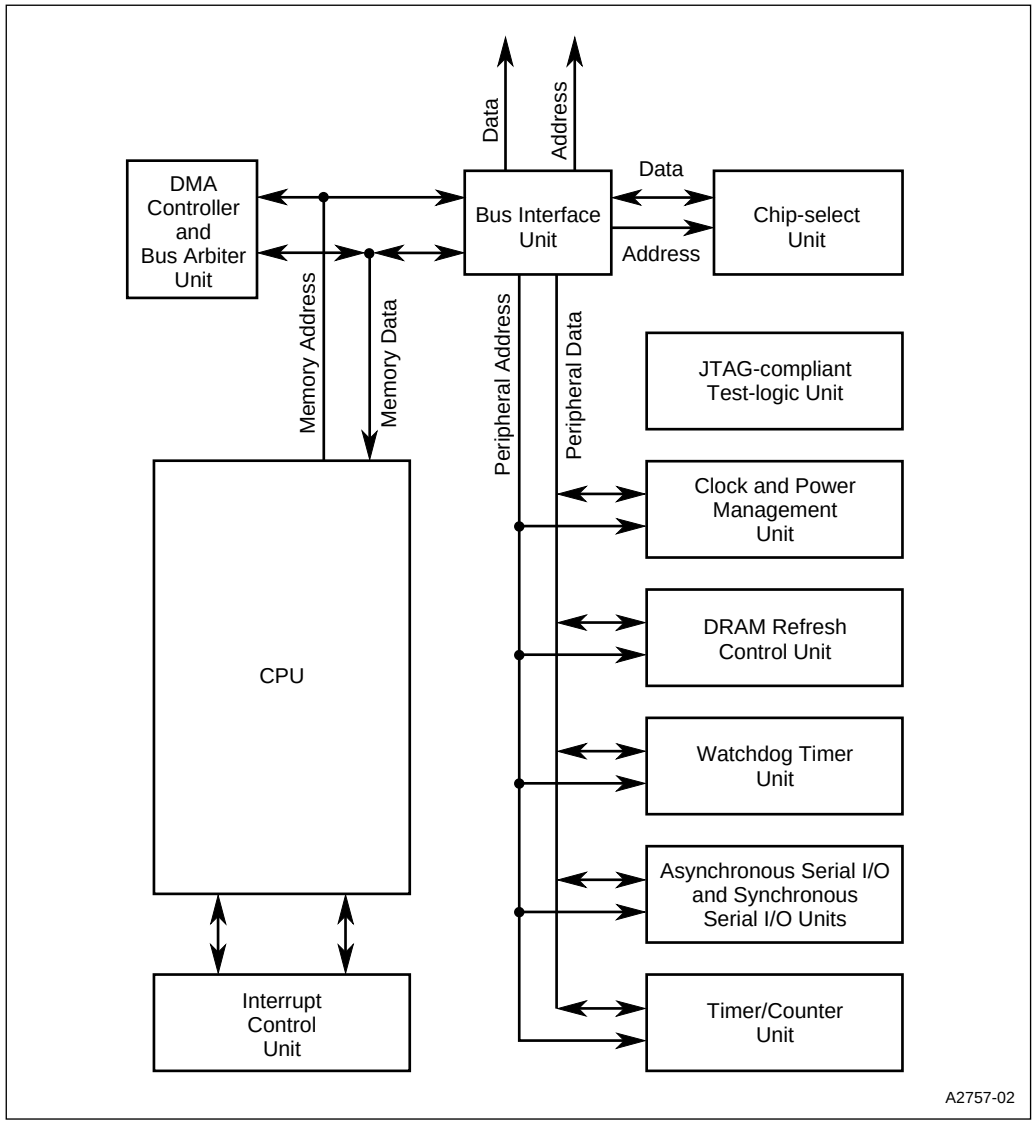


Figure 2-1. Intel386™ EX Processor Block Diagram

2.2 INTEGRATED PERIPHERALS

The Intel386 EX processor integrates both PC-compatible peripherals (Table 2-1) and peripherals that are specific to embedded applications (Table 2-2).

Table 2-1. PC-compatible Peripherals

Name	Description
Interrupt Control Unit (ICU)	Consists of two 8259A programmable interrupt controllers (PICs) configured as master and slave. You may cascade up to four external 8259A PICs to expand the external interrupt lines to 36. Refer to Chapter 8, "Interrupt Control Unit."
Timer Counter Unit (TCU)	Provides three independent 16-bit down counters. The programmable TCU is functionally equivalent to an 82C54 counter/timer with enhancements to allow remapping of peripheral addresses and interrupt assignments. Refer to Chapter 9, "Timer/Counter Unit."
Asynchronous Serial I/O (SIO) Unit	Features two independent universal asynchronous receiver and transmitters (UARTs) which are functionally equivalent to National Semiconductor's NS16450. Each channel contains a baud-rate generator, transmitter, receiver, and modem control unit. All four of the serial channel interrupts may be connected to the ICU or two of the interrupts may be connected to the DMA controller. Refer to Chapter 11, "Asynchronous Serial I/O Unit."
Direct Memory Access (DMA) Controller	Transfers internal or external data between any combination of memory and I/O devices for the entire 26-bit address bus. The two independent channels operate in 16- or 8-bit bus mode. Buffer chaining allows data to be transferred into noncontiguous memory buffers. DMAs can be tied to any of the serial devices to support high data rates, minimizing processor interruptions. Provides a special two-cycle mode that uses only one channel for memory-to-memory transfers. Bus arbitration logic resolves priority conflicts between the DMA channels, the refresh control unit, and an external bus master. SIO and SSIO interrupts can be connected to DMA for high-speed transfers. Backward compatible with 8237A. Refer to Chapter 16, "DMA Controller."

Table 2-2. Embedded Application-specific Peripherals

Name	Description
Clock and Power Management Unit	An external clock source provides the input frequency. The clock and power management unit generates separate internal clock signals for core and peripherals (half the input frequency), divides the internal clock by two for baud clock inputs to the SIO and SSIO, and divides the internal clock by a programmable divisor to provide a prescaled clock signal (various frequencies) for the TCU and SSIO. Power management provides idle and powerdown modes (idle stops the CPU clock but leaves the peripheral clocks running; powerdown stops both CPU and peripheral clocks). Refer to Chapter 6, "Clock and Power Management Unit."
Watchdog Timer (WDT)	When enabled, the WDT functions as a general purpose 32-bit timer, a software timer, or a bus monitor. Refer to Chapter 10, "Watchdog Timer Unit."
Synchronous Serial I/O (SSIO) unit	Provides simultaneous, bidirectional serial I/O in excess of 5 Mbps. Consists of a transmit channel, a receive channel, and a baud rate generator. Built-in protocols are not included, as these can be emulated using the CPU. The refresh control unit (RCU) is provided for applications that use DRAMs with a simple EPLD-based DRAM controller or PSRAMs that do not need a separate controller. SSIO interrupts can be connected to the DMA unit for high-speed transfers. Refer to Chapter 12, "Synchronous Serial I/O Unit."
Parallel I/O Ports	Three I/O ports facilitate data transfer between the processor and surrounding system circuitry. The Intel386 EX processor is unique in that several functions are multiplexed with each other or with parallel I/O ports. This ensures maximum use of available pins and maintains a small package. Individually programmable for peripheral or I/O function. Refer to Chapter 13, "Input/Output Ports."
Chip Select Unit (CSU)	Programmable, eight-channel CSU allows direct access to up to eight devices. Each channel can operate in 16- or 8-bit bus mode and can generate up to 31 wait states. The CSU can interface with the fastest memory or the slowest peripheral device. The minimum address block for memory address-configured channels is 2 Kbytes. The size of these address blocks can be increased by multiples of 2 Kbytes for memory addresses and by multiples of 2 bytes for I/O addresses. Supports SMM memory addressing and provides ready generation and programmable wait states. Refer to Chapter 14, "Chip-select Unit."
Refresh Control Unit (RCU)	Provides a means to generate periodic refresh requests and refresh addresses. Consists of a programmable interval timer unit, a control unit, and an address generation unit. Bus arbitration logic ensures that refresh requests have the highest priority. Refer to Chapter 15, "Refresh Control Unit."
JTAG Test-logic Unit	The test-logic unit simplifies board-level testing. Consists of a test access port and a boundary-scan register. Fully compliant with Standard 1149.1–1990, *IEEE Standard Test Access Port and Boundary-Scan Architecture* and its supplement, Standard 1149.1a–1993. Refer to Chapter 17, "JTAG Test-logic Unit."

2.3 PC COMPATIBILITY

Of primary concern to system designers is the ability for the target system to run readily available software developed for the personal computer without modification. The Intel386 EX processor provides that capability, assuming all the necessary hardware subsystems are available in the target system. Some applications may require additional functionality from one or more companion chips and all require a custom BIOS to supply initialization and driver routines for on-chip devices.

2.3.1 I/O Considerations

The Intel386 EX processor departs from the ISA standard as follows:

- ISA bus signals are not supplied, but the SX bus is maintained to allow the ISA bus signals to be recreated.
- A video controller and keyboard controller are not provided, but their I/O addresses are reserved to allow them to be added externally.
- The I/O address space in a PC configuration is limited to 1 Kbyte. The Intel386 EX processor uses a special address space extension to provide more register space (64 Kbytes) for the added peripherals. Four addressing modes allow you to select the level of PC compatibility you want.
- IRQ10, IRQ11, IRQ12, and IRQ15 are not available for external interrupt connections.

2.3.2 PC/AT Compatibility

Setting bits in the port 92 configuration register provides backward compatibility for 8086 software by forcing address line A20 to zero, which emulates wraparound across the 1 Mbyte address boundary. FastCPUReset along with user-defined software may be used to reconstruct some of the CPU-only reset modes used in 80286-based PC systems.

2.3.3 Enhanced DMA Controller

The enhanced DMA controller was selected to maintain PC compatibility while providing increased performance. The ISA-standard PC/AT architecture uses two cascaded 8237A DMA controllers, provides seven channels, is limited to 16-bit addressing, and requires two DMA channels for two-cycle memory-to-memory transfers.

The enhanced DMA provides two channels, uses the same 8-bit registers as the 8237A, and is programmed through 8-bit registers. It uses 24-bit byte-count registers to support larger data blocks, but these registers can be configured to look like an 8237A with page registers. The enhanced DMA supports all of the 8237A's operating modes except one: it does not support the command register bits that control the two-cycle transfers, compressed timing, and DREQ/DACK signal polarity. Table 2-1 on page 2-3 provides a brief description and Chapter 16, "DMA Controller" provides details about the enhanced DMA controller.

2.3.4 SIO Channels

The SIO channels are connected to the equivalent of a local bus, not the ISA bus. In addition, the SIO channels have fixed addresses, rather than the programmable addresses found in PCs. If another device resides at the SIO channel's fixed address, a customized BIOS can detect it, remap the SIO channel into the expanded I/O space, and write the new address into the BIOS data table that describes the I/O map.

CHAPTER 3
CORE OVERVIEW

The Intel386™ EX processor core is based upon the Intel386 SX processor. As such, it functions exactly like the Intel386 SX processor except for the following enhancements and changes in performance:

- It is fully static. The clocks can be stopped at any time without the loss of data.
- Commonly used DOS and non-DOS peripherals have been added.
- The processor identification stored in the microcode is 2309H.
- Intel's System Management Mode (SMM) has been implemented. SMM:
  - — provides an interrupt input pin (SMI#) and a status output pin (SMIACT#).
  - — provides an instruction for exiting SMM (RSM).
  - — requires a special memory partition (SMRAM).
- Two additional address lines have been added for a total of 26 (64 Mbytes of memory address space; 64 Kbytes of I/O address space).
- An asynchronous FLT# signal has been added (when applied, the output and directional pins are floated)
- Four special addressing modes have been provided for various levels of DOS compatibility.
- An interrupt control unit has been added (i.e., the INTR pin of the Intel386 SX processor is not directly available.)
- The following instructions require one to four additional clock cycles on the Intel386 EX processor than on the Intel386 SX processor: IN, INS, REP INS, OUT, OUTS, REP OUTS, POPA, HLT, MOV CR0,src.
- Maskable interrupts and NMI have two additional clock cycles of interrupt latency.

For the wide physical address space requirement of 32-bit embedded applications, the Intel386 EX processor is given two additional address pins (A24, A25). The 16 Mbyte physical address space of the Intel386 SX processor is expanded to 64 Mbytes in the Intel386 EX processor.

The Intel386 EX processor has three low power features. First is the SMM (system management mode) function, which controls system power consumption by using a special interrupt (SMI#). Second is idle mode and third is powerdown mode. (See Chapter 6, "Clock and Power Management Unit," for a description of these two modes.) In addition to these modes, the external clock (CLK2) can be stopped at any time.

Another enhanced feature is internal support of the A20 Mask function, which forces the A20 signal to a low level in order to maintain compatibility with old wraparound software for DOS or Intel 286 microprocessors.

3.1 SYSTEM MANAGEMENT MODE OVERVIEW

The Intel386 EX processor provides a mechanism for system management with a combination of hardware and CPU microcode enhancements. An externally generated system management interrupt (SMI#) allows the execution of system-wide routines that are independent and transparent to the operating system. The system management mode (SMM) architectural extensions to the Intel386 CPU consists of the following elements:

- an interrupt input pin (SMI#) to invoke SMM.
- an output pin (SMIACT#) to identify execution state
- a new instruction (RSM), executable from SMM only

For low power systems, the primary function of SMM is to provide a transparent means for power management. The SMM implementation is similar to that of the Intel386 SL CPU, but the SMRAM relocation isn't supported.

3.1.1 SMM Hardware Interface

The Intel386 EX processor provides two pins for use in SMM systems, SMI# and SMIACT#.

3.1.1.1 SMI# (System Management Interrupt Input)

The SMI# input signal is used to invoke system management mode. SMI# is a falling edge triggered signal that forces the core into SMM at the completion of the current instruction. SMI# is similar to NMI in the following ways:

- SMI# is not maskable.
- SMI# is recognized on an instruction boundary and at each iteration for repeat string instructions.
- SMI# does not break LOCK#ed bus cycles.
- SMI# cannot interrupt currently executing SMM code. The processor will latch the falling edge of a pending SMI# signal while the CPU is executing an existing SMI# (this allows one level of buffering). The nested SMI# is not recognized until after the execution of a resume instruction (RSM).
- SMI# will bring the processor out of idle or powerdown mode.

3.1.1.2 SMIACT# (SMM Active Output)

This output indicates that the processor is operating in system management mode. It is asserted when the CPU initiates the SMM sequence and remains active (low) until the processor executes the RSM instruction to leave SMM. Before SMIACT# is asserted, the CPU waits until the end of instruction boundary. SMIACT# is used to establish a new memory map for SMM operation. The processor supports this function by an extension to the internal chip-select unit. In addition, this pin can be used by external logic to qualify RESET and SMI#. SMIACT# never transitions during a pipelined bus cycle.

3.1.2 SMI# Interrupt

When the CPU recognizes SMI# on an instruction boundary, it waits for all write cycles to complete (including those pending externally) and asserts the SMIACT# pin. The processor then saves its register state to SMRAM space and begins to execute the SMM handler. The RSM instruction restores the registers, deasserts the SMIACT# pin, and returns to the user program.

Upon entering SMM, the processor's PE, MP, EM, TS, HS and PG bits in CR0 are cleared:

CR0 Bit	Mnemonic	Description	Function
0	PE	Protection Enable	1 = protection enabled 0 = protection disabled
1	MP	Math Coprocessor Present	1 = coprocessor present 0 = coprocessor not present
2	EM	Emulate Coprocessor	1 = coprocessor opcodes generate a fault 0 = coprocessor opcodes execute
3	TS	Task Switched	1 = coprocessor ESC opcode causes fault 0 = coprocessor ESC opcode does not cause fault
16	HS	Halt	1 = HALT is executed 0 = HALT is not executed
31	PG	Paging Enable	1 = paging enabled 0 = paging disabled

Debug register DR7 is also cleared, except for bits 11–15.

Internally, a descriptor register (invisible to the programmer) is associated with each programmer-visible segment register. Each descriptor register holds a 32-bit segment base address, a 32-bit segment limit, and other necessary segment attributes. When a selector value is loaded into a segment register, the associated descriptor register is automatically updated with the correct information. In real mode, only the base address is updated directly (by shifting the selector value

four bits to the left), since the segment maximum limit and attributes are fixed in Real mode. In Protected mode, the base address, the limit, and the attributes are all updated per the contents of the segment descriptor indexed by the selector. After saving the CPU state, the SMM State Save sequence sets the appropriate bits in the segment descriptor, placing the core in an environment similar to Real mode, without the 64 Kbyte limit checking.

In SMM, the CPU executes in a real-like mode. In this mode, the CPU can access (read and write) any location within the 4 Gbyte logical address space. The physical address space is 64 Mbytes. The CPU can also perform a jump and a call anywhere within a 1 Mbyte boundary address space. In SMM, the processor generates addresses as it does in real mode; however, there is no 64 Kbyte limit. The value loaded into the selector register is shifted to the left four bits and moved into its corresponding descriptor base, then added to the effective address. The effective address can be generated indirectly, using a 32-bit register. However, only 16 bits of EIP are pushed onto the stack during calls, exceptions and INTR services. Therefore, when returning from calls, exceptions or INTRs, the upper 16 bits of the 32-bit EIP will be zero. In an SMI# handler, the EIP should not be over the 64 Kbyte boundary. The 16-bit CS allows addressing within a 1 Mbyte boundary.

Instructions that explicitly access the stack (e.g., MOV instructions) can access the entire 4 Gbytes of logical address space by using a 32-bit address size prefix. However, instructions that implicitly access the stack (e.g., POP, PUSH, CALL, and RET) still have the 64 Kbytes limit, since the B bit of the data segment descriptor is cleared in the SMM.

After SMI# is recognized and the processor state is saved, the processor state is initialized to the following default values.

Register	Content
General Purpose Register	Unpredictable
EFLAGS	00000002H
EIP	00008000H
CS Selector	3000H
DS,ES,FS,GS,SS Selectors	0000H
CS Descriptor Base	00030000H
DS,ES,FS,GS,SS Descriptor Base	00000000H
CS,DS,ES,FS,GS,SS Descriptor Limit	FFFFFH
DS,ES,FS,GS,SS Attributes	16-bit
CR0	Bits 0, 1, 2, 3, 16, 31 cleared
DR6	Unpredictable
DR7	Bits 0–10,16–31 cleared

When a valid SMI# is recognized on an instruction execution boundary, the CPU immediately begins execution of the SMM State Save sequence, asserting SMIACT# low (unless the CPU is in a shutdown condition). The CPU then starts SMI# handler execution. An SMI# can't interrupt a CPU shutdown. The SMI# handler always starts at 38000H. When there are multiple causes of SMI#s, only one SMI# is generated, thereby ensuring that SMI#s are not nested.

3.1.3 SMRAM

The SMM architecture requires that a partition of memory be set aside for the SMM driver. This is called the SMRAM. Several requirements must be met by the system:

- The address range of this partition must be, as a minimum, from 038000H to 03FFFFH (32 Kbytes).
- The address range from 03FE00H to 03FFFFH (512 bytes) is reserved for the CPU and must be RAM.
- The SMM handler must start execution at location 038000H. It is not relocatable.
- During normal operation, the SMRAM should only be accessible if the system is in SMM.
- During system initialization it must be possible to access the SMRAM in order to initialize it and possibly to install the SMM driver. This must obviously be done outside of the SMM.
- If the SMRAM overlays other memory in the system, then address decoding and chip enables must allow the SMM driver to access the shadowed memory locations while in SMM.
- The SMRAM should not be accessible to alternate bus masters such as DMA.

These requirements are made to ensure that the SMM remains transparent to non-SMM code and to maintain uniformity across the various Intel processors that support this mode. Note that it is possible for the designer of an embedded system to place the SMM driver code in read-only storage, as long as the address space between 03FE00H and 03FFFFH is writable.

The Intel386 EX processor does not support SMRAM relocation. Bit 17 of the SMM Revision Identifier (see "SMRAM State Dump Area" on page 3-8) indicates whether the processor supports the relocation of SMRAM. If this bit is set (1), the processor supports SMRAM relocation. If this bit is cleared (0), then the processor does not support SMRAM relocation. Since this device doesn't support SMRAM relocation, bit 17 of the SMM Revision Identifier is cleared. The SMRAM address space is fixed from 38000H to 3FFFFH.

3.1.4 Chip-select Unit Support for SMRAM

The internal chip-select unit (CSU) has been extended to support the SMRAM by utilizing a reserved bit (bit 10) in each Low Address and Low Mask register. The CSU acts on these bits exactly as if they represented another address line. Instead of being associated with an actual address line, however, these bits are associated with an internally generated signal, ASMM. ASMM has the Boolean equation:

ASMM = SMMACT AND NOT(iHLDA)

ASMM is asserted (high true) if the processor is in SMM and the core has control of the system bus (core hold acknowledge signal, iHLDA, is not active). ASMM is, in effect, an extra address line into the CSU that is set (1) if the core has control of the system bus and it is in SMM.

To see how this extension of the CSU supports the SMRAM requirements, consider an embedded system which has 1 Mbyte of 16-bit wide EPROM in the region 03F00000H to 03FFFFFFH and 1 Mbyte of 16-bit wide RAM in the region 00000000H to 000FFFFFH. A single 32 Kbyte by 8 RAM in the region 00038000H to 0003FFFFH is added to support SMM. The chip selects for this system during normal operation would be programmed as follows:

REGION	CA25:11	CM25:11	CASMM	CMSMM	BS16
EPROM	11 1111 0000 0000 0	00 0000 1111 1111 1	0	0	1
RAM	00 0000 0000 0000 0	00 0000 1111 1111 1	0	0	1
SMRAM	00 0000 0011 1000 0	00 0000 0000 0111 1	1	0	0

Each row in the above table represents a region of memory and its associated chip select logic. During initialization, these same chip selects could be programmed as follows:

REGION	CA25:11	CM25:11	CASMM	CMSMM	BS16
EPROM	11 1111 0000 0000 0	00 0000 1111 1111 1	0	0	1
RAM	00 0000 0000 0000 0	00 0000 1111 1111 1	0	0	1
SMRAM	00 0001 0011 1000 0	00 0000 0000 0111 1	0	0	0

Only the SMRAM row has been changed; the SMRAM chip select has been redirected to the region 013F800H to 013FFFFH and the CASMM bit has been cleared. This allows the initialization software to set up the SMRAM without entering the SMM. Note that the external design of the system will have to guarantee that an SMI# cannot occur while the SMRAM is being initialized.

If the SMM driver needs to access the memory shadowed under the SMRAM, then the chip selects can be reconfigured as follows:

REGION	CA25:11	CM25:11	CASMM	CMSMM	BS16
EPROM	11 1111 0000 0000 0	00 0000 1111 1111 1	0	0	1
RAM	00 0001 0000 0000 0	00 0000 1111 1111 1	0	1	1
SMRAM	00 0000 0011 1000 0	00 0000 0000 0111 1	1	0	0

This leaves the SMRAM in place but moves the normal RAM into the partition 0100000H to 01FFFFFH. The CASMM bit is masked so that the RAM is selected independent of SMM.

3.1.5 I/O Restart

Bit 16 of the SMM Revision Identifier is set (1) indicating that this device does support the I/O trap restart extension to the SMM base architecture.

The I/O trap restart slot provides the SMM handler the option of automatically re-executing an interrupted I/O instruction using the RSM instruction. When the RSM instruction is executed with the I/O trap restart slot set to a value of 0FFH, the CPU will automatically re-execute the I/O instruction that the SMI# has trapped. If the slot contains 00H when the RSM instruction is executed, the CPU will not re-execute the I/O instruction. This slot is initialized to 00H during an SMI#. It is the SMM handler's responsibility to load the I/O trap restart slot with 0FFH when restart is desired. The SMM handler must **not** set the I/O trap restart slot to 0FFH when the SMI# is not asserted on an I/O instruction boundary, as this will cause unpredictable results.

3.1.6 HALT Restart

It is possible for SMI# to break into the HALT state and the application might want to return to the HALT state after RSM. The SMM architecture provides the option of restarting the HALT instruction after RSM.

CR0 (bit 16) is used as the HALT status bit and is set every time a HALT instruction is executed. This information is saved by SMM State Save sequence, at the location specified by 3FF02H. The least-significant bit (bit 0) of this location is a duplicate bit of CR0 (bit 16) during SMI#. A RSM instruction will restart the HALT instruction if this bit is set. The SMM handler has the option of clearing this bit at 3FF02H (the HALT restart slot) to force the CPU to proceed after the HALT instruction. CR0 (bit 16) is still considered a reserved bit and must not be altered by the SMM handler.

3.1.7 SMRAM State Dump Area

The SMM State Save sequence sets SMIACT#. This mechanism indicates to internal modules that the CPU has entered and is currently executing SMM. The resume (RSM) instruction is only valid when in SMM. SMRAM space is an area located in the memory address range 38000H–3FFFFH. The SMRAM area cannot be relocated internally. SMRAM space is intended for access by the CPU only, and should be accessible only when SMM is enabled. This area is used by the SMM State Save sequence to save the CPU state in a stack-like fashion from the top of the SM-RAM area downward.

The CPU state dump area always starts at 3FFFFH and ends at 3FE00H. The following is a map of the CPU state dump in the SMRAM.

Hex Address	Name	Description
03FFFC	CR0	Control flags that affect the processor state
03FFF8	CR3	Page directory base register
03FFF4	EFLGS	General condition and control flags
03FFF0	EIP	Instruction pointer
03FFEC	EDI	Destination index
03FFE8	ESI	Source index
03FFE4	EBP	Base pointer
03FFE0	ESP	Stack pointer
03FFDC	EBX	General register
03FFC8	EDX	General register
03FFD4	ECX	General register
03FFD0	EAX	General register
03FFCC	DR6	Debug register; contains status at exception
03FFC8	DR7	Debug register; controls breakpoints
03FFC4	TR	Task register; used to access current task descriptor
03FFC0	LDTR	Local descriptor table pointer
03FFBC	GS	General-purpose segment register
03FFB8	FS	General-purpose segment register
03FFB4	DS	Data segment register
03FFB0	SS	Stack segment register
03FFAC	CS	Code segment register
03FFA8	ES	General-purpose segment register
03FFA7–03FF04	—	Reserved
03FF02	—	Halt restart slot
03FF00	—	I/O trap restart slot
03FEFC	—	SMM revision identifier (10000H)
03FEFB–03FE00	—	Reserved

The programmer should not modify the contents of this area in SMRAM space directly. SMRAM space is reserved for CPU access only and is intended to be used only when the processor is in SMM.

ERRATA (3/28/95)

In the table entry for HEX Address 03FEFC, the description incorrectly showed 01000H; it now correctly shows 10000H.

3.1.8 Resume Instruction (RSM)

After an SMI# request is serviced, the RSM instruction must be executed to allow the CPU to return to an application transparently after servicing the SMI#. When the RSM instruction is executed, it restores the CPU state from SMRAM and passes control back to the operating system. The RSM instruction uses the special opcode of 0FAAH. The RSM instruction is reserved for the SMI# handler and should only be executed by the SMI# handler. Any attempt to execute the RSM outside of SMM mode will result in an invalid opcode exception. At the end of the RSM instruction, the processor will drive SMIACT# high, indicating the end of an SMM routine. This allows the system designer to use SMIACT# as a gate to block RESET to the CPU while in SMM.

3.1.9 SMM Priority

If more than one exception or interrupt is pending at an instruction boundary, the processor services them in a predictable order. The priority among classes of exception and interrupt sources is shown in the table below. The processor first services a pending exception or interrupt from the class that has the highest priority, transferring execution to the first instruction of the handler. Lower priority exceptions are discarded; lower priority interrupts are held pending. Discarded exceptions are reissued when the interrupt handler returns execution to the point of interruption. SMI# has the following relative priority, where 1 is highest and 11 is lowest:

Table 3-1. Relative Priority of Exceptions and Interrupts

1	Double Fault
2	Segmentation Violation
3	Page Fault
4	Divide-by-zero
5	SMI#
6	Single-step
7	Debug
8	ICE Break
9	NMI
10	INTR
11	I/O Lock

3.2 SYSTEM MANAGEMENT INTERRUPT

The Intel386 EX processor extends the standard Intel386 microprocessor architecture by adding a new feature called the system management interrupt (SMI#). This section describes in detail how SMI# can be utilized by the system designer.

The execution unit will recognize an SMI# (falling edge) on an instruction boundary (see instruction #3 in Figure 3-1 on page 3-11). After all the CPU bus cycles, including pipelined cycles, have completed, the state of the CPU is saved to the SMM State Dump Area. After executing a RSM instruction, the CPU will proceed to the next application code instruction (see instruction #4 in Figure 3-1). SMM latency is measured from the falling edge of SMI# to the first ADS# where SMIACT# is active (see Figure 3-2).

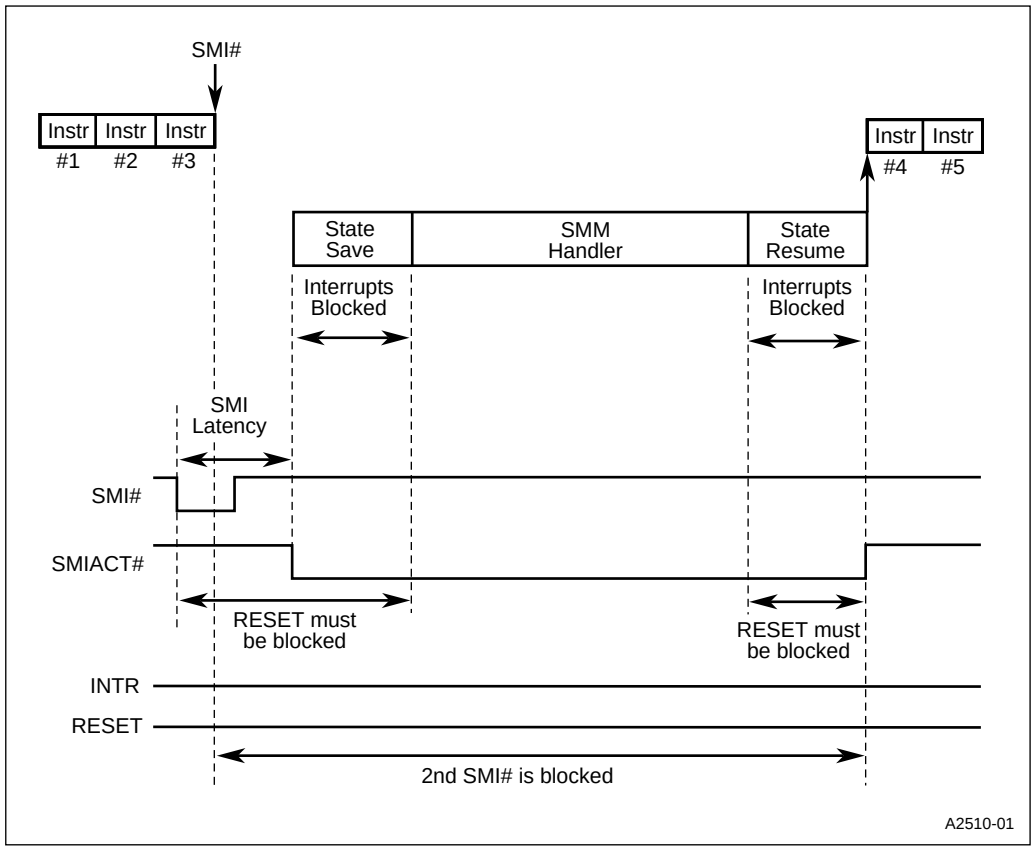


Figure 3-1. Standard SMI#

The SMM handler may optionally enable the NMI interrupt, but NMI is disabled when the SMM handler is entered. (Note that the CPU will not recognize NMI while executing the SMM State Save sequence or SMM State Resume sequence.) NMI will always be enabled following the completion of the first interrupt service routine (ISR) or exception handler.

Once SMI# has been initiated, RESET must be blocked until the CPU state has been completely saved. If RESET occurs during the state save process, unpredictable results will occur. It is recommended that external circuitry use the falling edge of SMI# to block RESET. The SMI# signal needs to be sampled inactive, then active, in order to latch a falling edge. The SMI# must not be asserted during RESET. Figure 3-2 shows the minimum SMM duration that is available for switching SMRAM and system memory.

Even if the processor is in SMM, address pipeline bus cycles can be performed correctly by asserting NA#. Pipeline bus cycles can also be performed immediately before and after SMIACT# assertion. The numbers in Figure 3-2 also reflect a pipeline bus cycle.

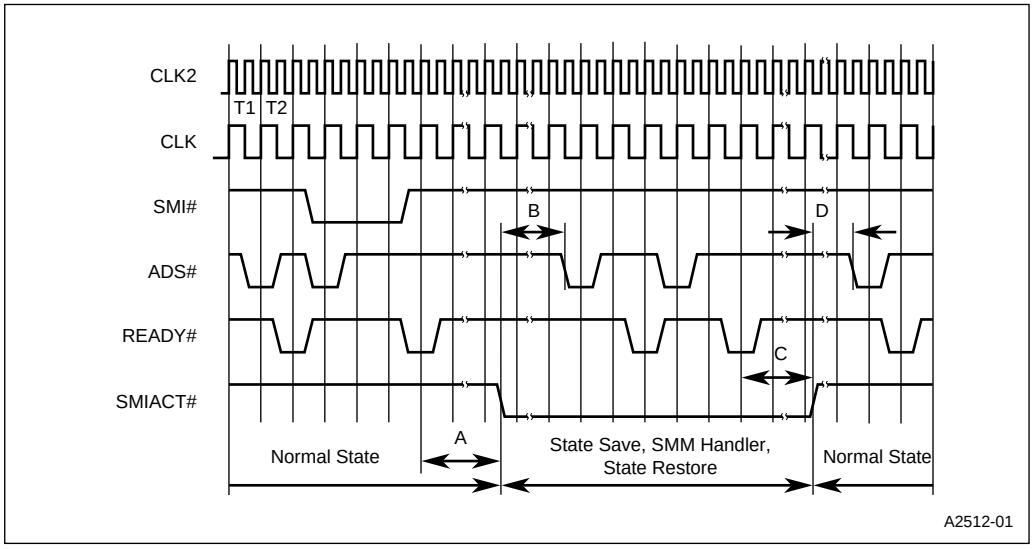


Figure 3-2. SMIACT# Latency

NOTEEven if bus cycles are pipelined, the minimum clock numbers are guaranteed.

3.2.1 System Management Interrupt During HALT Cycle

Since SMI# is an asynchronous signal, it may be generated at any time. A condition of interest arises when an SMI# occurs while the CPU is in a HALT state. To give the system designer maximum flexibility, the processor allows an SMI# to optionally exit the HALT state. Figure 3-3 shows that the CPU will normally re-execute the HALT instruction after RSM; however, by modifying the HALT restart slot in the SMM State Dump area, the SMM handler can redirect the instruction pointer past the HALT instruction.

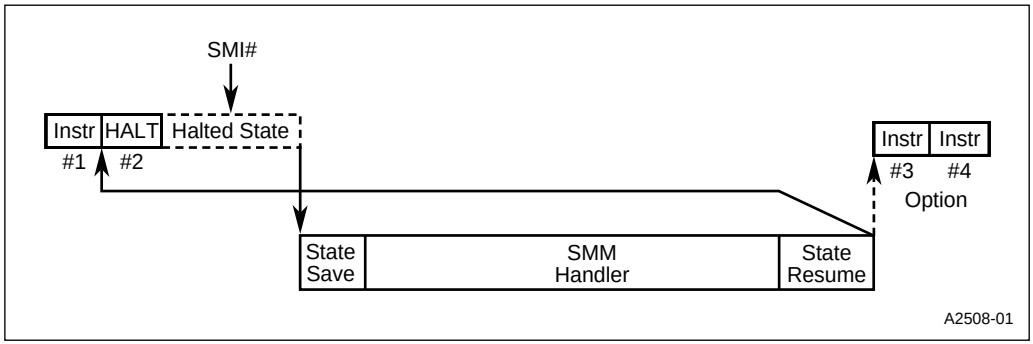


Figure 3-3. SMI# During HALT

3.2.2 System Management Interrupt During I/O Instruction

Like the HALT restart feature, the processor allows restarting I/O cycles which have been interrupted by an SMI#. This gives the system designer the option of performing a hardware I/O cycle restart without having to modify either application, operating system, or BIOS software. (See Figure 3-4.)

If an SMI# occurs during an I/O cycle, it then becomes the responsibility of the SMM handler to determine the source of the SMI#. If, for example, the source is the powered down I/O device, the SMM handler would power up the I/O device and reinitialize it. The SMM handler would then write 0FFH to the I/O restart slot in the SMM State Dump area and the RSM instruction would then restart the I/O instruction.

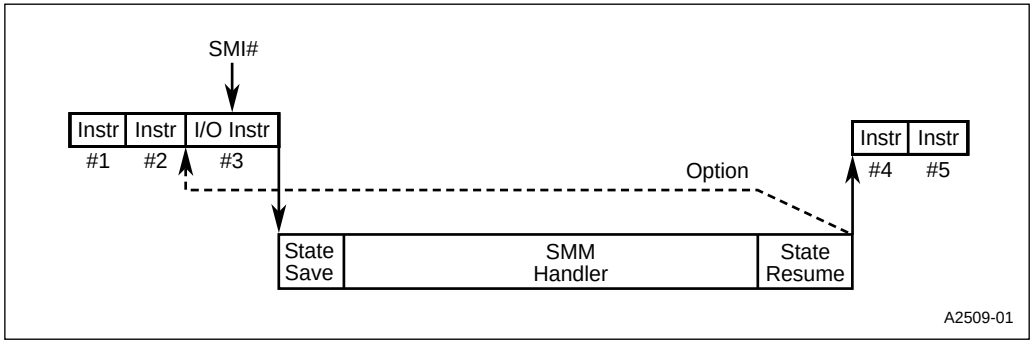


Figure 3-4. SMI# During I/O Instruction

The SMI# input signal can be asynchronous and as a result, SMI# must be valid at least three clock periods before READY# is asserted. SMI# must be sampled valid for at least two clocks, with the other clock used to internally arbitrate for control. See Figure 3-5 for details. (Note that this diagram is only for I/O cycles and memory data read cycles.)

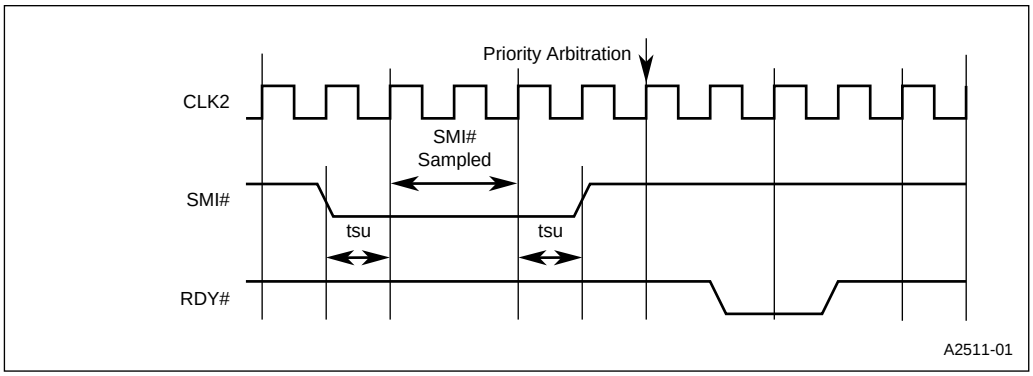


Figure 3-5. SMI# Timing

3.2.3 Interrupt During SMM Handler

When the CPU enters SMM, both INTR and NMI are disabled. (See Figure 3-6.) The SMM handler may enable INTR by executing the STI instruction. NMI will be enabled after the completion of the first interrupt service routine (software or hardware initiated ISR) or exception handler within the SMM handler. Software interrupt and exception instructions are not blocked during the SMM handler.

The SMM feature was designed to be used without any other interrupts. It is recommended that INTR and NMI be blocked by the system during SMI#. The pending INTR and NMI, which is blocked by SMM, is serviced after completion of RSM instruction execution. Only one INTR and one NMI can be pending.

The SMM handler may choose to enable interrupts to take advantage of device drivers. Since interrupts were enabled while under control of the SMM handler, the signal SMIACT# will continue to be asserted. If the system designer wants to take advantage of existing device drivers that leverage interrupts, the memory controller must take this into account.

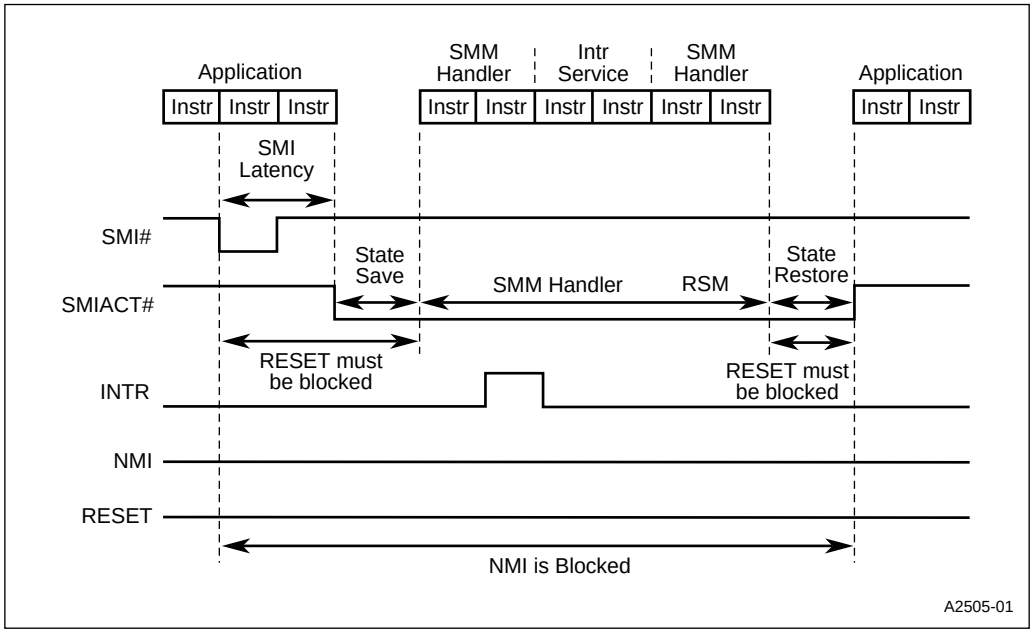


Figure 3-6. Interrupted SMI# Service

3.2.4 SMM Handler Terminated by RESET

RESET is allowed to occur (although not recommended during normal operation) so that SMM software developers can escape out of an SMM handler without having to power the entire system down. Also, at power up, RESET must not be internally blocked. However, there are “windows” in time where asserting RESET can cause problems.

One such window is while the CPU is in the process of saving its state to the SMM State Dump area. Should a RESET occur during this time period, the CPU will unconditionally jump to the RESET location with no guarantee of properly saving the SMM state and no way to restore the system state. (Even if the state was saved, you can't execute RSM after RESET without going back into SMM.) Should this occur, it is no longer possible to return to the application code.

The second window is when the CPU is in the process of restoring its original execution state. Should a RESET occur during this time period, it is no longer possible to return to the application code, unless the programmer moved the contents of the SMM State Dump area to a second secure area.

At normal design, RESET should be masked by external circuitry from SMI# assertion to the first instruction of the SMM handler. See Figure 3-7.

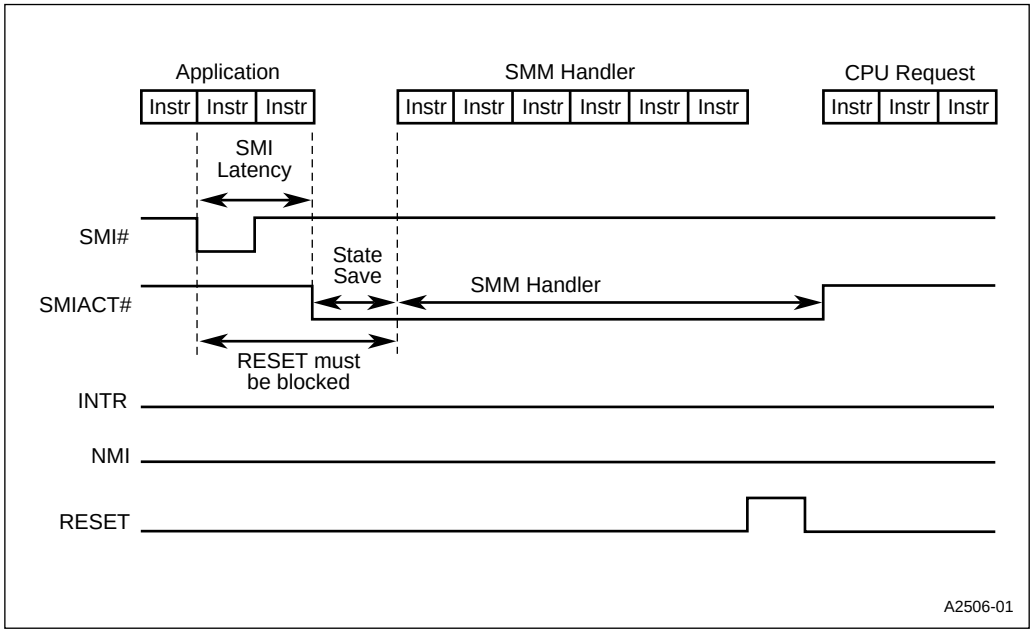


Figure 3-7. SMI# Service Terminated by RESET

3.2.5 HALT During SMM Handler

The system designer may wish to place the system into a HALT condition while in SMM. The CPU allows this condition to occur; however, unlike a HALT while in normal mode, the CPU internally blocks INTR and NMI from being recognized until after the RSM instruction is executed. If a HALT needs to be breakable in SMM, the SMM handler must enable INTR and NMI before a HALT instruction execution. NMI will be enabled after the completion of the first interrupt service routine within the SMM handler.

After the SMM handler has enabled INTR and NMI, the CPU will exit the HALT state and return to the SMM handler when INTR or NMI occurs. See Figure 3-8 for details.

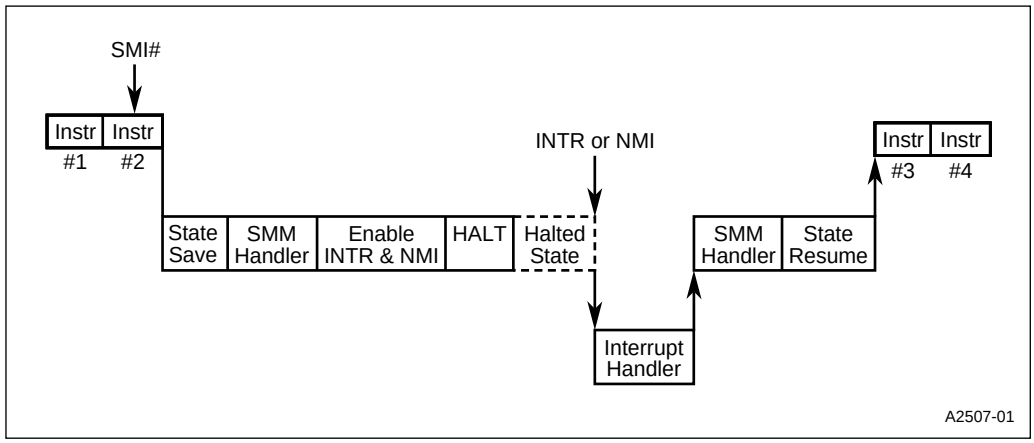


Figure 3-8. HALT During SMM Handler

3.2.6 SMI# During SMM Operation

If the SMI# request is asserted during SMM operation, the second SMI# can't nest the currently executing SMM. The second SMI# request is latched, and held pending by the CPU. Only one SMI# request can be pending. After RSM execution is completed, the pending SMI# is serviced. At this time, SMIACT# is deasserted once at completion of RSM, then asserted again for the second SMI#.

If the SMM handler polls the various SMI# sources by one of the SMI# triggers, and two SMI# sources are found in the SMI# generation circuit, the SMM handler will service both SMI# sources and will execute a RSM instruction. In this SMM handler, if the SMI# generation circuit asserts the second SMI# during the first SMI# service routine, the second SMI# will be pending. Next, the SMM handler will find two SMI# sources and services them. After the CPU completes the RSM execution, the pending SMI# (second SMI#) will be generated, but there will be nothing to service because the second SMI# has been serviced in the first SMM. This unnecessary SMI# transaction requires a few hundred clocks. There may be some performance degradation if this example occurs frequently. For good performance, it is the responsibility of the SMI# generation circuitry to manage multiple SMI# assertions.

3.3 The Intel386 EX™ PROCESSOR IDENTIFIER REGISTERS

The processor has two identifier registers: the Component and Revision ID register and the SMM Revision ID register. The component ID is 23H; the component revision ID is 09H. This register can be read as 2309H. The SMM revision identifier is 10000H.

CHAPTER 4
SYSTEM REGISTER ORGANIZATION

This chapter provides an overview of the system registers incorporated in the Intel386™ EX processor, focusing on register organization from an address architecture viewpoint. The chapters that cover the individual peripherals describe the registers in detail.

This chapter is organized as follows:

- Overview
- I/O address space for PC/AT* systems
- Expanded I/O space
- Organization of peripheral registers
- I/O address decoding techniques
- Addressing modes
- Peripheral register addresses

4.1 OVERVIEW

The Intel386 EX processor has register resources in the following categories:

- Intel386 processor core architecture registers
  - — general purpose registers
  - — segment registers
  - — instruction pointer and flags
  - — control registers
  - — system address registers (protected mode)
  - — debug registers
  - — test registers
- Intel386 EX processor peripheral registers
  - — configuration space control registers
  - — interrupt control unit registers
  - — timer/counter unit registers
  - — DMA unit registers (8237A-compatible and enhanced function registers)
  - — asynchronous serial I/O (SIO) registers
  - — clock generation selector registers
  - — power management control registers
  - — chip-select unit control registers
  - — refresh control unit registers
  - — watchdog timer control registers
  - — synchronous serial I/O control registers
  - — parallel I/O port control registers

ERRATA (3/28/95)
Sub-bullet for DMA unit registers incorrectly stated “8257A-compatible” ; now correctly states “8237A-compatible”.

4.1.1 Intel386™ Processor Core Architecture Registers

These registers are a superset of the 8086 and 80286 processor registers. All 16-bit 8086 and 80286 registers are contained within the 32-bit Intel386 processor core registers. A detailed description of the Intel386 architecture base registers can be found in the *Intel386™ SX Microprocessor Programmer's Reference Manual*.

4.1.2 Intel386™ EX Processor Peripheral Registers

The Intel386 EX processor contains some peripherals that are common and compatible with the PC/AT system architecture and others that are useful for embedded applications. The peripheral registers control access to these peripherals and enable you to configure on-chip system resources such as timer/counters, power management, chip selects, and watchdog timer.

All of the peripheral registers reside physically in what is called the *expanded I/O address space* (addresses 0F000H–0F8FFH). Peripherals that are compatible with PC/AT system architecture can also be mapped into *DOS I/O address space* (addresses 0H–03FFH). The following rules apply for accessing peripheral registers after a system reset:

- registers within the DOS I/O address space are accessible
- registers within the expanded I/O address space are accessible **only after** the expanded I/O address space is enabled

4.2 I/O ADDRESS SPACE FOR PC/AT SYSTEMS

The Intel386 EX processor's I/O address space is 64 Kbytes. On PC/AT platforms, DOS operating system and applications assume that only 1 Kbyte of the total 64-Kbyte I/O address space is used. The first 256 bytes (addresses 00000H–00FFH) are reserved for I/O platform (motherboard) resources such as the interrupt and DMA controllers, and the remaining 768 bytes (addresses 0100H–03FFH) are available for "general" I/O peripheral card resources. Since only 1 Kbyte of the address space is supported, add-on I/O peripheral cards typically decode only the lower 10 address lines. Because the upper address lines are not decoded, the 256 platform address locations and the 768 bus address locations are repeated 64 times (on 1-Kbyte boundaries), covering the entire 64-Kbyte address space. (See Figure 4-1.)

Generally, add-on I/O peripheral cards do not use the I/O addresses reserved for the platform resources. Software running on the platform can use any of the 64 repetitions of the 256 address locations reserved for accessing platform resources.

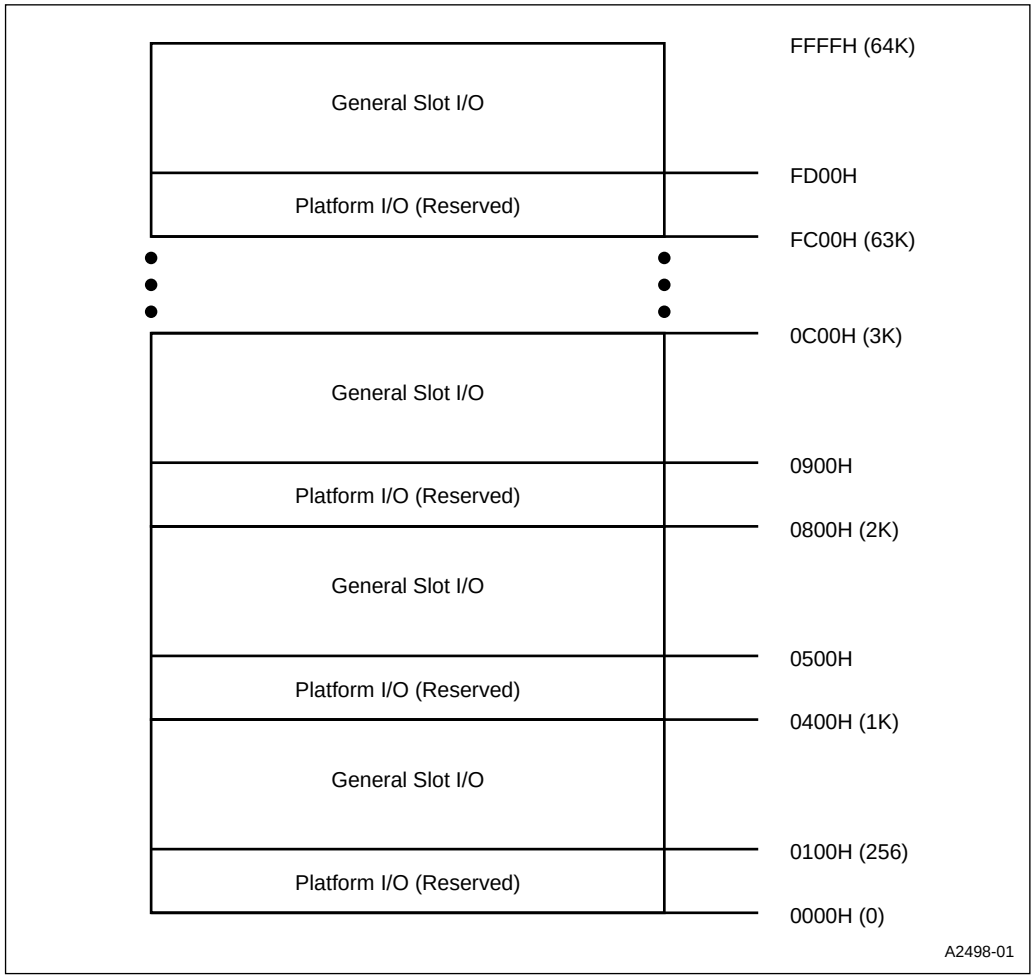


Figure 4-1. PC/AT I/O Address Space

4.3 EXPANDED I/O ADDRESS SPACE

The Intel386 EX processor's I/O address scheme is similar to that of EISA(32) systems. It assigns 63 of the 64 repetitions of the first 256 address locations of every 1K block to specific *slots*. (In a PC, a *slot* is a socket used for add-in boards. In embedded processors, a *slot* can be viewed as simply a part of the total I/O address space.) The partitioning is such that 4 groups of 256 address locations are assigned to each slot, for a total of 1024 specific address locations per slot. (See Figure 4-2.) Since add-in I/O cards decode only the lower 10 address lines, they respond to the "general" 768 bytes (repeated 64 times). Thus, each slot has 1K addresses (in four 256-byte segments) that can potentially contain extended peripheral registers.

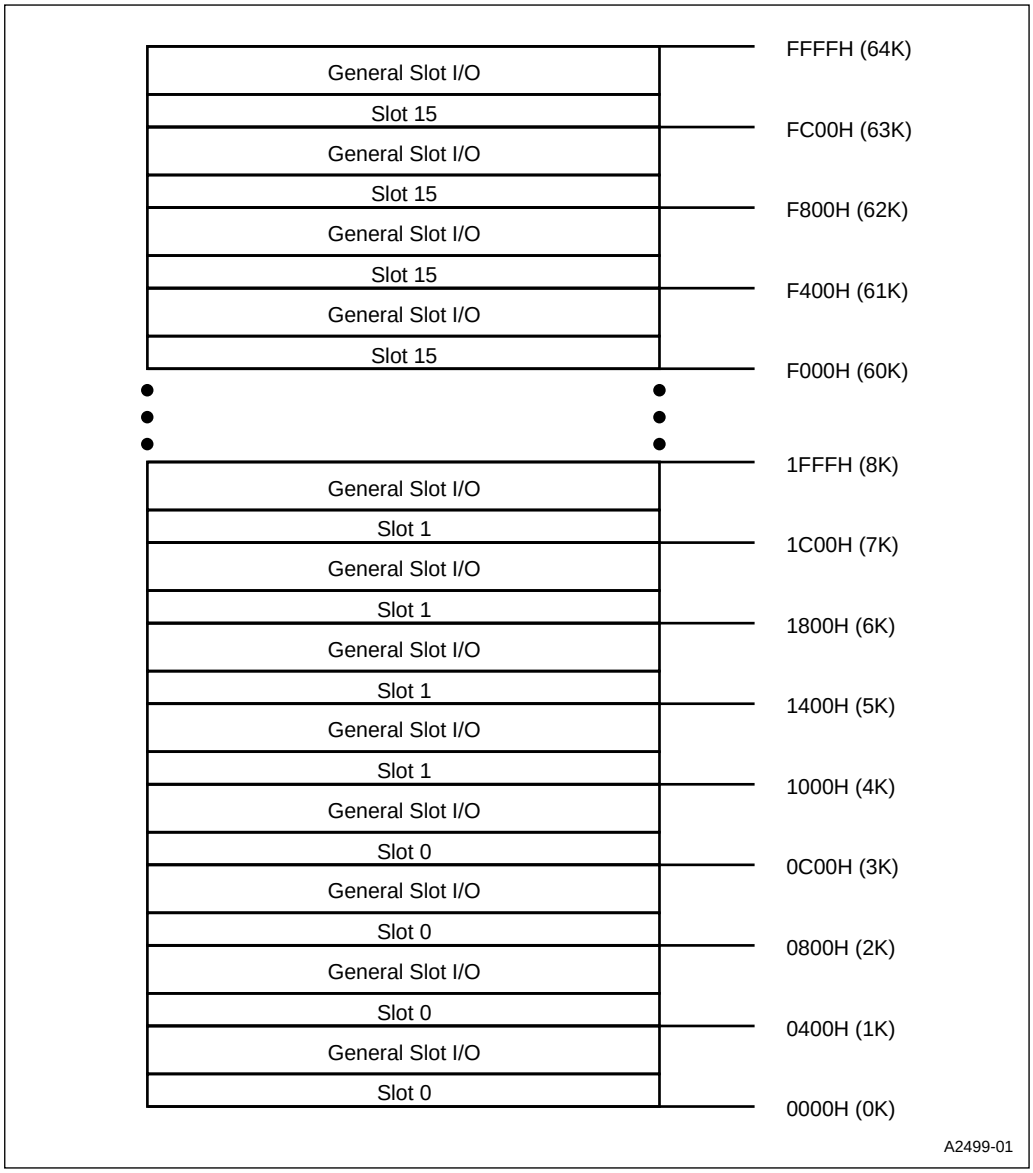


Figure 4-2. Expanded I/O Address Space

Slot 0 refers to the platform. (Again, many of the peripherals found on a standard PC platform (motherboard) are integrated in the Intel386 EX processor). Thus, a total of 1K unique I/O addresses are assigned to the platform (in addition to the 768 bytes that are repeated). The first 256 address locations are the same platform resources as defined across all platforms. The remaining three groups of 256 address locations can be used for a specific platform such as EISA.

The Intel386 EX processor uses slot 15 for the registers needed for integrated peripherals. Using this slot avoids conflicts with other devices in an EISA system, since EISA systems do not typically use slot 15. The Intel386 EX processor does not currently use slot 14, but it is reserved for future expansion.

4.4 ORGANIZATION OF PERIPHERAL REGISTERS

The registers associated with the integrated peripherals are physically located in slot 15 I/O space. There are sixteen 4K address slots in I/O space. Slot 0 refers to 0H–0FFFH; slot 15 refers to 0F000H–0FFFFH. Table 4-1 shows the address map for the peripheral registers in slot 15. Note that the I/O addresses fall in address ranges 0F000H–0F0FFH, 0F400H–0F4FFH, and 0F800H–0F8FFH; utilizing the unique sets of 256 I/O addresses in Slot 15.

Table 4-1. Peripheral Register I/O Address Map in Slot 15

Register Description	I/O Address Range
DMA Controller 1	F000H – F01FH
Master Interrupt Controller	F020H – F03FH
Programmable Interval Timer	F040H – F05FH
DMA Page Registers	F080H – F09FH
Slave Interrupt Controller	F0A0H – F0BFH
Math Coprocessor	F0F0H – F0FFH
Chip Select Unit	F400H – F47FH
Synchronous Serial I/O Unit	F480H – F49FH
DRAM Refresh Control Unit	F4A0H – F4BFH
Watchdog Timer Unit	F4C0H – F4CFH
Asynchronous Serial I/O Channel 0 (COM1)	F4F8H – F4FFH
Clock Generation and Power Management Unit	F800H – F80FH
External/Internal Bus Interface Unit	F810H – F81FH
Chip Configuration Registers	F820H – F83FH
Parallel I/O Ports	F860H – F87FH
Asynchronous Serial I/O Channel 1 (COM2)	F8F8H – F8FFH

4.5 I/O ADDRESS DECODING TECHNIQUES

One of the key features of the Intel386 EX processor is that it can be configured to be compatible with the standard PC/AT architecture. In a PC/AT system, the platform I/O resources are located in the slot 0 I/O address space. For the Intel386 EX processor, this means that PC/AT-compatible internal peripherals should be reflected in the slot 0 I/O space for DOS operating system and application software to access and manipulate them properly.

This discussion leads to the concepts of *DOS I/O space* and *expanded I/O space*. *DOS I/O space* refers to the lower 1K of I/O addresses, where only PC/AT-compatible peripherals can be mapped. *Expanded I/O space* refers to the top 4K of I/O addresses, where all peripheral registers are physically located. The remainder of this section explains how special I/O address decoding schemes manipulate register addresses within these two I/O spaces.

4.5.1 Address Configuration Register

I/O address locations 22H and 23H in DOS I/O space offer a special case. These address locations are not used to access any peripheral registers in a PC/AT system. The Intel386 SL microprocessor and other integrated PC solutions use them to enable extra address space required for configuration registers specific to these products. On the Intel386 EX processor, these address locations are used to *hide* the peripheral registers in the expanded I/O space. The expanded I/O space can be enabled (registers visible) or disabled (registers hidden).

The 16-bit register at I/O location 22H can also be used to control mapping of various internal peripherals in I/O address space. This register, REMAPCFG, is defined in Figure 4-3.

The remap bits of this register control whether the internal peripherals are mapped into the DOS I/O space. Setting a bit makes the peripheral accessible only in expanded I/O space. Clearing a bit makes the peripheral accessible in both DOS I/O space and expanded I/O space. To access the REMAPCFG register, you must first enable the expanded I/O address space. At reset, this register is cleared, which maps internal PC/AT-compatible peripherals into DOS I/O space.

Address Configuration Register
REMAPCFG

Expanded Addr: 0022H
PC/AT Address: 0022H
Reset State: 0000H

15							8
ESE	—	—	—	—	—	—	—
7							**0**
—	S1R	S0R	ISR	IMR	DR	—	TR

Bit Number	Bit Mnemonic	Function
15	ESE	Enables expanded I/O space.
14–7	—	Reserved.
6	S1R	Remaps serial channel 1 (COM2) address.
5	S0R	Remaps serial channel 0 (COM1) address.
4	ISR	Remaps slave 8259A interrupt controller address.
3	IMR	Remaps master 8259A interrupt controller address.
2	DR	Remaps DMA address.
1	—	Reserved.
0	TR	Remaps timer control unit address.

Figure 4-3. Address Configuration Register (REMAPCFG)

4.5.2 Enabling and Disabling the Expanded I/O Space

The Intel386 EX processor's expanded I/O space is enabled by a specific write sequence to I/O addresses 22H and 23H (Figure 4-4). Once the expanded I/O space is enabled, internal peripherals (timers, DMA, interrupt controllers and serial communication channels) can be mapped out of DOS I/O space (using the REMAPCFG register) and registers associated with other internal peripherals (such as the chip-select unit, power management unit, watchdog timer) can be accessed.

4.5.2.1 Programming REMAPCFG Example

The expanded I/O space enable (ESE) bit in the REMAPCFG register can be set only by three sequential write operations to I/O addresses 22H and 23H as described in Figure 4-4. Once ESE is set, REMAPCFG_LO and all the on-chip registers in the expanded I/O address range F000H–F8FFH can be accessed. The remap bits in REMAPCFG_LO are still in effect even when the ESE bit is cleared by writing 0 to the ESE bit.

ERRATA (3/28/95)
Figure 4-4, Programming the ESE Bit, has been substantially rewritten.

```
;;disable interrupts
     CLI
; Enable expanded I/O space of Intel386(tm) EX processor
; for peripheral initialization.
     MOV AX, 08000H      ; Enable expanded I/O space
     OUT 23H, AL         ; and unlock the re-map bits
     XCHG AL, AH
     OUT 22H, AL
     OUT 22H, AX
;; at this point PC/AT peripherals can be mapped out or in
;; other peripherals can be accessed and manipulated
;; For example,
;; Map out the on-chip DMA channels from the DOS I/O space (slot 0)
     MOV AL, 04H
     OUT 22H, AL
; Disables expanded I/O space
     MOV AL, 00H
     OUT 23H, AL
;; Re-enable Interrupts
     STI
```

ERRATA (6/1/95)
Previous errata incorrectly showed
OUT 23H, AX
Now correctly shows
OUT 22H, AX

Figure 4-4. Setting the ESE Bit

The REMAPCFG register is write-protected until the expanded I/O space is enabled. When the enabling write sequence is executed, it sets the ESE bit. A program can check this bit to see whether it has access to the expanded I/O space registers. Clearing the ESE bit disables the expanded I/O space. This again locks the REMAPCFG register and makes it read-only.

4.6 ADDRESSING MODES

Combinations of the value of the ESE bit and the individual remap bits in the REMAPCFG register yield four different peripheral addressing modes as far as I/O address decoding is concerned.

4.6.1 DOS-compatible Mode

DOS-compatible mode is achieved by clearing ESE and all the peripheral remap bits. In this mode, all PC/AT-compatible peripherals are mapped into the DOS I/O space. Only address lines A9–A0 are decoded for internal peripherals. Accesses to PC/AT-compatible peripherals are valid, while all other internal peripherals are inaccessible (see Figure 4-5).

This mode is useful for accessing the internal timer, interrupt controller, serial I/O ports, or DMA controller in a DOS-compatible environment.

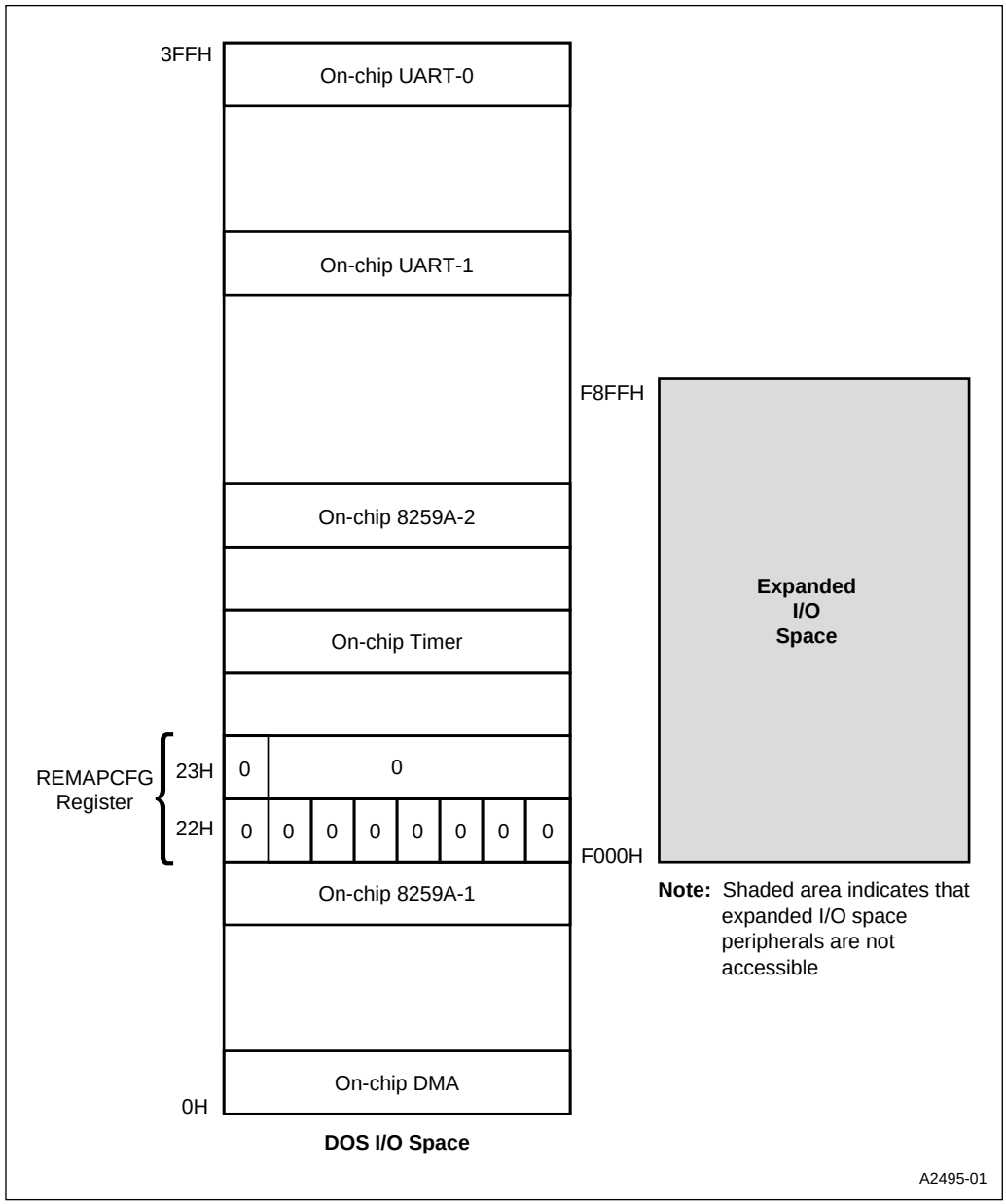


Figure 4-5. DOS-Compatible Mode

4.6.2 Nonintrusive DOS Mode

This mode is achieved by clearing ESE and setting the individual peripherals' remap bits. Peripherals whose remap bits are set will be mapped out of DOS I/O space. Like DOS-compatible mode, only address lines A9–A0 are decoded internally. This mode is useful for connecting an external peripheral instead of using the integrated peripheral. For example, a system might use an external 8237A DMA rather than using the internal DMA unit. For this configuration, clear the ESE bit and set the remap bit associated with the DMA unit. In this case, the external 8237A is accessible in the DOS I/O space, while the internal DMA can be accessed only after the expanded I/O space is enabled. (See Figure 4-6.)

4.6.3 Enhanced DOS Mode

This mode is achieved by setting the ESE bit and clearing all PC/AT-compatible peripherals' remap bits. Address lines A15–A0 are decoded internally. The expanded I/O space is enabled and the PC/AT-compatible internal peripherals are accessible in either DOS I/O space or expanded I/O space. (See Figure 4-7.) If an application frequently requires the additional peripherals, but at the same time wants to maintain DOS compatibility for ease of development, this is the most useful mode.

4.6.4 NonDOS Mode

This mode is achieved by setting the ESE bit and setting all peripherals' remap bits. Address lines A15–A0 are decoded internally. The expanded I/O space is enabled and all peripherals can be accessed only in expanded I/O space. This mode is useful for systems that don't require DOS compatibility and have other custom peripherals in slot 0 I/O space.

For all DOS peripherals, the lower 10 bits in the DOS I/O space and in the expanded I/O space are identical (except the UARTs, whose lower 8 bits are identical). This makes correlation of their respective offsets in DOS and expanded I/O spaces easier. Also, the UARTs have fixed I/O addresses. This differs from standard PC/AT configurations, in which these address ranges are programmable.

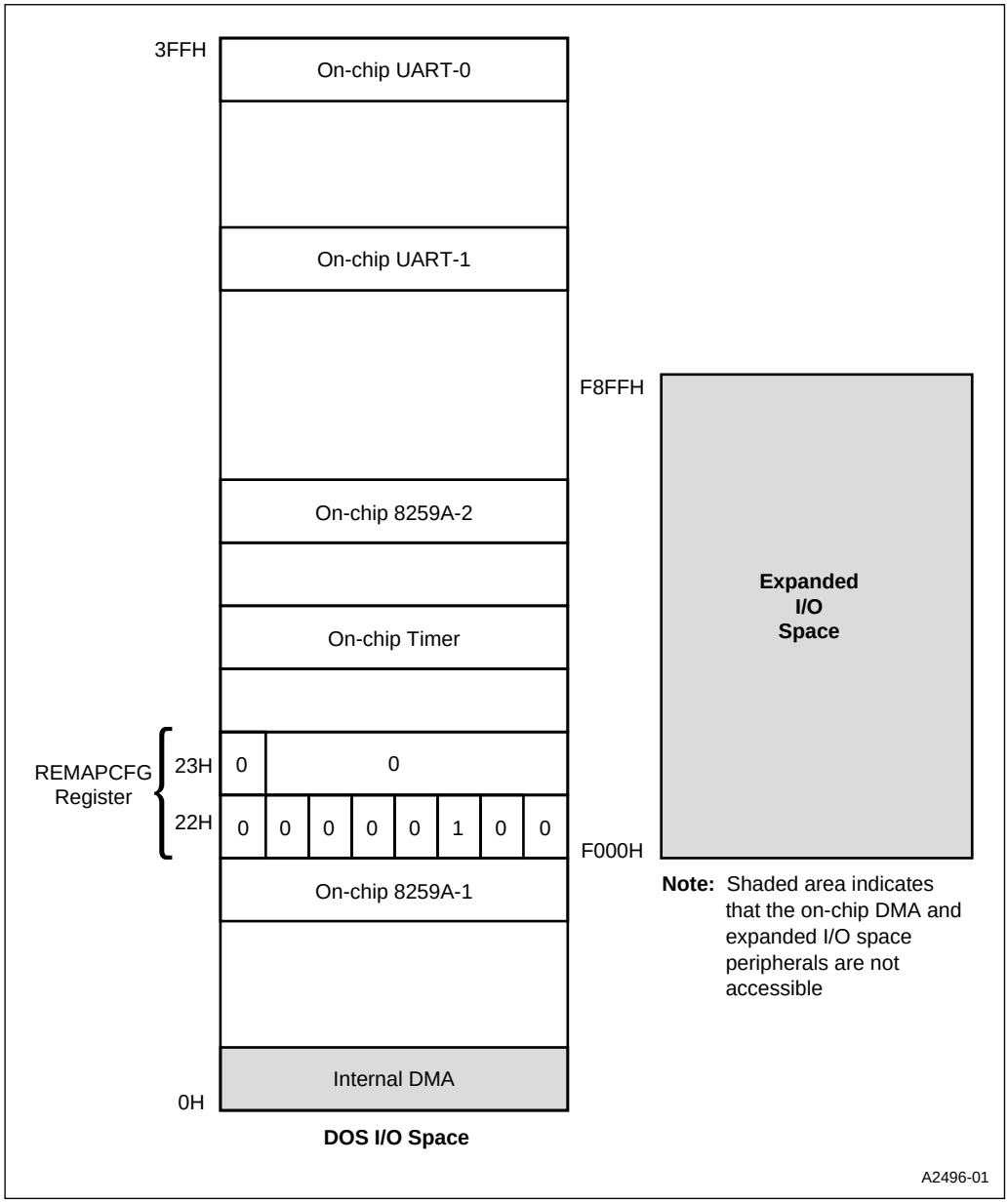


Figure 4-6. Example of Nonintrusive DOS-Compatible Mode

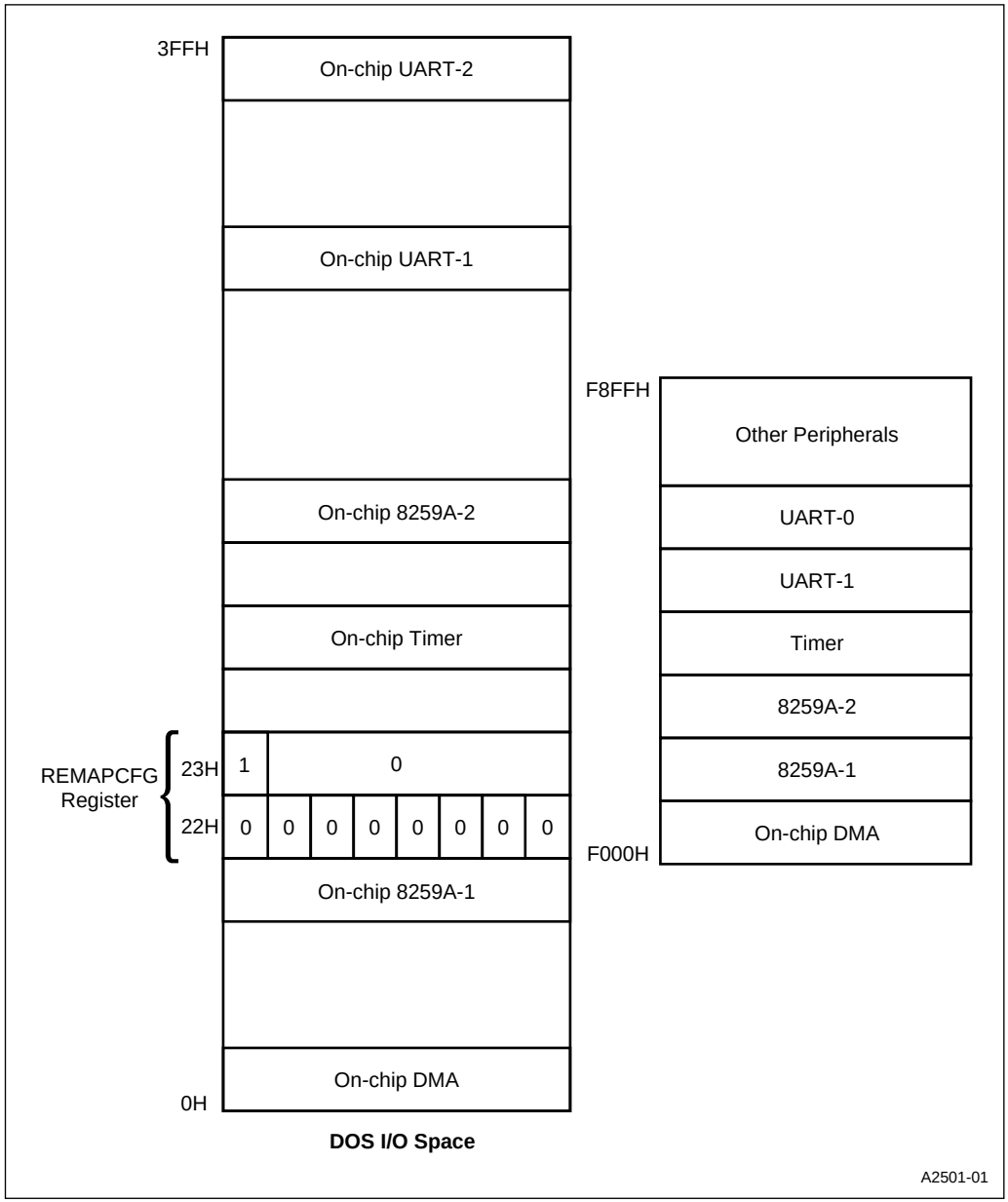


Figure 4-7. Enhanced DOS Mode

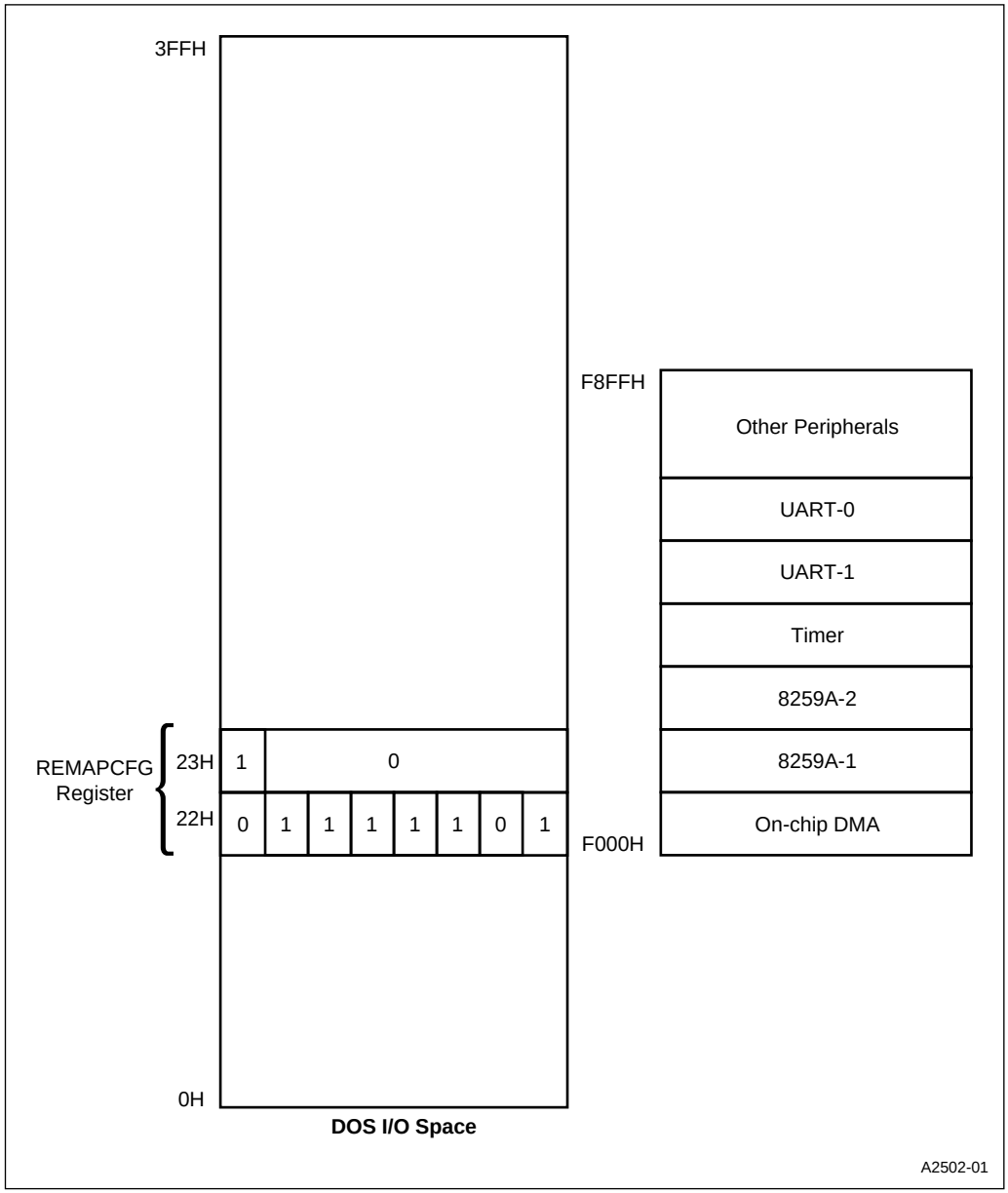


Figure 4-8. NonDOS Mode

4.7 PERIPHERAL REGISTER ADDRESSES

Table 4-2 lists the addresses and names of all the user-accessible peripheral registers. Although the Intel386 core has byte, word, and doubleword access to I/O addresses, some registers can only be accessed as bytes. The registers with the *High Byte* column shaded are byte-addressable only. The default (reset) value of each register is shown in the *Reset Value* column. An *X* in this column signifies that the register bits are undefined. Some address values do not access registers, but are decoded to provide a logic control signal. These addresses are listed as *Not a register* in the *Reset* column.

Table 4-2. Peripheral Register Addresses (Sheet 1 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
DMA Controller and Bus Arbiter				
F000H	0000H		DMA0TAR0/1	XX
F001H	0001H		DMA0BYC0/1	XX
F002H	0002H		DMA1TAR0/1	XX
F003H	0003H		DMA1BYC0/1	XX
F004H	0004H		Reserved	
F005H	0005H		Reserved	
F006H	0006H		Reserved	
F007H	0007H		Reserved	
F008H	0008H		DMACMD1/DMASTS	00H
F009H	0009H		DMASRR	00H
F00AH	000AH		DMAMSK	04H
F00BH	000BH		DMAMOD1	00H
F00CH	000CH		DMACLRBP	Not a register
F00DH	000DH		DMACLR	Not a register
F00EH	000EH		DMACLRMSK	Not a register
F00FH	000FH		DMAGRPMSK	03H
F010H			DMA0REQ0/1	00H
F011H			DMA0REQ2/3	00H
F012H			DMA1REQ0/1	00H
F013H			DMA1REQ2/3	00H
F014H			Reserved	
F015H			Reserved	
F016H			Reserved	

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

Table 4-2. Peripheral Register Addresses (Sheet 2 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
F017H			Reserved	
F018H			DMABSR	F0H
F019H			DMACHR/DMAIS	00H
F01AH			DMACMD2	08H
F01BH			DMAMOD2	00H
F01CH			DMAIEN	00H
F01DH			DMAOVFE	0AH
F01EH			DMACLRTC	Not a register
Master Interrupt Controller				
F020H	0020H		ICW1m/IRRm/ISRm/ OCW2m/OCW3m	XX
F021H	0021H		ICW2m/ICW3m/ OCW1m/POLLm	XX
Address Configuration Register				
0022H	0022H	REMAPCFG_HI	REMAPCFG_LO	0000H
Timer Control Unit				
F040H	0040H		TMR0	XX
F041H	0041H		TMR1	XX
F042H	0042H		TMR2	XX
F043H	0043H		TMRCON	00H
DMA Page Registers				
F080H			Reserved	
F081H	0081H		Reserved	
F082H	0082H		Reserved	
F083H	0083H		DMA1TAR2	XX
F084H			Reserved	
F085H			DMA1TAR3	XX
F086H			DMA0TAR3	XX
F087H	0087H		DMA0TAR2	XX
F088H			Reserved	
F089H	0089H		Reserved	
F08AH	008AH		Reserved	
F08BH	008BH		Reserved	

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

ERRATA (3/28/95)
In the table entry for address F092H , the reset value incorrectly showed 00H; it now correctly shows 0EH.

Table 4-2. Peripheral Register Addresses (Sheet 3 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
F08CH			Reserved	
F08DH			Reserved	
F08EH			Reserved	
F08FH			Reserved	
F098H			DMA0BYC2	00H
F099H			DMA1BYC2	00H
F09AH			Reserved	
F09BH			Reserved	
A20GATE and Fast CPU Reset				
F092H	0092H		PORT92	0EH
Slave Interrupt Controller				
F0A0H	00A0H		ICW1s/IRRs/ISRs/ OCW2s/OCW3s	XX
F0A1H	00A1H		ICW2s/ICW3s/ OCW1s/POLLs	XX
Chip-select Unit				
F400H		CS0SADL_HI	CS0ADL_LO	0000H
F402H		CS0SADH_HI	CS0ADH_LO	0000H
F404H		CS0MSKL_HI	CS0MSKL_LO	0000H
F406H		CS0MSKH_HI	CS0MSKH_LO	0000H
F408H		CS1SADL_HI	CS1ADL_LO	0000H
F40AH		CS1SADH_HI	CS1ADH_LO	0000H
F40CH		CS1MSKL_HI	CS1MSKL_LO	0000H
F40EH		CS1MSKH_HI	CS1MSKH_LO	0000H
F410H		CS2ADL_HI	CS2ADL_LO	0000H
F412H		CS2ADH_HI	CS2ADH_LO	0000H
F414H		CS2MSKL_HI	CS2MSKL_LO	0000H
F416H		CS2MSKH_HI	CS2MSKH_LO	0000H
F418H		CS3ADL_HI	CS3ADL_LO	0000H
F41AH		CS3ADH_HI	CS3ADH_LO	0000H
F41CH		CS3MSKL_HI	CS3MSKL_LO	0000H
F41EH		CS3MSKH_HI	CS3MSKH_LO	0000H
F420H		CS4ADL_HI	CS4ADL_LO	0000H

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

Table 4-2. Peripheral Register Addresses (Sheet 4 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
F422H		CS4ADH_HI	CS4ADH_LO	0000H
F424H		CS4MSKL_HI	CS4MSKL_LO	0000H
F426H		CS4MSKH_HI	CS4MSKH_LO	0000H
F428H		CS5ADL_HI	CS5ADL_LO	0000H
F42AH		CS5ADH_HI	CS5ADH_LO	0000H
F42CH		CS5MSKL_HI	CS5MSKL_LO	0000H
F42EH		CS5MSKH_HI	CS5MSKH_LO	0000H
F430H		CS6ADL_HI	CS6ADL_LO	0000H
F432H		CS6ADH_HI	CS6ADH_LO	0000H
F434H		CS6MSKL_HI	CS6MSKL_LO	0000H
F436H		CS6MSKH_HI	CS6MSKH_LO	0000H
F438H		UCSADL_HI	UCSADL_LO	FF6FH
F43AH		UCSADH_HI	UCSADH_LO	FFFFH
F43CH		UCSMSKL_HI	UCSMSKL_LO	FFFFH
F43EH		UCSMSKH_HI	UCSMSKH_LO	FFFFH
Synchronous Serial I/O Unit				
F480H		SSIOTBUF_HI	SSIOTBUF_LO	0000H
F482H		SSIORBUF_HI	SSIORBUF_LO	0000H
F484H			SSIOBAUD	00H
F486H			SSIOCON1	C0H
F488H			SSIOCON2	00H
F48AH			SSIOCTR	00H
Refresh Control Unit				
F4A0H		RFSBAD_HI	RFSBAD_LO	0000H
F4A2H		RFSCIR_HI	RFSCIR_LO	0000H
F4A4H		RFSCON_HI	RFSCON_LO	0000H
F4A6H		RFSADD_HI	RFSADD_LO	00FFH
Watchdog Timer Unit				
F4C0H		WDTRLDH_HI	WDTRLDH_LO	0000H
F4C2H		WDTRLDL_HI	WDTRLDL_LO	FFFFH
F4C4H		WDTCNTH_HI	WDTCNTH_LO	0000H
F4C6H		WDTCNTL_HI	WDTCNTL_LO	FFFFH

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

Table 4-2. Peripheral Register Addresses (Sheet 5 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
F4C8H		WDTCLR_HI	WDTCLR_LO	Not a register
F4CAH			WDTSTATUS	00H
Asynchronous Serial I/O Channel 0 (COM1)				
F4F8H	03F8H		RBR0/TBR0/DLL0	FFH
F4F9H	03F9H		IER0/DLH0	FFH
F4FAH	03FAH		IIR0	01H
F4FBH	03FBH		LCR0	00H
F4FCH	03FCH		MCR0	00H
F4FDH	03FDH		LSR0	60H
F4FEH	03FEH		MSR0	X0H
F4FFH	03FFH		SCR0	XX
Clock Generation and Power Management				
F800H			PWRCON	00H
F804H		CLKPRS_HI	CLKPRS_LO	0000H
Device Configuration Registers				
F820H			P1CFG	00H
F822H			P2CFG	00H
F824H			P3CFG	00H
F826H			PINCFG	00H
F830H			DMACFG	00H
F832H			INTCFG	00H
F834H			TMRCFG	00H
F836H			SIOCFG	00H
Parallel I/O Ports				
F860H			P1PIN	XX
F862H			P1LTC	FFH
F864H			P1DIR	FFH
F868H			P2PIN	XX
F86AH			P2LTC	FFH
F86CH			P2DIR	FFH
F870H			P3PIN	XX
F872H			P3LTC	FFH

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

Table 4-2. Peripheral Register Addresses (Sheet 6 of 6)

Expanded Address	PC/AT Address	High Byte	Low Byte	Reset Value
F874H			P3DIR	FFH
Asynchronous Serial I/O Channel 1 (COM2)				
F8F8H	02F8H		RBR1/TBR1/DLL1	FFH
F8F9H	02F9H		IER1/DLH1	FFH
F8FAH	02FAH		IIR1	01H
F8FBH	02FBH		LCR1	00H
F8FCH	02FCH		MCR1	00H
F8FDH	02FDH		LSR1	60H
F8FEH	02FEH		MSR1	X0H
F8FFH	02FFH		SCR1	XX

NOTE: Registers with the “High Byte” column shaded (darker shade) are byte-addressable only. LIghter shade indicates reserved areas.

CHAPTER 5
DEVICE CONFIGURATION

Device configuration is the process of setting up the microprocessor's on-chip peripherals[1] for a particular system design. Specifically, device configuration consists of programming registers to connect peripheral signals to the package pins and interconnect the peripherals. The peripherals include the following:

- DMA controller (DMA)
- interrupt control unit (ICU)
- timer/counter unit (TCU)
- asynchronous serial I/O units (SIO0, SIO1)
- synchronous serial I/O unit (SSIO)
- refresh control unit (RCU)
- chip-select unit (CSU)

In addition, the pin configuration registers control connections from the coprocessor to the core and pin connections to the bus arbiter.

A variety of configuration options provide flexibility in configuring the Intel386™ EX microprocessor. This chapter describes the available configurations and the configuration registers that are programmed to define a configuration. It presents a method of configuring the chip for a set of specifications, and shows an example of configuring the device for a PC/AT*-compatible design. It also provides worksheets to facilitate the configuration for your design.

5.1 INTRODUCTION

Figure 5-1 shows Peripheral A and its connections to other peripherals and the package pins.

The "Internal Connection Logic" provides three kinds of connections:

- connections between peripherals
- connections to package pins via multiplexers
- direct connections to package pins without multiplexers

The internal connection logic is controlled by the Peripheral A configuration register.

---

[1] In this chapter, the terms "peripheral" and "on-chip peripheral" are used interchangeably. An "off-chip peripheral" is external to the Intel386 EX microprocessor.

Each of the pin multiplexers (“Pin Muxes”) connects one of two internal signals to a pin. One is a Peripheral A signal. The second signal can be an I/O port signal or a signal from/to another peripheral. The pin multiplexers are controlled by the pin configuration registers. Some input-only pins without multiplexers (“Shared Pins w/o Muxes”) are routed to two different peripherals. Your design should use only one of the inputs.

Together, the peripheral configuration registers and the pin configuration registers allow you to select the peripherals to be used, to interconnect them as your design requires, and to bring selected signals to the package pins.

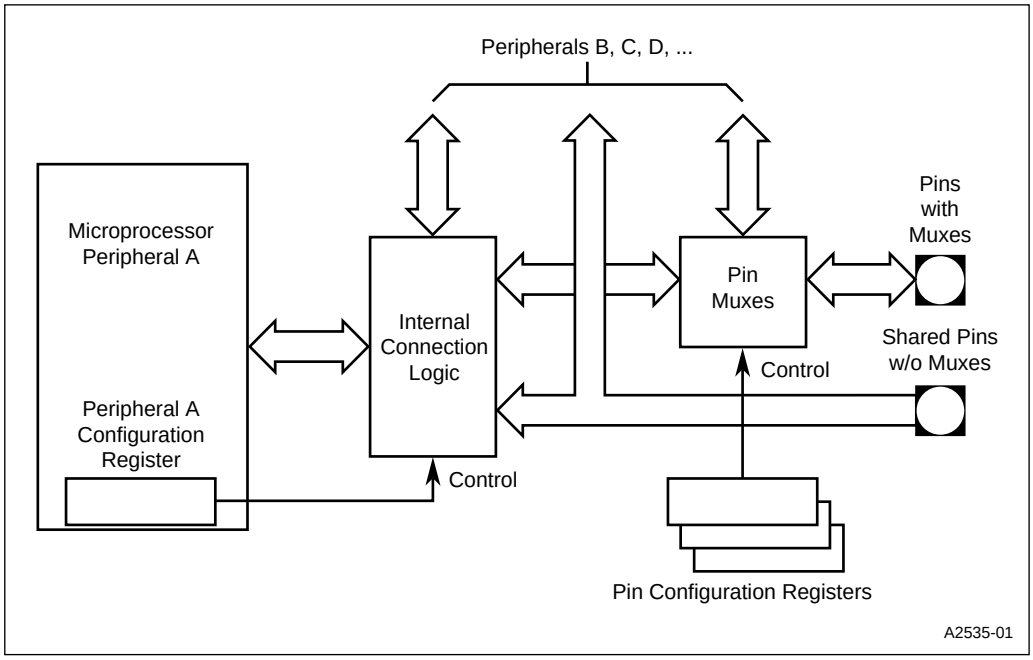


Figure 5-1. Peripheral and Pin Connections

5.2 PERIPHERAL CONFIGURATION

This section describes the configuration of each on-chip peripheral. The peripheral block diagrams in this section are simplified to focus on the signals relevant to device configuration. For more detailed information on the peripheral itself, see the chapter describing that peripheral.

The symbology used for signals that share a device pin is shown in Figure 5-2 on page 5-5. Of the two signal names by a pin, the upper signal is associated with the peripheral in the figure. The lower signal in parentheses is the alternate signal, which connects to a different peripheral or the core. If a pin has a multiplexer, it is shown as a switch, and the register bit that controls it is noted above the switch.

Figure 5-21 on page 5-30 summarizes the bit selections in the pin configuration registers, and Figure 5-22 on page 5-31 summarizes the bit selections in the peripheral configuration registers. The use of these tables is discussed in "Configuration Example" on page 5-25.

5.2.1 DMA Controller, Bus Arbiter, and Refresh Unit Configuration

Figure 5-2 shows the DMA controller, bus arbiter, and refresh unit together with information for their configuration. Requests for a DMA data transfer are shown as inputs to the multiplexer:

- a serial I/O transmitter (TXD0, TXD1) or receiver (RXD0, RXD1)
- a synchronous serial I/O transmitter (SSIOTX) or receiver (SSIORX)
- a timer (OUT1, OUT2)
- an external source (DRQ0, DRQ1).

The inputs are selected by the DMA configuration register (see Figure 5-3).

5.2.1.1 Using The DMA Unit with External Devices

For each DMA channel, three bits in the DMA configuration register (Figure 5-3) select the external request input or one of four request inputs from the peripherals. Another bit enables or disables that channel's DMA acknowledge signal (DACK*n*#) at the device pin. Enable the DACK*n*# signal only if you are using the external request signal (DRQ*n*). The acknowledge signals are not routed to the on-chip peripherals, and therefore, these peripherals cannot initiate single-cycle (fly-by) DMA transfers.

An external bus master cannot talk directly to internal peripheral modules because the external address lines are outputs only. However, an external device could use a DMA channel to transfer data to or from an internal peripheral because the DMA generates the addresses. This transaction would be a two-cycle DMA bus transaction.

5.2.1.2 DMA Service to an SIO or SSIO Peripheral

A DMA unit is useful for servicing an SIO or SSIO peripheral operating at a high baud rate. At high baud rates, the interrupt response time of the core may be too long to allow the serial channels to use an interrupt to service the receive-buffer-full condition. By the time the interrupt service routine is ready to transfer the receive-buffer data to memory, new data would have been loaded into the buffer. By using an appropriately configured DMA channel, data transfers to and from the serial channels can occur within a few bus cycles of the time that a serial unit is ready to move data. SIO and SSIO inputs to the DMA are selected by the DMA configuration register (Figure 5-3).

5.2.1.3 Using The Timer To Initiate DMA Transfers

A timer output (OUT1, OUT2) can be used to initiate periodic data transfers by the DMA. A DMA channel is programmed for the transfer, and then a timer output pulse triggers the transfer. The most useful DMA and timer combinations for this type of transfer are the periodic timer modes (mode 2 and mode 3) with the DMA block-transfer mode programmed. See Chapter 9, “Timer/Counter Unit,” and Chapter 16, “DMA Controller,” for programming the peripherals.

5.2.1.4 Limitations Due To Pin Signal Multiplexing

Pin signal multiplexing can preclude the simultaneous use of a DMA channel and another peripheral or specific peripheral signal (see Figure 5-2). For example, using DMA channel 1 with an external requestor device precludes using SIO channel 1 due to the multiplexed signal pairs DRQ/RXD1 and DACK1#/TXD1.

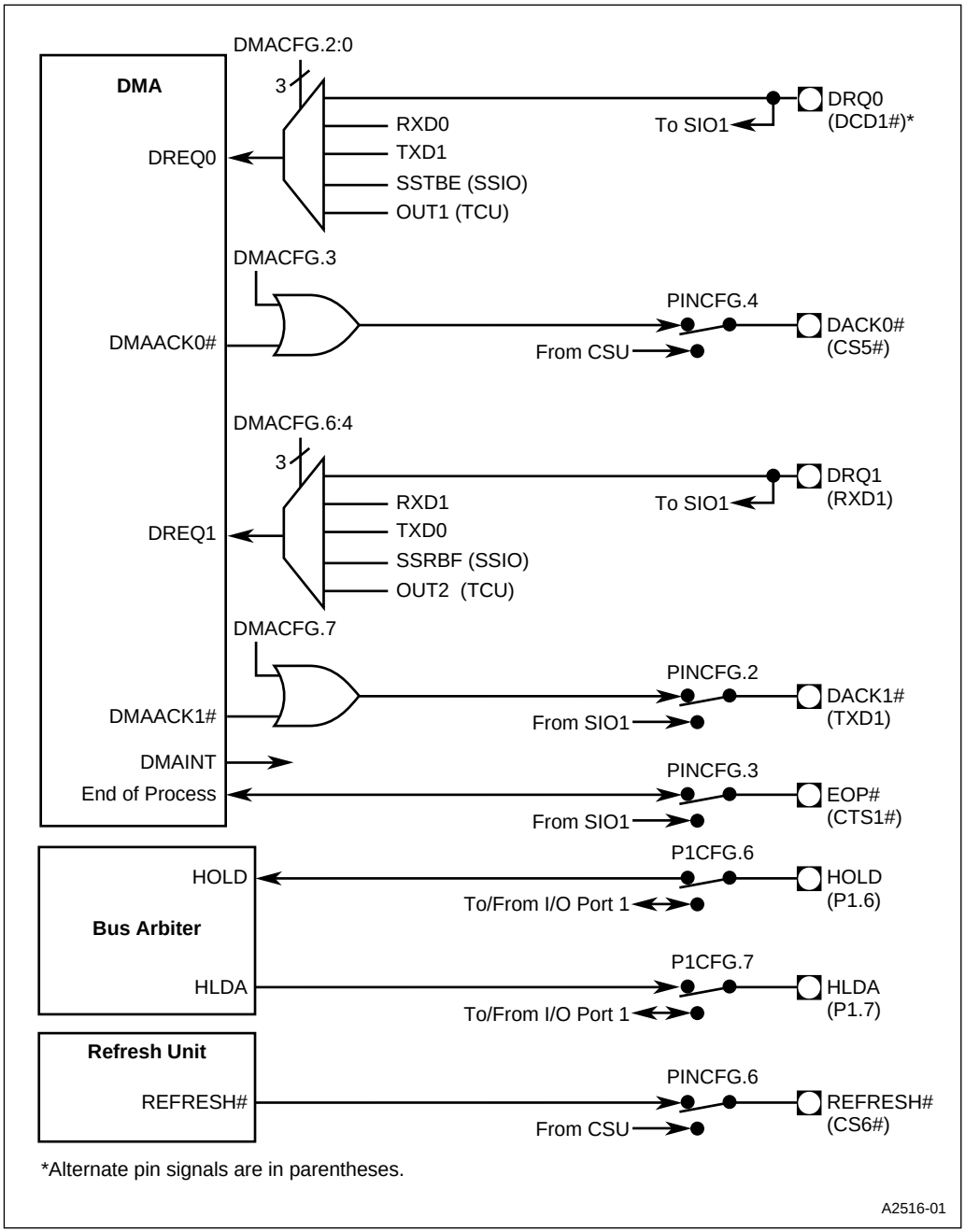


Figure 5-2. Configuration of DMA, Bus Arbiter, and Refresh Unit

DMA Configuration
DMACFG
(read/write)

Expanded Addr: F830H
PC/AT Addr: —
Reset State: 00H

7							0
D1MSK	D1REQ2	D1REQ1	D1REQ0	D0MSK	D0REQ2	D0REQ1	D0REQ0

Bit Number	Bit Mnemonic	Function
7	D1MSK	DMA Acknowledge 1 Mask: Setting this bit masks DMA channel 1's acknowledge (DACK1#) signal. Useful when channel 1's request (DRQ1) input is connected to an internal peripheral.
6–4	D1REQ2:0	DMA Channel 1 Request Connection: Connects one of the five possible hardware sources to channel 1's request input (DREQ1). 000 = DRQ1 pin (external peripheral) 001 = SIO channel 1's receive buffer full signal (RBF) 010 = SIO channel 0's transmit buffer empty signal (TBE) 011 = SSIO receive holding buffer full signal (RHBF) 100 = TCU counter 2's output signal (OUT2) 101 = reserved 110 = reserved 111 = reserved
3	D0MSK	DMA Acknowledge 0 Mask: Setting this bit masks DMA channel 0's acknowledge (DACK0#) signal. Useful when channel 0's request (DRQ0) input is connected to an internal peripheral.
2–0	D0REQ2:0	DMA Channel 0 Request Connection: Connects one of the five possible hardware sources to channel 0's request input (DREQ0). 000 = DRQ0 pin (external peripheral) 001 = SIO channel 0's receive buffer full signal (RBF) 010 = SIO channel 1's transmit buffer empty signal (TBE) 011 = SSIO transmit holding buffer empty signal (THBE) 100 = TCU counter 1's output signal (OUT1) 101 = reserved 110 = reserved 111 = reserved

Figure 5-3. DMA Configuration Register

5.2.2 Interrupt Control Unit Configuration

The interrupt control unit (ICU) comprises two 8259A interrupt controllers connected in cascade, as shown in Figure 5-4. (See Chapter 8, “Interrupt Control Unit,” for a description of the ICU.) Figure 5-5 describes the interrupt configuration register (INTCFG).

The ICU receives requests from seven internal sources:

- three outputs from the timer/counter unit (OUT2:0)
- an output from each of the serial I/O units (SIOINT1:0)
- an output from the synchronous serial I/O unit (SSIOINT)
- an output from the DMA unit (DMAINT)

In addition, the ICU controls the interrupt sources on eight external pins:

- INT3:0 (multiplexed with I/O port signals P3.5:2) are enabled or disabled by the P3CFG register (see Figure 5-17 on page 5-24).
- INT7:4 share their package pins with four TCU inputs: TMRGATE1, TMRCLK1, TMRGATE0, and TMRCLK0. These signal pairs are not multiplexed; however, the pin inputs are enabled or disabled by the INTCFG register.

The three cascade outputs (CAS2:0) should be enabled when an external 8259A module is connected to one of the INT3:0 signals. The cascade outputs are then ORed with address lines A18:16 (see “Interrupt Acknowledge Cycle” on page 7-19 for details).

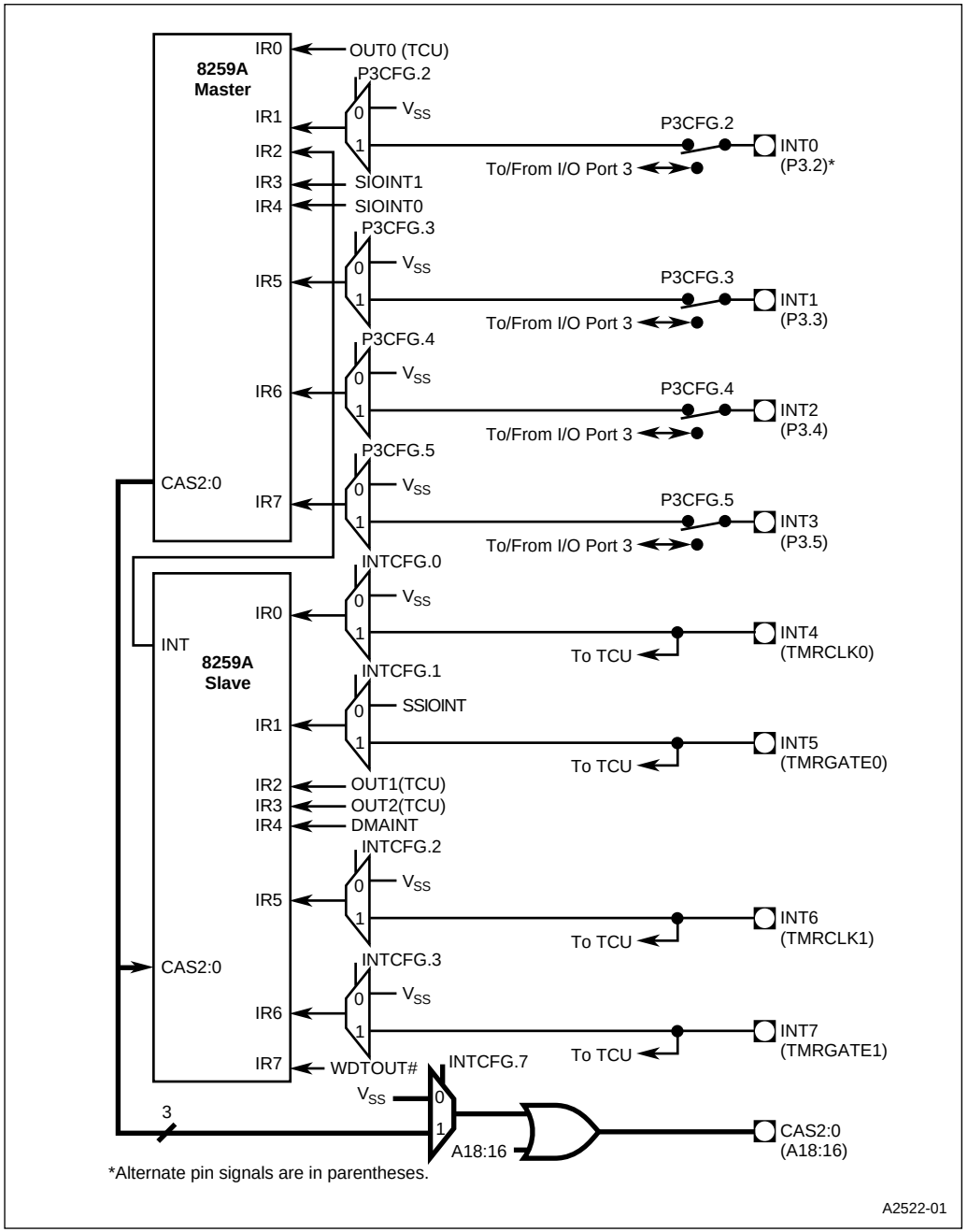


Figure 5-4. Interrupt Control Unit Configuration

Interrupt Configuration
INTCFG
(read/write)

Expanded Addr: F832H
PC/AT Addr: —
Reset State: 00H

7							0
CE	—	—	—	IR6	IR5	IR1	IR0

Bit Number	Bit Mnemonic	Function
7	CE	Cascade Enable: Setting this bit enables the cascade signals, providing access to external slave 82C59A devices. The cascade signals are used to address specific slaves. If enabled, slave IDs appear on the A18:16 address lines during interrupt acknowledge cycles.
6–4	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
3	IR6	Internal Slave IR6 Connection: Setting this bit connects the INT7 pin to the slave IR6 signal. Clearing this bit connects V_{SS} to the slave IR6 signal.
2	IR5	Internal Slave IR5 Connection: Setting this bit connects the INT6 pin to the slave IR5 signal. Clearing this bit connects V_{SS} to the slave IR5 signal.
1	IR1	Internal Slave IR1 Connection: Setting this bit connects the INT5 pin to the slave IR1 signal. Clearing this bit connects the SSIO interrupt signal (SSIOINT) to the slave IR1 signal.
0	IR0	Internal Slave IR0 Connection: Setting this bit connects the INT4 pin to the slave IR0 signal. Clearing this bit connects V_{SS} to the slave IR0 signal.

Figure 5-5. Interrupt Configuration Register

5.2.3 Timer/Counter Unit Configuration

The three-channel timer/counter unit (TCU) and its configuration register (TMRCFG) are shown in Figure 5-6 and Figure 5-7. The clock inputs can be external signals (TMRCLK2:0) or the on-chip programmable clock (PSCLK). All of the clock inputs can be held low, and the gate inputs can be held high by programming bits in the TMRCFG register. Several of the timer signals go to the interrupt control unit (see Figure 5-4 on page 5-8).

The channel-0 and channel-1 signals are selected individually. In contrast, the channel-2 signals (TMRCLK2, TMRGATE2, TMROUT2) are selected as a group. Note that using the channel-2 signals precludes use of the coprocessor signals (PEREQ, BUSY#, and ERROR#). Also, you must choose individually between interrupt inputs and timer clock signals (TMRCLK0/INT4, TMRCLK1/INT6) and between interrupt inputs and timer gate signals (TMRGATE0/INT5, TMRGATE1/INT7).

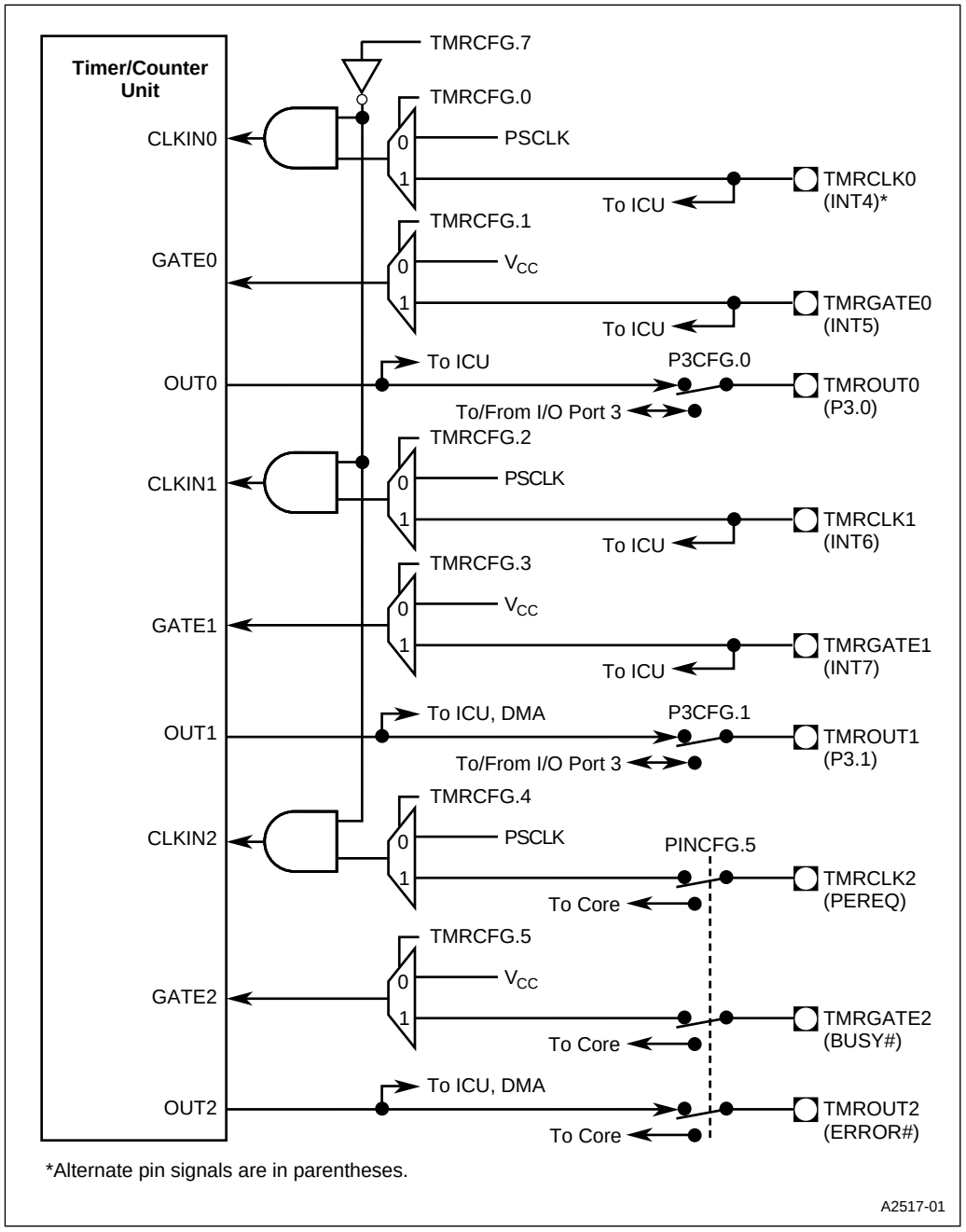


Figure 5-6. Timer/Counter Unit Configuration

Timer Configuration
TMRCFG
(read/write)

Expanded Addr: F834H
PC/AT Addr: –
Reset State: 00H

7							0
TMRDIS	—	GT2CON	CK2CON	GT1CON	CK1CON	GT0CON	CK0CON

Bit Number	Bit Mnemonic	Function
7	TMRDIS	Timer Disable: Setting this bit disables the CLK*n* signals. Clearing this bit enables the CLK*n* signals.
6	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
5	GT2CON	Gate 2 Connection: Setting this bit connects GATE2 to the TMRGATE2 pin. Clearing this bit connects GATE2 to $V_{CC.}$
4	CK2CON	Clock 2 Connection: Clearing this bit connects CLK2 to the internal PSCLK signal. Setting this bit connects CLK2 to the TMRCLK2 pin.
3	GT1CON	Gate 1 Connection: Setting this bit connects GATE1 to the TMRGATE1 pin. Clearing this bit connects GATE1 to V_{CC}.
2	CK1CON	Clock 1 Connection: Clearing this bit connects CLK1 to the internal PSCLK signal. Setting this bit connects CLK1 to the TMRCLK1 pin.
1	GT0CON	Gate 0 Connection: Setting this bit connects GATE0 to the TMRGATE0 pin. Clearing this bit connects GATE0 to V_{CC}.
0	CK0CON	Clock 0 Connection: Clearing this bit connects CLK0 to the internal PSCLK signal. Setting this bit connects CLK0 to the TMRCLK0 pin.

Figure 5-7. Timer Configuration Register

5.2.4 Asynchronous Serial I/O Configuration

Figure 5-8 and Figure 5-9 show the configuration of the asynchronous serial I/O unit, consisting of channels SIO0 and SIO1. Each channel has an output (SIOINT1, SIOINT2) to the interrupt control unit (see Figure 5-4 on page 5-8). (These signals do not go to package pins.) The value of SIOINT*n* is the value of one of the status signals (receiver line status, receiver buffer full, transmit buffer empty, modem status), where the selection is made by a priority circuit.

All of the SIO0 pins are multiplexed with I/O port signals. Note that using SIO1 precludes using DMA channel 1 for external DMA requests due to the multiplexing of the transmit and receive signals with DMA signals (RXD1/DRQ1, TXD1/DACK1#). Also, using SIO1 modem signals RTS1#, DSR1#, DTR1#, and RI1# precludes use of the SSIO signals.

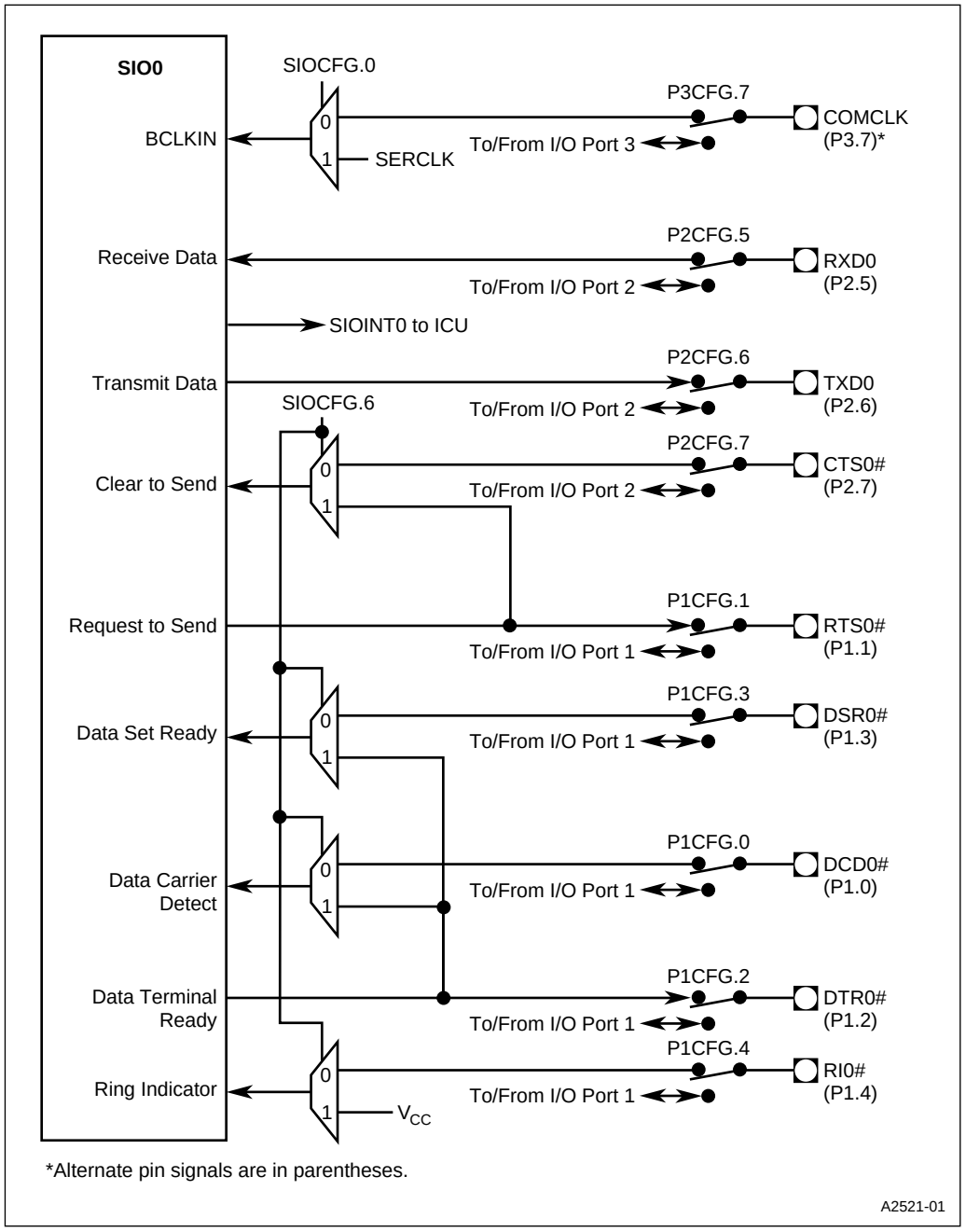


Figure 5-8. Serial I/O Unit 0 Configuration

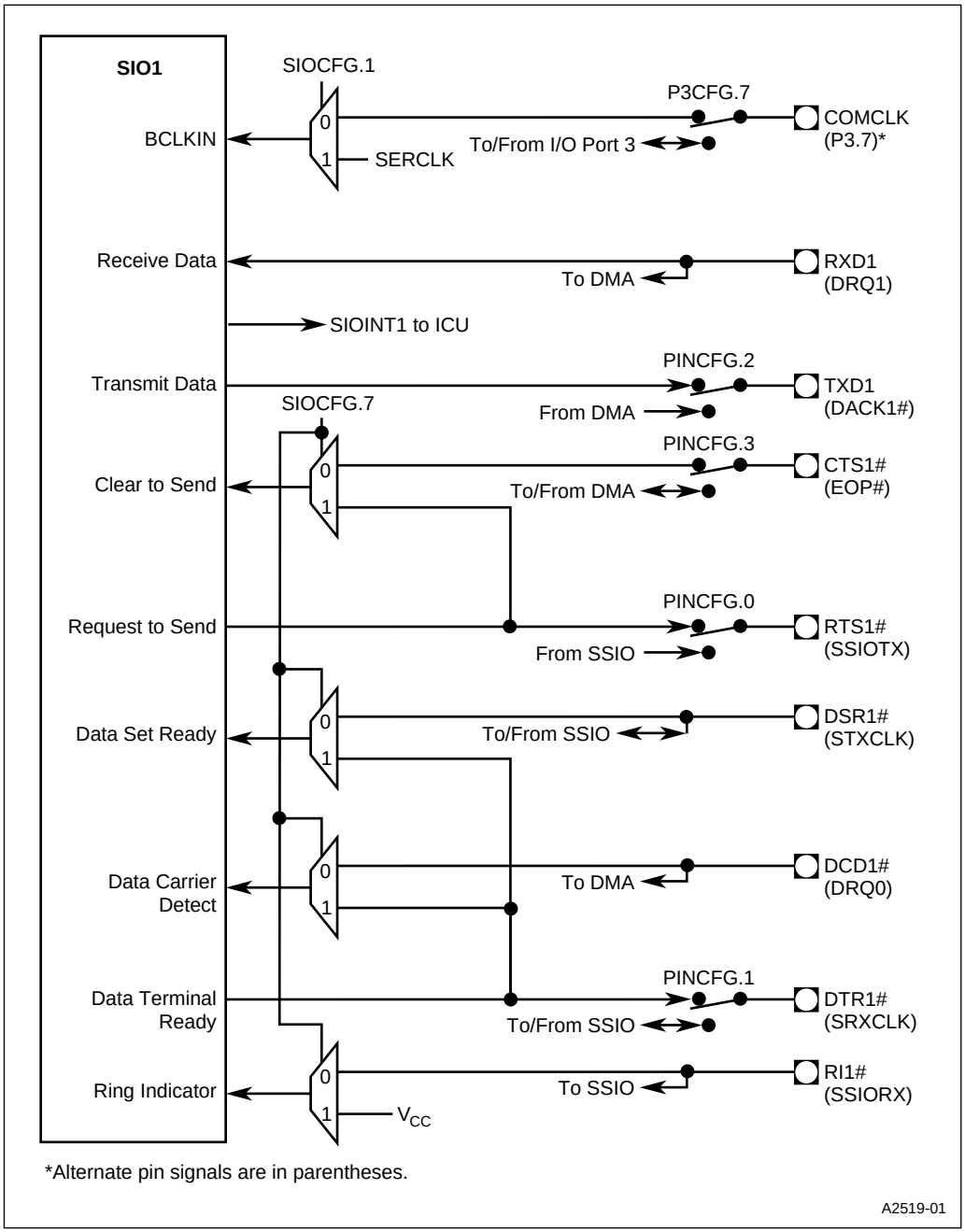


Figure 5-9. Serial I/O Unit 1 Configuration

SIO and SSIO Configuration
SIOCFG
(read/write)

Expanded Addr: F836H
PC/AT Addr: —
Reset State: 00H

7							0
S1M	S0M	—	—	—	SSBSRC	S1BSRC	S0BSRC

Bit Number	Bit Mnemonic	Function
7	S1M	SIO1 Modem Signal Connections: Setting this bit connects the SIO1 modem input signals internally. Clearing this bit connects the SIO1 modem input signals to the package pins.
6	S0M	SIO0 Modem Signal Connections: Setting this bit connects the SIO0 modem input signals internally. Clearing this bit connects the SIO0 modem input signals to the package pins.
5–3	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
2	SSBSRC	SSIO Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SSIO baud-rate generator. Clearing this bit connects the internal PSCLK signal to the SSIO baud-rate generator.
1	S1BSRC	SIO1 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO1 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO1 baud-rate generator.
0	S0BSRC	SIO0 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO0 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO0 baud-rate generator.

Figure 5-10. SIO and SSIO Configuration Register

5.2.5 Serial Synchronous I/O Configuration

The synchronous serial I/O unit (SSIO) is shown in Figure 5-11. Its single configuration register bit is in the SIOCFG register (Table 5-10). The transmit buffer empty and receive buffer full signals (SSTBE and SSRBF) go to the DMA unit (Figure 5-2 on page 5-5), and an interrupt signal (SSIOINT) goes to the ICU (Figure 5-4 on page 5-8). As programmed in the SSIOCON1 register (see Chapter 12), SSIOINT is asserted for one of two conditions: the receive buffer is full or the transmit buffer is empty. Note that using the SSIO signals precludes the use of four of the SIO1 modem signals.

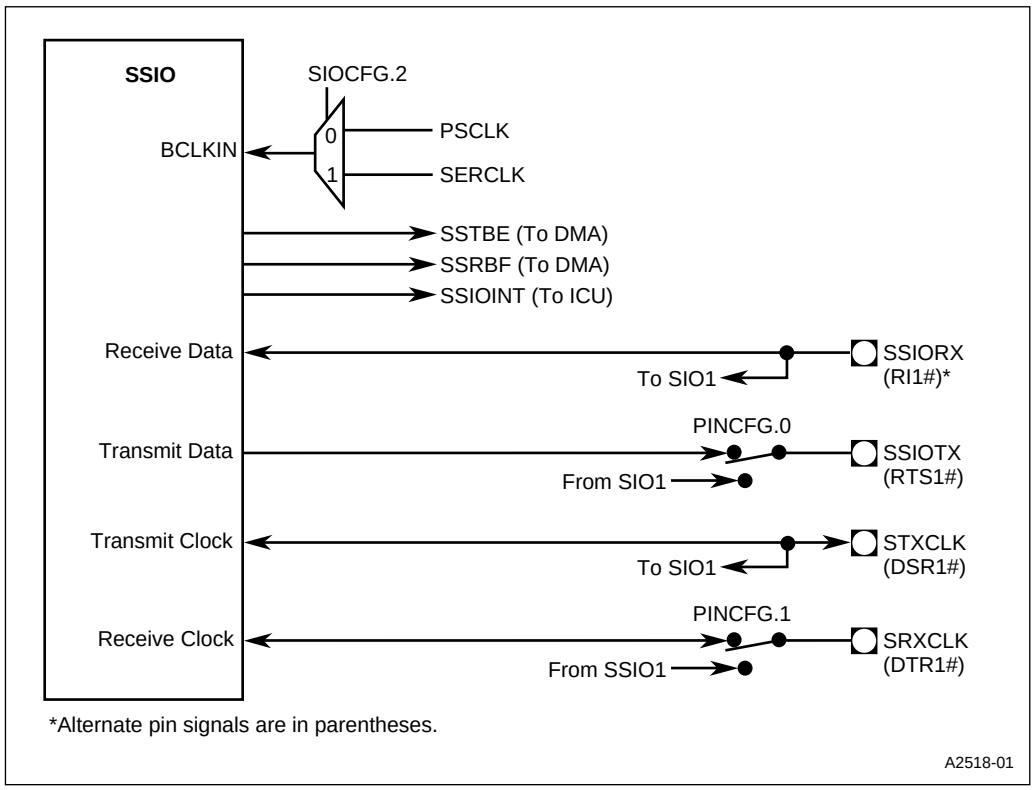


Figure 5-11. SSIO Unit Configuration

5.2.6 Core Configuration

Three coprocessor signals (ERROR#, PEREQ, and BUSY in Figure 5-12) can be routed to the core, as determined by bit 5 of the PINCFG register (see Figure 5-14 on page 5-21). Due to signal multiplexing at the pins, the coprocessor and Timer 2 cannot be used in the same configuration.

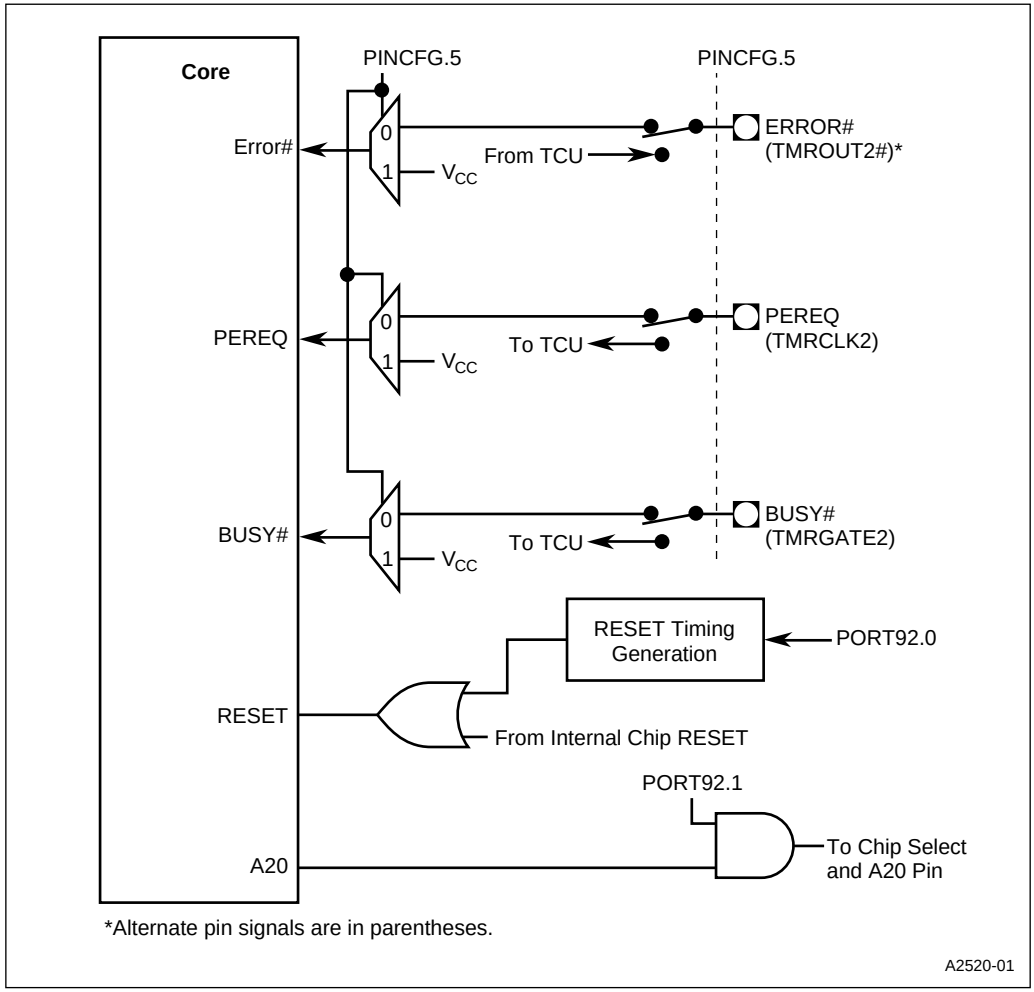


Figure 5-12. Core Configuration

Setting bit 0 in the PORT92 register (see Figure 5-13) resets the core without resetting the peripherals. Unlike the RESET pin, which is asynchronous and can be used to synchronize internal clocks to CLK2, this core-only reset is synchronized with the on-chip clocks and does not affect the on-chip clock synchronization.

Clearing bit 1 in the PORT92 register forces address line 20 to 0. This bit affects only addresses generated by the core. Addresses generated by the DMA and the refresh control unit are not affected by this bit.

Port 92 Configuration
PORT92
(read/write)

Expanded Addr: F092H
PC/AT Addr: 0092H
Reset State: 0EH

7							0
—	—	—	—	—	—	A20G	CPURST

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	A20G	A20 Grounded: Setting this bit leaves core-generated addresses unmodified. Clearing this bit forces address line A20 to 0. This bit affects addresses generated only by the core. Addresses generated by the DMA and the Refresh Unit are not affected by this bit.
0	CPURST	CPU Reset: Setting this bit resets the core without resetting the peripherals. Clearing this bit has no effect.

Figure 5-13. Port 92 Configuration Register

ERRATA (3/28/95)
Figure 5-13 incorrectly showed Reset State as 00H; now correctly shows 0EH.
Register bit 1 incorrectly shown as A20, now correctly shows A20G.

5.3 PIN CONFIGURATION

Most of the microprocessor's package pins support two signals. Some of these pins support two input signals without a multiplexer. These input-signal pairs are listed in Table 5-1. The pin is connected to both peripheral inputs.

The remaining pins supporting two signals have multiplexers. For each such pin, a bit in a pin configuration register enables one of the signals. Figure 5-18 on page 5-27 lists the bits in each of the four pin configuration registers. These abbreviated register tables are discussed in "Configuration Example" on page 5-25.

Table 5-1. Signal Pairs on Pins without Multiplexers

Names	Signal Descriptions
DRQ0/ DCD1#	**DMA External Request 0** indicates that an off-chip peripheral requires DMA service.
	Data Carrier Detect SIO1 indicates that the modem or data set has detected the asynchronous serial channel's data carrier.
DRQ1/ RXD1	**DMA External Request1** indicates that an off-chip peripheral requires DMA service.
	Receive Data SIO1 accepts serial data from the modem or data set to the asynchronous serial channel SIO1.
DSR1#/ STXCLK	**Data Set Ready SIO1** indicates that the modem or data set is ready to establish a communication link with asynchronous serial channel SIO1.
	SSIO Transmit Clock synchronizes data being sent by the synchronous serial port.
RI1#/ SSIORX	**Ring Indicator SIO1** indicates that the modem or data set has received a telephone ringing signal.
	SSIO Receive Serial Data accepts serial data (most-significant bit first) being sent to the synchronous serial port.
TMRCLK0/ INT4	**Timer/Counter Clock0 Input** can serve as an external clock input for timer/counter0. (The timer/counters can also be clocked internally.)
	Interrupt 4 is an undedicated external interrupt.
TMRGATE0/ INT5	**Timer/Counter0 Gate Input** can control timer/counter0's counting (enable, disable, or trigger, depending on the programmed mode).
	Interrupt 5 is an undedicated external interrupt.
TMRCLK1/ INT6	**Timer/Counter Clock1 Input** can serve as an external clock input for timer/counter1. (The timer/counters can also be clocked internally.)
	Interrupt 6 is an undedicated external interrupt.
TMRGATE1/ INT7	**Timer/Counter0 Gate Input** can control timer/counter1's counting (enable, disable, or trigger, depending on the programmed mode).
	Interrupt 7 is an undedicated external interrupt.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 5-14. Pin Configuration Register

Port 1 Configuration
P1CFG
(read/write)

Expanded Addr: F820H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects HLDA to the package pin. Clearing this bit connects P1.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects HOLD to the package pin. Clearing this bit connects P1.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects LOCK# to the package pin. Clearing this bit connects P1.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects RI0# to the package pin. Clearing this bit connects P1.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects DSR0# to the package pin. Clearing this bit connects P1.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects DTR0# to the package pin. Clearing this bit connects P1.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects RTS0# to the package pin. Clearing this bit connects P1.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects DCD0# to the package pin. Clearing this bit connects P1.0 to the package pin.

Figure 5-15. Port 1 Configuration Register

Port 2 Configuration
P2CFG
(read/write)

Expanded Addr: F822H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects CTS0# to the package pin. Clearing this bit connects P2.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects TXD0 to the package pin. Clearing this bit connects P2.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects RXD0 to the package pin. Clearing this bit connects P2.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects CS4# to the package pin. Clearing this bit connects P2.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects CS3# to the package pin. Clearing this bit connects P2.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects CS2# to the package pin. Clearing this bit connects P2.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects CS1# to the package pin. Clearing this bit connects P2.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects CS0# to the package pin. Clearing this bit connects P2.0 to the package pin.

Figure 5-16. Port 2 Configuration Register

Port 3 Configuration
P3CFG
(read/write)

Expanded Addr: F824H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects COMCLK to the package pin. Clearing this bit connects P3.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects PWRDOWN to the package pin. Clearing this bit connects P3.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects INT3 to the package pin. Clearing this bit connects P3.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects INT2 to the package pin. Clearing this bit connects P3.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects INT1 to the package pin. Clearing this bit connects P3.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects INT0 to the package pin. Clearing this bit connects P3.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects TMROUT1 to the package pin. Clearing this bit connects P3.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects TMROUT0 to the package pin. Clearing this bit connects P3.0 to the package pin.

Figure 5-17. Port 3 Configuration Register

5.4 DEVICE CONFIGURATION PROCEDURE

Before configuring the microprocessor, you should make the following selections:

- the set of peripherals to be used
- the signals to be available at the package pins
- the desired peripheral-peripheral and peripheral-core connections

Although final decisions regarding these selections may be influenced by the possible configurations, we recommend that you initially make the selections without regard to limitations on the configurations.

We suggest the following procedure for configuring the device for your design. ("Configuration Example" on page 5-25 introduces an aide for recording the steps in the procedure and shows an example configuration.)

1. **Pin Configuration.** For each desired pin signal, consult the peripheral configuration diagram to find the bit value in the pin configuration register that connects the signal to a device pin. If the signal shares a pin that has no multiplexer, make a note of its companion signal.
2. **Peripheral Configuration.** For each peripheral in your design, consult the peripheral configuration diagram and the peripheral configuration register to find the bit values for your desired internal connections.
3. **Configuration Review.** Review the results of steps 1 and 2 to see if the configuration registers have conflicting bit values. If conflicts exist, follow steps 3.1 and 3.2.
    3.1. Attempt to resolve the pin configuration conflicts first. In some cases you may find that using a different peripheral channel resolves the conflict (e.g., using SIO1 instead of SIO0, or DMA channel 0 instead of channel 1.
    3.2. Attempt to resolve peripheral configuration conflicts.

If conflicts remain, consider peripheral substitutions (e.g., SIO1 instead of SIO0, DMA channel 1 instead of channel 0) that may resolve them and return to step 1.

5.5 CONFIGURATION EXAMPLE

This section presents an example of configuring the device for a PC/AT-compatible configuration. It also introduces an aide to executing the steps in the configuration process.

5.5.1 Example Design Requirements

The example is a PC/AT-compatible design with the following requirements:

- Interrupt Control Unit:
  - External interrupt inputs available at package pins: INT7:0.
  - Cascade outputs (CAS2:0) connected to package pins.
- Timer Control Unit:
  - Counters 0, 1: Clock input is on-chip programmable clock (PSCLK); TMROUT0, TMROUT1 connected to package pins.
  - Counter 2: Clock input is on-chip programmable clock (PSCLK); no signals connected to package pins.
- DMA Unit:
  - Request and acknowledge signals for DMA channel 0 (DRQ0, DACK0#) connected to package pins.
  - End-of-process signal (EOP#) connected to a package pin.
- Asynchronous Serial I/O channel 0 (SIO0):
  - Clock input is the serial communications baud clock (COMCLK).
  - RXD0, TXD0, RTS0#, DSR0#, DCD0#, DTR0# and RI0# connected to package pins.
- Asynchronous Serial I/O channel 1(SIO1):
  - Clock input is the serial communications baud clock (COMCLK).
  - Modem signals internally connected.
- Synchronous Serial I/O (SSIO):
  - Clock input is SERCLK.
  - SSIORX, SSIOTX, SRXCLK, and STXCLK connected to package pins.
- Chip Select:
  - Chip select signals CS6#, CS4:0# connected to package pins.
- Core and Bus Arbiter:
  - Coprocessor signals connected to package pins.
  - HOLD and HLDA# connected to package pins.
  - LOCK# and PWRDOWN connected to package pins.

5.5.2 Example Design Solution

The example solution is given in three figures. In Figure 5-18 and Figure 5-19, the configuration register bit values are recorded in the abbreviated register tables. The resulting connections are shown in Figure 5-20. Figure 5-21 and Figure 5-22 are blank worksheets for your use.

P1CFG		
7	0 = P1.7 1 = HLDA	**1**
6	0 = P1.6 1 = HOLD	**1**
5	0 = P1.5 1 = LOCK#	**1**
4	0 = P1.4 1 = RIO#	**1**
3	0 = P1.3 1 = DSR0#	**1**
2	0 = P1.2 1 = DTR0#	**1**
1	0 = P1.1 1 = RTS0#	**1**
0	0 = P1.0 1 = DCD0#	**1**

P2CFG		
7	0 = P2.7 1 = CTS0#	**1**
6	0 = P2.6 1 = TXD0	**1**
5	0 = P2.5 1 = RXD0	**1**
4	0 = P2.4 1 = CS4#	**1**
3	0 = P2.3 1 = CS3#	**1**
2	0 = P2.2 1 = CS2#	**1**
1	0 = P2.1 1 = CS1#	**1**
0	0 = P2.0 1 = CS0#	**1**

P3CFG		
7	0 = P3.7 1 = COMCLK	**1**
6	0 = P3.6 1 = PWRDOWN	**1**
5	0 = P3.5 1 = INT3	**1**
4	0 = P3.4 1 = INT2	**1**
3	0 = P3.3 1 = INT1	**1**
2	0 = P3.2 1 = INT0	**1**
1	0 = P3.1 1 = TMROUT1	**1**
0	0 = P3.0 1 = TMROUT0	**1**

PINCFG		
7	Reserved	**R**
6	0 = CS6# 1 = REFRESH#	**0**
5	0 = Coprocessor Sigs.[1] 1 = TMR2 Signals[2]	**0**
4	0 = DACK0# 1 = CS5#	**0**
3	0 = EOP# 1 = CTS1#	**0**
2	0 = DACK1# 1 = TXD1	**1**
1	0 = SRXCLK 1 = DTR1#	**0**
0	0 = SSIOTX 1 = RTS1#	**0**

Pins w/o Muxes	X
DRQ0	**X**
DCD1#	
DRQ1	
RXD1	**X**
DSR1#	
STXCLK	**X**
RI1#	
SSIORX	**X**

Pins w/o Muxes	X
TMRCLK0	
INT4	**X**
TMRGATE0	
INT5	**X**
TMRCLK1	
INT6	**X**
TMRGATE1	
INT7	**X**

[1] PEREQ, BUSY#, ERROR#

[2] TMROUT2, TMRCLK2, TMRGATE2

Figure 5-18. Abbreviated Pin Configuration Register Tables

DMACFG		
7	0 = Enables DACK1# at chip pin	1
	1 = Disables DACK1# at chip pin	
6:4	000 = DRQ1 connected to DREQ1.	
	001 = SIO1 Rcv. Buffer Full to DREQ1	
	010 = SIO0 Trans.Buf.Empt. to DREQ1	
	011 = SSIO Trans.Buf.Empt. to DREQ1	X
	100 = TCU Counter 2 conn. to DREQ1	
3	0 = Enables DACK0# at chip pin.	0
	1 = Disables DACK0# at chip pin.	
2:0	000 = DRQ0 connected to DREQ0	X
	001 = SIO0 Rcvr. connected to DREQ0	
	010 = SIO1 Trans. conn. to DREQ0	
	011 = SSIO Trans. conn. to DREQ0	
	100 = TCU Counter 2 conn. to DREQ0	

TMRCFG		
7	0 = All clock inputs enabled	0
	1 = CLK2, CLK1, CLK0 forced to 0	
6	Reserved	R
5	0 = VCC connected to GATE2	0
	1 = TMRGATE2 connected to GATE2	
4	0 = PSCLK connected to CLK2	0
	1 = TMRCLK2 connected to CLK2	
3	0 = VCC connected to GATE1	0
	1 = TMRGATE1 connected to GATE1	
2	0 = PSCLK connected to CLK1	0
	1 = TMRCLK1 connected to CLK1	
1	0 = VCC connected to GATE0	0
	1 = TMRGATE0 connected to GATE0	
0	0 = PSCLK connected to CLK0	0
	1 = TMRCLK0 connected to CLK0	

INTCFG		
7	0 = CAS2:0 disabled to pins	1
	1 = CAS2:0 enabled from pins	
6:4	Reserved	R
3	0 =VSS connected to slave IR6	1
	1 =INT7 connected to slave IR6	
2	0 =VSS connected to slave IR5	1
	1 =INT6 connected to slave IR5	
1	0 =SSIO Interrupt to slave IR1	1
	1 =INT5 connected to slave IR1	
0	0 =VSS connected to slave IR0	1
	1 =INT4 connected to slave IR0	

SIOCFG		
7	0 = SIO1 modem sigs. conn. to pin muxes	1
	1 = SIO1 modem signals internal	
6	0 = SIO0 modem sigs. conn. to pin muxes	0
	1 = SIO0 modem signals internal	
5:3	Reserved	R
2	0 = PSCLK connected to SSIO BLKIN	1
	1 = SERCLK connected to SSIO BCLKIN	
1	0 = COMCLK connected to SIO1 BCLKIN	0
	1 = SERCLK connected to SIO1 BCLKIN	
0	0 = COMCLK connected to SIO0 BCLKIN	0
	1 = SERCLK connected to SIO0 BCLKIN	

Figure 5-19. Abbreviated Peripheral Configuration Register Tables

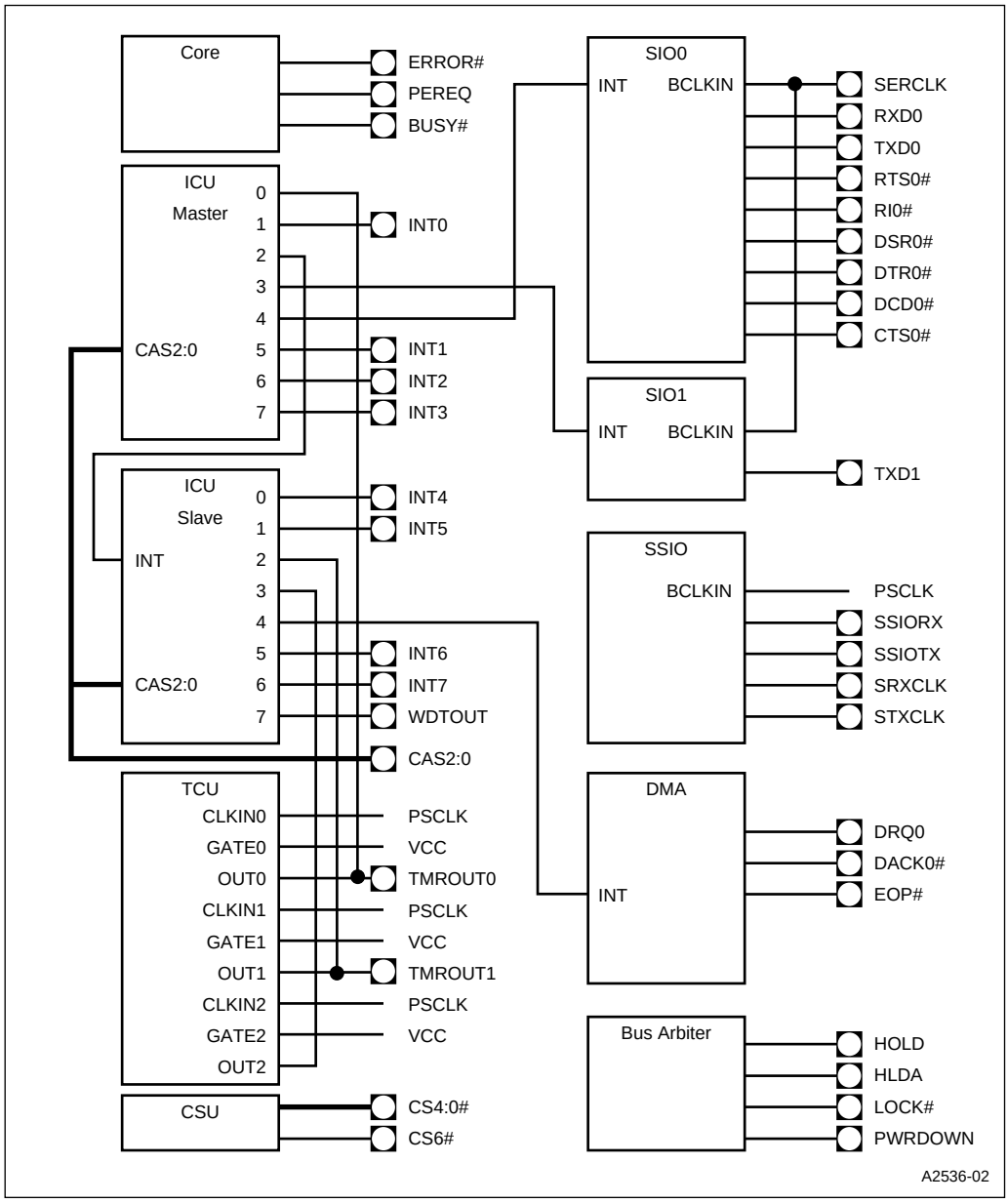


Figure 5-20. Peripheral and Pin Connections for the Example Design

P1CFG		
7	0 = P1.7	
	1 = HLDA	
6	0 = P1.6	
	1 = HOLD	
5	0 = P1.5	
	1 = LOCK#	
4	0 = P1.4	
	1 = RIO#	
3	0 = P1.3	
	1 = DSR0#	
2	0 = P1.2	
	1 = DTR0#	
1	0 = P1.1	
	1 = RTS0#	
0	0 = P1.0	
	1 = DCD0#	

P2CFG		
7	0 = P2.7	
	1 = CTS0#	
6	0 = P2.6	
	1 = TXD0	
5	0 = P2.5	
	1 = RXD0	
4	0 = P2.4	
	1 = CS4#	
3	0 = P2.3	
	1 = CS3#	
2	0 = P2.2	
	1 = CS2#	
1	0 = P2.1	
	1 = CS1#	
0	0 = P2.0	
	1 = CS0#	

P3CFG		
7	0 = P3.7	
	1 = COMCLK	
6	0 = P3.6	
	1 = PWRDOWN	
5	0 = P3.5	
	1 = INT3	
4	0 = P3.4	
	1 = INT2	
3	0 = P3.3	
	1 = INT1	
2	0 = P3.2	
	1 = INT0	
1	0 = P3.1	
	1 = TMROUT1	
0	0 = P3.0	
	1 = TMROUT0	

PINCFG		
7	Reserved	
6	0 = CS6#	
	1 = REFRESH#	
5	0 = Coprocessor Sigs.[1]	
	1 = TMR2 Signals[2]	
4	0 = DACK0#	
	1 = CS5#	
3	0 = EOP#	
	1 = CTS1#	
2	0 = DACK1#	
	1 = TXD1	
1	0 = SRXCLK	
	1 = DTR1#	
0	0 = SSIOTX	
	1 = RTS1#	

Pins w/o Muxes	X
DRQ0	
DCD1#	
DRQ1	
RXD1	
DSR1#	
STXCLK	
RI1#	
SSIORX	

Pins w/o Muxes	X
TMRCLK0	
INT4	
TMRGATE0	
INT5	
TMRCLK1	
INT6	
TMRGATE1	
INT7	

[1] PEREQ, BUSY#, ERROR#

[2] TMROUT2, TMRCLK2, TMRGATE2

Figure 5-21. Pin Configuration Worksheet

DMACFG		
7	0 = Enables DACK1# at chip pin	
	1 = Disables DACK1# at chip pin	
6:4	000 = DRQ1 connected to DREQ1.	
	001 = SIO1 Rcv. Buffer Full to DREQ1	
	010 = SIO0 Trans.Buf.Empt. to DREQ1	
	011 = SSIO Trans.Buf.Empt. to DREQ1	
	100 = TCU Counter 2 conn. to DREQ1	
3	0 = Enables DACK0# at chip pin.	
	1 = Disables DACK0# at chip pin.	
2:0	000 = DRQ0 connected to DREQ0	
	001 = SIO0 Rcvr. connected to DREQ0	
	010 = SIO1 Trans. conn. to DREQ0	
	011 = SSIO Trans. conn. to DREQ0	
	100 = TCU Counter 2 conn. to DREQ0	

TMRCFG		
7	0 = All clock inputs enabled	
	1 = CLK2, CLK1, CLK0 forced to 0	
6	Reserved	
5	0 = VCC connected to GATE2	
	1 = TMRGATE2 connected to GATE2	
4	0 = PSCLK connected to CLK2	
	1 = TMRCLK2 connected to CLK2	
3	0 = VCC connected to GATE1	
	1 = TMRGATE1 connected to GATE1	
2	0 = PSCLK connected to CLK1	
	1 = TMRCLK1 connected to CLK1	
1	0 = VCC connected to GATE0	
	1 = TMRGATE0 connected to GATE0	
0	0 = PSCLK connected to CLK0	
	1 = TMRCLK0 connected to CLK0	

INTCFG		
7	0 = CAS2:0 disabled to pins	
	1 = CAS2:0 enabled from pins	
6:4	Reserved	
3	0 =VSS connected to slave IR6	
	1 =INT7 connected to slave IR6	
2	0 =VSS connected to slave IR5	
	1 =INT6 connected to slave IR5	
1	0 =SSIO Interrupt to slave IR1	
	1 =INT5 connected to slave IR1	
0	0 =VSS connected to slave IR0	
	1 =INT4 connected to slave IR0	

SIOCFG		
7	0 = SIO1 modem sigs. conn. to pin muxes	
	1 = SIO1 modem signals internal	
6	0 = SIO0 modem sigs. conn. to pin muxes	
	1 = SIO0 modem signals internal	
5:3	Reserved	
2	0 = PSCLK connected to SSIO BLKIN	
	1 = SERCLK connected to SSIO BCLKIN	
1	0 = COMCLK connected to SIO1 BCLKIN	
	1 = SERCLK connected to SIO1 BCLKIN	
0	0 = COMCLK connected to SIO0 BCLKIN	
	1 = SERCLK connected to SIO0 BCLKIN	

Figure 5-22. Peripheral Configuration Worksheet

CHAPTER 6
CLOCK AND POWER MANAGEMENT UNIT

The clock generation circuitry provides uniform, nonoverlapping clock signals to the core and integrated peripherals. The power management features control the clock signals to provide power conservation options. This chapter is organized as follows:

- Overview
- Controlling the prescaled clock (PSCLK) frequency
- Controlling power management modes
- Design considerations

6.1 OVERVIEW

The clock and power management unit (Figure 6-1) includes clock generation, power management, and system reset circuitry.

6.1.1 Clock Generation Logic

An external clock must provide an input signal to CLK2, which in turn provides the fundamental timing for the processor. As Figure 6-1 shows, the clock generation circuitry includes two divide-by-two counters and a programmable clock divider. The first divide-by-two counter divides the CLK2 frequency to generate a 50% duty cycle clock signal (PH1 and PH2). For power management, independent clock signals are routed to the core (PH1C and PH2C) and to the internal peripherals (PH1P and PH2P).

The second divide-by-two counter divides the input frequency again to generate a clock input (SERCLK) for the baud-rate generators of the asynchronous and synchronous serial I/O units. The SERCLK frequency is half the internal clock frequency, or CLK2/4.

The programmable divider generates a prescaled clock (PSCLK) input for the timer/counter and synchronous serial I/O units. The minimum PSCLK frequency is the internal clock frequency divided by 2 (CLK2/4) and the maximum is the internal clock frequency divided by 513 (CLK2/1026).

Three of the internal peripherals have selectable clock sources. The asynchronous serial I/O (SIO) unit can use either the SERCLK signal or an external clock connected to the COMCLK pin as its clock source. The synchronous serial I/O (SSIO) unit can use either the SERCLK signal or the PSCLK signal. The timer/counters can use either the PSCLK signal or an external clock connected to the TMRCLK*n* input pin. The individual peripheral chapters explain how to select the clock inputs.

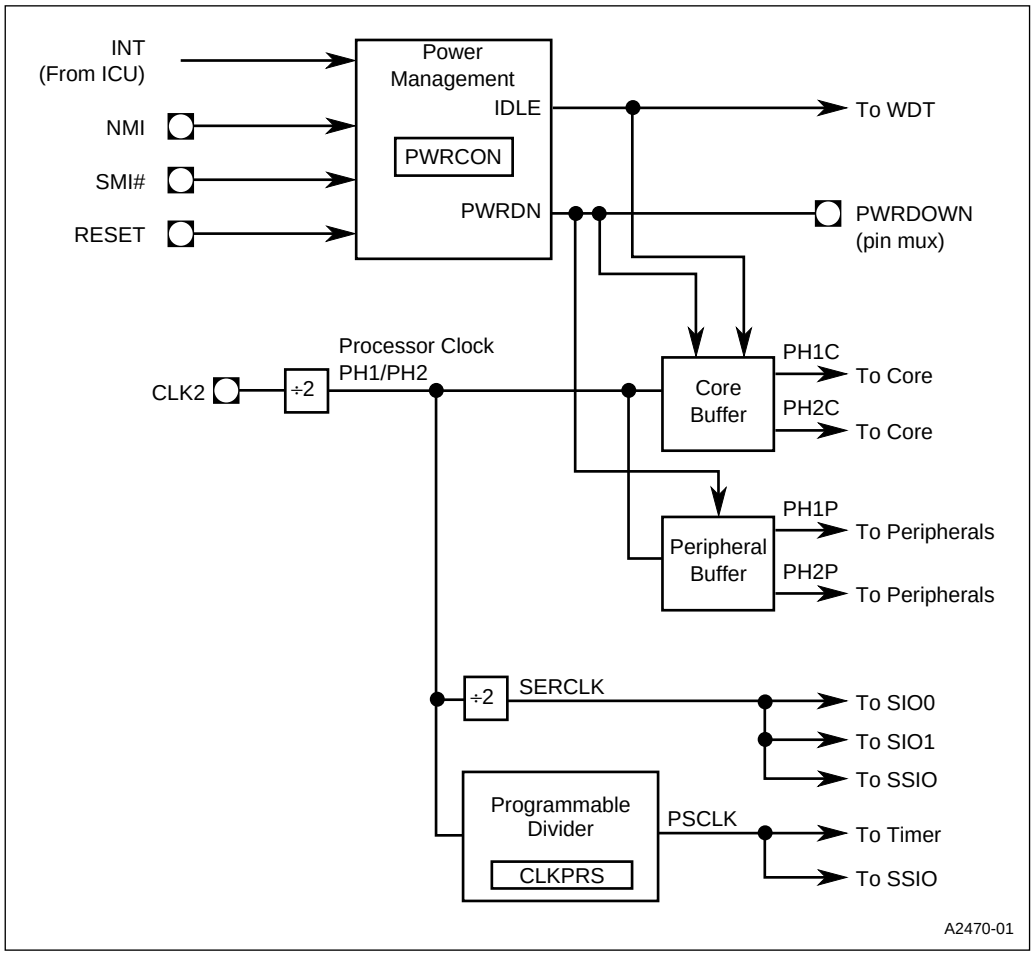


Figure 6-1. Clock and Power Management Unit Connections

The asynchronous signal from the RESET pin is also routed to the clock generation unit, which synchronizes the processor clock with the falling edge of the RESET signal and provides a synchronous internal reset signal to the rest of the device. The RESET falling edge can occur in either PH1 or PH2. If RESET falls during PH1, the clock generation circuitry inserts a PH2, so that the next phase is PH1 (Figure 6-2). If it falls during PH2, the next phase is automatically PH1.

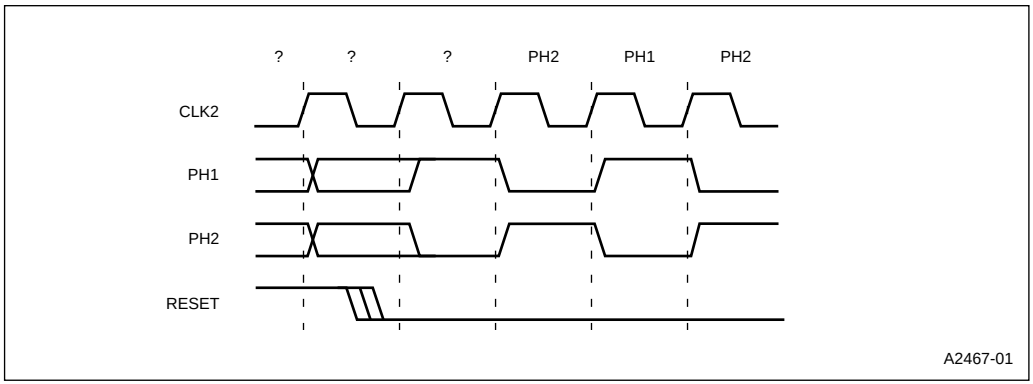


Figure 6-2. Clock Synchronization

6.1.2 Power Management Logic

The power management circuitry provides two power conservation modes, idle and powerdown. Idle mode freezes the core clocks, but leaves the peripheral clocks running. Idle mode can reduce power consumption by about half, depending on peripheral usage. Powerdown mode freezes both the core and peripheral clocks, reducing power consumption to leakage current (microamps).

To prepare for a power management mode, you program the power control register (described in "Controlling Power Management Modes" on page 6-8), then execute a HALT instruction. The device enters the programmed mode when an external READY# terminates the halt bus cycle.

A device reset, an NMI or SMI#, or any unmasked interrupt request from the interrupt control unit causes the device to exit the power management mode. After a reset, the CPU starts executing instructions at 3FFFFFH and the device remains in active mode. After an interrupt, the CPU executes the interrupt service routine, then returns to the instruction following the HALT that prompted the power management mode. Unless software modifies the power control register, the next HALT instruction returns the device to the programmed power management mode.

6.1.2.1 SMM Interaction with Power Management Modes

If the processor receives an SMI# interrupt while it is in idle or powerdown mode, it exits the power management mode and enters the Intel System Management Mode (SMM). Upon exiting SMM, software can check whether the processor was in a halt state before entering SMM. If it was, software can set a flag that returns the processor to the halt state when it exits SMM. Assuming the power control register bits were not altered in SMM, the processor will re-enter idle or powerdown when it exits SMM. Figure 6-3 illustrates the relationships among these modes.

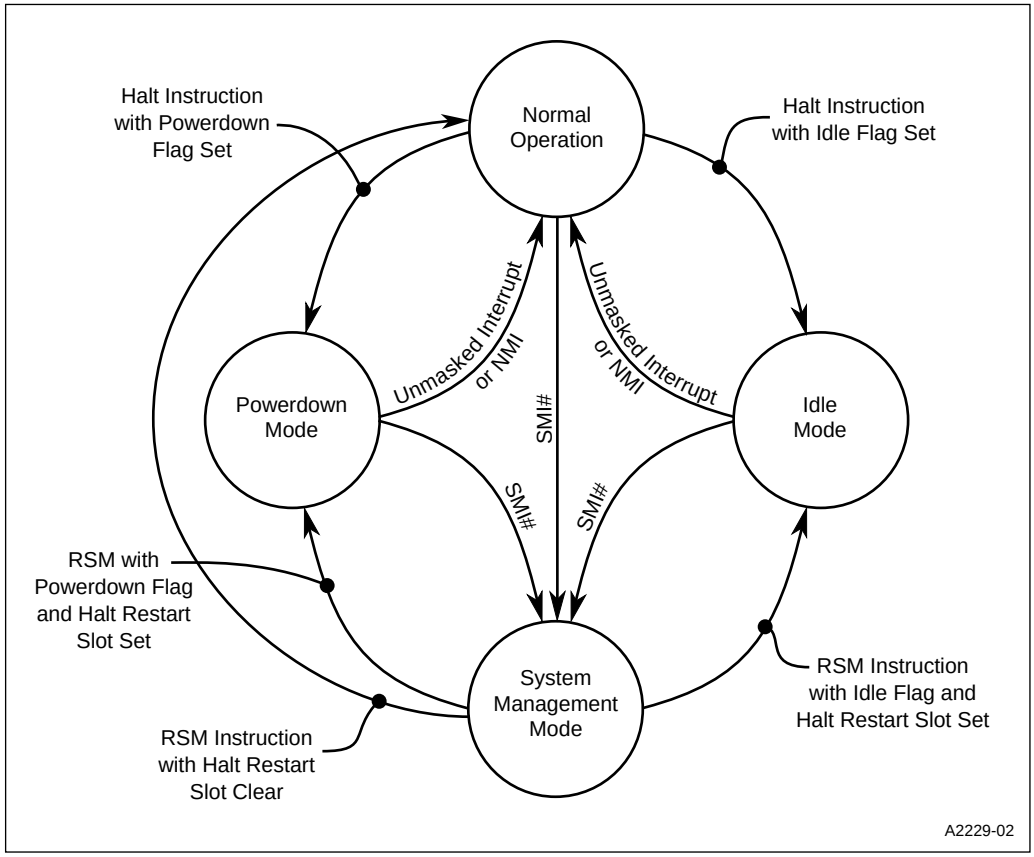


Figure 6-3. SMM Interaction with Idle and Powerdown Modes

6.1.2.2 Bus Interface Unit Operation During Idle Mode

The bus interface unit (BIU) can process DMA, DRAM refresh, and external hold requests during idle mode. When the first request occurs, the core wakes up long enough to relinquish bus control to the bus arbiter, then returns to idle mode. For the remaining time in idle mode, the bus arbiter controls the bus. DMA, DRAM refresh, and external hold requests are processed in the same way as during normal operation.

6.1.2.3 Watchdog Timer Unit Operation During Idle Mode

If the watchdog timer unit is in system watchdog mode, idle mode stops the down-counter. Since no software can run while the CPU is idle, a software watchdog is unnecessary. If it is in bus monitor or general-purpose timer mode, the watchdog timer unit continues to run while the device is in idle mode. (Chapter 10 describes the watchdog timer unit.)

6.1.3 Clock and Power Management Registers and Signals

Table 6-1 lists the registers and Table 6-2 list the signals associated with the clock and power management unit.

Table 6-1. Clock and Power Management Registers

Register	Expanded Address	Description
CLKPRS	F804H	Clock Prescale: Controls the frequency of PSCLK.
PWRCON	F800H	Power Control: Enables and disables idle and powerdown modes.

Table 6-2. Clock and Power Management Signals

Signal	Device Pin or Internal Signal	Description
CLK2	Device pin	Input Clock: Connect an external clock to this pin to provide the fundamental timing for the microprocessor.
IDLE	Internal signal	Idle Output (to the watchdog timer unit): Indicates that the device is in idle mode.
INT	Internal signal	Interrupt Input (from the interrupt control unit): Causes the device to exit powerdown or idle mode.

Table 6-2. Clock and Power Management Signals (Continued)

Signal	Device Pin or Internal Signal	Description
NMI	Device pin	Nonmaskable Interrupt Input: Causes the device to exit powerdown or idle mode.
PSCLK	Internal signal	Prescaled Clock Output: One of two possible clock inputs for the SSIO baud-rate generator and the timer/counter unit. The PSCLK frequency is controlled by the CLKPRS register.
PWRDOWN	Device pin	Powerdown Output (multiplexed with P3.6): A high state on the PWRDOWN pin indicates that the device is in powerdown mode.
RESET	Device pin	System Reset Input: Causes the device to exit powerdown or idle mode.
SERCLK	Internal signal	Serial Clock Output: One of two possible clock inputs for the SIO or SSIO baud-rate generator. The SERCLK frequency is one-fourth the CLK2 frequency.
SMI#	Device pin	System Management Interrupt Input: Causes the device to exit powerdown or idle mode.

6.2 CONTROLLING THE PSCLK FREQUENCY

The PSCLK signal can provide a 50% duty cycle prescaled clock to the timer/counter and SSIO units. This feature is useful for providing various frequencies, including a 1.19318 MHz output for a PC-compatible real-time clock, refresh interval, or speaker tone generator. Determine the required prescale value using the following formula, then write this value to the CLKPRS register (Figure 6-4).

$$\text{Prescale value} = \frac{\text{internal clock frequency (CLK2/2)}}{\text{desired PSCLK frequency}} - 2$$

Clock Prescale Register
CLKPRS
(read/write)

Enhanced Addr: F804H
PC/AT Address: —
Reset State: 0000H

15							8
—	—	—	—	—	—	—	PS8
7							**0**
PS7	PS6	PS5	PS4	PS3	PS2	PS1	PS0

Bit Number	Bit Mnemonic	Function
15–9	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
8–0	PS8:0	Prescale Value: These bits determine the divisor that is used to generate PSCLK. Legal values are from 0000H (divide by 2) to 01FFH (divide by 513). divisor = PS8:0 + 2

Figure 6-4. Clock Prescale Register (CLKPRS)

Figure 6-5 illustrates the PSCLK divider circuitry. A device reset clears the registers and the toggle flip-flops, so the initial PSCLK frequency is half that of the processor clock (or CLK2/4). Once every PH1/PH2 state time, the 8-bit up-counter increments and the comparator compares the value of the counter to that of the compare register. The first time that these values match, control logic drives PSCLK high and resets the counter. The next time, control logic drives PSCLK low, resets the counter, and this time, reloads the compare register with the upper eight bits of the CLKPRS register. If you have written a new value to CLKPRS, the PSCLK frequency changes at this point.

Since the compare register is reloaded only when PSCLK is low **and** the counter value matches the compare register value, the comparator recognizes a new divisor value only after the current division is complete. This logic prevents missed edges and incomplete divisions.

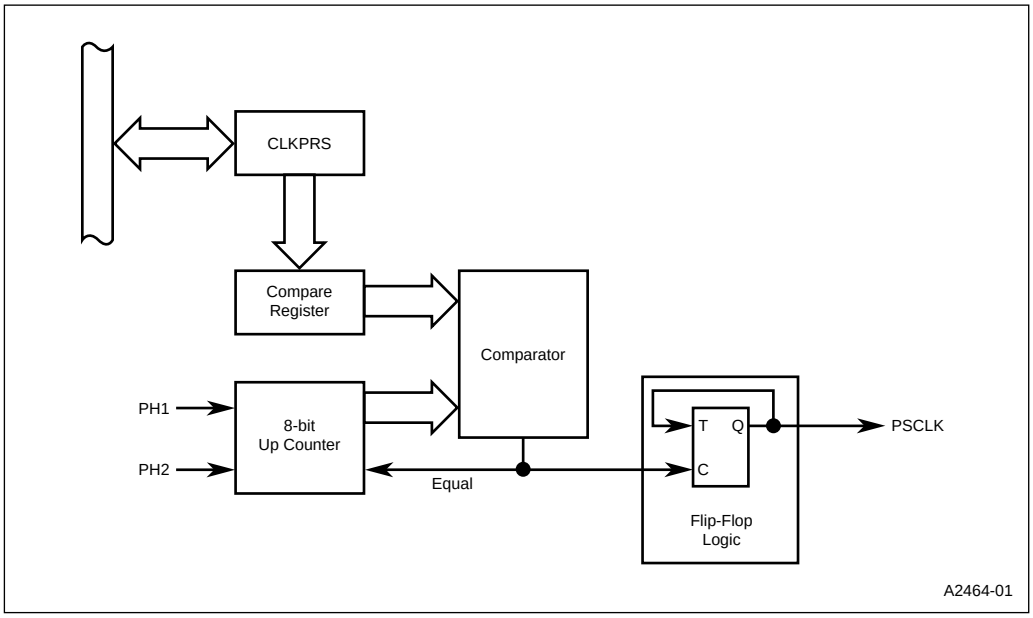


Figure 6-5. PSCLK Divider Circuitry

6.3 CONTROLLING POWER MANAGEMENT MODES

Two power management modes are available, idle and powerdown. These modes are clock distribution functions controlled by the power control register (PWRCON), shown in Figure 6-6.

Power Control Register
PWRCON
(read/write)

Enhanced Addr: F800H
PC/AT Address: —
Reset State: 00H

7							0
—	—	—	—	—	—	PC1	PC0

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1–0	PC1:0	Power Control: Program these bits, then execute a HALT instruction. The device enters the programmed mode when an external READY# terminates the halt bus cycle. When these bits have equal values, the HALT instruction causes a normal halt and the device remains in active mode. **PC1 PC0** 0 0 active mode 1 0 idle mode 0 1 powerdown mode 1 1 active mode

Figure 6-6. Power Control Register (PWRCON)

6.3.1 Idle Mode

Idle mode freezes the core clocks (PH1C low and PH2C high), but leaves the peripheral clocks (PH1P and PH2P) toggling. To enter idle mode, program the PWRCON register (Figure 6-6), then execute a HALT instruction. The CPU will enter idle mode when an external READY# terminates the halt bus cycle.

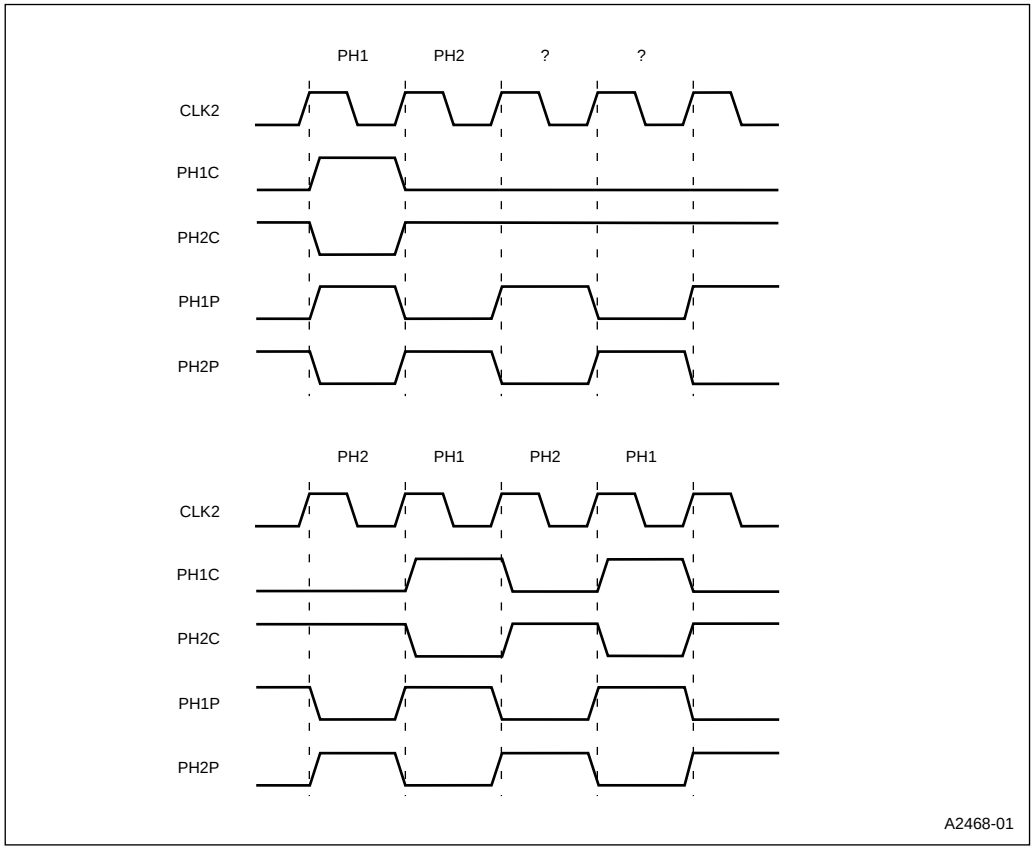


Figure 6-7. Timing Diagram, Entering and Leaving Idle Mode

6.3.2 Powerdown Mode

Powerdown mode freezes both the core clocks and the peripheral clocks (PH1C and PH1P low, PH2C and PH2P high). The BIU **cannot** acknowledge DMA, refresh, and external hold requests in powerdown mode, since all the clocks are frozen.

To enter powerdown mode, program the PWRCON register (Figure 6-6), then execute a HALT instruction. The CPU will enter powerdown mode when an external READY# terminates the halt bus cycle. If P3.6/PWRDOWN is configured as a peripheral pin, the pin goes high when the clocks stop, to indicate that the device is in powerdown mode. (Chapter 13, “Input/Output Ports” explains how to configure the pin as either a peripheral pin or a general-purpose I/O port pin.)

External logic can use the PWRDOWN output to control other system components and prevent DMA and hold requests. When the device exits powerdown mode, the PWRDOWN signal is synchronized with CLK2 (at the falling edge of PWRDOWN) so that other devices in the system exit powerdown at the same internal clock phase as the processor.

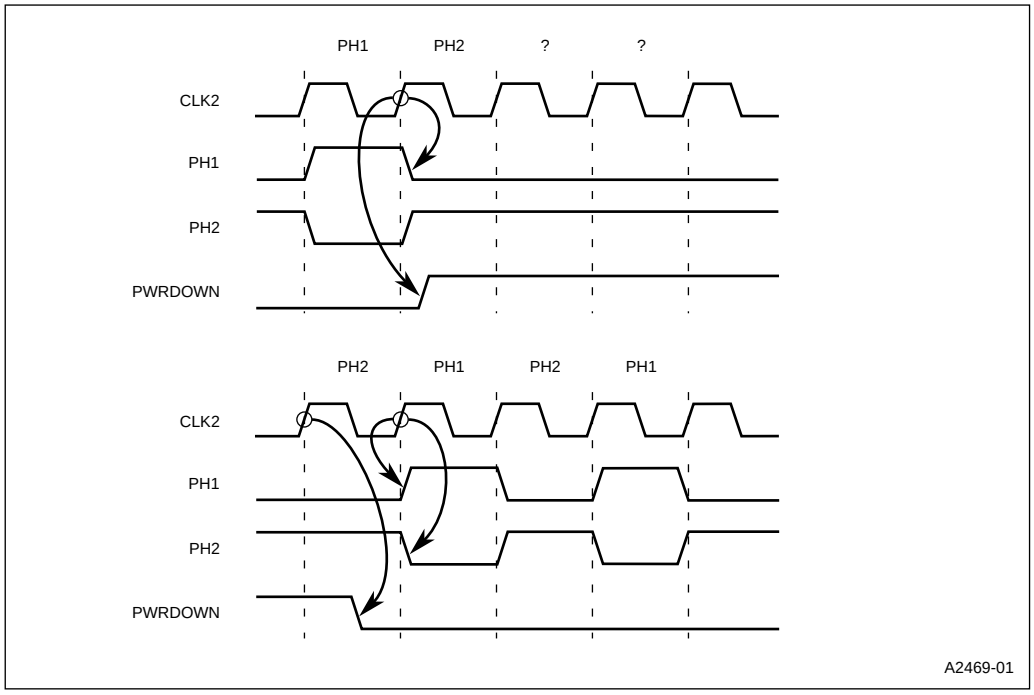


Figure 6-8. Timing Diagram, Entering and Leaving Powerdown Mode

6.4 DESIGN CONSIDERATIONS

This section outlines design considerations for the clock and power management unit.

6.4.1 Reset Considerations

External circuitry must provide an input to the RESET pin. The RESET input must remain high for at least 16 CLK2 cycles to reset the chip properly. There is no special noise filter on RESET, so the signal delivered to it must be a clean signal.

The asynchronous RESET signal is routed directly to the device's bidirectional pins. Even in idle or powerdown, a device reset floats the bidirectional pins and turns on the weak pull-up or pull-down transistors.

The clock generation logic generates a synchronous internal reset signal for the internal peripherals. If you need a synchronous reset signal for other system components, you can use a simple circuit such as the one shown in Figure 6-9 to generate it.

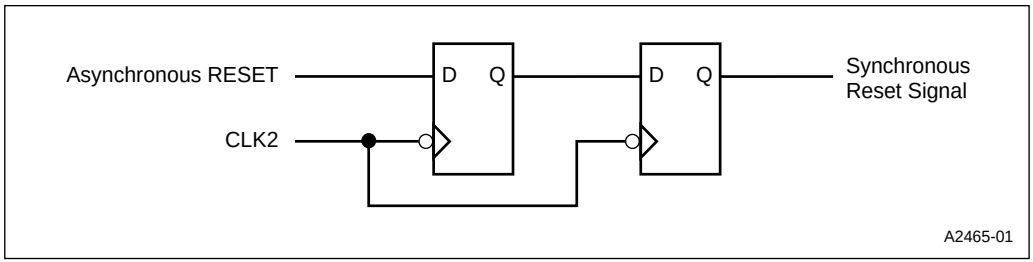


Figure 6-9. Reset Synchronization Circuit

A state machine such as the one shown in Figure 6-10 can be used to provide a phase clock for other system components. A synchronous reset signal initializes the state machine and a CLK2 rising edge causes it to move between states. The reset state is immaterial, but assume for this discussion that the initial state is State 0 (PH1). The next CLK2 rising edge moves the state machine to State 1 (PH2), and the next rising edge toggles it back to State 0 (PH1). It continues toggling until a synchronous reset signal is asserted. If the state machine starts up in State 3 (PH1), it “skips a beat” by returning to State 0 (also PH1), but the next CLK2 rising edge starts toggling between State 0 (PH1) and State 1 (PH2).

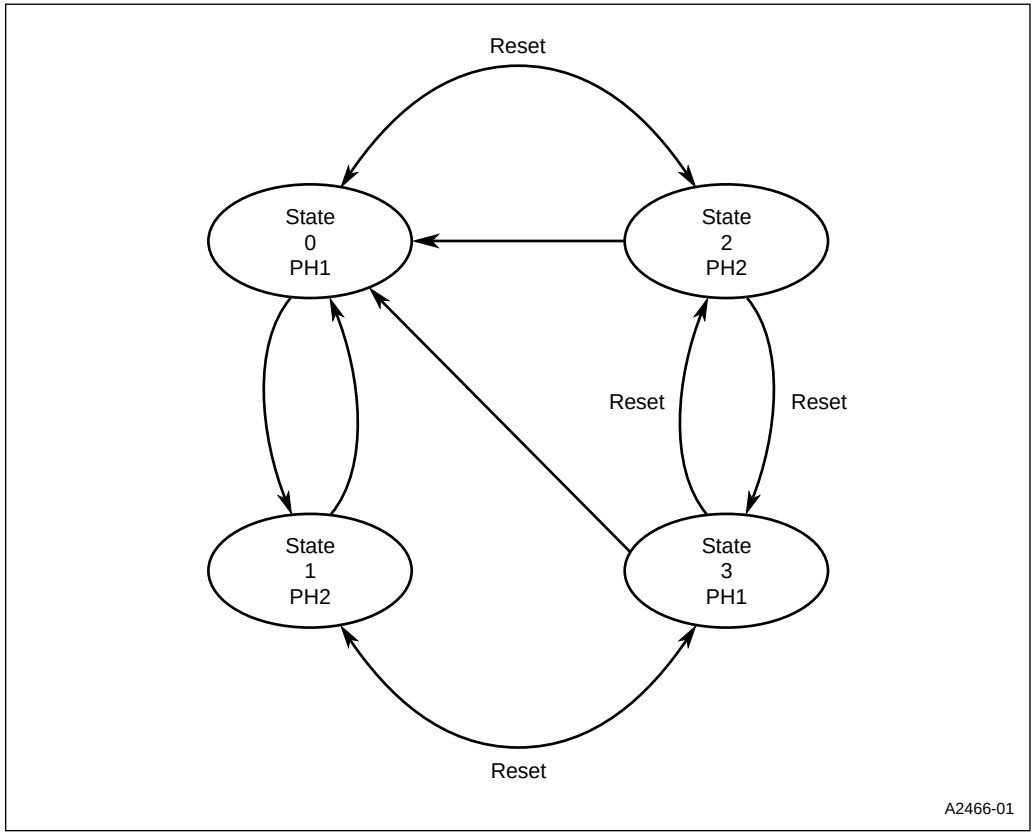


Figure 6-10. Phase Clock Generator

6.4.2 Powerdown Considerations

- The “wake-up” signals (INT, NMI, and SMI#) are level-sensitive inputs. The active state of any of these inputs prevents the device from entering powerdown or idle mode.
- External logic must use the PWRDOWN output to prevent other system components from requesting DMA and bus hold cycles when the device is in powerdown mode.
- The refresh control unit cannot perform DRAM refreshes during powerdown.
- Powerdown mode freezes PSCLK and SERCLK.
- When the device exits powerdown mode, the PWRDOWN signal is synchronized with CLK2 (at the falling edge of PWRDOWN) so that other devices in the system exit powerdown at the same internal clock phase as the processor.

CHAPTER 7
BUS INTERFACE UNIT

The processor communicates with memory, I/O, and other devices through bus operations. Address, data, status, and control information define a bus cycle.

This chapter is organized as follows:

- Overview
- Bus operation
- Bus cycles
- Bus lock
- Hold/hold acknowledge

7.1 OVERVIEW

The external bus is based on the Intel386™ SX processor's bus specification. The bus is controlled by the bus interface unit (BIU). To communicate with memory and I/O, the external bus consists of a data bus, a separate address bus, seven bus status pins, two data status pins, and three control pins.

- The bidirectional data bus consists of 16 pins (D0–D15). The bus is capable of transferring 8 or 16 bits of data.
- The address bus, which generates a 26-bit address, consists of 25 address pins (A25–A1), a high-byte-enable pin (BHE#), and a low-byte-enable pin (BLE#). The address pins select a word in memory, and the byte-enable pins select the byte within the word to access.
- The bus status pins indicate the start of a new cycle and the type of cycle to be performed:
  - ADS# indicates the start of a bus cycle and valid address bus outputs.
  - W/R# identifies the bus cycle as a write or a read.
  - M/IO# identifies the bus cycle as a memory or I/O access.
  - D/C# identifies the bus cycle as a data or control cycle.
  - LOCK# identifies a locked bus cycle.
  - LBA# indicates that the processor is to terminate the bus cycle.
  - REFRESH# identifies a refresh bus cycle.

- The data status pins indicate that data is available on the data bus for a write (WR#) or that the processor is ready to accept data for a read (RD#). These pins are available so that certain system configurations can easily connect the processor directly to memory or I/O without external logic.
- The bus control pins allow external logic to control the bus cycle on a cycle-by-cycle basis:
  - READY# indicates that internal logic has completed the current bus cycle or that external hardware has terminated it.
  - NA# requests the next address to be put on the bus during a pipelined bus cycle.
  - BS8# indicates that the current bus transaction is for an 8-bit data bus.

The remaining external bus pins interface to external bus masters and external logic for transferring control of the bus.

- An external bus master activates the HOLD pin to request the external bus. The processor finishes the current nonlocked bus transfer and releases the bus signals. The processor activates the HLDA pin to indicate that the bus has been released.

7.1.1 Bus Signal Descriptions

Table 7-1 describes the signals associated with the BIU.

Table 7-1. Bus Interface Unit Signals

Signal	Device Pin or Internal Signal	Description
A25:1	Device pins	Address Bus: Outputs physical memory or port I/O addresses. These signals are valid when ADS# is active and remain valid until the next T1, T2P, or Ti.
ADS#	Device pin	Address Status: Indicates that the processor is driving a valid bus-cycle definition and address. (The processor is driving W/R#, D/C#, M/IO#, REFRESH#, A25:1, BHE#, and BLE# on its pins.)
BHE# BLE#	Device pins	Byte Enable Outputs: Indicates which byte of the 16-bit data bus the processor is transferring. **BHE# BLE#** 0 0 word transfer 0 1 upper byte (D15:8) transfer 1 0 lower byte (D7:0) transfer 1 1 refresh transfer
BS8#	Device pin	Bus Size: Indicates that the currently addressed device is an 8-bit device.

Table 7-1. Bus Interface Unit Signals (Continued)

Signal	Device Pin or Internal Signal	Description
D15:0	Device pins	Data Bus: Inputs data during memory read, I/O read, and interrupt acknowledge cycles; outputs data during memory write and I/O write cycles. During reads, data is latched during falling edge of phase 2 of T2, T2P, or T2i. During writes, this bus is driven during phase 2 of T1 and remains active until phase 2 of the next T1, T1P, or Ti.
LBA#	Device pin	Local Bus Access: Indicates that the processor provides the READY# signal internally to terminate a bus transaction. This signal is active when the processor accesses an internal peripheral or when the chip-select unit provides the READY# signal for an external peripheral.
LOCK#	Device pin	Bus Lock: Prevents other bus masters from gaining control of the system bus.
M/IO# D/C# W/R# REFRESH#	Device pins	Bus Cycle Definition Signals (Memory/IO, Data/Control, Write/Read, and Refresh): These four status outputs define the current bus cycle type. **M/IO# D/C# W/R# REFRESH#** 0 0 0 X interrupt acknowledge cycle 0 0 1 X never occurs 0 1 0 X I/O data read 0 1 1 X I/O data write 1 0 0 X memory code read 1 0 1 X halt or shutdown cycle* 1 1 0 0 refresh cycle 1 1 0 1 memory data read 1 1 1 X memory data write * The processor outputs a byte address of two for a halt condition and a byte address of zero for a shutdown condition. For both conditions, the processor drives BHE# high and BLE# low.
NA#	Device pin	Next Address: Requests address pipelining.
RD#	Device pin	Read Enable: Indicates that the current bus cycle is a read cycle and the data bus is able to accept data.
READY#	Device pin	Ready: This bidirectional pin indicates that the current bus cycle is completed. The processor drives READY# when LBA# is active; otherwise, the processor samples the READY# pin on the falling edge of phase 2 of T2, T2P or T2i.
WR#	Device pin	Write Enable: Indicates that the current bus cycle is a write cycle and valid data is on the data bus.

7.2 BUS OPERATION

The processor generates eight different types of bus operations:

- memory data read (data fetch)
- memory data write
- memory code read (instruction fetch)
- I/O data read (data fetch)
- I/O data write
- halt or shutdown
- refresh
- interrupt acknowledge

These operations are defined by combinations of four bus status pins. Table 7-2 lists the various combinations and their definitions.

Table 7-2. Bus Status Definitions

M/IO#	D/C#	W/R#	REFRESH#	Bus Operation
0	0	0	X	interrupt acknowledge cycle
0	0	1	X	never occurs
0	1	0	X	I/O data read
0	1	1	X	I/O data write
1	0	0	X	memory code read
1	0	1	X	halt or shutdown cycle*
1	1	0	0	refresh cycle
1	1	0	1	memory data read
1	1	1	X	memory data write

*The byte address is 2 for a halt and 0 for a shutdown. For both conditions, BHE# is high and BLE# is low.

From an idle bus, the processor begins a bus cycle by first driving a valid address and bus cycle status onto the address and status buses. Hardware can distinguish the difference between an idle cycle and an active bus cycle by the address status (ADS#) signal being driven active. The ADS# signal remains active for only the first T-state of the bus cycle, while the address signals and status signals remain active until the bus cycle is terminated by an active READY# signal or the bus cycle is pipelined. (Pipelined bus cycles are discussed in "Pipelining" on page 7-8). Basic bus cycles are illustrated in Figure 7-1. The bus status signals indicate the type of bus cycle the processor is executing. Notice that the signal combinations marked as invalid states may occur when the bus is idle and ADS# is inactive.

Memory read and memory write cycles can be locked to prevent another bus master from using the local bus. This allows for indivisible read-modify-write operations.

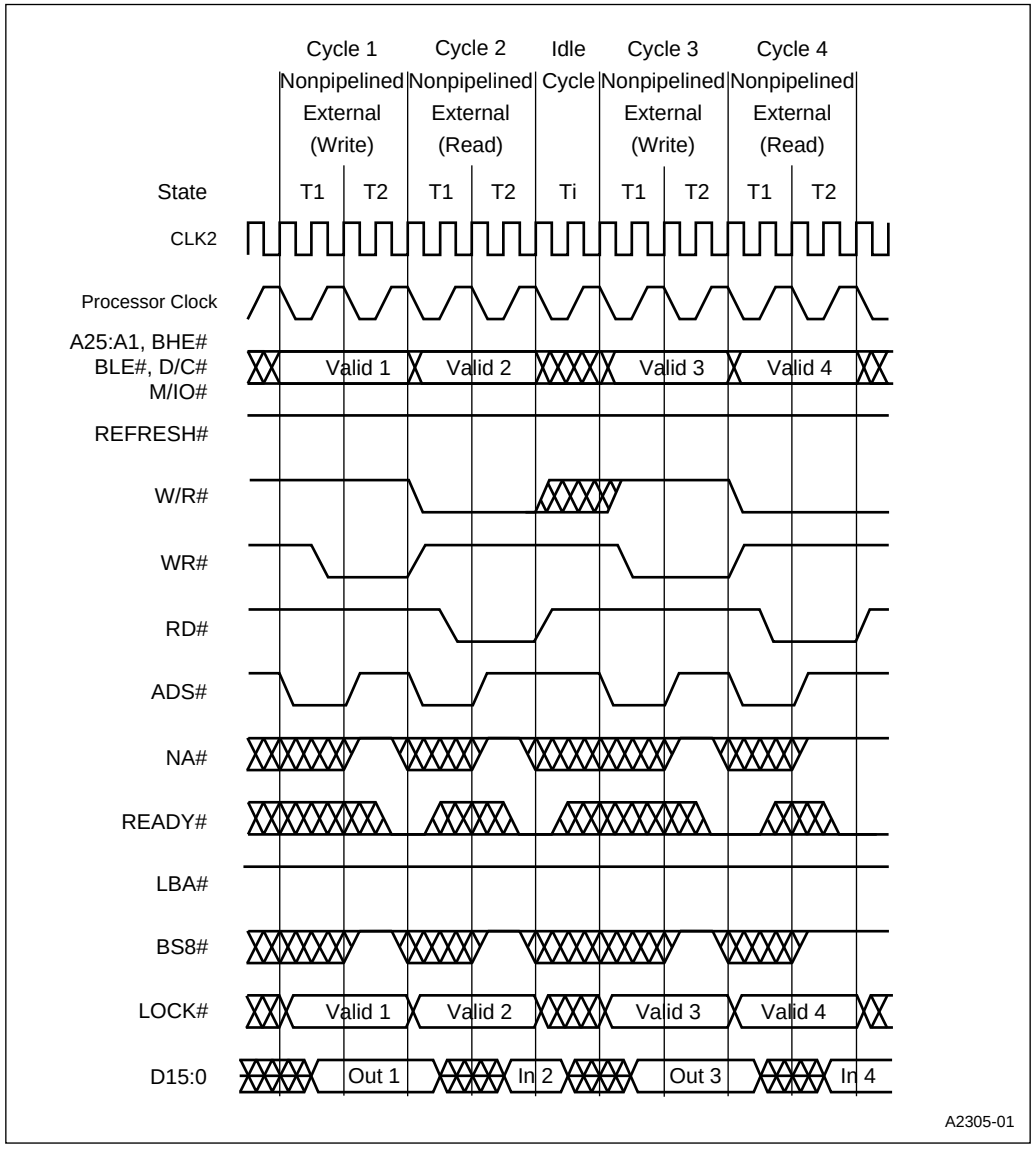


Figure 7-1. Basic External Bus Cycles

7.2.1 Bus States

The processor uses a double-frequency clock input (CLK2). This clock is internally divided by two and synchronized to the falling edge of RESET to generate the internal processor clock signal. Each processor clock cycle is two CLK2 cycles wide.

An external circuit must generate its own clock signal, using the falling edge of RESET as a reference. The processor clock signal is used as a phase status indicator for external circuitry. All device inputs are sampled and outputs are activated at CLK2 rising edges. This makes synchronous circuit design easy through the use of rising-edge-triggered, registered logic (such as PALs, PLDs and EPLDs). Many signals are sampled on every other CLK2 rising edge: some are sampled on the CLK2 edge when the processor clock is high, while others are sampled on the CLK2 edge when the processor clock is low. The maximum data transfer rate for a bus operation (determined by the processor clock) is 16 bits for every two processor clock cycles, or 16 Mbytes per second (CLK2 = 32 MHz, processor clock = 16 MHz).

Each bus cycle is composed of at least two bus states, T1 and T2. Each bus state in turn consists of two CLK2 cycles, which can be thought of as phase 1 and phase 2 of the bus state. During the first bus state (T1), address and bus status pins go active. During the second bus state (T2), external logic and devices respond. If the READY# input is sampled low at the end of T2, the bus cycle terminates (cycle 1). If READY# is high when sampled, the bus cycle continues for an additional T2 state (cycle 2), called a wait state, and READY# is sampled again. Wait states are added until READY# is sampled low. READY# is sampled externally when the LBA# signal is inactive. If the LBA# signal is active, the processor is generating the READY# signal internally. READY# can be generated internally by either an internal peripheral or the chip-select unit's wait-state generator. When no bus cycles are needed (no bus requests are pending), the processor remains in the idle bus state, Ti. The relationship between T1, T2, and Ti is shown in Figure 7-2.

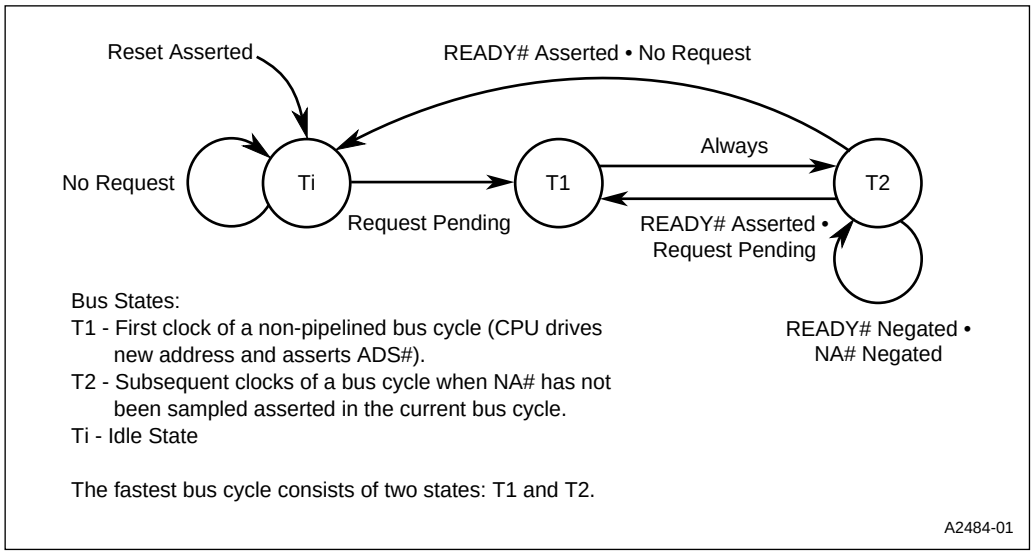


Figure 7-2. Bus State Diagram (Does Not Include Address Pipelining)

7.2.2 Pipelining

With this device, the address and status outputs can be controlled so the outputs for the next bus cycle become valid before the end of the present bus cycle. This technique, allowing bus cycles to overlap, is called *pipelining*.

Pipelining increases bus throughput without decreasing allowable memory or I/O access time, thus allowing high bandwidth with relatively slow, inexpensive components. In addition, using pipelining to address slower devices can yield the same throughput as addressing faster devices with no pipelining. With pipelining, a device operating at 25 MHz (CLK2 = 50 MHz) can transfer data at 25 Mbytes per second, while allowing an address access time of 3 T-states (120 ns at 25 MHz, neglecting signal delays). Without address pipelining, the access time can be only 2 T-states (80 ns at 25 MHz). Accesses to internal peripherals do not use pipelining.

7.2.3 Data Bus Transfers and Operand Alignment

The processor can address up to 64 Mbytes (2^{26} bytes, addresses 000000H–03FFFFFFH) of physical memory and up to 64 Kbytes (2^{16} bytes, addresses 000000H–00FFFFH) of I/O. The device maintains separate physical memory and I/O spaces.

A programmer views the address space (memory or I/O) as a sequence of bytes. Words consist of 2 consecutive bytes, and doublewords consist of 4 consecutive bytes. However, in the system hardware, address space is implemented in 2-byte portions. When the processor reads a word, it accesses a byte from each portion of the 16-bit data bus. The processor automatically translates the programmer's view of consecutive bytes into this hardware implementation.

The memory and I/O spaces are organized physically as sequences of 16-bit words (2^{25} 16-bit memory locations and 2^{15} 16-bit I/O ports maximum). Each word starts at a physical address that is a multiple of 2 and has 2 individually addressable bytes at consecutive addresses.

Pins A1–A25 correspond to the most-significant bits of the physical address; these pins address words of memory. The least-significant bit of the physical address is used internally to activate the appropriate byte enable output (BHE# or BLE# or both).

Data can be transferred in quantities of either 8 or 16 bits for each bus cycle of a data transfer. If a data transfer can be completed in a single cycle, the transfer is said to be *aligned*. For example, a word transfer involving D0–D15 and activating BHE# and BLE# is aligned.

Word transfers that cross a word boundary or doubleword transfers that cross two word boundaries are called *misaligned* transfers. Misaligned word transfers require two bus cycles, while misaligned doubleword transfers require three. The processor automatically generates these cycles. For example, a word transfer at (byte) address 03H requires two transfers: the first activates word address 04H and uses D0–D7, and the second activates word address 02H and uses D8–D15. A doubleword transfer at (byte) address 03H requires one word transfer and two byte transfers. The first word transfer activates word address 04H and uses D0–D15, the next transfer activates word address 06H and uses D0–D7, and the last transfer activates word address 02H and uses D8–D15.

Table 7-3 shows the sequence of bus cycles for all possible alignments and operand length transfers. Even though misaligned transfers are transparent to a program, they are slower than aligned transfers and should be avoided.

Table 7-3. Sequence of Misaligned Bus Transfers

Transfer Type	Physical Address	First Cycle		Second Cycle		Third Cycle	
		Address Bus	Byte Enable	Address Bus	Byte Enable	Address Bus	Byte Enable
word	4N+1	4N+1	BHE#	4N+2	BLE#		
word	4N+3	4N+4	BLE#	4N+3	BHE#		
doubleword	4N	4N	both	4N+2	both		
doubleword	4N+1	4N+4	BLE#	4N+1	BHE#	4N+2	both
doubleword	4N+2	4N+4	both	4N+2	both		
doubleword	4N+3	4N+4	both	4N+6	BLE#	4N+3	BHE#

7.2.4 Ready Logic

A bus cycle is terminated externally by asserting the READY# pin or internally by either an internal peripheral or the chip-select unit's wait-state logic. If an access is to an internal peripheral, the address also goes out to the external bus. If an external device incorrectly decodes a match to the address and drives the READY# pin, contention occurs on the signal. The LBA# pin should be used to alleviate the possibility of contention on the READY# pin. The LBA# pin becomes active when the processor is generating the READY# internally. Figure 7-3 shows the implementation of the READY# signal with the LBA# signal. If you wish to simplify decoding of address space and overlap internal I/O registers, you may need to provide external logic to monitor LBA# and abort the bus cycle externally when the processor generates the READY# internally.

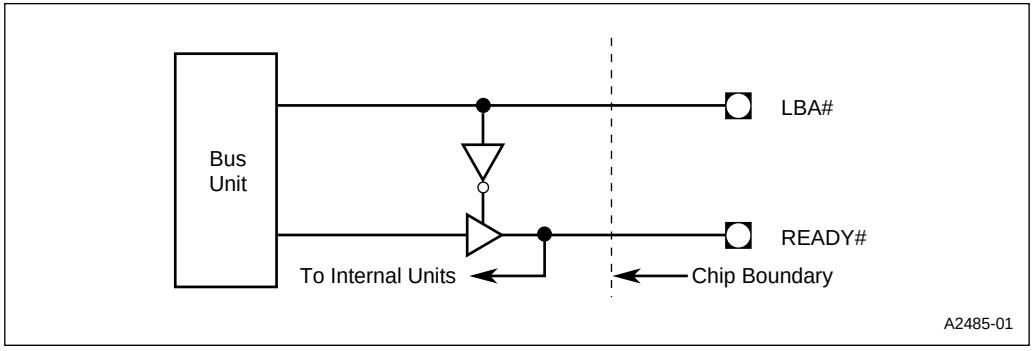


Figure 7-3. Ready Logic

When an internal cycle occurs, the LBA# signal becomes active in phase 1 of T2. Figure 7-4 shows internal and external bus cycles.

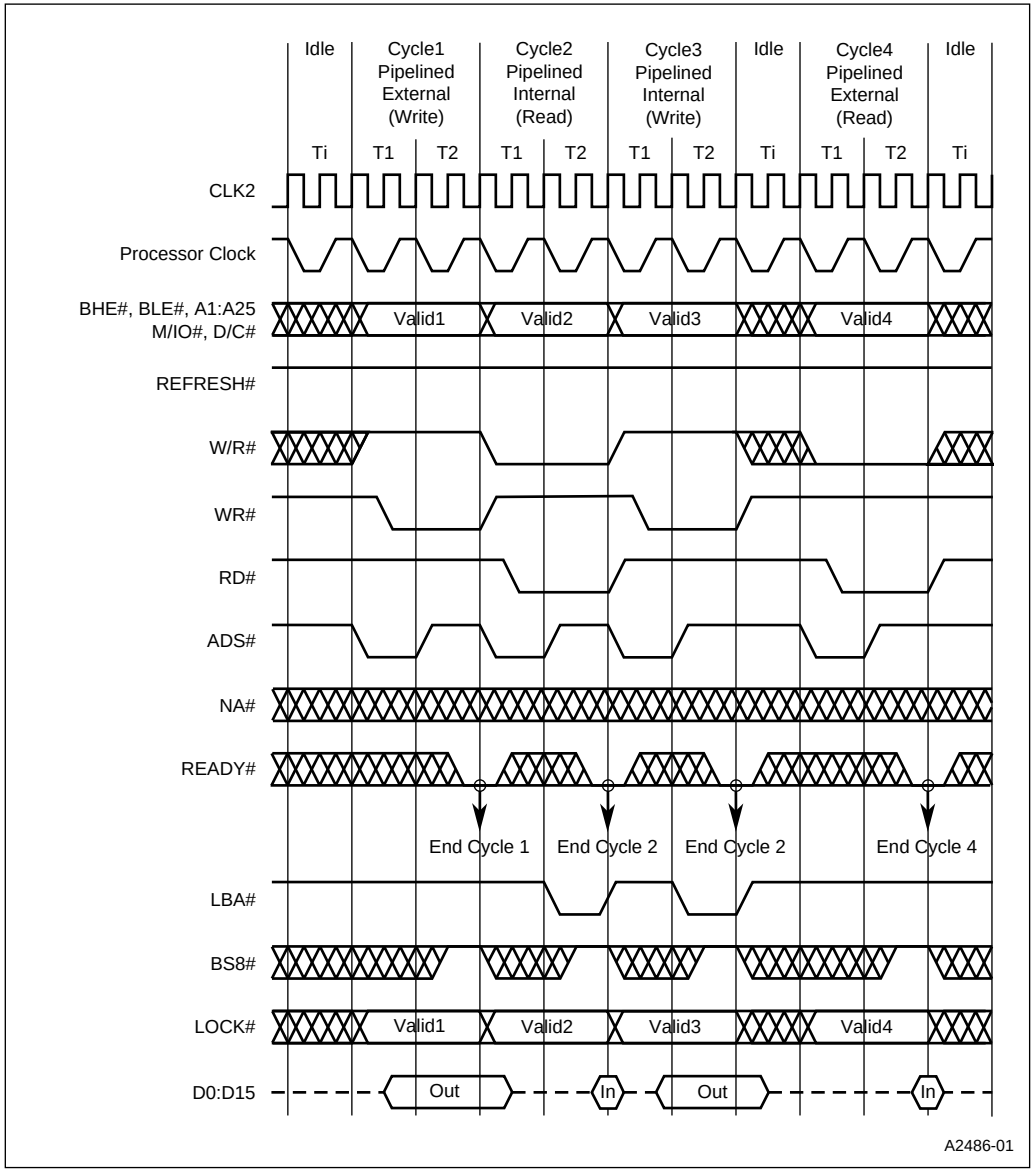


Figure 7-4. Basic Internal and External Bus Cycles

7.3 BUS CYCLES

The processor executes five types of bus cycles:

- read
- write
- interrupt
- halt/shutdown
- refresh

7.3.1 Read Cycle

Read cycles are of two types: pipelined and nonpipelined. In a nonpipelined cycle, the address and status signals become valid during the first T-state of the cycle (T1). In a pipelined cycle, the address and status signals are output in the previous bus cycle, to allow longer memory access times. Pipelined cycles are described in "Pipelined Cycle" on page 7-16. Figure 7-5 shows the timing for two nonpipelined read cycles (one with and one without a wait state). The sequence of signals for the nonpipelined read cycle is as follows:

1. The processor initiates the cycle by driving the address bus and the status signals active and asserting ADS#. The type of bus cycle occurring is determined by the states of the address bus (A1–A25), byte enable pins (BLE# and BHE#), and bus status outputs (W/R#, M/IO#, D/C#, REFRESH#, and LOCK#). Because of output valid delays, these signals should be sampled during a rising edge of the CLK2 signal when ADS# is asserted and the internal processor clock is high. For a read cycle, the bus status outputs have the following states:
   - W/R# is low.
   - M/IO# is high for a memory read and low for an I/O read.
   - D/C# is high for a memory data read and low for a memory code read.
   - REFRESH# is high.
   - LOCK# is low for a locked cycle and high for a nonlocked cycle.

   In a read-modify-write sequence, both the memory data read and memory data write cycles are locked. No other bus master should be permitted to control the bus between two locked bus cycles. The address bus, byte enable pins, and bus status pins (with the exception of ADS#) remain active through the end of the read cycle.
2. At the start of phase 2 of T1, RD# becomes active as the processor prepares the data bus for input. This indicates that the processor is ready to accept data.
3. At the end of T2, READY# is sampled. If READY# is low, the processor reads the input data on the data bus and deactivates RD#.

4. If READY# is high, wait states are added (additional T2 states for nonpipelined cycles) until READY# is sampled low. READY# is sampled at the end of each wait state.
5. Once READY# is sampled low, the processor reads the input data, deactivates RD#, and terminates the read cycle. If a new bus cycle is pending, it begins on the next T-state.

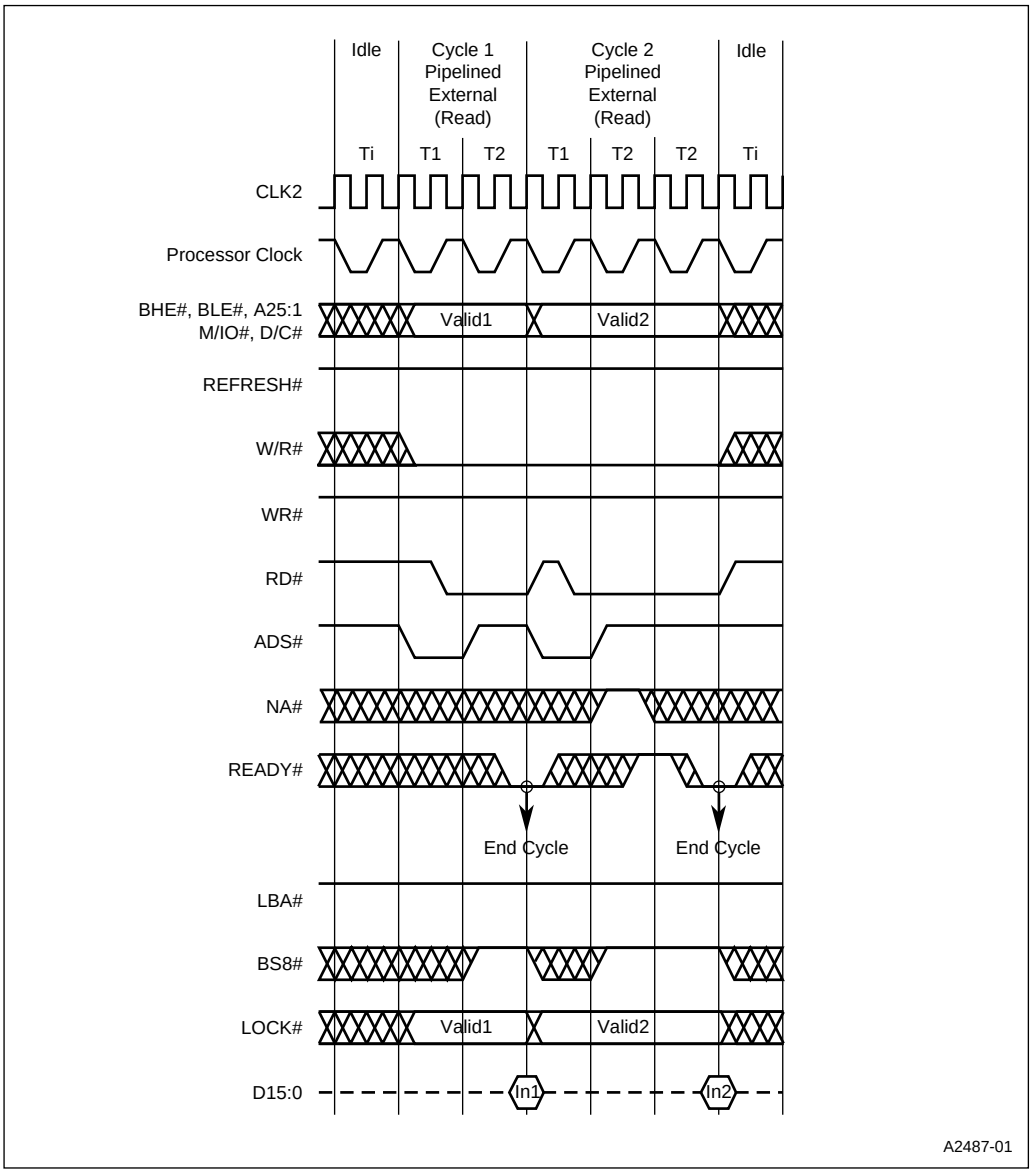


Figure 7-5. Nonpipelined Address Read Cycle

7.3.2 Write Cycle

Write cycles, like read cycles, are of two types: pipelined and nonpipelined. Pipelined cycles are described in “Pipelined Cycle” on page 7-16.

Figure 7-6 shows two nonpipelined write cycles (one with and one without a wait state). The sequence of signals for a nonpipelined write cycle is as follows:

1. The processor initiates the cycle by driving the address bus and the status signals active and asserting ADS#. The type of bus cycle is determined by the states of the address bus (A1–A25), byte enable pins (BLE# and BHE#), and bus status outputs (M/IO#, D/C#, W/R#, and LOCK#). The bus status outputs signal the beginning of a bus cycle when, at a rising edge of the CLK2 signal, ADS# is asserted and the internal processor clock is high. External system logic should use this combination of signals to determine the start of a bus cycle. For a write cycle, the bus status outputs have the following states:
   - W/R# is high.
   - M/IO# is high for a memory write and low for an I/O write, halt, or shutdown cycle.
   - D/C# is high for a memory write or I/O write cycle and low for a halt or shutdown cycle. Unless D/C# is decoded for chip-select logic for a memory device in the address range from zero to two, the shutdown or halt cycle looks like a memory write cycle to byte address zero or two, respectively. The signal D/C# needs to be decoded for memory device chip-selects in this address range (normally SRAM or DRAM devices).
   - LOCK# is low for a locked cycle and high for an unlocked cycle. In a read-modify-write sequence, both the memory data read and memory data write cycles are locked. No other bus master should be permitted to control the bus between two locked bus cycles.

   The address bus, byte enable pins, and bus status pins (with the exception of ADS#) remain active through the end of the write cycle.
2. At the start of Phase 2 in T1, the WR# signal is asserted and the CPU begins to drive output data on its data pins. The data remains valid until the start of phase 2 in the T-State after the present bus cycle has terminated.
3. At the end of T2, READY# is sampled. If READY# is low, the WR# signal is deasserted and the write cycle terminates.
4. If READY# is high, wait states are added (additional T2 states for nonpipelined cycles) until READY# is sampled low. READY# is sampled at the end of each wait state.
5. Once READY# is sampled low, the write cycle terminates. If a new bus cycle is pending, it begins on the next T-state.

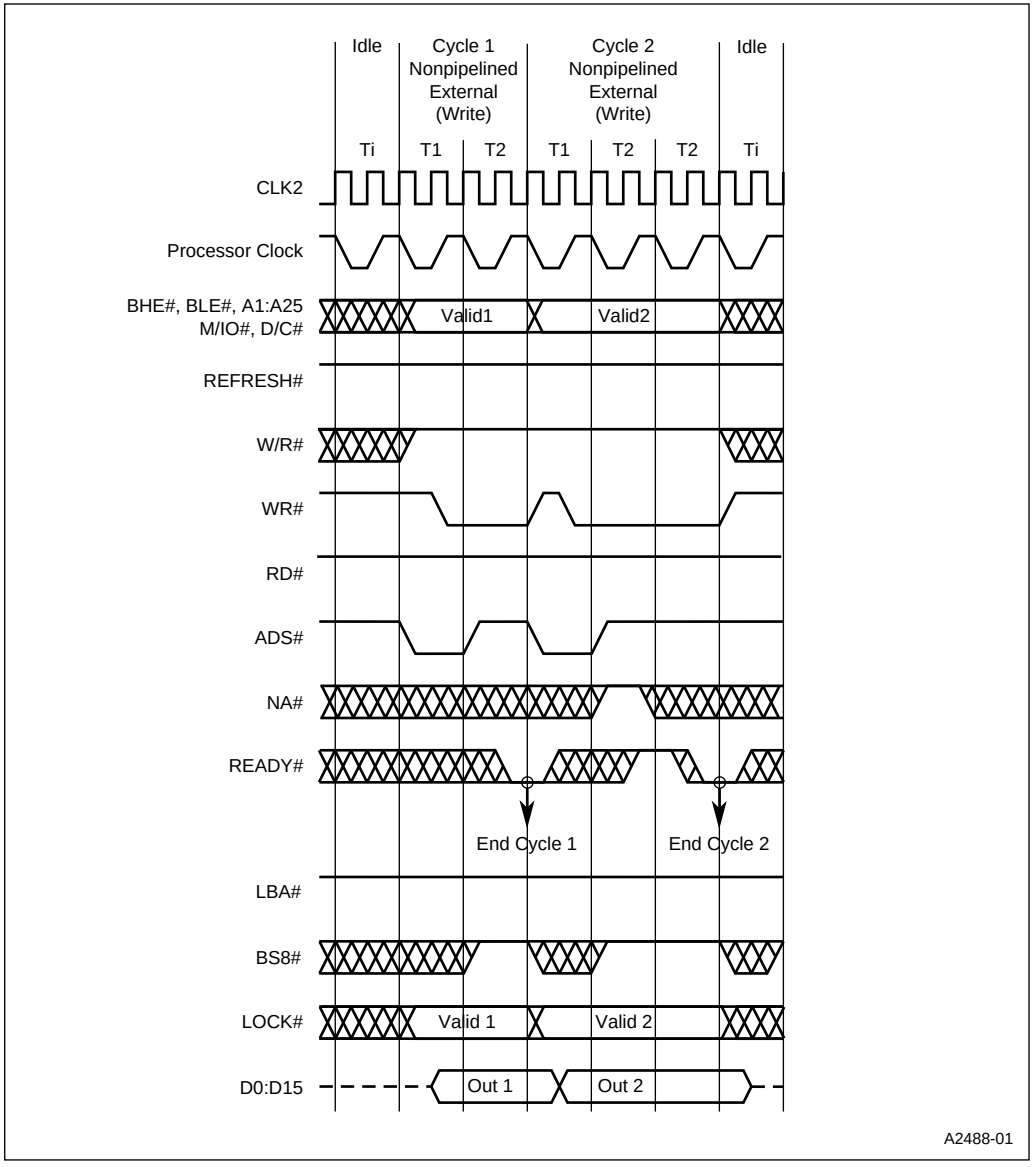


Figure 7-6. Nonpipelined Address Write Cycles

7.3.3 Pipelined Cycle

Pipelining allows bus cycles to be overlapped, increasing the amount of time available for the memory or I/O device to respond. The next address (NA#) input controls pipelining. NA# is generated by logic in the system to indicate that the address and status bus are no longer needed by the system. If pipelining is not desired in a system, the NA# input should be tied inactive.

During any particular bus cycle, NA# is sampled only after the address and status have been valid for one T-state (the T1P state of pipelined cycles or the first T2 state of nonpipelined cycles) and is continuously sampled in each subsequent T-state until it is found active or the bus cycle is terminated. In particular, NA# is sampled at the rising CLK2 edge before phase 2.

If the system is designed to assert NA#, pipelining may be dynamically requested on a cycle-by-cycle basis by asserting NA#. Typically, some but not all devices in a system will be pipelined. Note that asserting the NA# pin is a request for pipelining. Asserting NA# during a bus cycle does not guarantee that the next cycle will be pipelined. During the T2 state of a nonpipelined cycle, if NA# is sampled active, one of four states will occur:

- If a bus cycle is internally pending in the processor and READY# is returned inactive to the processor and the HOLD input is inactive, then the address, byte enables, and bus status signals for the next bus cycle are driven and the processor bus unit enters a T2P state. T2P states are repeated until the bus cycle is terminated.
- If a bus cycle is internally pending in the processor and READY# is returned active to the processor and the HOLD input is inactive, then the address, byte enables, and bus status signals for the next bus cycle are driven and the processor bus unit enters a T1 (nonpipelined) state. In effect, the NA# input is ignored in this case.
- If READY# is returned inactive and either a bus cycle is not internally pending or the HOLD input is active, then the address and byte enables enter an unknown state, the bus status signal goes inactive, and the processor bus unit enters a T2i state. If the bus cycle is not terminated, then the next state will either be a T2P state or a T2i state depending on whether a bus cycle is pending.
- If HOLD is asserted to the processor and READY# is returned active, then the Th state will be entered from a T2 state regardless of whether an internal bus cycle is pending.

Figure 7-7 illustrates the effect of NA# (Figure 7-14 on page 7-32 shows the full bus state diagram including pipelining). During the second T-state (T2) of a nonpipelined read cycle (cycle 2), NA# is sampled low. A bus cycle was pending internally (cycle 3) and the address, byte enables, and bus status signals for this pending bus cycle (cycle 3) are driven during the next T2P state (the first wait state of the current bus cycle). The RD# and WR# signals do not change until READY# is sampled low.

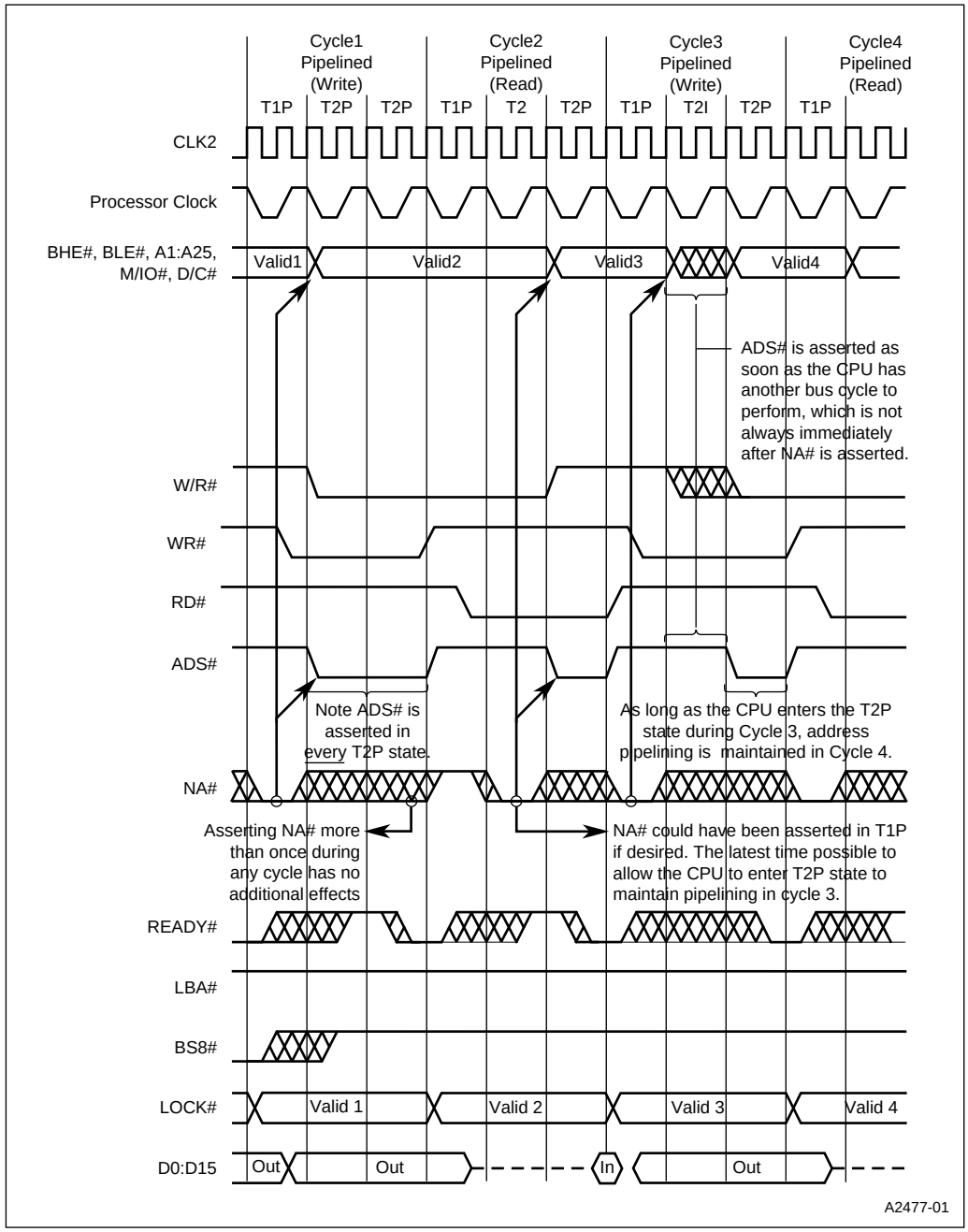


Figure 7-7. Pipelined Address Cycles

In cycle 3, NA# is sampled in the first T-state (T1P); the address and status have been valid for one previous T-state and this is a new bus cycle. NA# is sampled active and because a bus cycle (cycle 4) is pending internally, the address, byte enables, and bus status signals for this pending bus cycle (cycle 4) are driven during the next T2P state.

In cycle 4, NA# is sampled in the first T-state (T1P); the address and status have been valid for one previous T-state, and this is a new bus cycle. NA# is sampled active and because a bus cycle is **not** internally pending, the address and byte enables go to an unknown state and the bus status signals go inactive in the next T2I state. When this cycle is terminated by an active READY# signal, there is no bus cycle pending internally and the bus enters the idle state (Ti).

From an idle bus, an additional overhead of one clock cycle is required to start a pipelined bus cycle (this is true with all pipelined bus architectures). This additional clock is used to pipeline the address and status signals for the first bus cycle in a train of pipelined bus cycles. As long as back-to-back bus cycles are executed, the pipelined bus can maintain the same throughput as the nonpipelined bus. Only when the bus pipeline gets broken (by entering an idle or hold state) is the additional one-clock overhead required to start the pipe again for the next train of pipelined bus cycles.

The first bus cycle after an idle bus state is always nonpipelined. Systems that use pipelining will typically assert NA# during this cycle to enter pipelining. To initiate pipelining, this nonpipelined cycle must be extended by at least one T-state so that the address and status can be pipelined before the end of the cycle. Subsequent cycles can be pipelined as long as no idle bus cycles occur.

Specifically, NA# is sampled at the start of phase 2 of any T-state in which the address and status signals have been active for one T-state and a new cycle has begun:

- the first T2 state of a nonpipelined cycle (the second T-state)
- the T1P state of a pipelined cycle (the first T-state)
- any wait state of a nonpipelined or pipelined cycle unless NA# has already been sampled active

Once NA# is sampled active, it remains active internally throughout the current bus cycle. If NA# and READY# are active in the same T2 state, the state of NA# is irrelevant because READY# causes the start of a new bus cycle. Therefore, the new address and status signals are always driven, regardless of the state of NA#. NA# has no effect on a refresh cycle because the refresh cycle is entered from an idle bus state and exits to an idle bus state.

With this processor, address pipelining is optional so that bus cycle timing can be closely tailored to the access time of the memory device; pipelining can be activated once the address is latched externally or not activated if the address is not latched. For systems that use address pipelining, the great majority of accesses are pipelined. Very few idle states occur in an Intel386 EX processor system. This means that once the processor has entered pipelining, another bus cycle request is almost always internally pending, resulting in a continuous train of pipelined cycles. In measured systems, about 85% of bus cycles are pipelined.

A complete discussion of the considerations for using pipelining can be found in the *Intel386™ SX Microprocessor* data sheet or the *Intel386™ SX Microprocessor Hardware Reference Manual*.

7.3.4 Interrupt Acknowledge Cycle

An unmasked interrupt causes the processor to suspend execution of the current program and perform instructions from another program called an *interrupt service routine*. Interrupts are described in Chapter 8, "Interrupt Control Unit."

The interrupt control unit coordinates the interrupts of several devices. It contains two 8259A programmable interrupt controllers (PICs) connected in cascade. The slave 8259A module controls up to five internal interrupt sources and up to four external interrupt sources depending upon the configuration programmed. The master 8259A module controls three internal interrupt sources and up to four external interrupt sources depending upon the configuration programmed. When a device signals an interrupt request, the interrupt control unit activates the processor's INTR input.

Interrupt acknowledge cycles are special bus cycles that enable the interrupt control unit to output a service-routine vector onto the data bus. The processor performs two back-to-back interrupt acknowledge cycles in response to an active INTR input (as long as the interrupt flag is enabled). Interrupt acknowledge cycles are similar to regular bus cycles in that the processor initiates each bus cycle and an active READY# terminates each bus cycle. The cycles are shown in Figure 7-8. The sequence of signals for an interrupt acknowledge cycle is as follows:

1. The address and status signals are driven active and ADS# is driven low to start each bus cycle.
   - Status signals M/IO#, D/C#, and W/R# are low to indicate an interrupt acknowledge bus cycle. These signals must be decoded to generate the INTA input signal for an external 8259A if an external cascaded 8259A is used. The REFRESH# signal is high.
   - LOCK# is active from the beginning of the first cycle to the end of the second. HOLD requests from other bus masters are not recognized until after the second interrupt acknowledge cycle.
   - The byte address driven during the first cycle is 4; during the second cycle the byte address is 0. BHE# is high, BLE# is low, and A3–A25 and A1 are low for both cycles; A2 is high for the first cycle and low for the second. If the CAS enable bit in the interrupt control unit's configuration register (INTCFG) is set, address bits A18–A16 will reflect the CAS lines. The CAS lines are valid from T2 of the first interrupt acknowledge cycle until the end of the second interrupt acknowledge cycle.
2. The processor floats D0–D15 for both cycles; however, at the end of the second cycle, if the interrupt is from an external cascaded 8259A, the service-routine vector driven on the lower data bus by the 8259A is read by the processor on data pins D0–D7. Otherwise, the active internal 8259A sends the vector to the processor.
3. READY# is generated internally for the first cycle and for the second cycle if the interrupt request is from one of the internal 8259A modules. If the interrupt is from a cascaded external 8259A, external logic must assert READY# to terminate the second cycle. The internal chip-select unit will not generate READY# for interrupt acknowledge cycles.

System logic must generate sufficient wait states (by delaying the assertion of READY#) to extend the cycle to the minimum pulse-width requirement of the external 8259A. In addition, the CPU inserts four idle (Ti) states between the two cycles to match the recovery time of the 8259A.

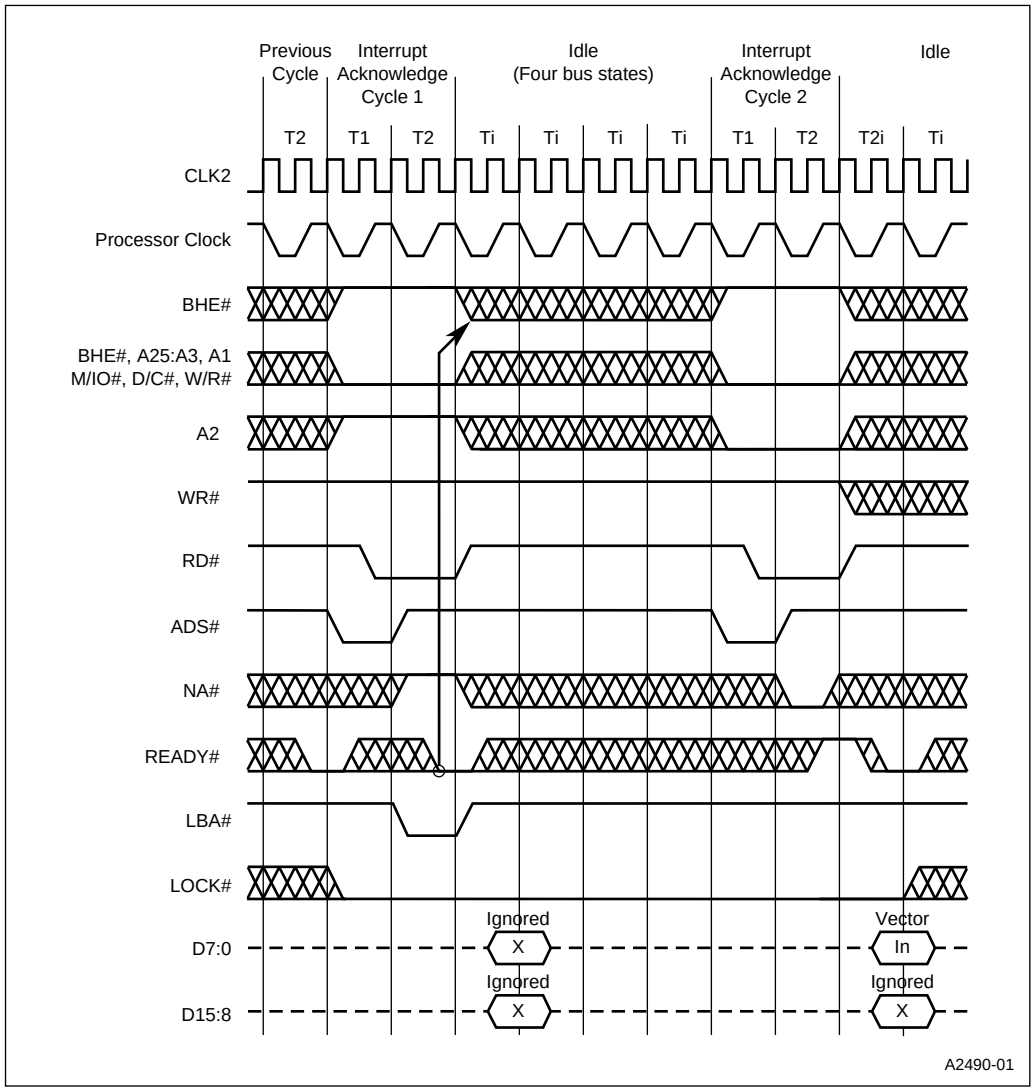


Figure 7-8. Interrupt Acknowledge Cycles

7.3.5 Halt/Shutdown Cycle

The halt condition occurs in response to a HALT instruction. The shutdown condition occurs when the processor is processing a double fault and encounters a protection fault; the processor cannot recover and shuts down. Externally, a shutdown cycle differs from a halt cycle only in the resulting address bus outputs. The sequence of signals for a halt cycle is as follows:

1. As with other bus cycles, a halt or shutdown cycle is initiated by driving the address and status signals active and asserting ADS#. Figure 7-9 shows a halt bus cycle. The address and status signals are driven to the following active states:
   - M/IO# and W/R# are driven high and D/C# is driven low to indicate a halt cycle or shutdown cycles.
   - The address bus outputs a byte address of 2 for a halt condition and a byte address of zero for a shutdown condition. These signals are used by external devices to respond to the halt or shutdown cycle.

   NOTE

   Notice that the halt or shutdown bus cycle will appear as a memory write operation to byte address 0 or 2 (depending on whether a shutdown or halt cycle is being performed) if the D/C# signal is not decoded. Any read/write devices located in the memory space at these addresses need to decode the D/C# signal for selection; otherwise, a halt or shutdown cycle will corrupt them.

2. READY# must be asserted to complete the halt or shutdown cycle. The internal chip-select unit will not generate READY# during halt/shutdown cycles. The processor will remain in the halt or shutdown condition until one of the following actions occurs:
   - NMI goes high; the processor services the interrupt.
   - RESET goes high; the device is reinitialized.
   - In the halt condition (but not in the shutdown condition), if maskable interrupts are enabled, an active INTR input will cause the processor to end the halt cycle and service the interrupt. The processor can service processor extension (PEREQ) requests and hold (HOLD) requests while in the halt or shutdown condition.

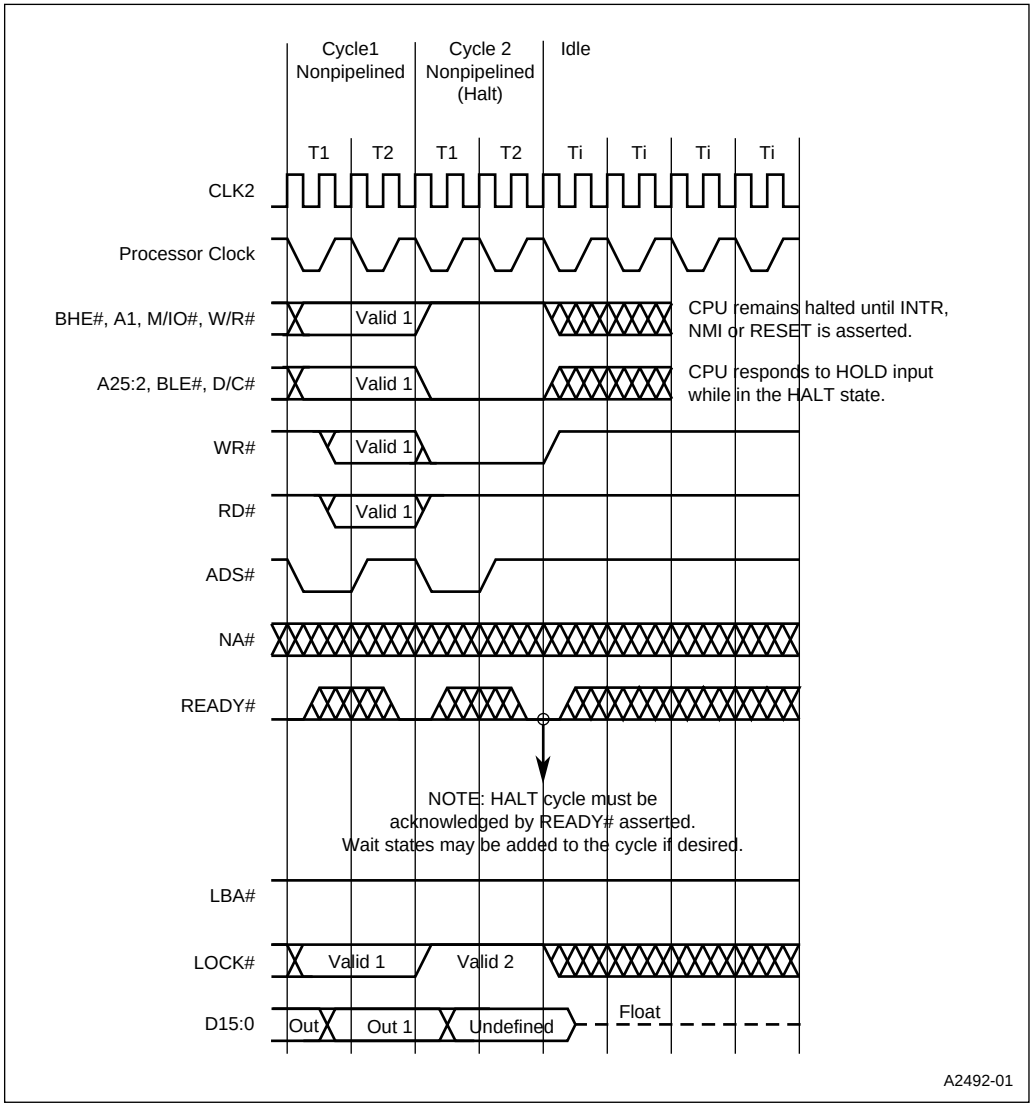


Figure 7-9. Halt Cycle

7.3.6 Refresh Cycle

The refresh control unit simplifies dynamic memory controller design by issuing dummy read cycles at specified intervals. (For more information, refer to Chapter 15, “Refresh Control Unit.”) Figure 7-10 shows a basic refresh cycle. The sequence of signals for a refresh cycle is as follows:

1. Like a read cycle, the refresh cycle is initiated by asserting ADS# and completed by asserting READY#. The address and status pins are driven to the following values:
   — M/IO# and D/C# are driven high and W/R# and REFRESH# are driven low to indicate a memory read.
   — Address lines are driven to the current refresh address, while the BHE# and BLE# are driven high.
2. To complete the refresh cycle, READY# must be asserted. The refresh control unit then relinquishes control to the current internal bus master until the next refresh cycle is needed.

During hold acknowledge cycles with the HLDA pin active, the refresh control unit will drop the HLDA pin before issuing a refresh cycle. The processor then waits for the HOLD pin to be deasserted for at least one processor clock cycle. Once HOLD is deasserted, the processor will begin the refresh cycle. Figure 7-11 shows a refresh cycle during a HOLD/HLDA condition.

CAUTION

External bus arbitration logic should monitor the HDLA signal if the refresh control unit is being used. If a refresh cycle is left waiting longer than the refresh count, DRAM may lose data.

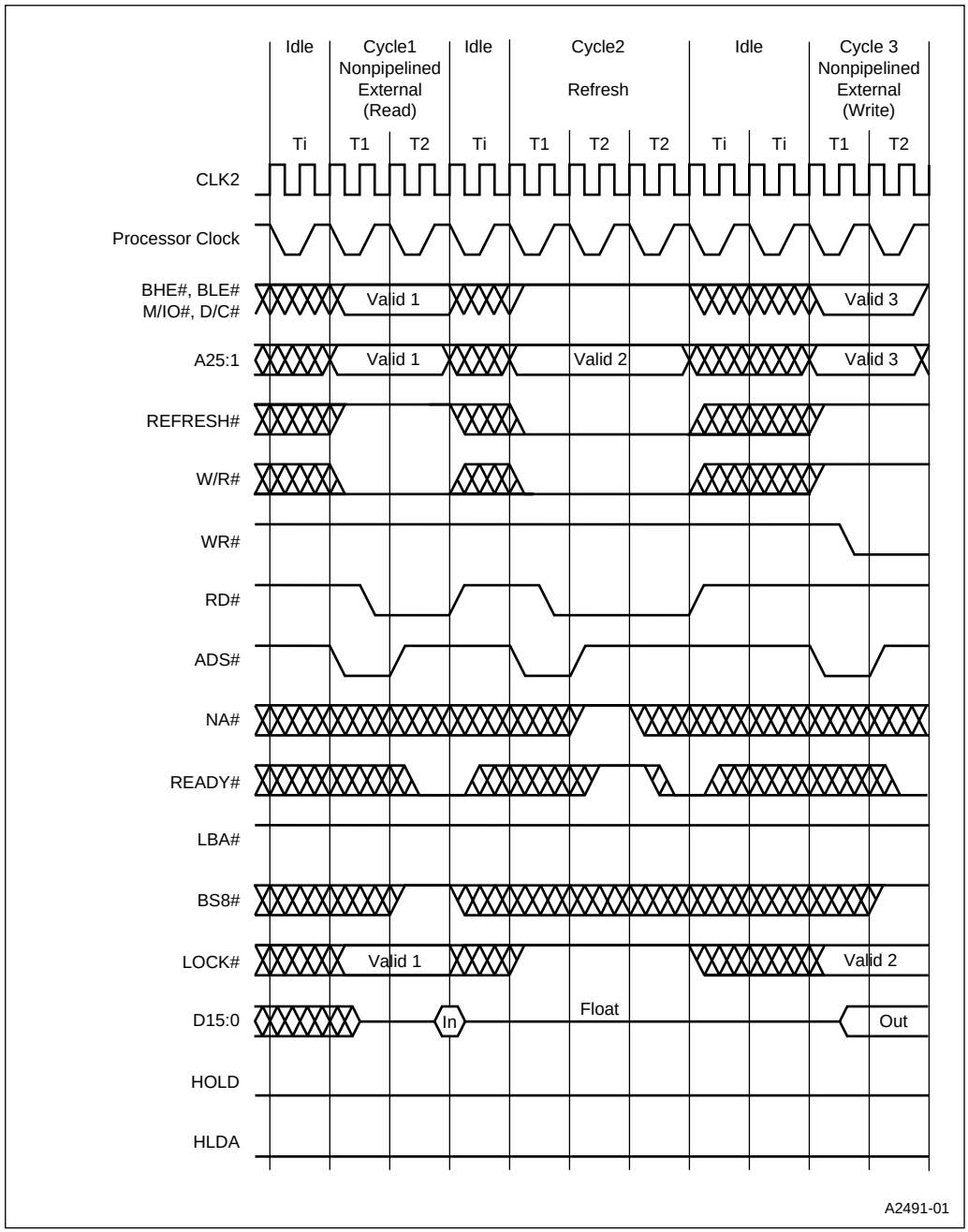


Figure 7-10. Basic Refresh Cycle

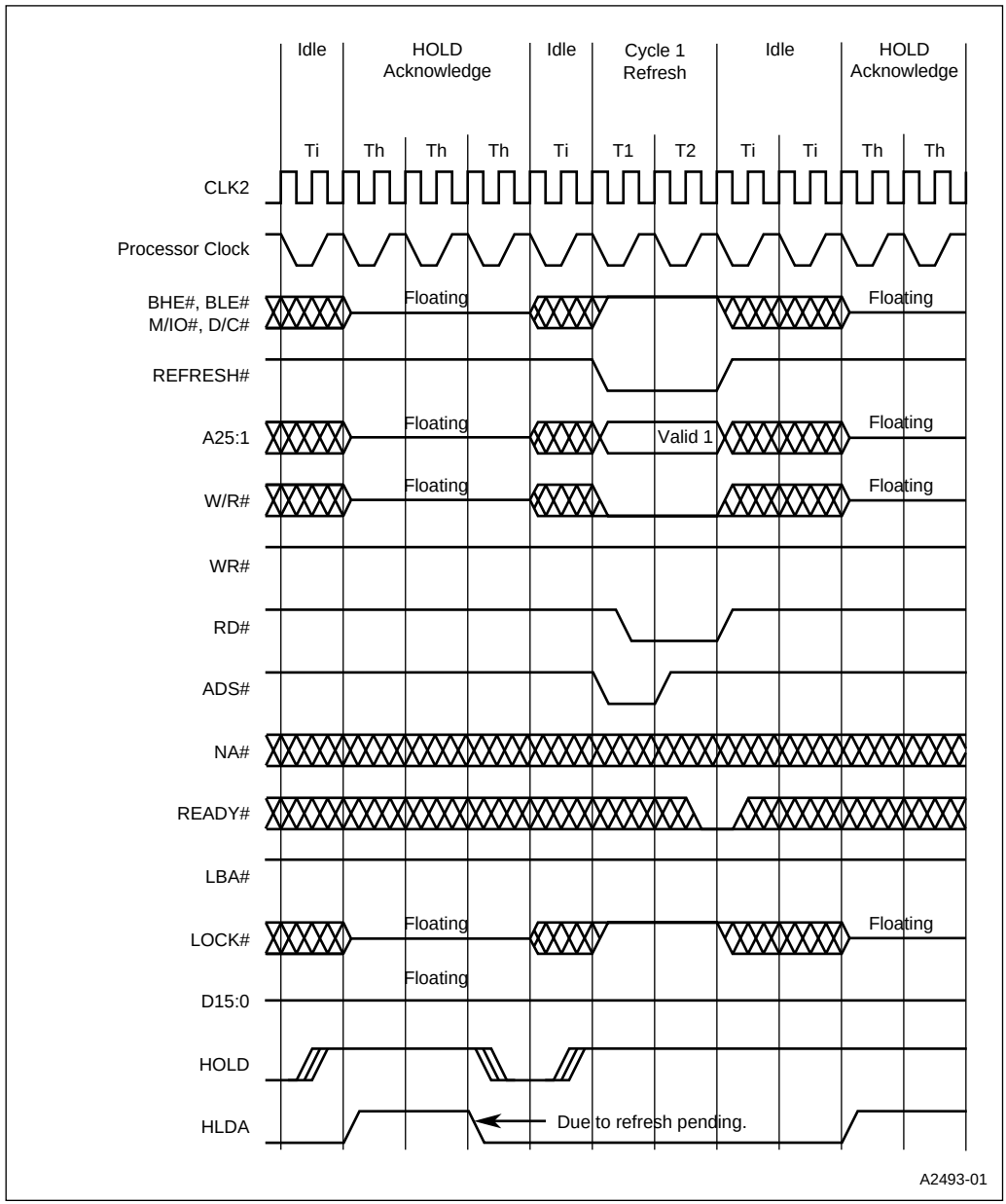


Figure 7-11. Refresh Cycle During HOLD/HLDA

7.3.7 BS8 Cycle

The BS8 cycle allows external logic to dynamically switch between an 8-bit data bus size and a 16-bit data bus size by using the BS8# pin. Figure 7-12 shows a word access to an 8-bit peripheral. Depending upon the current bus access width and address and the state of the BS8# pin, the processor will perform the following actions:

- If the current bus cycle is a byte write with BHE# active and BLE# inactive, the processor copies the upper eight bits of the data bus (D8–D15) to the lower eight bits of the data bus (D0–D7).
- If the current bus cycle is a word write with both BHE# and BLE# active and the processor samples the BS8# pin active at the end of the last T2 (when READY# is sampled active), the processor waits for the current bus to complete and then executes another write cycle with the upper eight bits of the data bus (D8–D15) copied to the lower eight bits of the data bus (D0–D7). The processor deactivates BLE# on the second cycle.
- If the current bus cycle is a word read with both BHE# and BLE# active and the processor samples the BS8# pin active at the end of the last T2 (when READY# is sampled active), the processor waits for the current bus cycle to complete and then executes another read cycle, with BLE# inactive, diverting the lower eight bits of the data bus (D0–D7) onto the upper eight bits of the data bus (D8–D15).
- If the current bus cycle is any byte access with BHE# inactive and BLE# active, the processor ignores the state of the BS8# pin.

The BS8 cycle generates additional bus cycles for read and write cycles only. For interrupt and halt/shutdown cycles, the accesses are byte wide and the BS8# pin is ignored. For a refresh cycle, the byte enables are both disabled and the BS8# pin is ignored.

NOTE

If a BS8 cycle requires an additional bus cycle, the processor retains the current address for the second cycle. Address pipelining **cannot** be used with BS8 cycles because address pipelining requires that the next address be generated on the bus before the end of the current bus cycle.

To utilize the dynamic 8-bit bus sizing, an external memory or I/O should connect to the lower eight bits of the data bus (D0–D7), use the BLE# as the zero address bit, and assert BS8# in T2 when the access is to the memory or I/O. The BS8# pin can also be controlled by the internal chip-select unit.

ERRATA (4/5/95)
In Section 7.3.7, BS8 Cycle (page 7-27) the second and third bullets incorrectly referenced "...phase two of T2"; these have been changed to "...at the end of the last T2 (when READY# is sampled active)".

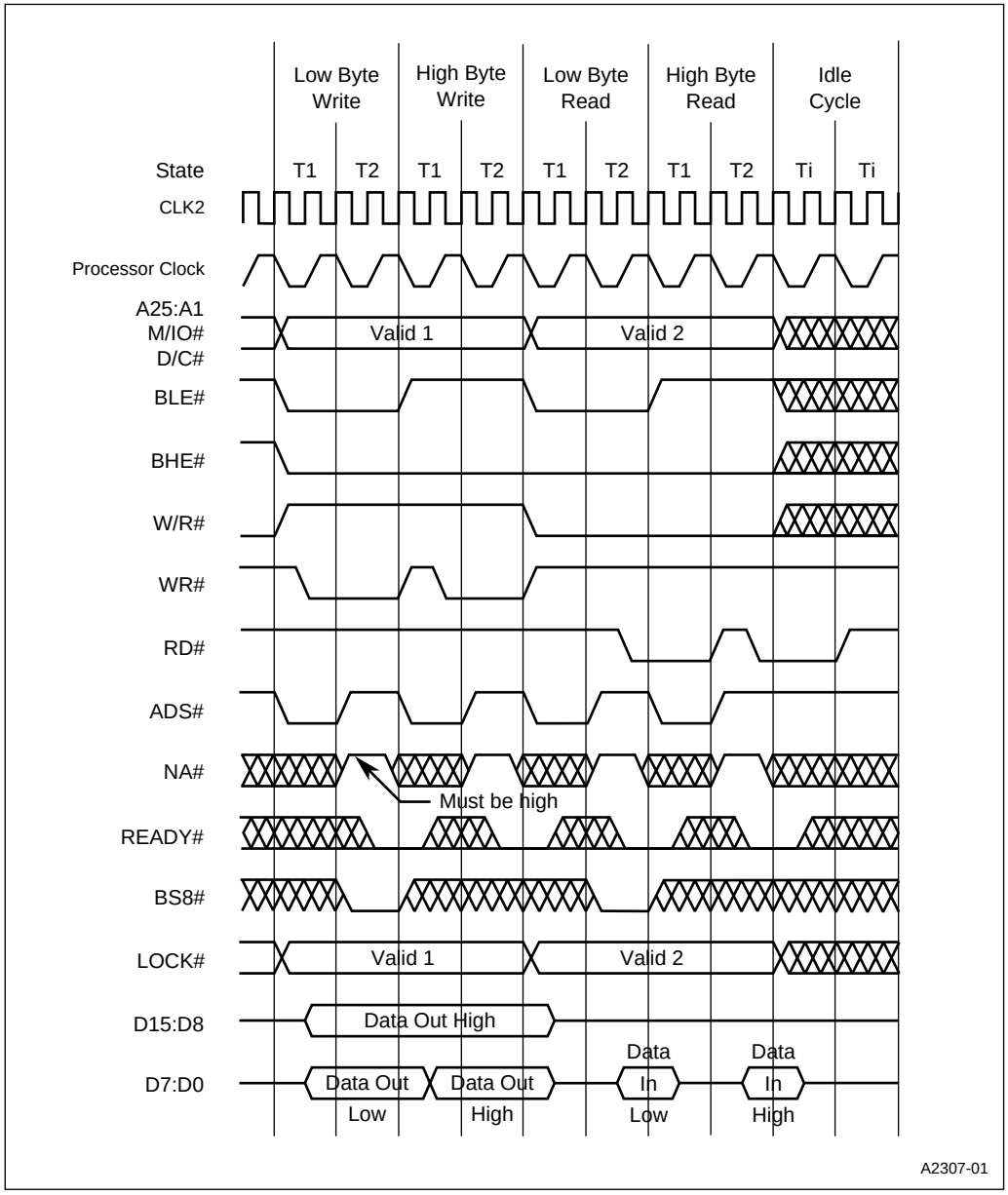


Figure 7-12. BS8 Cycle

7.4 BUS LOCK

In a system in which more than one device (a bus master) may control the local bus, locked cycles are used to make sequential bus cycles indivisible. Otherwise, the cycles can be separated by a cycle from another bus master.

Any bus cycles that must be performed back-to-back without any intervening bus cycles by other bus masters should be locked. The use of a semaphore is one example of this concept. The value of a semaphore indicates a condition such as the availability of a device. If the CPU reads a semaphore to determine that a device is available, then writes a new value to the semaphore to indicate that it intends to take control of the device, the read cycle and write cycle should be locked to prevent another bus master from reading from or writing to the semaphore in between the two cycles.

The LOCK# output signals the other bus masters that they may not gain control of the bus. In addition, when LOCK# is asserted, the processor will not recognize a HOLD request from another bus master.

7.4.1 Locked Cycle Activators

The LOCK# signal is activated explicitly by the LOCK prefix on certain instructions. (The instructions are listed in the *Intel386™ SX Microprocessor Programmer's Reference Manual*.) LOCK# is also asserted automatically for XCHG instructions, descriptor updates, and interrupt acknowledge cycles.

7.4.2 Locked Cycle Timing

LOCK# is activated on the CLK2 edge that begins the first locked bus cycle and deactivated when READY# is sampled low at the end of the last bus cycle to be locked. LOCK# is activated and deactivated on these CLK2 edges regardless of address pipelining. If address pipelining is used, LOCK# remains active until after the address and bus cycle status signals have been asserted for the pipelined cycle. Consequently, the LOCK# signal can extend into the next memory access cycle that does not need to be locked. (See Figure 7-13.) The result is that the use of the bus by another bus master is delayed by one bus cycle.

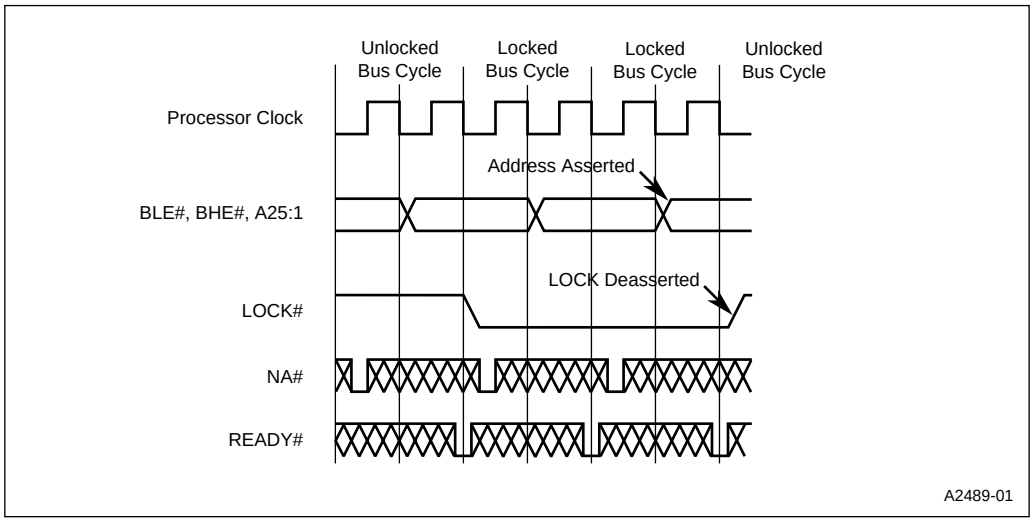


Figure 7-13. LOCK# Signal During Address Pipelining

7.4.3 LOCK# Signal Duration

The maximum duration of the LOCK# signal affects the maximum HOLD request latency because HOLD is recognized only after LOCK# goes inactive. The duration of LOCK# depends on the instruction being executed and the number of wait states per cycle. The longest duration of LOCK# is 9 bus cycles plus approximately 15 clocks. This occurs when an interrupt (hardware or software) occurs and the processor performs a LOCKed read of the gate in the interrupt descriptor table (8 bytes), a read of the target descriptor (8 bytes), and a write of the accessed bit in the target descriptor.

7.5 HOLD/HLDA (HOLD ACKNOWLEDGE)

This device provides internal arbitration logic that supports a protocol for transferring control of the local bus to other bus masters. This protocol is implemented through the HOLD input and the HLDA output.

7.5.1 HOLD/HLDA Timing

To gain control of the local bus, the requesting bus master drives the HOLD input active. This signal must be synchronous to the processor's CLK2 input. The processor responds by completing its current bus cycle, then three-states all bus outputs except HLDA (effectively removing itself from the bus) and drives HLDA active to signal the requesting bus master that it may take control of the bus. The requesting bus master must maintain HOLD active until it no longer needs the bus. When HOLD goes low, the processor drives HLDA low and begins a bus cycle (if one is pending).

For valid system operation, the requesting bus master must **not** take control of the bus until it receives the HLDA signal and must remove itself from the bus before deasserting the HOLD signal. Setup and hold times relative to CLK2 for both rising and falling transitions of the HOLD signal must be met.

If the internal refresh control unit is used, the HLDA signal may drop while an external master has control of the bus, in which case the external bus master may or may not drop HOLD to allow the processor to perform the refresh cycle. When the processor receives an active HOLD input, it completes the current bus cycle before relinquishing control of the bus. Figure 7-14 shows the state diagram for the bus including the HOLD state.

During HOLD, the processor can continue executing instructions that are already in its prefetch queue. Program execution is delayed if a read cycle is needed while the processor is in the HOLD state. The processor can queue one write cycle internally, pending the return of bus access; if more than one write cycle is needed, program execution is delayed until HOLD is released and the processor regains control of the bus.

HOLD has priority over most bus cycles, but is not recognized under certain conditions:

- during locked cycles
- between two interrupt acknowledge cycles (LOCK# asserted)
- during misaligned word transfers (LOCK# not asserted)
- during doubleword (32-bit) transfers (LOCK# not asserted)
- during misaligned doubleword transfers (LOCK# not asserted)
- during an active RESET signal (HOLD is recognized during the time between the falling edge of RESET and the first instruction fetch)

All inputs are ignored while the processor is in the HOLD state, except for the following:

- HOLD is monitored to determine when the processor may regain control of the bus.
- RESET is of higher priority than HOLD. An active RESET input reinitializes the device.
- One NMI request is recognized and latched. It is serviced after HOLD is released.

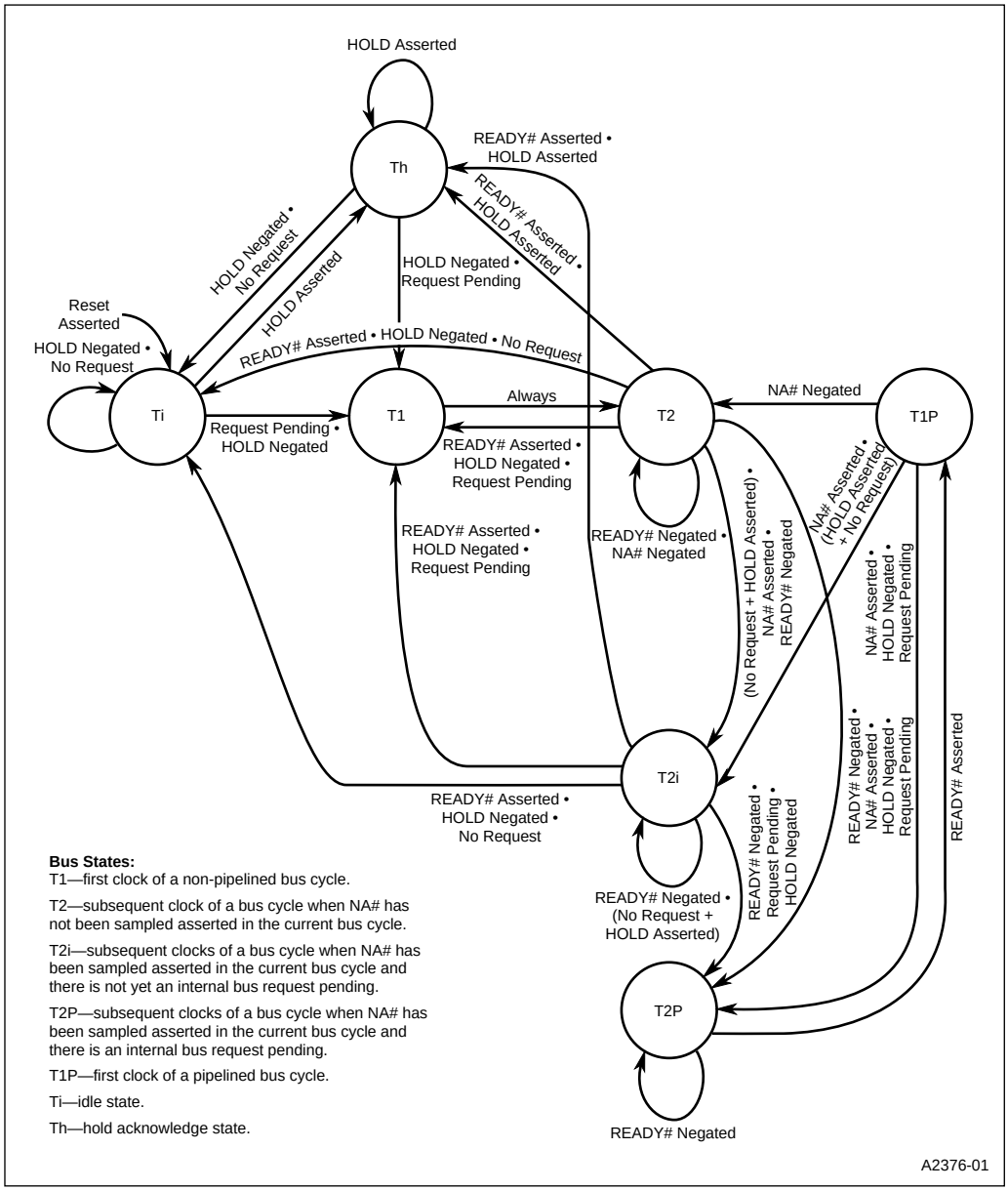


Figure 7-14. Complete Bus States (Including Pipelined Address)

7.5.2 HOLD Signal Latency

Because other bus masters may be used in time-critical applications, the amount of time the bus master must wait for bus access (HOLD latency) can be a critical design consideration. Because a bus cycle must be terminated before HLDA can go active, the maximum possible latency occurs when a bus-cycle instruction is being executed or a DMA block mode transfer is in progress. Wait states increase latency, and HOLD is not recognized between locked bus cycles and interrupt acknowledge cycles. The internal DMA may also contribute to the latency.

The HOLD latency is dependent on a number of parameters:

- The instruction being executed at the time the HOLD request occurs.
- The number of wait states the system is executing, including the following:
  - — memory wait states
  - — code fetch wait states
  - — interrupt acknowledge wait states
- The privilege levels of the requesting and target routines.
- The mode of the DMA, if it is executing:
  - — block mode
  - — single cycle mode
  - — demand transfer mode

CHAPTER 8
INTERRUPT CONTROL UNIT

The interrupt control unit (ICU) is functionally identical to two industry-standard 82C59As connected in cascade. The system supports 16 interrupt sources, which can be individually or globally disabled. The ICU funnels the interrupt sources to the CPU based on a programmable priority structure. Eight of the interrupt sources come from internal peripherals and the other eight come from external pins. You can cascade additional 82C59As to four of the external interrupt pins to increase the number of possible interrupts.

This chapter describes the interrupt control unit and is organized as follows:

- Overview
- ICU operation
- Programming
- Design considerations

8.1 OVERVIEW

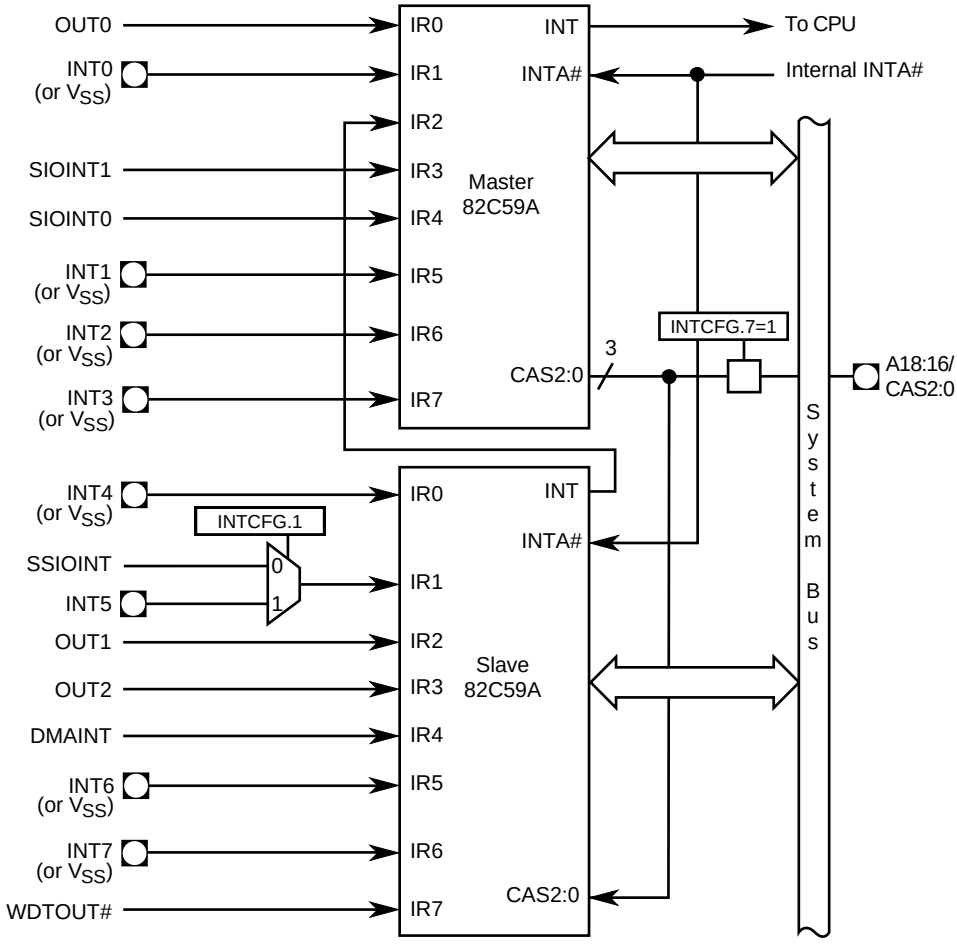
The ICU (Figure 8-1) consists of two 82C59As configured as master and slave. Each 82C59A has eight interrupt request (IR) signals. The master has seven interrupt sources and the slave 82C59A connected to its IR signals. The slave has nine interrupt sources connected to its IR signals (two sources are multiplexed to one IR signal). The interrupts can be globally or individually enabled or disabled.

The master can receive multiple interrupt requests at once or it can receive a request while the CPU is already processing another interrupt. The master uses a programmable priority structure to determine in what order to process multiple interrupt requests and to determine which requests can interrupt the processing of other requests. When the master receives an interrupt request, it checks to see that the interrupt is enabled and determines its priority. If the interrupt is enabled and has sufficient priority, the master sends the request (via the INT signal) to the CPU. This causes the CPU to initiate an internal interrupt acknowledge cycle.

The slave 82C59A is cascaded from (or connected to) the master's IR2 signal. Like the master, the slave uses a programmable priority structure. When the slave receives an interrupt request, it sends the request to the master (assuming the request is enabled and has sufficient priority). The master sees the slave request as a request on its IR2 line. The master then sends the request to the CPU (assuming the request is enabled and has sufficient priority) and the CPU initiates an internal interrupt acknowledge cycle.

The internal interrupt acknowledge cycle consists of two pulses that are sent to the 82C59A INTA# inputs. This cycle causes the 82C59A that received the original interrupt request to put the request's vector number on the bus. The master's cascade signals (CAS2:0) determine which 82C59A is being acknowledged (i.e., which 82C59A needs to put the vector number on the bus). The CPU uses its processing mode (real, protected, or virtual-86) and the vector number to find the address of the interrupt service routine.

The master 82C59A has four device pins (INT3:0) connected to it. You can cascade additional 82C59A slaves to these pins to increase the number of possible interrupt sources. The CPU initiates interrupt acknowledge cycles for the internal 82C59As. External logic must to decode the bus signals to generate external interrupt acknowledge signals. Since the cascade bus determines which 82C59A is being acknowledged, each external slave must monitor the master's cascade signals to determine whether it is the acknowledged slave. For external slaves, the master's cascade signals can appear on the A18:16 address pins.



Note:
The port 3 configuration register (P3CFG) connects INT0–INT3 to the master's IR input signals. The interrupt configuration register (INTCFG) connects INT4, INT6, and INT7 to the slave's IR input signals. Otherwise, V_{SS} is connected.

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Figure 8-1. Interrupt Unit Connections

8.2 ICU OPERATION

The following sections describe the ICU operation. The ICU's interrupt sources, interrupt priority structure, interrupt vectors, interrupt processing, and polling mode are discussed.

8.2.1 Interrupt Sources

The ICU supports 16 interrupt sources (see Table 8-1). Eight of these sources are internal peripherals and eight are external device pins (INT7:0). The device pins, INT3:0, are multiplexed with port pins. When the port pin function rather than the interrupt function is enabled at the pin, V_{SS} is connected to the ICU's request signal. The device pins, INT7, INT6, and INT4, must be enabled. One external interrupt source, INT5, and an internal source, SSIOINT, are connected to the same interrupt request signal. Only one of these sources can be enabled at a time. The port 3 configuration register (P3CFG) controls INT3:0 interrupt source connections, and the interrupt configuration register (INTCFG) controls the INT7:4 interrupt source connections.

Table 8-1. 82C59A Master and Slave Interrupt Sources

Master IR Line	Source	Connected by
IR0	OUT0 (timer control unit)	Hardwired
IR1	INT0 (device pin)	P3CFG
IR2	Slave 82C59A Cascade	Hardwired
IR3	SIOINT1 (SIO unit)	Hardwired
IR4	SIOINT0 (SIO unit)	Hardwired
IR5	INT1 (device pin)	P3CFG
IR6	INT2 (device pin)	P3CFG
IR7	INT3 (device pin)	P3CFG

Slave IR Line	Source	Connected by
IR0	INT4 (device pin)	INTCFG
IR1	SSIOINT (SSIO unit)	INTCFG
	INT5 (Device pin)	
IR2	OUT1 (timer control unit)	Hardwired
IR3	OUT2 (timer control unit)	Hardwired
IR4	DMAINT (DMA unit)	Hardwired
IR5	INT6 (device pin)	INTCFG
IR6	INT7 (device pin)	INTCFG
IR7	WDTOUT# (watchdog timer)	Hardwired

The processing of an interrupt begins with the assertion of an IR signal. During the ICU initialization process, you can program the IR signals to be either edge triggered or level sensitive. Edge triggering means that the ICU recognizes a low-to-high transition on an IR signal as an interrupt request. Level sensitive means that the ICU recognizes a rising edge on an IR signal as an interrupt request.

8.2.2 Interrupt Priority

Each 82C59A contains eight interrupt request signals. An 82C59A can receive several concurrent interrupt requests or can receive a request while the CPU is servicing another interrupt. When this occurs, the 82C59A utilizes a programmable priority structure to determine in what order to process the interrupts. There are two parts to the priority structure: assigning an interrupt level to each IR signal and determining their relative priorities.

8.2.2.1 Assigning an Interrupt Level

By default, the interrupt structure for each 82C59A is configured so that IR0 has the highest level and IR7 has the lowest level. There are two methods available for changing this interrupt structure: specific rotation and automatic rotation.

Specific rotation assigns a specific IR signal as the lowest level. The other IR signals are automatically rearranged in a circular manner. For example, if you specify IR5 as the lowest level, IR6 becomes the highest level, IR7 becomes the second-highest, and so on, with IR4 the second-lowest.

Automatic rotation assigns an IR signal to the lowest level after the CPU services its interrupt. As with specific rotation, the other signals are automatically rearranged in a circular manner. For example, the IR5 signal is assigned the lowest level after the CPU services its interrupt, IR6 becomes the highest level, IR7 becomes the second-highest, and so on, with IR4 the second-lowest. These methods are illustrated in Figure 8-2.

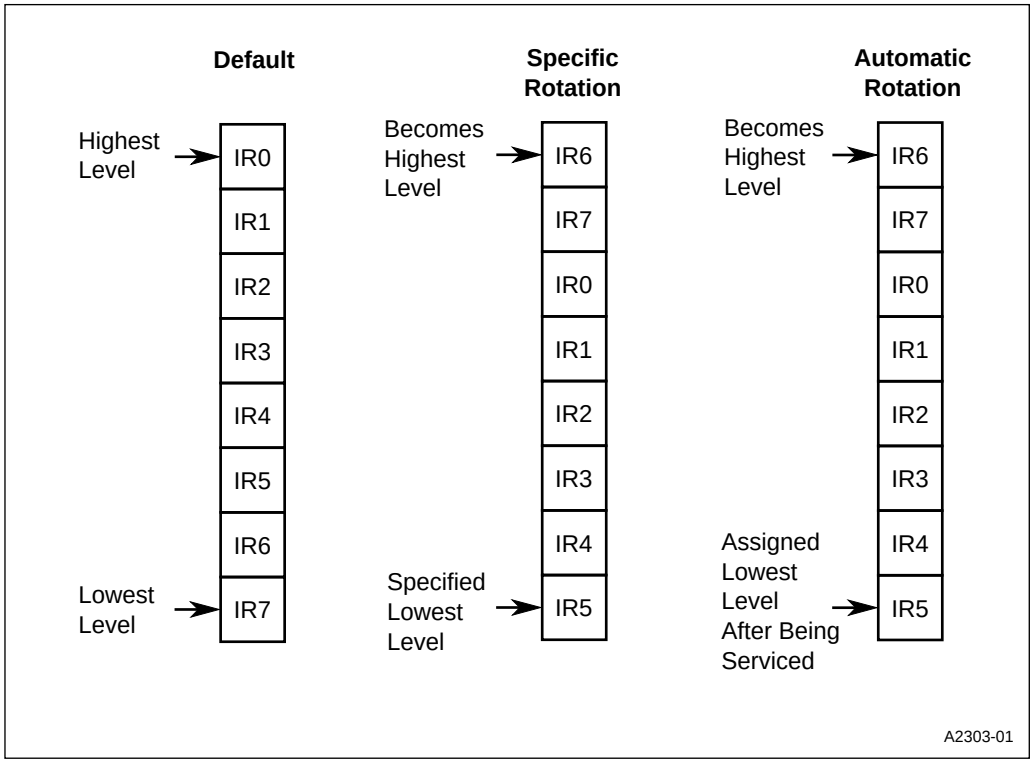


Figure 8-2. Methods for Changing the Default Interrupt Structure

8.2.2.2 Determining Priority

There are three modes that determine relative priorities (that is, whether a level higher, lower, or equal to another level has higher or lower interrupt priority): fully nested, special-fully nested and special mask. In the fully nested mode, higher level IR signals have higher interrupt priority. In this mode, when an 82C59A receives multiple interrupt requests it passes the highest level request to the CPU (or the master if the 82C59A is a slave). Also, if the master receives an interrupt request of a higher level while it is processing an interrupt request of a lower level, the CPU stops processing the lower request, processes the higher request, then returns to finish the lower request.

When the internal slave receives an interrupt request, it passes that request to the master. The master receives all internal slave interrupt requests on its IR2 signal. This means that in fully nested mode, higher-level slave requests cannot interrupt lower-level slave interrupts. For example, suppose the slave gets an interrupt request on its IR7 signal. The slave sends the interrupt request to the master's IR2 signal (assuming the slave's IR7 interrupt is enabled and has sufficient prior-

ity). The master sends the interrupt request to the CPU (assuming the master's IR2 interrupt is enabled and has sufficient priority). The CPU initiates an interrupt acknowledge cycle and begins processing the interrupt. Next, the slave gets an interrupt request on its IR0 signal (assume IR0 is assigned a higher level then IR7), so it sends another IR2 to the master. If the master is in fully nested mode, it does not relay the request to the CPU because the CPU is in the process of servicing the previous IR2 interrupt and only a higher-level request can interrupt its process (IR2 is not higher than IR2).

The special-fully nested mode allows higher or equal level IR signals to have higher interrupt priority. In this mode, when the CPU is processing an interrupt, requests of higher or equal levels will interrupt the processor. Enabling this mode in the master 82C59A allows higher-level slave requests to interrupt the processing of lower-level slave interrupts.

In some applications, you may want to let lower-level requests interrupt the processing of higher-level interrupts. The special mask mode supports these applications. Unlike the special-fully nested and fully nested modes, which are selected during ICU initialization, the special mask mode can be enabled and disabled during program operation. When special mask mode is enabled, only interrupts from the source currently in-service are masked. All other interrupt requests (of both higher or lower levels) are enabled.

8.2.3 Interrupt Vectors

Each interrupt request has an interrupt vector number associated with it. The interrupt vector is a pointer to a location in memory where the address of the interrupt's service routine is located. The relationship between the interrupt vector number and the location in memory of the interrupt's service routine address depends on the system's programmed operating mode (real, protected, or virtual-86). Chapter 9 of the *Intel386™ SX Microprocessor Programmer's Reference Manual* explains this relationship.

During an interrupt acknowledge cycle, the ICU puts the interrupt's vector number on the bus. From the interrupt vector number and the system's operating mode, the CPU determines where to find the address of the interrupt's service routine.

You must initialize each 82C59A with an interrupt vector base number. The 82C59As determine the vector number for each interrupt request from this base number. The base vector number corresponds to the IR0 signal's vector number and must be on an 8-byte boundary. Other vector numbers are determined by adding the line number of the IR signal to the base. For example, if the base vector number is 32, the IR5 vector number is 37. Valid vector numbers for maskable interrupts range from 32 to 255. Because the base vector number must reside on an 8-byte boundary, the valid base vector numbers are $32 + n \times 8$ where $n = 0 – 27$.

8.2.4 Interrupt Process

Each IR signal has a pending, a mask, and an in-service bit associated with it. The mask bit disables the IR signal. The mask bits provide a way to individually disable the IR signals. You can globally disable the IR signals with the CLI instruction. When The pending bit indicates that the IR signal is requesting interrupt service. The in-service bit indicates that the processor is in the process of servicing the interrupt.

When the master 82C59A receives an interrupt request, it sets the corresponding pending bit and sends the request to the CPU (assuming the request is enabled and has sufficient priority). The CPU initiates an acknowledge cycle, causing the master to clear its pending bit, set its in-service bit, and put the interrupt vector number on the bus.

When the slave receives an interrupt request, it sets the corresponding pending bit and sends the request to the master (assuming the request is enabled and has sufficient priority). When the master receives the slave request, it sets its IR2 pending bit and sends the IR2 request to the CPU (assuming the request is enabled and has sufficient priority). The CPU initiates an interrupt acknowledge cycle, causing the master to clear its IR2 pending bit and set its IR2 in-service bit. The cascade bus activates the slave, causing it to respond to the interrupt acknowledge cycle and clear its pending bit, set its in-service bit, and put the interrupt vector number on the bus.

An 82C59A uses its in-service bits and programmed priority structure to determined whether an interrupt has sufficient priority. The in-service bits indicate which interrupt requests are being serviced. The priority structure determines whether a new interrupt request's level has sufficient priority to interrupt the current process.

There are three methods for clearing an in-service bit: enabling the automatic end-of-interrupt (AEOI) mode, issuing a specific end-of-interrupt (EOI) command, or issuing a nonspecific EOI command. The AEOI mode is available only on the master 82C59A. The AEOI mode is enabled during system initialization. In this mode, the 82C59A clears the in-service bit at the beginning of an interrupt's processing. This means that interrupts of any level can interrupt the processing of other interrupts.

Unlike the AEOI mode, which is enabled during initialization, the other methods are commands issued during interrupt processing, usually at the end of an interrupt's service routine. The specific EOI command instructs the 82C59A to clear a specific IR in-service bit. The nonspecific EOI command instructs the 82C59A to clear the in-service bit that corresponds to highest level IR signal active at that time.

Figure 8-3 illustrates the process that takes place when the master receives a non-slave interrupt request. (A request on any IR signal that does not have a slave cascaded from it.) Figure 8-4 illustrates the process that occurs when a slave receives an interrupt request. Figure 8-5 continues by showing what happens when the master receives a slave interrupt request (in this case an IR2 request).

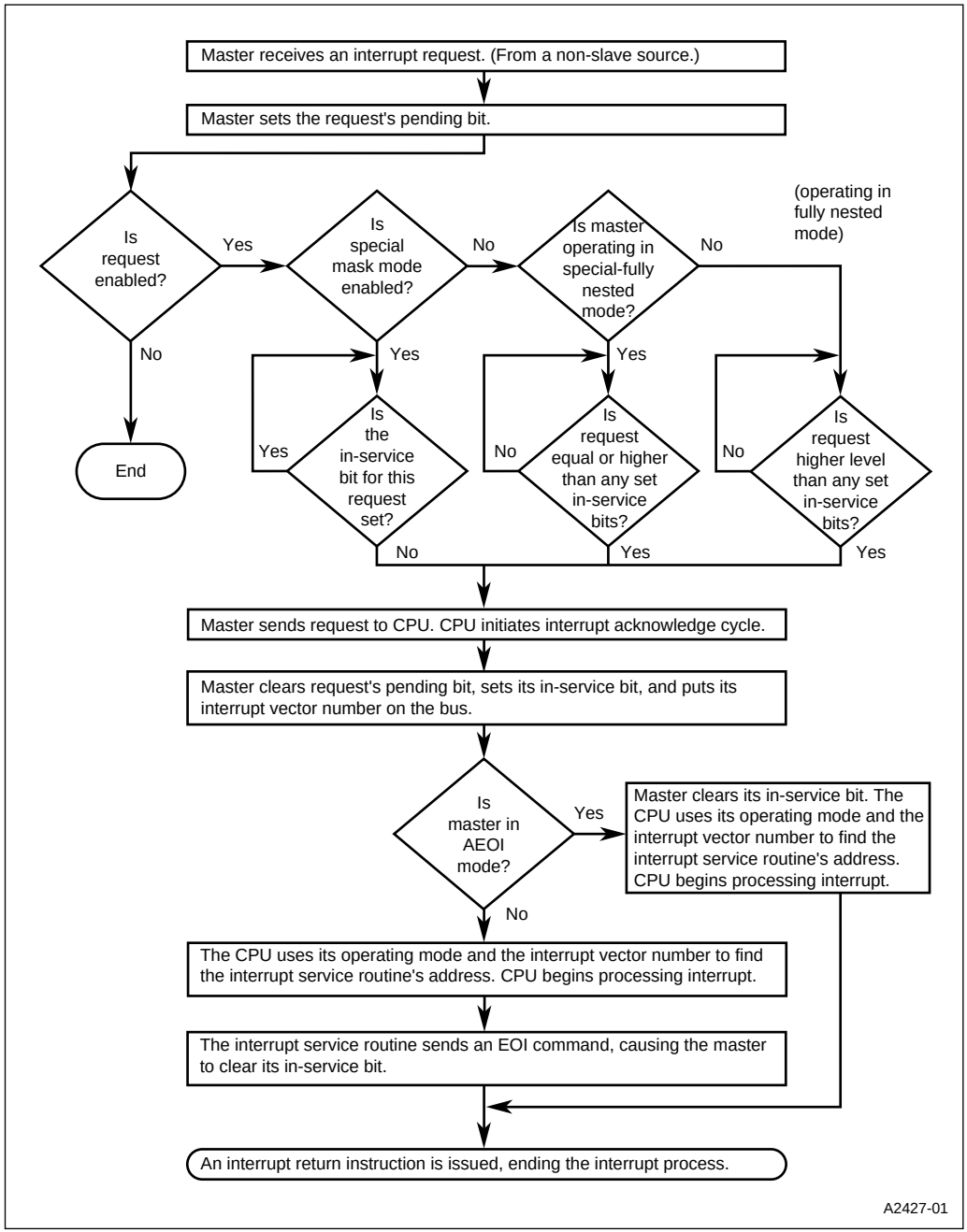
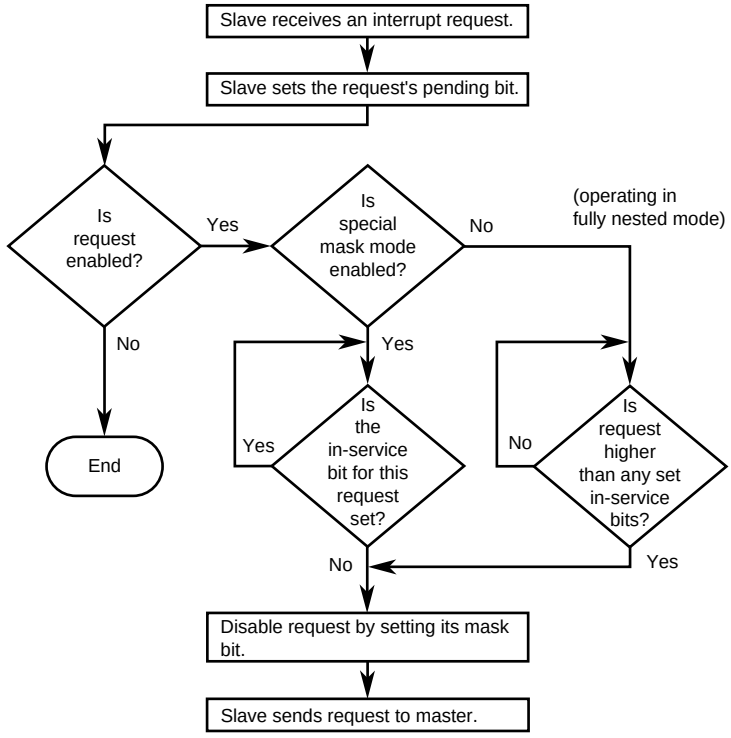


Figure 8-3. Interrupt Process – Master Request from Non-slave Source



Note:
See the "Interrupt Process - Master Request from Slave Source" figure for the continuation of this flow chart.

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Figure 8-4. Interrupt Process – Slave Request

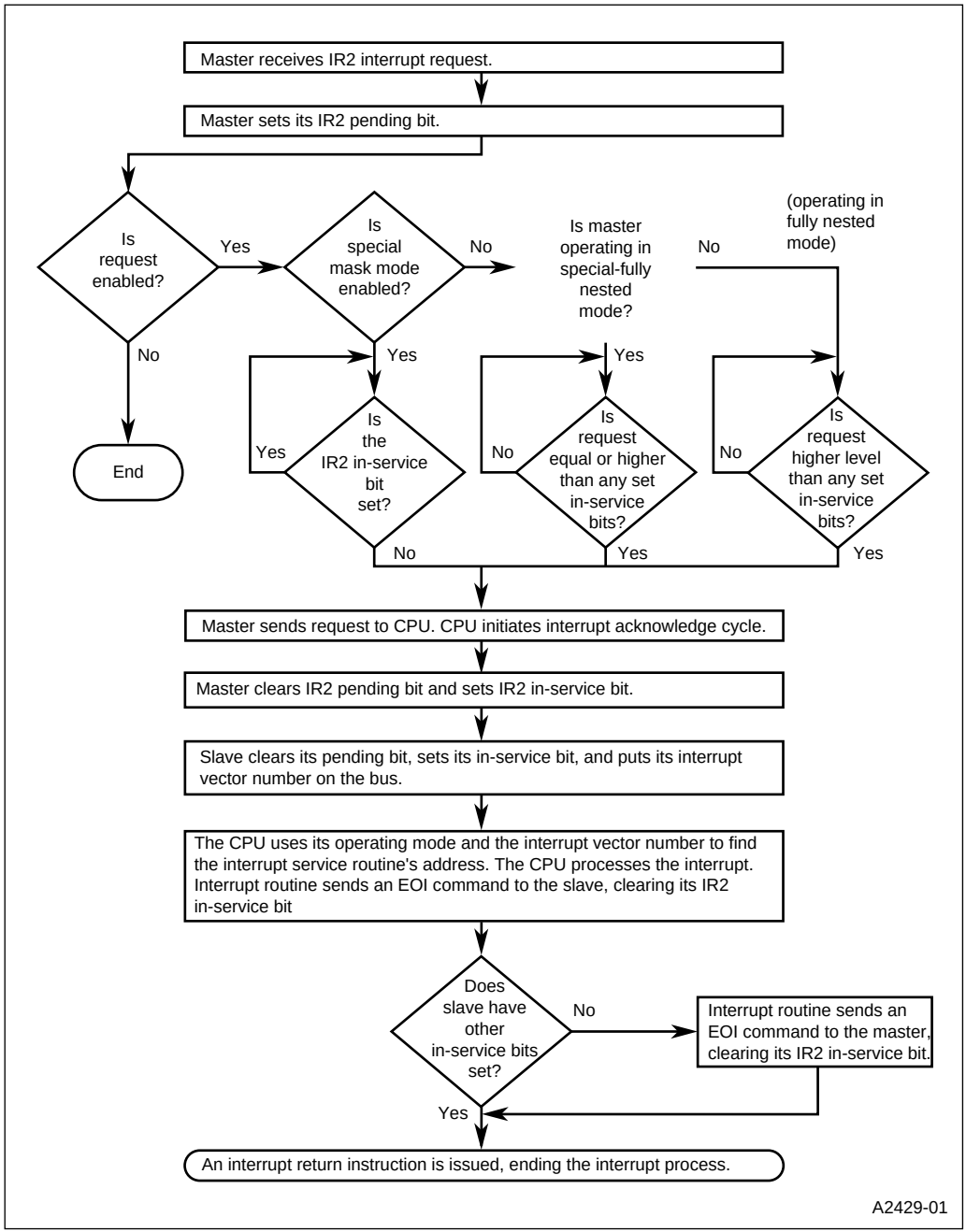


Figure 8-5. Interrupt Process – Master Request from Slave Source

The interrupt's priority structure determines which EOI command should be used. Use the specific EOI command for the special mask mode. In this mode, a lower-level interrupt can interrupt the processing of a higher-level interrupt. The specific EOI command is necessary because it allows you to specifically clear the lower level in-service bit.

The fully nested mode allows only interrupts of higher levels to interrupt the processing of a lower-level interrupt. In this mode, the nonspecific EOI command automatically clears the in-service bit for the current process (because it has the highest level).

Special-fully nested mode allows equal or higher level requests to interrupt the processing of other interrupts. For this mode, the nonspecific EOI command automatically clears the appropriate in-service bit. However, when processing master IR2 interrupts, you must make sure all the slave in-service bits are cleared before issuing the nonspecific EOI command to the master.

8.2.5 Poll Mode

The 82C59A modules can operate in a polling mode. Conventional polling requires the CPU to check each peripheral device in the system periodically to see whether it requires servicing. With the 82C59A's polling mode, the CPU can determine whether any of the devices attached to the 82C59A require servicing by initiating the polling process. This improves conventional polling efficiency by allowing the CPU to poll only the 82C59A, not each of the devices connected to it.

The polling process takes the place of the standard interrupt process. In the standard interrupt process, the master sends interrupt requests to the CPU. In the polling mode, you determine that there is an interrupt request by reading the 82C59A's poll status byte. The poll status byte indicates whether the 82C59A requires servicing. If the 82C59A requires servicing, the poll status byte indicates the highest-priority pending interrupt request.

Polling is always a two-step process: first a poll command is issued, then the poll status byte is read. If an 82C59A receives an interrupt request before it was issued a poll command, it sets the request's in-service bit and configures the poll status byte to reflect the interrupt request. You read the poll status byte to determine which device connected to the 82C59A requires servicing. At the end of a request's servicing, you must issue a command to clear the request's in-service bit.

The polling mode allows you to expand the system's external interrupt capability. Without polling, the system can have a maximum of 36 external interrupt sources. This is accomplished by cascading four 82C59As to the master's four external interrupt pins. Using the polling mode, you can increase the system's interrupt capability by configuring more than four external 82C59As. Since the polling mode doesn't require that the additional 82C59As be cascaded from the master, the number of interrupt request sources for a polled system is limited only by the number of 82C59As that the system can address.

You can use polling and standard interrupt processing within the same program. Systems that use polling as the only method of device servicing must still fully initialize the 82C59A modules. Also, the interrupt requests to the CPU must be disabled using the mask bits or the CLI instruction.

8.3 PROGRAMMING

The registers associated with the ICU consist of pin and signal configuration registers, initialization command words (ICWs), operation command words (OCWs), and status registers. The configuration registers enable the external interrupt sources, the ICWs initialize the 82C59As during system initialization, the OCWs modify an 82C59A's operation during program execution, and the status registers reflect pending and in-service interrupts. Table 8-2 describes these registers and the following sections contain bit descriptions for each register.

Table 8-2. ICU Registers

Register	Expanded Address	PC/AT Address	Function
P3CFG	F824H	—	Port 3 Configuration: The INT3:0 signals are multiplexed with P3.5:2. This register determines which signals are connected to the package pins. When a P3.*n* signal rather than an INT*n* signal is connected to a package pin, V_{SS} is connected to the master's IR*n* signal.
INTCFG	F832H	—	Interrupt Configuration: Determines the slave's IR signal connections: V_{SS} or INT7; V_{SS} or INT6; SSIOINT or INT5; V_{SS} or INT4. Also enables the master's cascade bus (CAS2:0). When enabled, the cascade signals appear on the A18:16 address lines during an interrupt acknowledge cycle.
ICW1 **(master)** ICW1 (slave)	F020H F0A0H	0020H 00A0H	Initialization Command Word 1: Determines whether interrupt request signals are level sensitive or edge triggered.
ICW2 (master) ICW2 (slave)	F021H F0A1H	0021H 00A1H	Initialization Command Word 2: Contains the base interrupt vector number for the 82C59A. The base interrupt vector is the IR0 vector number, the base plus one is the IR1 vector number, and so on.
ICW3 (master)	F021H	0021H	Initialization Command Word 3: Identifies the master's IR signals that are connected to slave 82C59A devices. The internal slave is connected to the master's IR2 signal. You can connect external slaves to the master's IR1, IR5, IR6, and IR7 signals.
ICW3 (slave)	F0A1H	00A1H	Initialization Command Word 3: Indicates that the internal slave is cascaded from the master's IR2 signal.

NOTE: All the master 82C59A registers are accessed through two expanded or PC/AT addresses; all the slave registers are accessed through two expanded or PC/AT addresses. The order in which you write or read these addresses along with certain register bit settings determines which register is accessed.

Table 8-2. ICU Registers (Continued)

Register	Expanded Address	PC/AT Address	Function
ICW4 (master) ICW4 (slave)	F021H F0A1H	0021H 00A1H	Initialization Command Word 4: Selects either special-fully nested or fully nested mode and enables the automatic end-of-interrupt mode.
OCW1 (master) OCW1 (slave)	F021H F0A1H	0021H 00A1H	Operation Command Word 1: Masks (disables) individual interrupt request signals.
OCW2 (master) OCW2 (slave)	F020H F0A0H	0020H 00A0H	Operation Command Word 2: Changes interrupt levels and sends end-of-interrupt commands.
OCW3 (master) OCW3 (slave)	F020H F0A0H	0020H 00A0H	Operation Command Word 3: Enables special mask mode, issues the poll command, and allows access to the interrupt request and in-service registers.
IRR (master) IRR (slave)	F020H F0A0H	0020H 00A0H	Interrupt Request: Indicates pending interrupt requests.
ISR (master) ISR (slave)	F020H F0A0H	0020H 00A0H	In-service: Indicates the interrupt requests that are currently being serviced.
POLL (master) POLL (slave)	F021H 00A1H	0021H 00A1H	Poll Status Byte: Indicates whether any of the devices connected to the 82C59A require servicing. If the 82C59A requires servicing, this byte indicates the highest-priority pending interrupt.

NOTE: All the master 82C59A registers are accessed through two expanded or PC/AT addresses; all the slave registers are accessed through two expanded or PC/AT addresses. The order in which you write or read these addresses along with certain register bit settings determines which register is accessed.

To initialize the 82C59As, first globally disable all interrupts using the CLI command, then write to the initialization command words. You must initialize both the master and the slave (either can be initialized first). To initialize the master, write to its initialization command words in order (ICW1, ICW2, ICW3, then ICW4). To initialize the slave, write to its initialization command words in order (ICW1, ICW2, ICW3, then ICW4).

8.3.1 Port 3 Configuration Register (P3CFG)

Use the P3CFG register to connect the interrupt request signals (INT3:0) to the package pins. These signals are multiplexed with port 3 signals (P3.5:2). Connecting a port 3 signal to the package pin also connects V_{SS} to the corresponding master's IR signal, disabling the signal.

Port 3 Configuration
P3CFG
(read/write)

Expanded Addr: F824H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects COMCLK to the package pin. Clearing this bit connects P3.7 the package pin.
6	PM6	Pin Mode: Setting this bit connects PWRDOWN to the package pin. Clearing this bit connects the P3.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects INT3 to the package pin. Clearing this bit connects P3.5 to the package pin and V_{SS} to the master's IR7 signal.
4	PM4	Pin Mode: Setting this bit connects INT2 to the package pin. Clearing this bit connects P3.4 to the package pin and V_{SS} to the master's IR6 signal.
3	PM3	Pin Mode: Setting this bit connects INT1 to the package pin. Clearing this bit connects P3.3 to the package pin and V_{SS} to the master's IR5 signal.
2	PM2	Pin Mode: Setting this bit connects INT0 to the package pin. Clearing this bit connects P3.2 to the package pin and V_{SS} to the master's IR1 signal.
1	PM1	Pin Mode: Setting this bit connects TMROUT1 to the package pin. Clearing this bit connects P3.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects TMROUT0 to the package pin. Clearing this bit connects P3.0 to the package pin.

Figure 8-6. Port 3 Configuration Register (P3CFG)

8.3.2 Interrupt Configuration Register (INTCFG)

Use the INTCFG register to connect theINT7:4 interrupt request pins to the slave's IR signals and to enable the master's external cascade signals. When enabled, the cascade signals appear on address lines A18:16 during interrupt acknowledge cycles. External slaves monitor these lines to determine whether they are the addressed slave.

Interrupt Configuration
INTCFG
(read/write)

Expanded Addr: F832H
PC/AT Addr: —
Reset State: 00H

7							0
CE	—	—	—	IR6	IR5	IR1	IR0

Bit Number	Bit Mnemonic	Function
7	CE	Cascade Enable: Setting this bit enables the cascade signals, providing access to external slave 82C59A devices. The cascade signals are used to address specific slaves. If enabled, slave IDs appear on the A18:16 address lines during interrupt acknowledge cycles.
6–4	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
3	IR6	Internal Slave IR6 Connection: Setting this bit connects the INT7 pin to the slave IR6 signal. Clearing this bit connects V_{SS} to the slave IR6 signal.
2	IR5	Internal Slave IR5 Connection: Setting this bit connects the INT6 pin to the slave IR5 signal. Clearing this bit connects V_{SS} to the slave IR5 signal.
1	IR1	Internal Slave IR1 Connection: Setting this bit connects the INT5 pin to the slave IR1 signal. Clearing this bit connects the SSIO interrupt signal (SSIOINT) to the slave IR1 signal.
0	IR0	Internal Slave IR0 Connection: Setting this bit connects the INT4 pin to the slave IR0 signal. Clearing this bit connects V_{SS} to the slave IR0 signal.

Figure 8-7. Interrupt Configuration Register (INTCFG)

8.3.3 Initialization Command Word 1 (ICW1)

Initialization begins with writing ICW1. Use ICW1 to select the interrupt request triggering type (level or edge). The following actions occur within an 82C59A module when its ICW1 is written:

- The interrupt mask register is cleared, enabling all interrupt request signals.
- The IR7 signal is assigned the lowest interrupt level (default).
- Special mask mode is disabled.

Initialization Command Word 1
ICW1 (master and slave)
(read/write)

	master	slave
Expanded Addr:	F020H	F0A0H
PC/AT Addr:	0020H	00A0H
Reset State:	XX	XX

7							0
0	0	0	RSEL1	LS	0	0	1

Bit Number	Bit Mnemonic	Function
7–5	—	Write zero to these bits to guarantee device operation.
4	RSEL1	Register Select 1: ICW1, OCW2, and OCW3 are accessed through the same addresses. The state of the RSEL1 bit determines whether the ICW1 register is accessed. **Write one to this bit to access ICW1.**
3	LS	Level Sensitive: Setting this bit selects level-sensitive IR input signals. Clearing this bit selects edge-triggered IR input signals. All of the internal peripherals interface with the 82C59As in edge-triggered mode. This is compatible with the PC/AT bus specification. Each source signal initiates an interrupt request by making a low-to-high transition. (If your system uses the internal peripherals that are connected to the 82C59A, you must use edge-triggered interrupts for that module.)
2–1	—	Write zero to these bits to guarantee device operation.
0	—	Write one to this bit to guarantee device operation.

Figure 8-8. Initialization Command Word 1 Register (ICW1)

8.3.4 Initialization Command Word 2 (ICW2)

Use the ICW2 register to define the base interrupt vector for the 82C59A. Valid vector numbers for maskable interrupts range from 32 to 255. Because the base vector number must reside on an 8-byte boundary, the valid base vector numbers are $32 + n \times 8$ where $n = 0 – 27$. Write the base interrupt vector's five most-significant bits to ICW2's five most-significant bits. The 8259 determines specific IR signal vector numbers by adding the number of the IR signal to the base interrupt vector.

Initialization Command Word 2
ICW2 (master and slave)
(read/write)

	master	slave
Expanded Addr:	F021H	F0A1H
PC/AT Addr:	0021H	00A1H
Reset State:	XX	XX

7							0
T7	T6	T5	T4	T3	0	0	0

Bit Number	Bit Mnemonic	Function
7–3	T7:3	Base Interrupt Type: Write these bits with the base interrupt vector's five most-significant bits.
2–0	T2:0	Write zero to these bits.

Figure 8-9. Initialization Command Word 2 Register (ICW2)

8.3.5 Initialization Command Word 3 (ICW3)

The ICW3 register contains information about the master/slave connections. For this reason, the functions of the master's ICW3 and the slave's ICW3 differ.

ICW3 (at F021H or 0021H) is the master cascade configuration register (Figure 8-10). The master has an internal slave cascaded from its IR2 signal. You can cascade additional slaves from the master's IR7, IR6, IR5, and IR1 signals. Setting a bit indicates that a slave 82C59A is cascaded from the corresponding master's IR signal. Since the internal slave is cascaded from the master's IR2 signal, you must set the S2 bit.

Initialization Command Word 3
ICW3 (master)
(read/write)

Expanded Addr: F021H
PC/AT Addr: 0021H
Reset State: XX

7							0
S7	S6	S5	0	0	S2	S1	0

Bit Number	Bit Mnemonic	Function
7–5	S7:5	Slave IRs Each bit corresponds to the IR signal of the same number. Setting an S7:5 bit indicates that a slave 82C59A is attached to the corresponding IR signal.
4–3	—	Write zero to these bits to guarantee device operation.
2	S2	Write a one this bit because the internal slave is cascaded from the master's IR2 signal.
1	S1	Slave IRs This bit corresponds to the IR1 signal. Setting this bit indicates that a slave 82C59A is attached to the corresponding IR signal.
0	—	Write zero to this bit to guarantee device operation.

Figure 8-10. Initialization Command Word 3 Register (ICW3 – Master)

ICW3 (at F0A1H or 00A1H) is the internal slave ID register (Figure 8-11). Use this register to indicate that the slave is cascaded from the master's IR2 signal. This gives the internal slave an ID of 2. Slave devices use the IDs to determine whether they are the addressed slave. During a slave access, the slave's ID is driven on the master's CAS2:0 signals. If these signals are enabled (INTCFG.7 = 1), they appear on the A18:16 address lines.

Initialization Command Word 3
ICW3 (slave)
(read/write)

Expanded Addr: F0A1H
PC/AT Addr: 00A1H
Reset State: XX

7							0
0	0	0	0	0	ID2	ID1	ID0

Bit Number	Bit Mnemonic	Function
7–3	—	Write zero to these bits to guarantee device operation.
2–0	ID2:0	Slave ID: Write the number of the master's IR signal that this slave is cascaded from. **Since the internal slave is cascaded from the master's IR2 signal, write 02H to this register.**

Figure 8-11. Initialization Command Word 3 Register (ICW3 – Slave)

8.3.6 Initialization Command Word 4 (ICW4)

Use ICW4 to select special-fully nested mode or fully nested mode and to enable the automatic EOI mode.

Initialization Command Word 4
ICW4 (master and slave)
(read/write)

	master	slave
Expanded Addr:	F021H	F0A1H
PC/AT Addr:	0021H	00A1H
Reset State:	XX	XX

7							0
0	0	0	SFNM	0	0	AEOI	1

Bit Number	Bit Mnemonic	Function
7–5	—	Write zero to these bits to guarantee device operation.
4	SFNM	Special-fully Nested Mode: Setting this bit selects special-fully nested mode. Clearing this bit selects fully nested mode. Only the master 82C59A can operate in special-fully nested mode.
3–2	—	Write zero to these bits to guarantee device operation.
1	AEOI	Automatic EOI Mode: Setting this bit enables automatic EOI mode. Only the master 82C59A can operate in automatic EOI mode.
0	—	Write one to this bit to guarantee device operation.

Figure 8-12. Initialization Command Word 4 Register (ICW4)

8.3.7 Operation Command Word 1 (OCW1)

OCW1 is the interrupt mask register. Setting a bit in the interrupt mask register disables (masks) interrupts from the corresponding IR signal. For example, setting the master's OCW1 M3 bit disables interrupts from the master IR3 signal. Clearing a bit in the interrupt mask register enables interrupts from the corresponding IR signal.

Operation Command Word 1
OCW1 (master and slave)
(read/write)

	master	**slave**
Expanded Addr:	F021H	F0A1H
PC/AT Addr:	0021H	00A1H
Reset State:	XX	XX

7 **0**

M7	M6	M5	M4	M3	M2	M1	M0

Bit Number	Bit Mnemonic	Function
7–0	M7:0	Mask IR: Setting an M7:0 bit disables interrupts on the corresponding IR signals. Clearing an M7:0 bit enables interrupts on the corresponding IR signals.

Figure 8-13. Operation Command Word 1 (OCW1)

8.3.8 Operation Command Word 2 (OCW2)

Use OCW2 to change the priority structure and issue EOI commands.

Operation Command Word 2
OCW2 (master and slave)
(read/write)

	master	slave
Expanded Addr:	F020H	F0A0H
PC/AT Addr:	0020H	00A0H
Reset State:	XX	XX

7							0
R	SL	EOI	RSEL1	RSEL0	L2	L1	L0

Bit Number	Bit Mnemonic	Function
7	R	The Rotate (R), Specific Level (SL), and End-of-Interrupt (EOI) Bits: These bits change the priority structure and/or send an EOI command. **R SL EOI Command** 0 0 0 Cancel automatic rotation* 0 0 1 Send a nonspecific EOI command 0 1 0 No operation 0 1 1 Send a specific EOI command** 1 0 0 Enable automatic rotation* 1 0 1 Enable automatic rotation and send a nonspecific EOI 1 1 0 Initiate specific rotation** 1 1 1 Initiate specific rotation and send a specific EOI** * These cases allow you to change the priority structure while the 82C59A is operating in the automatic EOI mode. ** The L2:0 bits specify the specific level for these cases.
6	SL	
5	EOI	
4–3	RSEL1:0	Register Select Bits: ICW1, OCW2 and OCW3 are accessed through the same addresses. The states of RSEL1:0 determine which register is accessed. **Write 00 to these bits to access OCW2.** **RSEL1 RSEL0** 1 X ICW1 0 0 OCW2 0 1 OCW3
2–0	L2:0	IR Level: When you program bits 7–5 to initiate specific rotation, these bits specify the IR signal that will be assigned the lowest level. When you program bits 7–5 to send a specific EOI command, these bits specify the IR signal that will be sent the EOI command.

Figure 8-14. Operation Command Word 2 (OCW2)

8.3.9 Operation Command Word 3 (OCW3)

Use OCW3 to enable the special mask mode, issue a poll command, and provide access to the interrupt in-service and request registers (ISR, IRR).

Operation Command Word 3
OCW3 (master and slave)
(read/write)

	master	slave
Expanded Addr:	F020H	F0A0H
PC/AT Addr:	0020H	00A0H
Reset State:	XX	XX

7							0
0	ESMM	SMM	RSEL1	RSEL0	POLL	ENRR	RDSEL

Bit Number	Bit Mnemonic	Function
7	—	Write zero to this bit to guarantee device operation.
6	ESMM	Enable Special Mask Mode (ESMM) and Special Mask Mode (SMM): Use these bits to enable or disable special mask mode. **ESMM SMM** 0 0 No action 0 1 No action 1 0 Disable special mask mode 1 1 Enable special mask mode
5	SMM	
4–3	RSEL1:0	Register Select: ICW1, OCW2 and OCW3 are accessed through the same addresses. The states of RSEL1:0 determine which register is accessed. **Write 01 to these bits to access OCW3.** **RSEL1 RSEL0** 1 X ICW1 0 0 OCW2 0 1 OCW3
2	POLL	Poll Command: Set this bit to issue a poll command, initiating the polling process.
1	ENRR	Enable Register Read Select (ENRR) and Read Register Select (RDSEL): These bits select which register is read during the next F020H and F0A0H (or PC/AT address 0020H, 00A0H) access. **ENRR RDSEL Register Read on Next Read Pulse** 0 0 No action 0 1 No action 1 0 Interrupt Request Register 1 1 In-service Register
0	RDSEL	

Figure 8-15. Operation Command Word 3 (OCW3)

8.3.10 Poll Status Byte (POLL)

Read the poll status byte after issuing a poll command to determine whether any of the devices connected to the 82C59A require servicing.

Poll Status Byte
POLL (master and slave)
(read only)

	master	slave
Expanded Addr:	F021H	F0A1H
PC/AT Addr:	0021H	00A1H
Reset State:	XX	XX

7							0
INT	—	—	—	—	L2	L1	L0

Bit Number	Bit Mnemonic	Function
7	INT	Interrupt Pending: When set, this bit indicates that a device attached to the 82C59A requires servicing.
6–3	—	Reserved. These bits are undefined.
2–0	L2:0	Interrupt Request Level: When bit 7 is set, these bits indicate the highest-priority IR signal that requires servicing. When bit 7 is clear, indicating that the device does not require servicing, these bits are indeterminate.

Figure 8-16. Poll Status Byte (POLL)

8.3.11 Programming Considerations

Consider the following when programming the ICU.

- When an 82C59A receives an interrupt request, it sets the request's pending bit (regardless of whether the IR signal is masked). The pending bit remains set until the interrupt is serviced or you read the interrupt request register. Therefore, before unmasking an IR signal, read the interrupt request register to clear pending interrupts.
- In special-fully nested mode, care must be taken when processing interrupt requests from the master's internal cascade signal (IR2). At the end of the slave's interrupt service routine, first issue a nonspecific EOI to the slave. Before issuing a nonspecific EOI command to the master, make sure that the slave has no other in-service bits set.
- Systems that use polling as the only method of device servicing must still fully initialize the 82C59A modules. Also, the interrupt requests to the CPU must be disabled using the mask bits or the CLI instruction.

8.4 DESIGN CONSIDERATIONS

The following sections discuss some design considerations.

8.4.1 Interrupt Acknowledge Cycle

When the CPU receives an interrupt request from the master, it completes the instruction in progress and any succeeding locked instructions, then initiates an interrupt acknowledge cycle. The interrupt acknowledge cycle generates an internal interrupt acknowledge (INTA#) signal that consists of two locked pulses (Figure 8-17). This INTA# signal is connected to the internal 82C59A interrupt acknowledge inputs. On the first INTA# falling edge, the 82C59A clears its interrupt pending bit and sets its interrupt in-service bit. On the second INTA# falling edge, the addressed 82C59A (determined by the master's cascade signals) drives the interrupt vector number on the data bus.

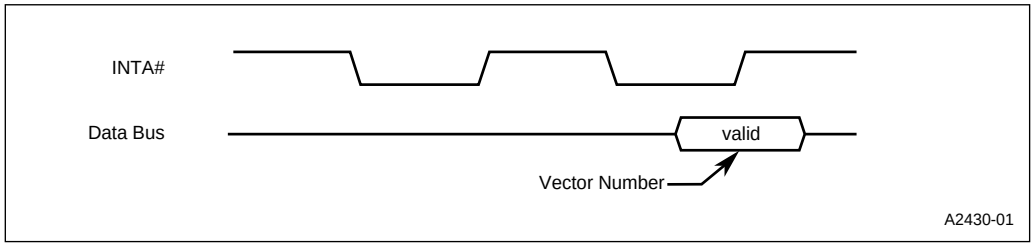


Figure 8-17. Interrupt Acknowledge Cycle

When cascading additional 82C59As, the system must generate external INTA# signals. This requires a state machine that can decode processor bus cycles, determine when an interrupt request is external, insert wait states, and generate ready signals. The bus cycle signals, M/IO#, D/C#, and W/R#, indicate the type of bus cycle. An interrupt bus cycle is determined by the following equation.

$$INTA\_BUS\_CYCLE = \overline{M/IO\#} \bullet \overline{D/C\#} \bullet \overline{W/R\#}$$

The cascade signals indicate whether an interrupt request is internal or external. External slaves can be cascaded from the master's external device pins, INT3, INT2, INT1, and INT0. These pins are connected, respectively, to the master IR signals, IR1, IR5, IR6, and IR7. When the master receives a request, it puts the line number of the request on its cascade signals, CAS2:0. When enabled, CAS2:0 appear on the A18:16 address lines. (INTCFG.7 = 1 enables CAS2:0.) Use the following equations to determine whether a request is external.

$$SLAVE\_IR1 = \overline{CAS2} \bullet \overline{CAS1} \bullet CAS0$$
$$SLAVE\_IR5 = CAS2 \bullet \overline{CAS1} \bullet CAS0$$
$$SLAVE\_IR6 = CAS2 \bullet CAS1 \bullet \overline{CAS0}$$

SLAVE_IR7 = CAS2 • CAS1 • CAS0

EXTERNAL_REQUEST = SLAVE_IR1 + SLAVE_IR5 + SLAVE_IR6 + SLAVE_IR7

The state machine should generate an external INTA# signal when the INTA_BUS_CYCLE and the EXTERNAL_REQUEST conditions are met. Refer to the *82C59A CHMOS Programmable Interrupt Controller* data sheet (order number 231201) for the INTA# timing specifications.

EXT_INTA = INTA_BUS_CYCLE • EXTERNAL_REQUEST • $\overline{A2}$

8.4.2 Interrupt Detection

The processing of an interrupt begins with the assertion of an interrupt request on one of the IR signals. During system initialization, you can program the IR signals, as a group, to be either edge triggered or level sensitive.

Edge triggering means that the 82C59A will recognize a rising edge transition on an IR signal as an interrupt request. A device requesting service must maintain a high state on an IR signal until after the falling edge of the first INTA# pulse. You can reset the edge-detection circuit during initialization of the 82C59A or by deasserting the IR signal. To reset the edge-detection circuit properly, the interrupt source must hold the IR line low for a minimum time (T_{JLJH}). Unless it meets the T_{JLJH} specification, further interrupts will not be recognized from the interrupt source. Refer to the *82C59A CHMOS Programmable Interrupt Controller* data sheet (order number 231201) for the T_{JLJH} specification.

Level sensitive means that the 82C59A will recognize a high value on an IR line as an interrupt request. A device must maintain the high value until after the falling edge of the first INTA# pulse. Unlike an edge-triggered IR signal, a level-sensitive IR signal will continue to generate interrupts as long as it is asserted. To avoid continuous interrupts from the same source, a device must deassert a level-sensitive IR signal before the interrupt handler issues an end-of-interrupt command.

All of the internal peripherals interface with the 82C59As in edge-triggered mode. This is compatible with the PC/AT bus specification. Each source signal initiates an interrupt by making a low-to-high transition.

ERRATA (3/28/95)
In Section 8.4.2, text contains three references to T_{IRLH}; these now correctly refer to T_{JLJH}.

8.4.3 Spurious Interrupts

For both edge-triggered and level-sensitive interrupts, a high value must be maintained on the IR line until after the falling edge of the first INTA# pulse (see Figure 8-18). A spurious interrupt request will be generated if this stipulation is not met. A spurious interrupt on any IR line generates the same vector number as an IR7 request. The spurious interrupt, however, does not set the in-service bit for IR7. Therefore, an IR7 interrupt service routine must check the in-service register to determine whether the interrupt source was a valid IR7 (the in-service bit is set) or a spurious interrupt (the in-service bit is cleared).

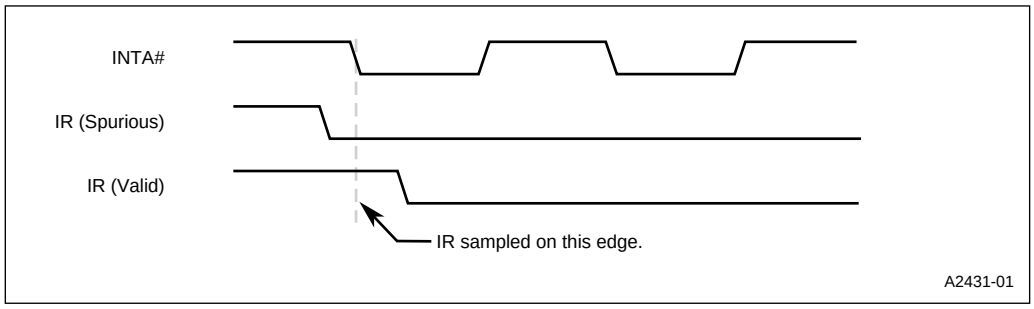


Figure 8-18. Spurious Interrupts

8.4.4 Interrupt Timing

When dealing with the ICU, there are three important timing values: interrupt resolution time, interrupt latency, and interrupt response time.

Interrupt Resolution Time (T_{IRES}) — the delay between the time that an internal 82C59A receives an interrupt request and the time that it presents the request to the CPU.

An interrupt request on the slave 82C59A module must travel through two 82C59A units (the slave and the master) and therefore has twice the interrupt resolution time ($2 \times T_{IRES}$).

Interrupt Latency — the delay between the time that the master presents an interrupt request to the CPU and the time that the interrupt acknowledge cycle begins.

Interrupt Response Time — the amount of time necessary to complete the interrupt acknowledge cycle and transfer program control to the interrupt service routine.

CHAPTER 9
TIMER/COUNTER UNIT

The timer/counter unit (TCU) has the same basic functionality as the industry-standard 82C54 counter/timer. It contains three independent 16-bit down counters, which can be driven by a prescaled value of the processor clock or an external device. The counters contain two count formats (binary and BCD) and six different operating modes, two of which are periodic. Both hardware and software triggered modes exist, providing for internal or external control. The counter's output signals can appear at device pins, generate interrupt requests, and initiate DMA transactions.

This chapter is organized as follows:

- Overview
- TCU operation
- Programming

9.1 OVERVIEW

The TCU contains control logic and three independent 16-bit down counters (Figure 9-1). Each counter has two input signals and one output signal. You can independently connect each counter's clock input (CLKIN*n*) signal to either the internal prescaled clock (PSCLK) signal or the external timer clock (TMRCLK*n*) pin. This allows you to use either a prescaled value of the processor's internal clock or an external device to drive each counter.

Each counter has a gate (GATE*n*) input signal. This signal provides counter operation control. In some of the counter operating modes, a high level on a counter's GATE*n* signal enables or resumes counting and a low level disables or suspends counting. In other modes, a rising edge on GATE*n* loads a new count value. You can independently connect each counter's GATE*n* signal to either V_{CC} or the external timer gate (TMRGATE*n*) pin.

Each counter contains an output signal called OUT*n*. You can independently connect these signals to the external timer clock output (TMROUT*n*) pins. OUT1, OUT2, and OUT3 are routed to the interrupt control unit. OUT1 is also routed to DMA channel 0 and OUT2 is also routed to DMA channel 1. Therefore, the OUT*n* signals can drive external devices, generate interrupt requests, or initiate DMA transactions.

Each counter operates independently. There are six different counting modes available and two count formats: binary (16 bits) or BCD (4 decades). Each operating mode allows you to program the counter with an initial count and to change this value "on the fly." You can determine the count and status of each counter without disturbing its current operation.

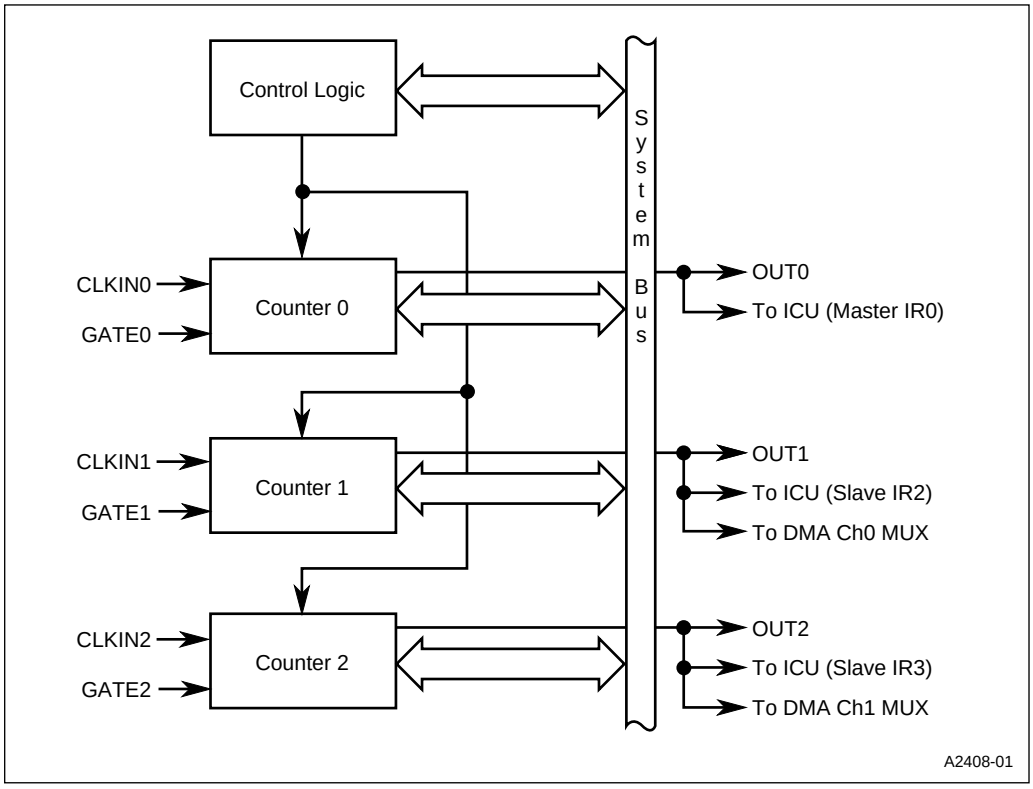


Figure 9-1. Timer/Counter Unit Block Diagram

9.1.1 TCU Signals and Registers

Table 9-1 and Table 9-2 lists the signals and registers associated with the TCU.

Table 9-1. TCU Signals

Signal	Device Pin or Internal Signal	Description
PSCLK	Internal signal	Prescaled Clock: One of two possible connections for the counter's CLKIN*n* signal. PSCLK is an internal signal that is a prescaled value of the processor internal clock. The clock and power management unit contains a programmable divider that determines the PSCLK frequency. See Chapter 6, "Clock and Power Management Unit," for information on how to program PSCLK's frequency.

Table 9-1. TCU Signals (Continued)

Signal	Device Pin or Internal Signal	Description
TMRCLK0 TMRCLK1 TMRCLK2	Device pin	Timer Clock Input: One of two possible connections for the counter's CLKIN*n* signal. You can drive a counter with an external clock source by connecting the clock source to the counter's TMRCLK*n* pin.
TMRGATE 0 TMRGATE 1 TMRGATE 2	Device pin	Timer Gate Input: This input can be connected to the counter's GATE*n* input to control the counter's operation. In some of the counter's operating modes, a high level on GATE*n* enables or resumes counting, while a low level disables or suspends counting. In other modes, a rising edge on GATE*n* loads a new count value.
TMROUT0 TMROUT1 TMROUT2	Device pin	Timer Output: The counter's OUT*n* signal can be connected to this pin. The form of the output depends on the counter's operating mode.

Table 9-2. TCU Registers

Register	Expanded Address	PC/AT Address	Function
P3CFG PINCFG	F824H F826H	—	Peripheral Pin Selections: These registers determine whether a counter's input and output signals are connected to package pins.
TMRCFG	F834H	—	Timer Configuration: Enables the counter's CLKIN*n* input signal, selects the CLKIN*n* connection (PSCLK or TMRCLK*n*) for each counter, and connects either TMRGATE*n* or V_{CC} to each counter's GATE*n* input signal.
TMRCON	F043H	0043H	TMRCON has three formats: control word, counter-latch, and read-back. When writing to TMRCON, certain bit settings determine which format is accessed. *Control Word Format*: Programs a specific counter. Selects a counter's operating mode and count format. After programming a counter, you can write a count value to the counter's TMR*n* register at any time. *Counter-latch Format*: Issues a counter-latch command to a specific counter. The counter-latch command allows you to latch the count of a specified counter. After issuing a counter-latch command, you can check the counter's count by reading the counter's TMR*n* register. *Read-back Format*: Issues a read-back command to one or more counters. The read-back command allows you to latch the count and status of one or more counters. After issuing the read-back command, you can check the counter's status by reading the counter's TMR*n* register. After checking a counter's status, you can read the counter's TMR*n* register again to check its count.

Table 9-2. TCU Registers (Continued)

Register	Expanded Address	PC/AT Address	Function
TMR0 TMR1 TMR2	F040H F041H F042H	0040H 0041H 0042H	*Status Format:* Read this register after issuing a read-back command to check counter *n*'s status. Reading TMR*n* again accesses its read format. *Read Format*: Read this register to check counter *n*'s count value. *Write Format*: Write this register at any time after initializing counter *n* to change the counter's count value.

9.2 TCU OPERATION

Each counter is capable of operating in any one of the six operating modes. In all modes, the counters decrement on the rising edge of clock. In modes 0, 1, 4, and 5, the counters roll over to the highest count, either FFFFH for binary counting or 9999 for BCD counting, and continue counting down. Modes 2 and 3 are periodic modes. In these modes, when the counter reaches zero it is reloaded with the currently programmed count value.

To specify a counter's operating mode, write to the TMRCON register's control word format. Writing to this register initiates counting. To specify a count, write to the counter's TMR*n* register's write format. In modes 0 and 4, the count is loaded on the falling edge of CLKIN*n*. Modes 1 and 5 require a rising edge on a counter's GATE*n* signal (or gate-trigger) to load the count. In modes 2 and 3, the count is loaded when the counter reaches zero or when the counter receives a gate-trigger, whichever is first.

The GATE*n* signal affects the counting operation for each mode differently (Table 9-3). For modes 0, 2, 3, and 4, GATE*n* is level sensitive. In these modes, for counting to begin GATE*n* must be high. During a counting sequence, a low level on GATE*n* suspends counting, while a high level on GATE*n* resumes counting. For modes 1, 2, 3, and 5, GATE*n* is edge sensitive. In these modes, a gate-trigger causes the counter to load new count values. For level-sensitive actions, GATE*n* is always sampled on the rising edge of CLKIN*n* and the action occurs on the next CLKIN*n* falling edge. A rising edge on GATE*n* that occurs between two rising CLKIN*n* edges is recognized as a gate-trigger.

Table 9-3. Operations Caused by GATE*n*

Operating Modes	Gate-trigger	Low Level on GATE*n*	High Level on GATE*n*
0 and 4	—	Disables or suspends counting	Enables or resumes counting
1 and 5	Loads count value	—	—
2 and 3	Loads count value	Disables or suspends counting	Enables or resumes counting

NOTE: A gate-trigger is a rising edge on GATE*n* that occurs between two rising CLKIN*n* edges. The operation caused by a gate-trigger occurs on the falling CLKIN*n* pulse following the trigger.

The following sections describe each mode.

9.2.1 Mode 0 – Interrupt on Terminal Count

This mode allows you to generate a rising edge on a counter's OUT*n* signal. Initializing a counter for mode 0 resets the counter's OUT*n* signal and initiates counting. When the counter reaches zero (or *terminal count*), OUT*n* is set. At this point, the counter rolls over and continues counting with OUT*n* high. OUT*n* stays high and the counter keeps counting down and rolling over until a new count is written or you reprogram the counter. You can write a new count to the counter at any time to reset OUT*n* and start a new counting sequence. Writing a new control word reprograms the counter.

Mode 0's basic operation is outlined below and shown in Figure 9-2.

1. After a control word write, OUT*n* is reset.
2. On the CLKIN*n* pulse following a count write, the count is loaded.
3. On each succeeding CLKIN*n* pulse, the count is decremented.
4. When the count reaches zero, OUT*n* is set.

Writing a count of N causes a rising edge on OUT*n* in N + 1 CLKIN*n* pulses (provided GATE*n* remains high).

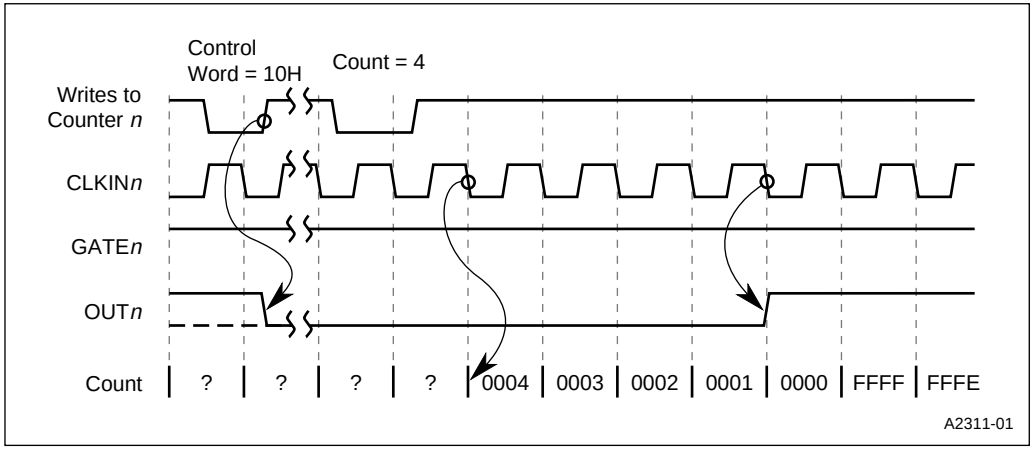


Figure 9-2. Mode 0 – Basic Operation

Figure 9-3 shows suspending the counting sequence. A low level on GATE*n* causes the counter to suspend counting (both the state of OUT*n* and the count remain unchanged). A high level on GATE*n* resumes counting.

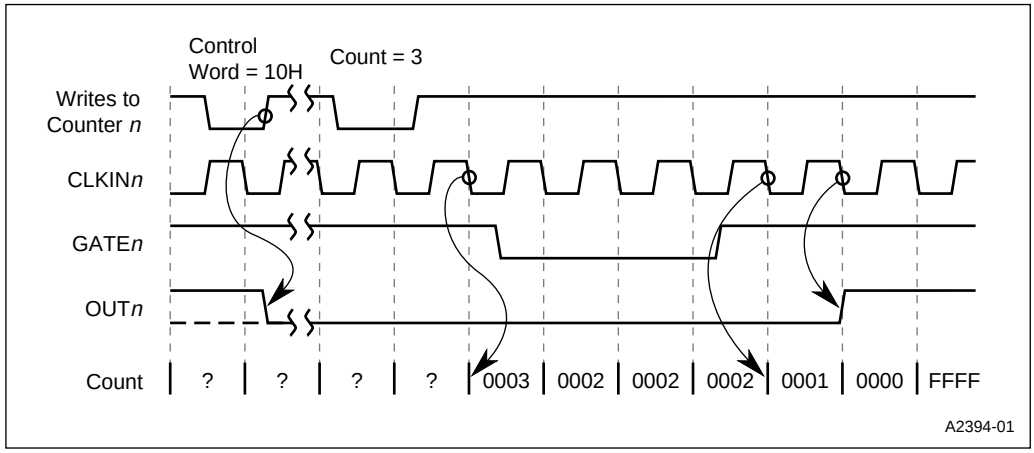


Figure 9-3. Mode 0 – Disabling the Count

Figure 9-4 shows writing a new count before the current count reaches zero. The counter loads the new count on the CLKIN*n* pulse after you write it, then decrements this new count on each succeeding CLKIN*n* pulse. OUT*n* remains low until the new count reaches zero.

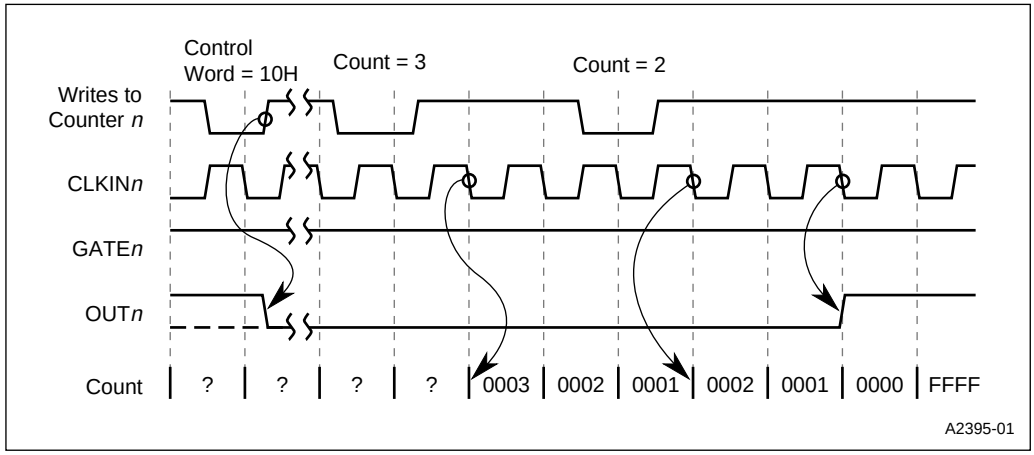


Figure 9-4. Mode 0 – Writing a New Count

9.2.2 Mode 1 – Hardware Retriggerable One-shot

This mode is similar to mode 0; it allows you to generate a rising edge on a counter's OUT*n* signal. Unlike mode 0, however, the counter waits for a gate-trigger before loading the count and resetting its OUT*n* signal. When the counter reaches zero, OUT*n* is set. At this point, the counter rolls over and continues counting with OUT*n* high. OUT*n* stays high and keeps counting down and rolling over until the counter receives another gate-trigger or you reprogram it. You can re-trigger the one-shot at any time with a gate-trigger, causing the counter to reload the count and reset OUT*n*. Writing a new control word to the counter reprograms it.

Mode 1's basic operation is outlined below and shown in Figure 9-5.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following a gate-trigger, the count is loaded and OUT*n* is reset.
3. On each succeeding CLKIN*n* pulse, the count is decremented.
4. When the count reaches zero, OUT*n* is set.

Writing a count of N causes a rising edge on OUT*n* in N CLKIN*n* pulses.

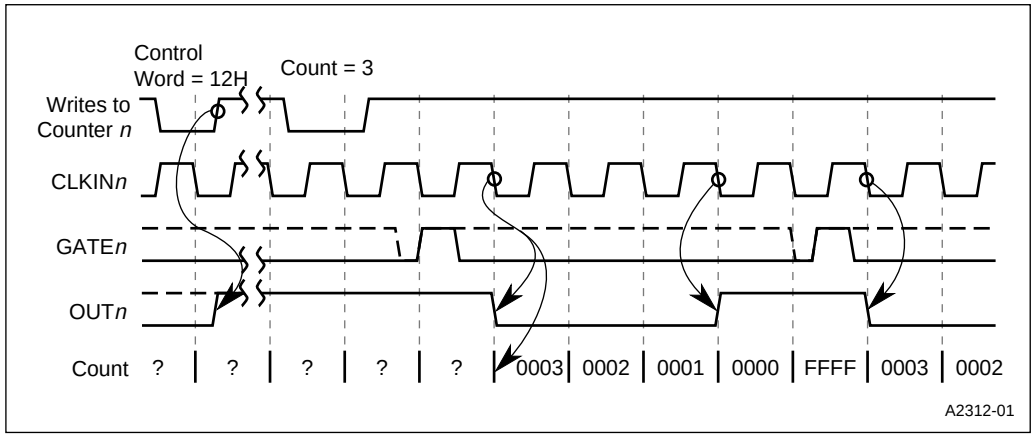


Figure 9-5. Mode 1 – Basic Operation

Figure 9-6 shows retriggering the one-shot. On the CLKIN*n* pulse following the retrigger, the counter reloads the count. The control logic then decrements the count on each succeeding CLKIN*n* pulse; OUT*n* remains low until the count reaches zero.

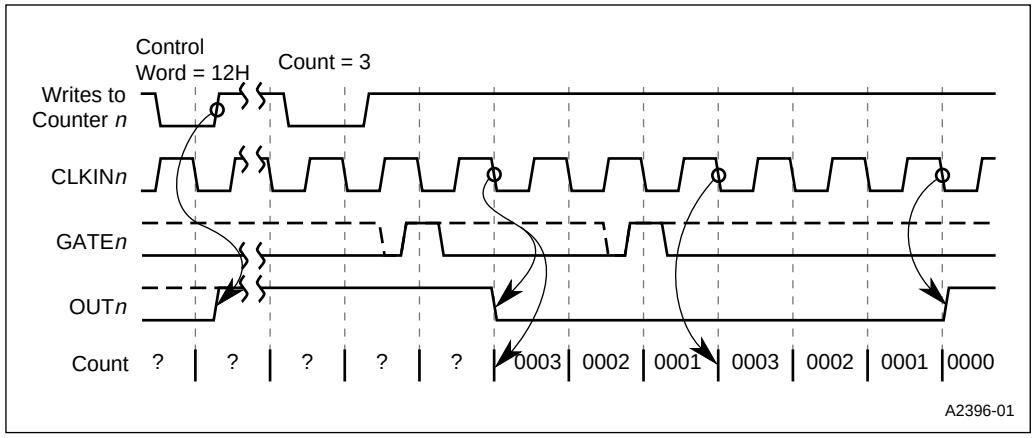


Figure 9-6. Mode 1 – Retriggering the One-shot

Figure 9-7 shows writing a new count. The counter waits for a gate-trigger to load the new count. The counter loads the new count on the CLKIN*n* pulse following the trigger, then decrements the count on each succeeding CLKIN*n* pulse. OUT*n* remains low until the count reaches zero.

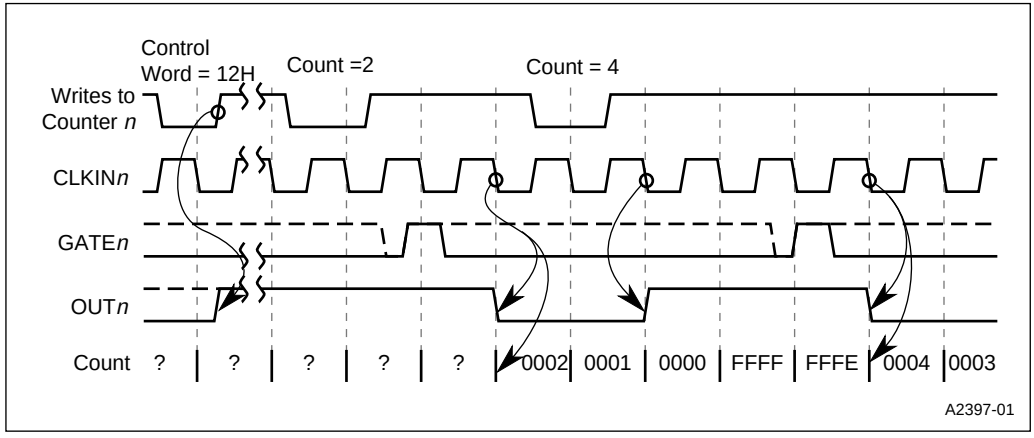


Figure 9-7. Mode 1 – Writing a New Count

9.2.3 Mode 2 – Rate Generator

In this periodic mode, a counter's OUT*n* signal remains high until the count reaches one, then goes low for one clock pulse. At this point, OUT*n* goes high and the count is reloaded. The cycle then repeats. You can use a gate-trigger to reload the count at any time. This provides a way to synchronize the counting cycle. A high level on a counter's GATE*n* signal enables counting; a low level on a counter's GATE*n* signal disables counting.

Mode 2's basic operation is outlined below and shown in Figure 9-8.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following a gate-trigger or when the count reaches zero, the count is loaded.
3. On each succeeding CLKIN*n* pulse, the count is decremented.
4. When the count reaches one, OUT*n* is reset.
5. On the following CLKIN*n* pulse, OUT*n* is set and the count is reloaded.
6. The process is repeated from step 3.

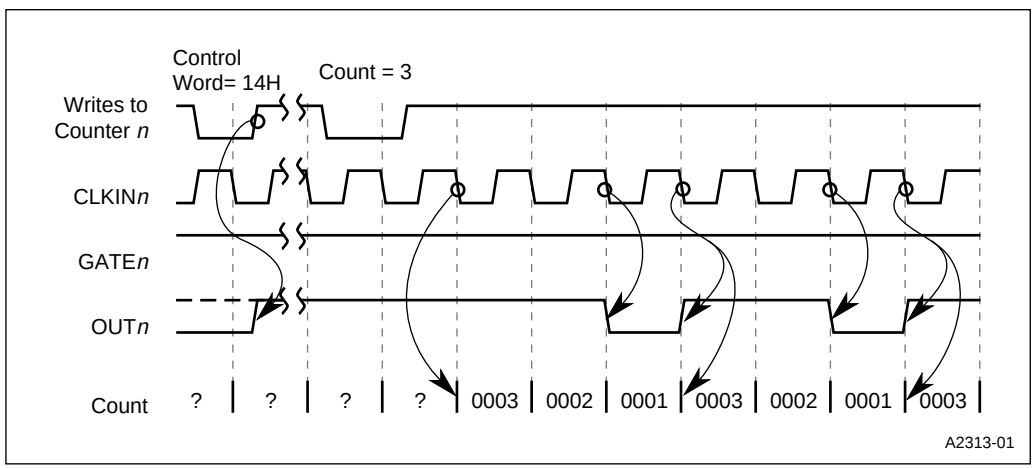


Figure 9-8. Mode 2 – Basic Operation

Figure 9-9 shows suspending the counting sequence. A low level on GATE*n* causes the counter to suspend counting. The count remains unchanged and OUT*n* immediately goes (or stays) high. A high level on GATE*n* resumes counting.

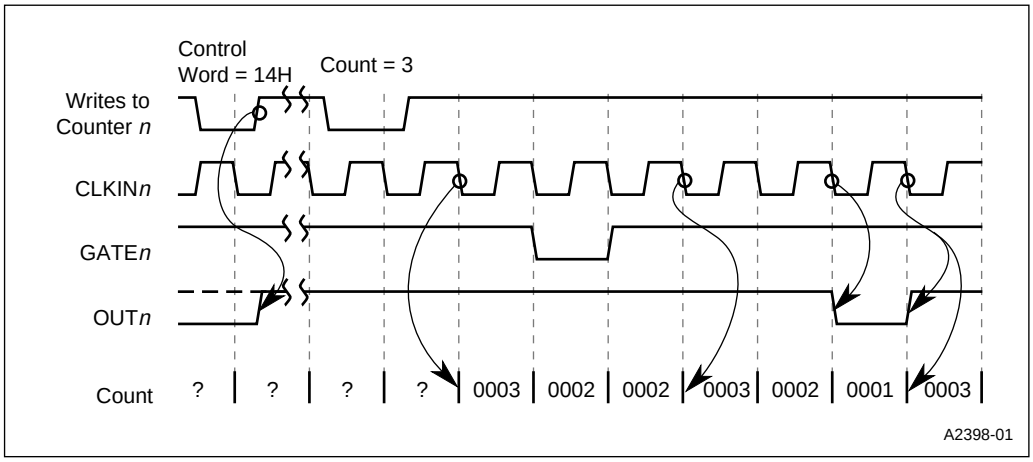


Figure 9-9. Mode 2 – Disabling the Count

Figure 9-10 shows writing a new count. The counter loads the new count when the counter reaches zero. If the counter receives a gate-trigger after a new count was written to it, the counter loads the new count on the next CLKIN*n* pulse. This allows GATE*n* to synchronize the counters.

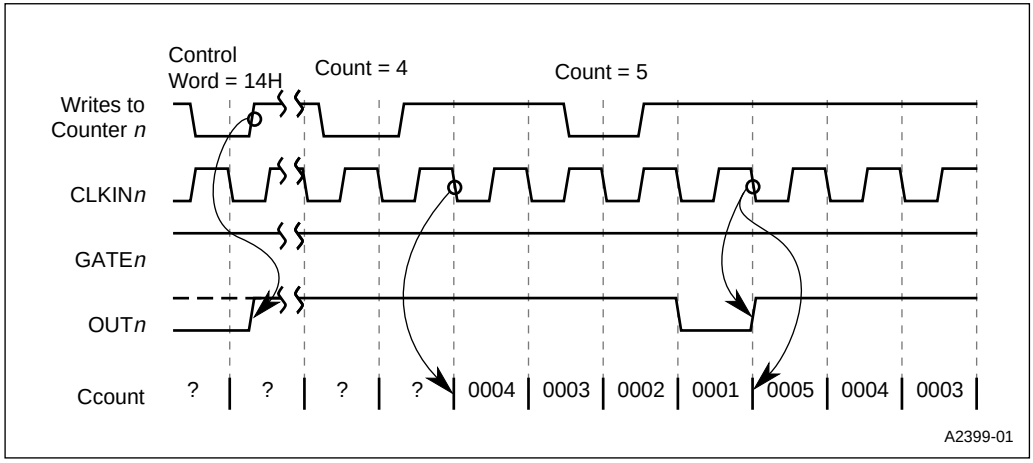


Figure 9-10. Mode 2 – Writing a New Count

9.2.4 Mode 3 – Square Wave

In this periodic mode, a counter's OUT*n* signal remains high for half a specified count, then goes low for the remainder of the count. A count of N results in a square wave with a period of N CLKIN*n* pulses. A high level on a counter's GATE*n* signal enables counting; a low level on a counter's GATE*n* signal disables counting. The output produced by a counter's OUT*n* signal depends on whether a count is odd or even. Mode 3's basic operation for even and odd counts is outlined below and shown in Figure 9-11 and Figure 9-12.

Even count basic operation.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following a gate-trigger or when the count reaches zero, the count is loaded.
3. On each succeeding CLKIN*n* pulse, the count is decremented by two.
4. When the count reaches zero, OUT*n* is reset and the count is reloaded.
5. On each succeeding CLKIN*n* pulse, the count is decremented be two.
6. When the count reaches zero, OUT*n* is set and the count is reloaded.
7. The process is repeated from step 3.

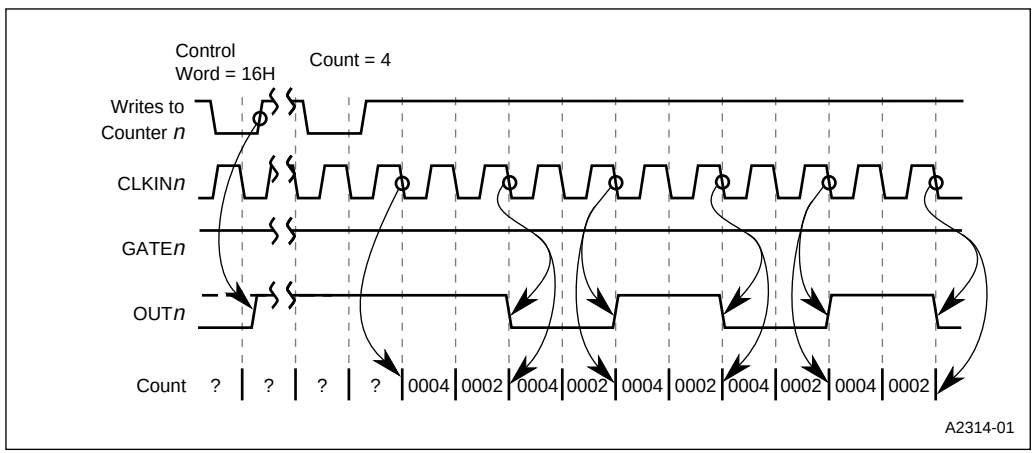


Figure 9-11. Mode 3 – Basic Operation (Even Count)

Odd count basic operation.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following a gate-trigger or when the count rolls over, count minus one is loaded.

3. On each succeeding CLKIN*n* pulse, the count is decremented by two.
4. When the count rolls over, OUT*n* is reset and the count minus one is loaded. (This causes OUT*n* to stay high for one more CLKIN*n* pulse than it stays low.)
5. On each succeeding CLKIN*n* pulse, the count is decremented by two.
6. When the count reaches zero, OUT*n* is set and the count minus one is loaded.
7. The process is repeated from step 3.

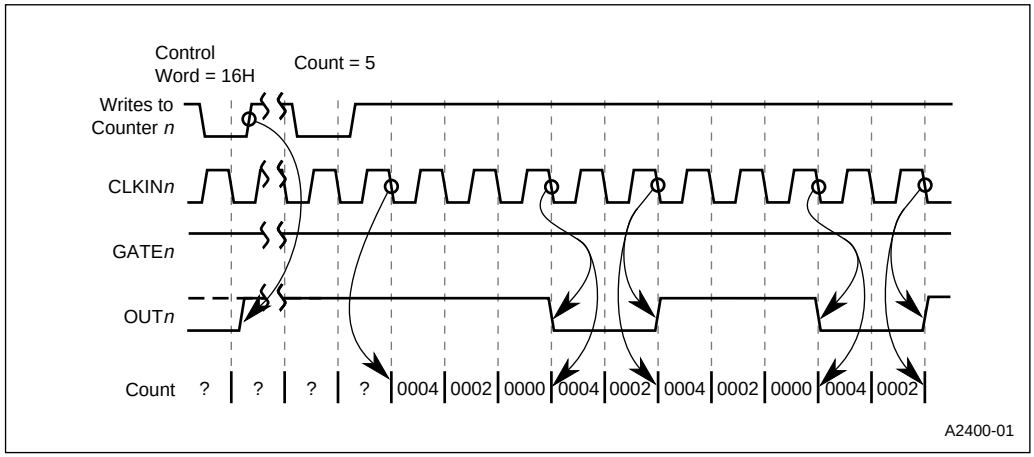


Figure 9-12. Mode 3 – Basic Operation (Odd Count)

For an even count of N, OUT*n* remains high for N/2 counts and low for N/2 counts (provided GATE*n* remains high). For an odd count of N, OUT*n* remains high for (N + 1)/2 counts and low for (N – 1)/2 counts (provided GATE*n* remains high).

Figure 9-13 shows suspending the counting sequence. A low level on GATE*n* causes the counter to set OUT*n* and suspend counting. A high level on GATE*n* resumes counting.

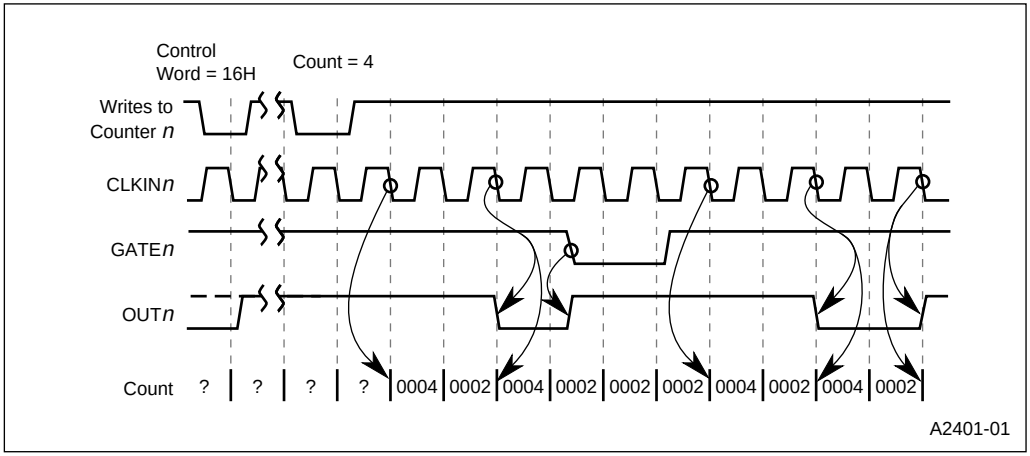


Figure 9-13. Mode 3 – Disabling the Count

Figure 9-14 and Figure 9-15 shows writing a new count. If the counter receives a gate-trigger after writing a new count but before the end of the current half-cycle, the count is loaded on the next CLKIN*n* pulse and counting continues from the new count (Figure 9-14). Otherwise, the new count is loaded at the end of the current half-cycle (Figure 9-15).

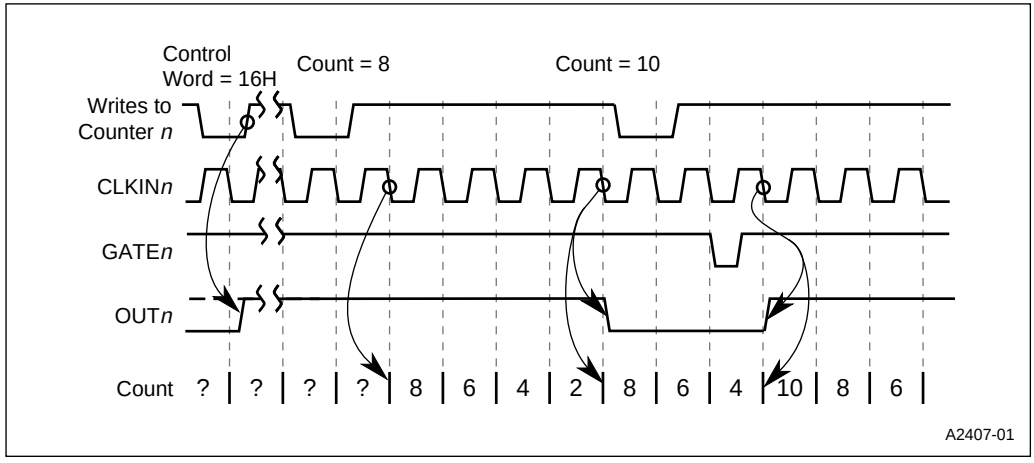


Figure 9-14. Mode 3 – Writing a New Count (With a Trigger)

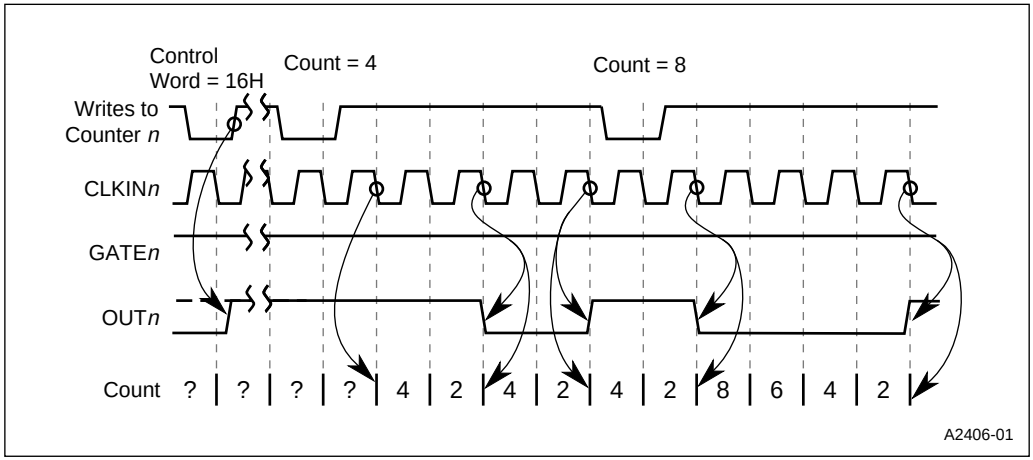


Figure 9-15. Mode 3 – Writing a New Count (Without a Trigger)

9.2.5 Mode 4 – Software-triggered Strobe

Initializing a counter for mode 4 sets the counter's OUT*n* signal and initiates counting. A count is loaded on the CLKIN*n* pulse following a count write. When the counter reaches zero, OUT*n* strobes low for one clock pulse. The counter then rolls over and continues counting, but will not strobe low when it reaches zero. The counter strobes low only the first time it reaches zero after a count write. A high level on a counter's GATE*n* signal enables counting; a low level on a counter's GATE*n* signal disables counting.

Mode 4's basic operation is outlined below and shown in Figure 9-16.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following the count write, the count is loaded.
3. On each succeeding CLKIN*n* pulse, the count is decremented.
4. When the count reaches zero, OUT*n* is reset.
5. On the following CLKIN*n* pulse, OUT*n* is set.

Writing a count of N causes OUT*n* to strobe low in N + 1 CLKIN*n* pulses. OUT*n* remains low for one CLKIN*n* pulse, then goes high (provided GATE*n* remains high).

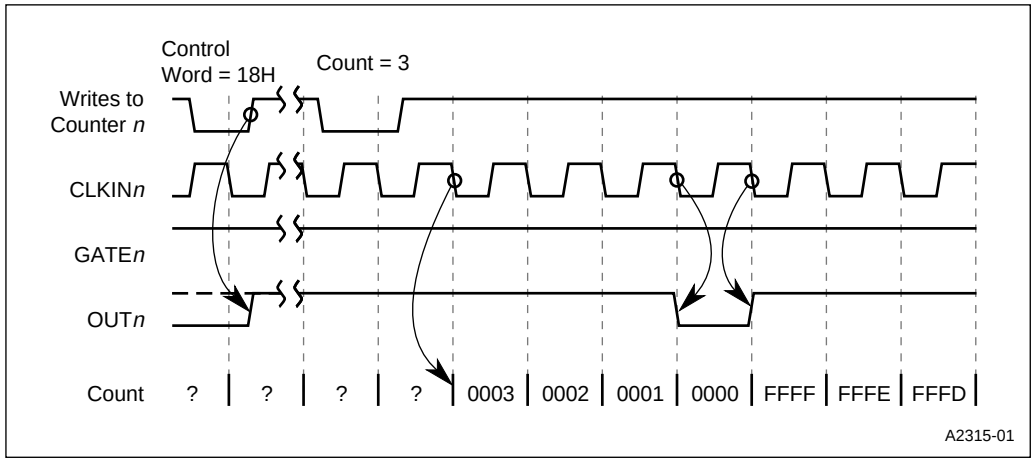


Figure 9-16. Mode 4 – Basic Operation

Figure 9-17 shows suspending the counting sequence. A low level on GATE*n* causes the counter to suspend counting (both the state of OUT*n* and the count remain unchanged). A high level on GATE*n* resumes counting.

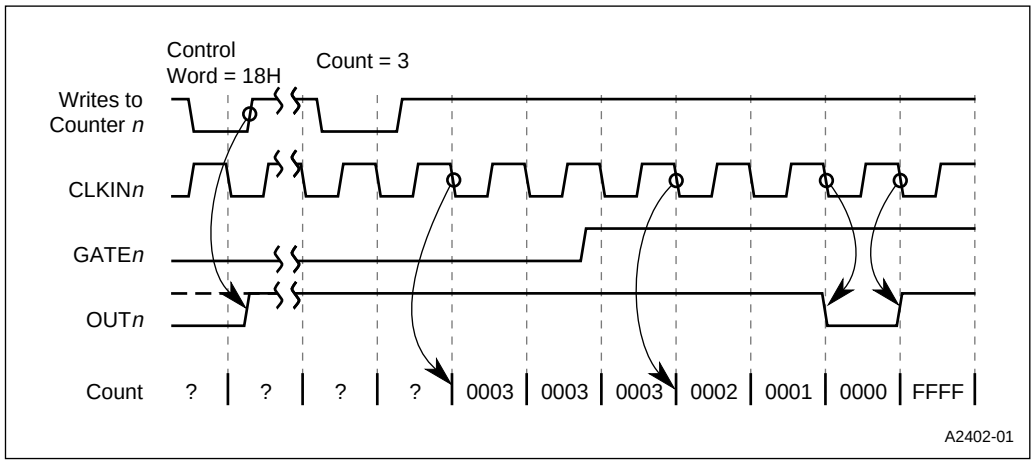


Figure 9-17. Mode 4 – Disabling the Count

Figure 9-18 shows writing a new count. On the CLKIN*n* pulse following the new count write, the counter loads the new count and counting continues from the new count.

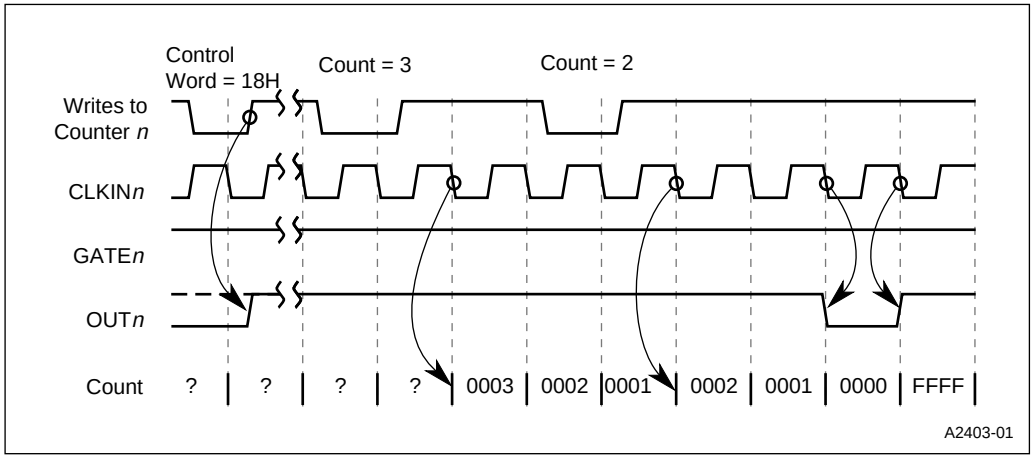


Figure 9-18. Mode 4 – Writing a New Count

9.2.6 Mode 5 – Hardware-triggered Strobe

Initializing a counter for mode 5 sets the counter's OUT*n* signal, starting the counting sequence. A gate-trigger loads the current programmed count. When the counter reaches zero, OUT*n* strobes low for one clock pulse. The counter then rolls over and continues counting, but OUT*n* does not strobe low when the count reaches zero.The OUT*n* strobes low only the first time it reaches zero after a count is loaded.

Mode 5's basic operation is outlined below and shown in Figure 9-19.

1. After a control word write, OUT*n* is set.
2. On the CLKIN*n* pulse following a gate-trigger, the count is loaded.
3. On each succeeding CLKIN*n* pulse, the count is decremented.
4. When the count reaches zero, OUT*n* is reset.
5. On the following CLKIN*n* pulse, OUT*n* is set.

Writing a count of N causes OUT*n* to strobe low N + 1 CLKIN*n* pulses after the counter receives a gate-trigger. OUT*n* remains low for one CLKIN*n* pulse, then goes high.

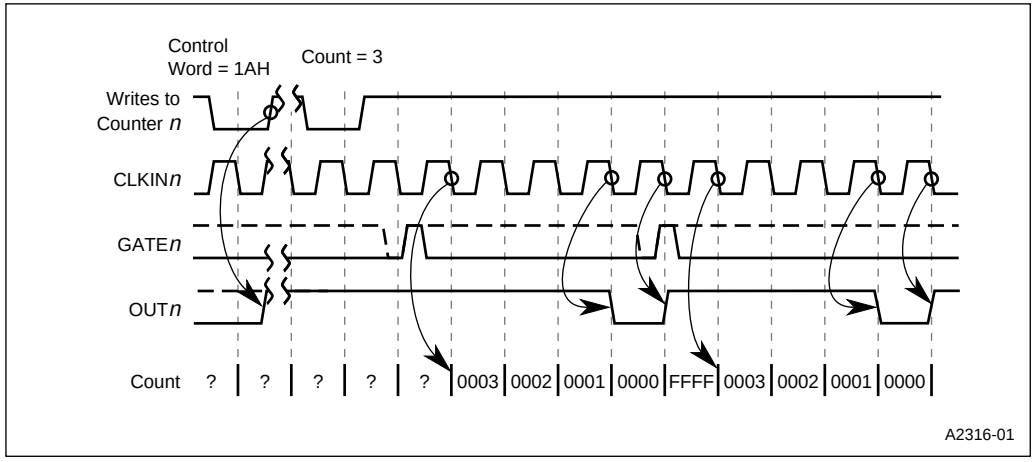


Figure 9-19. Mode 5 – Basic Operation

Figure 9-20 shows retriggering the strobe with a gate-trigger. On the CLKIN*n* pulse following the retrigger, the counter reloads the count. The control logic then decrements the count on each succeeding CLKIN*n* pulse. OUT*n* remains high until the count reaches zero, then strobes low for one CLKIN*n* pulse.

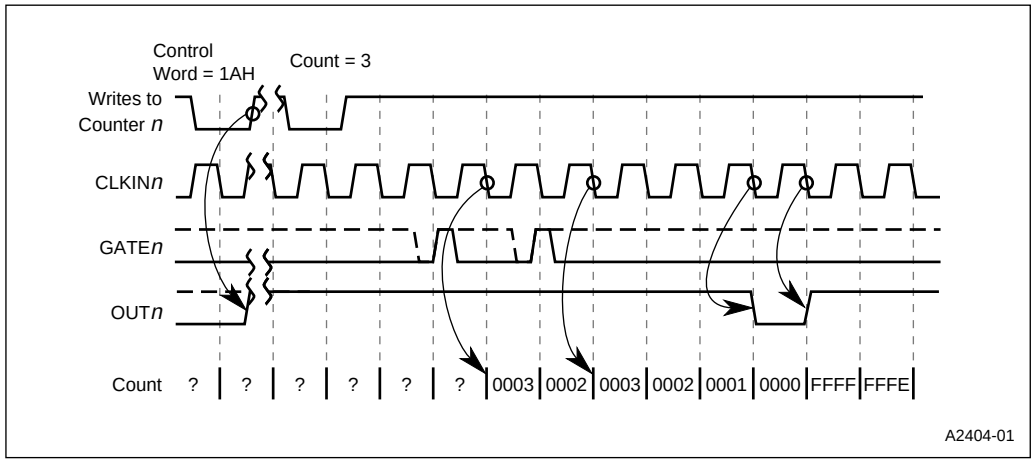


Figure 9-20. Mode 5 – Retriggering the Strobe

Figure 9-21 shows writing a new count. The counter waits for a gate-trigger to load the new count; it does not affect the current sequence until the counter receives a trigger. On the CLKIN*n* pulse following the trigger, the control logic loads the new count. The control logic then decrements the count on each succeeding CLKIN*n* pulse. OUT*n* remains high until the count reaches zero, then strobes low for one CLKIN*n* pulse.

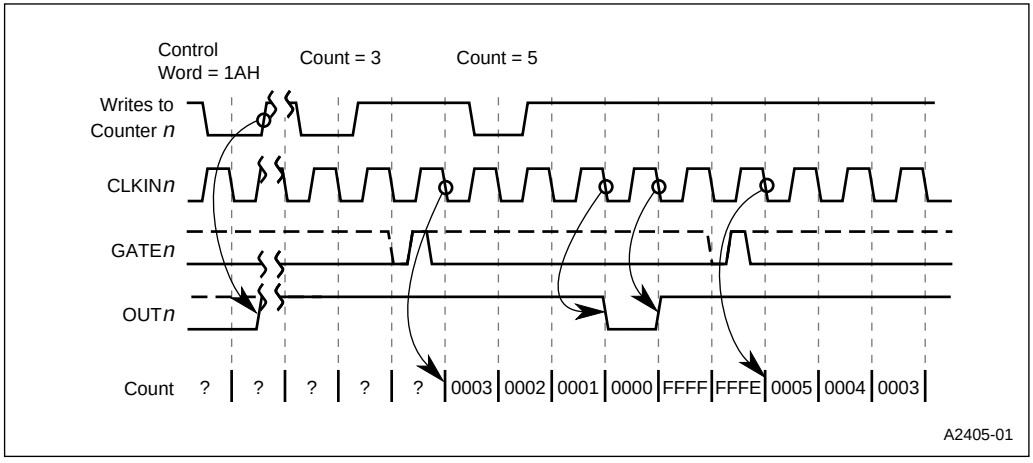


Figure 9-21. Mode 5 – Writing a New Count

9.3 PROGRAMMING

The following sections describe how to configure a counter's input and output signals, initialize a counter for a specific operating mode and count format, write count values to a counter, and read a counter's status and count.

9.3.1 Configuring the Input and Output Signals

Each counter is driven by a clock pulse on its CLKIN*n* input. You can connect each counter's CLKIN*n* input to either its timer clock (TMRCLK*n*) pin or the prescaled clock (PSCLK) signal. The counters can handle up to 1/2 the processor clock (CLK2/4) input frequencies. PSCLK is an internal signal that is a prescale value of the processor's internal clock. The frequency of PSCLK is programmable. (See "Controlling the PSCLK Frequency" on page 6-6.) You can connect each counter's GATE*n* signal to either its timer gate (TMRGATE*n*) pin or V_{CC}. The timer configuration register (TMRCFG) enables the counter's CLKIN*n* signals and determines each counter's CLKIN*n* and GATE*n* signal connections (Figure 9-22).

Timer Configuration
TMRCFG
(read/write)

Expanded Addr: F834H
PC/AT Addr: —
Reset State: 00H

7							0
TMRDIS	—	GT2CON	CK2CON	GT1CON	CK1CON	GT0CON	CK0CON

Bit Number	Bit Mnemonic	Function
7	TMRDIS	Timer Disable: Setting this bit disables the CLKIN*n* signals. Clearing this bit enables the CLKIN*n* signals.
6	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
5	GT2CON	Gate 2 Connection: Setting this bit connects GATE2 to the TMRGATE2 pin. Clearing this bit connects GATE2 to V_{CC}.
4	CK2CON	Clock 2 Connection: Clearing this bit connects CLKIN2 to the internal PSCLK signal. Setting this bit connects CLKIN2 to the TMRCLK2 pin.
3	GT1CON	Gate 1 Connection: Setting this bit connects GATE1 to the TMRGATE1 pin. Clearing this bit connects GATE1 to V_{CC}.
2	CK1CON	Clock 1 Connection: Clearing this bit connects CLKIN1 to the internal PSCLK signal. Setting this bit connects CLKIN1 to the TMRCLK1 pin.
1	GT0CON	Gate 0 Connection: Setting this bit connects GATE0 to the TMRGATE0 pin. Clearing this bit connects GATE0 to V_{CC}.
0	CK0CON	Clock 0 Connection: Clearing this bit connects CLKIN0 to the internal PSCLK signal. Setting this bit connects CLKIN0 to the TMRCLK0 pin.

Figure 9-22. Timer Configuration Register (TMRCFG)

The peripheral pin selection registers (P3CFG and PINCFG) determine whether each counter's OUT*n* signal is connected to its TMROUT*n* pin. Figure 9-23 shows the TCU signal connections. For details on the P3CFG and PINCFG registers see Figure 9-24 and Figure 9-25. The counter output signals are automatically connected to the interrupt control unit. Counter 1's output signal (OUT1) is automatically connected to DMA channel 0, and counter 2's output signal (OUT2) is automatically connected to DMA channel 1.

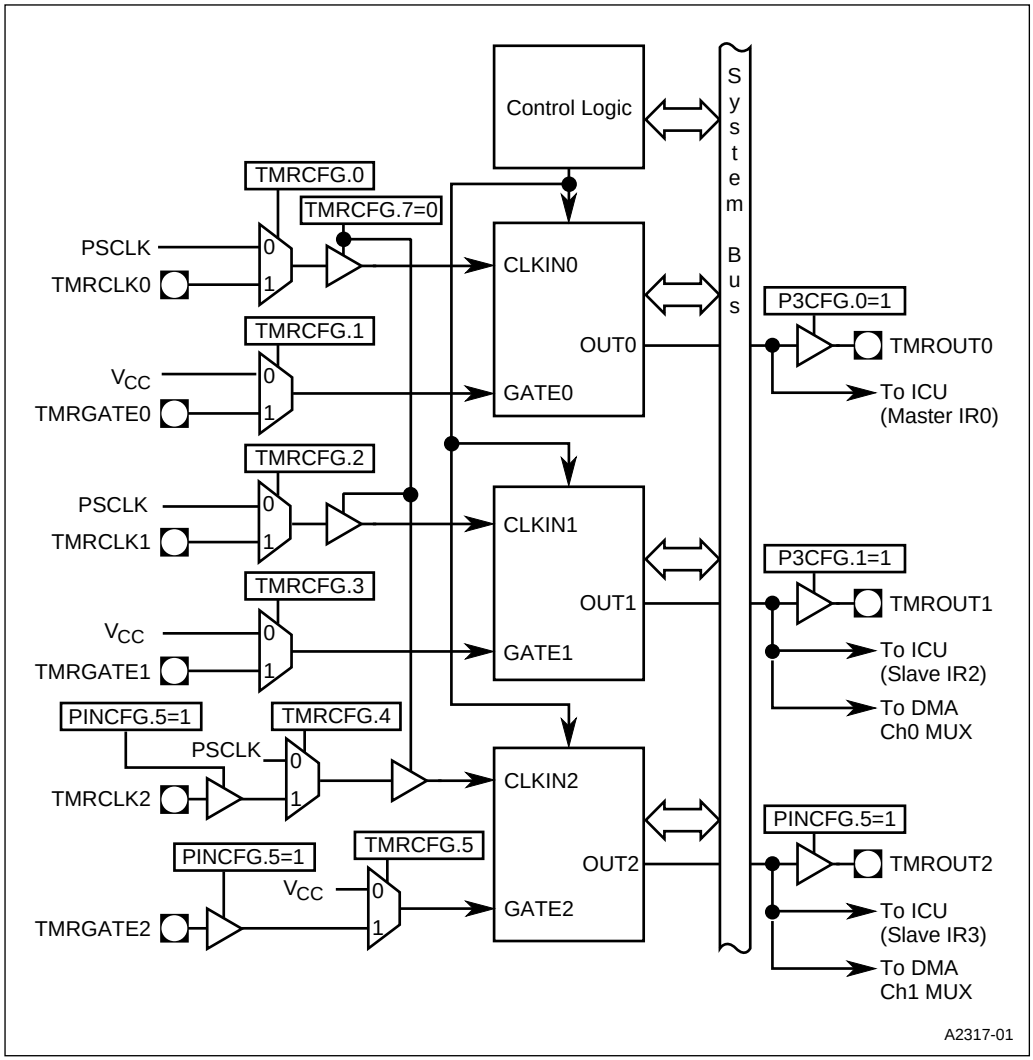


Figure 9-23. Timer/Counter Unit Signal Connections

Use P3CFG bits 0 and 1 to connect TMROUT0 and TMROUT1 to package pins.

Port 3 Configuration
P3CFG
(read/write)

Expanded Addr: F824H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects COMCLK to the package pin. Clearing this bit connects P3.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects PWRDOWN to the package pin. Clearing this bit connects P3.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects INT3 to the package pin. Clearing this bit connects P3.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects INT2 to the package pin. Clearing this bit connects P3.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects INT1 to the package pin. Clearing this bit connects P3.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects INT0 to the package pin. Clearing this bit connects P3.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects TMROUT1 to the package pin. Clearing this bit connects P3.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects TMROUT0 to the package pin. Clearing this bit connects P3.0 to the package pin.

Figure 9-24. Port 3 Configuration Register (P3CFG)

Use PINCFG bit 5 to connect TMROUT2, TMRCLK2, and TMRGATE2 to package pins.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects the CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 9-25. Pin Configuration Register (PINCFG)

9.3.2 Initializing the Counters

The timer control register (TMRCON) has three formats: *control word*, *counter-latch*, and *read-back*. When writing to TMRCON, certain bit settings determine which format is accessed.

Use the TMRCON's control word format (Figure 9-26) to specify a counter's count format and operating mode. Writing the control word forces OUT*n* goes to an initial state that depends on the selected operating mode.

Timer Control (Control Word Format)
TMRCON

Expanded Addr: F043H
PC/AT Addr: 0043H
Reset State: 00H

7							0
SC1	SC0	RW1	RW0	M2	M1	M0	CNTFMT

Bit Number	Bit Mnemonic	Function
7–6	SC1:0	Select Counter: Use these bits to specify a particular counter. The selections you make for bits 5–0 define this counter's operation. 00 = counter 0 01 = counter 1 10 = counter 2 11 is not an option for TMRCON's control word format. Selecting 11 accesses TMRCON's read-back format, which is shown in Figure 9-30.
5–4	RW1:0	Read/Write Select: These bits select a read/write option for the counter specified by bits 7–6. 01 = read/write least-significant byte only 10 = read/write most-significant byte only 11 = read/write least-significant byte first, then most-significant byte 00 is not an option for TMRCON's control word format. Selecting 00 accesses TMRCON's counter-latch format, which is shown in Figure 9-28.
3–1	M2:0	Mode Select: These bits select an operating mode for the counter specified by bits 7–6. 000 = mode 0 001 = mode 1 X10 = mode 2 X11 = mode 3 100 = mode 4 101 = mode 5 X is a don't care.
0	CNTFMT	Count Format: This bit selects the count format for the counter specified by bits 7–6. 0 = binary (16 bits) 1 = binary coded decimal (4 decades)

NOTE: The read-back command has precedence over the counter-latch command. See TMRCON's read-back format (Figure 9-30) for the read-back function of bits 5–0.

Figure 9-26. Timer Control Register (Control Word Format)

9.3.3 Writing the Counters

Use the write format of a counter's timer *n* register (TMR*n*) to specify a counter's count. The count must conform to the write selection specified in the control word (least-significant byte only, most-significant byte only, or least-significant byte followed by the most-significant byte). You can write a new count to a counter without affecting the counter's programmed operating mode. New counts must also conform to the specified write selection.

Timer *n* (Write Format)
TMR*n* (*n* = 0–2)

Expanded Addr: F040H, F041H F042H
PC/AT Addr: 0040H, 0041H 0042H
Reset State: XX

7							0
CV7	CV6	CV5	CV4	CV3	CV2	CV1	CV0

Bit Number	Bit Mnemonic	Function
7–0	CV7:0	Count Value: Write a count value for the counter to these bits. When writing the counter's count value, follow the write selection specified in the counter's control word.

Figure 9-27. Timer *n* Register (Write Format)

Table 9-4 lists the minimum and maximum initial counts for each mode.

Table 9-4. Minimum and Maximum Initial Counts

Mode	Minimum Count	Maximum Count
0–1	1	0
2–3	2	0
4–5	1	0

NOTE: 0 is equivalent to 2^{16} for binary counting and 10^4 for BCD counting.

9.3.4 Reading the Counter

To read the counter you can perform a simple read operation or send a latch command to the counter. TMRCON contains two formats that allow you to send latch commands to individual counters: the counter-latch and read-back format. The counter-latch command latches the count of a specific counter. The read-back command latches the count and/or status of one or more specified counters.

9.3.4.1 Simple Read

To perform a simple read operation, suspend the counter's operation (using the counter's GATE*n* signal), then read the counter's timer *n* register. You must disable the counter so that the count is not in the process of changing when it is read, giving an undefined result.

9.3.4.2 Counter-latch Command

Use the counter-latch format of TMRCON (Figure 9-28) to latch the count of a specific counter. A counter continues to run even after the count is latched. This allows reading the count without disturbing the count in progress.

Timer Control (Counter-latch Format)
TMRCON

Expanded Addr: F043H
PC/AT Addr: 0043H
Reset State: 00H

7							0
SC1	SC0	0	0	—	—	—	—

Bit Number	Bit Mnemonic	Function
7–6	SC1:0	Select Counter: These bits specify the counter that will be issued the counter-latch command. 00 = counter 0 01 = counter 1 10 = counter 2 11 is not an option for TMRCON's counter-latch format. Selecting 11 accesses TMRCON's read-back format, which is shown in Figure 9-30.
5–4	—	Write zeros to these bits to issue a counter-latch command to the counter specified by bits 7–6. 01, 10, and 11 are not valid options for TMRCON's counter-latch format.
3–0	—	Reserved; for compatibility with future devices, write zeros to these bits.

NOTE: Bits 5–0 serve another function when you select the read-back command (SC1:0 = 11). See Figure 9-30 for the read-back bit functions.

Figure 9-28. Timer Control Register (Counter-latch Format)

When a counter receives a counter-latch command, it latches the count. This count remains latched until you either read the count or reconfigure the counter. If you send multiple counter-latch commands without reading the counter, only the first counter-latch command latches the count.

After issuing a counter-latch command, you can read the counter's TMR*n* register. When reading the counter's TMR*n* register you must follow the counter's programmed read selection (least-significant byte only, most-significant byte only, or least-significant byte followed by the most-significant byte). If the counter is programmed for two-byte counts, you must read two bytes.You need not read the two bytes consecutively; you may insert read, write, or programming operations between the byte reads.

You can interleave reads and writes of the same counter; for example, if the counter is programmed for the two-byte read/write selection, the following sequence is valid.

1. Read least-significant byte.
2. Write new least-significant byte.
3. Read most-significant byte.
4. Write new most-significant byte.

Timer *n* (Read Format)
TMR*n* (*n* = 0–2)

Expanded Addr: F040H, F041H F042H
PC/AT Addr: 0040H, 0041H 0042H
Reset State: XX

7							0
CV7	CV6	CV5	CV4	CV3	CV2	CV1	CV0

Bit Number	Bit Mnemonic	Function
7–0	CV7:0	Count Value: These bits contain the counter's count value. When reading the counter's count value, follow the read selection specified in the counter's control word.

Figure 9-29. Timer *n* Register (Read Format)

9.3.4.3 Read-back Command

Use the read-back format of TMRCON (Figure 9-30) to latch the count and/or status of one or more counters. Latch a counter's status to check its programmed operating mode, count format, and read/write selection and to determine whether the latest count written to it has been loaded.

Timer Control (Read-back Format)
TMRCON

Expanded Addr: F043H
PC/AT Addr: 0043H
Reset State: 00H

7							0
1	1	COUNT#	STAT#	CNT2	CNT1	CNT0	—

Bit Number	Bit Mnemonic	Function
7–6	—	Write ones to these bits to select the read-back command. 00, 01, and 10 are not valid options for TMRCON's read-back format.
5	COUNT#	Count Latch: Clearing this bit latches the count of each selected counter. Use bits 3–1 to select one or more of the counters.
4	STAT#	Status Latch: Clearing this bit latches the status of each selected counter. Use bits 3–1 to select one or more of the counters.
3	CNT2	Counter 2 Select: When this bit is set, the actions specified by bits 5 and 4 affect counter 2. Otherwise, the actions do not affect counter 2.
2	CNT1	Counter 1 Select: When this bit is set, the actions specified by bits 5 and 4 affect counter 1. Otherwise, the actions do not affect counter 1.
1	CNT0	Counter 0 Select: When this bit is set, the actions specified by bits 5 and 4 affect counter 0. Otherwise, the actions do not affect counter 0.
0	—	Reserved. This bit is undefined.

Figure 9-30. Timer Control Register (Read-back Format)

The read-back command can latch the count and status of multiple counters. This single command is functionally equivalent to several counter-latch commands, one for each counter latched. Each counter's latched count and status is held until it is read or until you reconfigure the counter. A counter's latched count or status is automatically unlatched when read, but other counters' latched values remain latched until they are read.

After latching a counter's status and count with a read-back command, reading TMR*n* accesses its status format (Figure 9-31). Reading TMR*n* again accesses its read format. If both the count and status of a counter are latched, the first read of TMR*n* indicates the counter's status and the next one or two reads (depending on the counter's read selection) indicate the counter's count. If only the count of a counter is latched, then the first one or two reads of TMR*n* indicate the counter's count. If the counter is programmed for the two-byte read selection, you must read two bytes.

Timer *n* (Status Format)
TMR*n* (*n* = 0–2)

Expanded Addr: F040H, F041H F042H
PC/AT Addr: 0040H, 0041H 0042H
Reset State: XX

7							0
OUTPUT	NULCNT	RW1	RW0	M2	M1	M0	CNTFMT

Bit Number	Bit Mnemonic	Function
7	OUTPUT	Output Status: This bit indicates the current state of the counter's output signal. 1 = OUT*n* is high 0 = OUT*n* is low
6	NULCNT	Count Status: This bit indicates whether the latest count written to the counter has been loaded. Some modes require a gate-trigger before the counter loads new count values. 1 = a count has been written to the counter but has not yet been loaded 0 = the latest count written to the counter has been loaded
5	RW1:0	Read/Write Select Status: These bits indicate the counter's programmed read/write selection. 01 = read/write least-significant byte only 10 = read/write most-significant byte only 11 = read/write least-significant byte first, then most-significant byte
4	M2:0	Mode Status: These bits indicate the counter's programmed operating mode. 000 = mode 0 001 = mode 1 X10 = mode 2 X11 = mode 3 100 = mode 4 101 = mode 5 X is a don't care.
0	CNTFMT	Counter Format Status: This bit indicates the counter's programmed count format. 0 = binary (16 bits) 1 = binary coded decimal (4 decades)

Figure 9-31. Timer *n* Register (Status Format)

With the read-back command, you can simultaneously latch both the count and status of one or more counters. This is functionally the same as issuing two separate read-back commands. In this case, the first read operation of that counter returns the latched status, regardless of which was latched first. The next one or two reads (depending on the counter's read selection) returns the latched count. Subsequent reads return unlatched count.

When a counter receives multiple read-back commands, it ignores all but the first command; the count/status that the CPU reads is the count/status latched from the first read-back command (see Table 9-5).

Table 9-5. Results of Multiple Read-back Commands Without Reads

Command Sequence	Read-back Command	Command Result
1	Latch counter 0's count and status.	Counter 0's count and status latched.
2	Latch counter 1's status.	Counter 1's status latched.
3	Latch counter 2 and 1's status.	Counter 2's status latched; counter 1's status command ignored because command 2 already latched its status.
4	Latch counter 2's count.	Counter 2's count latched.
5	Latch counter 1's count and status.	Counter 1's count latched; counter 1's status command ignored because command 2 already latched its status.
6	Latch counter 0's count.	Counter 0's count command ignored because command 1 already latched its count.

9.3.5 Programming Considerations

Consider the following when programming the TCU.

- The 16-bit counters are read and written a byte at a time. The control word format of TMRCON selects whether you read or write the least-significant byte only, most-significant byte only, or least-significant byte then most-significant byte (this is called the counter's read/write selection). You must read and write the counters according to their programmed read/write selections.
- When you program a counter for the two-byte read or write selection, you must read or write both bytes. If you're using more than one subroutine to read or write a counter, make sure that each subroutine reads or writes both bytes before transferring control.
- You can program the counters for either an internal or external clock source. The internal source is a prescaled value of the processor's clock and is affected by the processor's powerdown and idle modes. Because an external source is provided off-chip, it is not affected by the processor's powerdown and idle modes. "Controlling Power Management Modes" on page 6-8 describes the processor's powerdown and idle modes.

CHAPTER 10
WATCHDOG TIMER UNIT

The watchdog timer (WDT) unit can function as a general-purpose timer, a software watchdog timer, or a bus monitor, or it can be disabled.

This chapter is organized as follows:

- Overview
- Programming the WDT
- Disabling the WDT
- Design considerations

10.1 OVERVIEW

The watchdog timer unit (Figure 10-1) includes a 32-bit reload register, a 32-bit down-counter, an 8-state binary counter, and count and status registers.

In its default mode, the watchdog timer (WDT) unit functions as a general-purpose, 32-bit timer. The WDT also offers two modes for recovering from unexpected system upsets: watchdog mode and bus monitor mode. Only one mode can be active at any given time. If you have no need for any of its functions, you can disable the unit entirely.

Watchdog mode protects systems from software upsets. In watchdog mode, system software must reload the down-counter at regular intervals. If it fails to do so, the timer expires and asserts WDTOUT. For example, the watchdog times out if software goes into an endless loop waiting for an event that never occurs. In watchdog mode **only**, idle mode stops the down-counter. Since no software can execute while the CPU is idle, a software watchdog is unnecessary. (Chapter 6, "Clock and Power Management Unit," discusses idle mode.)

Bus monitor mode protects *normally not-ready* systems from ready-hang conditions. (A *normally not-ready* system is one in which a bus cycle continues until the accessed device asserts READY#.) In bus monitor mode, the ADS# signal from the bus interface unit (BIU) reloads the down-counter and the READY# signal stops it. The BIU asserts ADS# for the next bus cycle only after an external peripheral asserts READY#. An access to a nonexistent location never asserts READY#, so the timer expires and asserts WDTOUT. For example, the bus monitor times out if a bus cycle attempts to access an external peripheral in a nonexistent location and the processor hangs up waiting for READY#. The WDT circuitry correctly matches each READY # with a corresponding ADS#, even in pipelined mode when two ADS# pulses occur before the first READY# pulse.

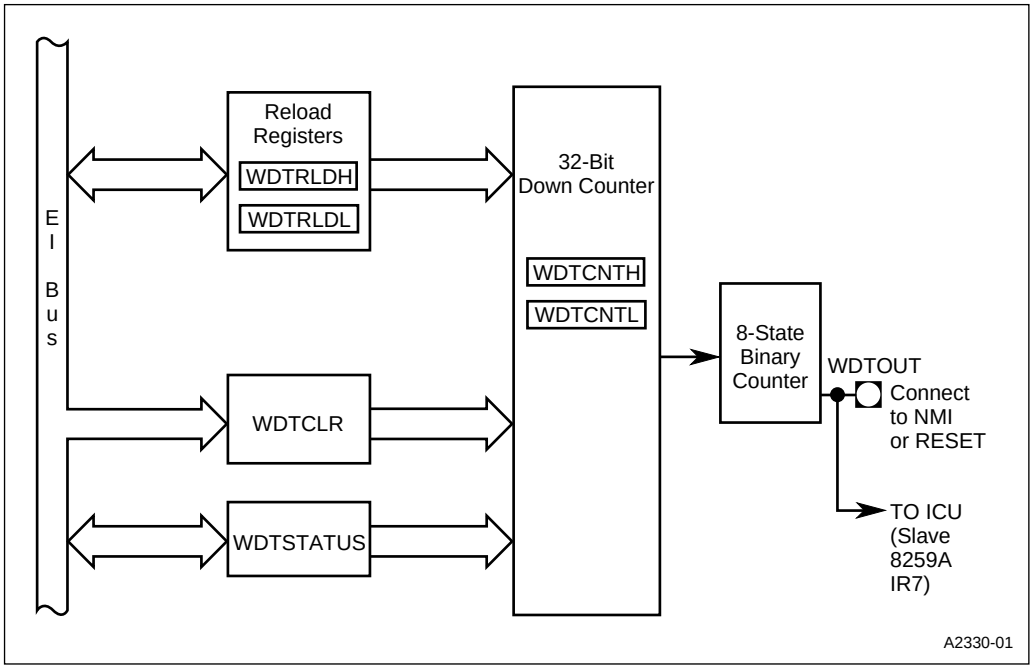


Figure 10-1. Watchdog Timer Unit Connections

10.1.1 WDT Operation

After a device reset, the WDT begins counting down in general-purpose timer mode. Unless you change the mode, change the reload value, or disable it, the WDT will time out and assert WDTOUT after 64K clock cycles.

The 32-bit down-counter decrements on every clock cycle. When the down-counter reaches zero (a *WDT timeout*), the 8-state binary counter drives the WDTOUT pin high for eight clock cycles to signal the timeout. An internal signal carries the inverted value of the WDTOUT pin to the interrupt control unit (the slave's IR7 line). A WDT timeout can reset the system or generate an interrupt request, depending on how you configure WDTOUT. ("Design Considerations" on page 10-9 describes the configuration options.)

The reload registers hold a user-defined value that reloads the down-counter when one of the following *reload events* occurs:

- in watchdog mode, when system software executes a specific instruction sequence (called a *lockout* sequence) to the WDTCLR location
- in bus monitor mode, when the bus interface unit asserts ADS#
- in all modes, when the down-counter reaches zero

Software can read the status register to determine the mode of the WDT and can read the count registers to determine the current value of the down-counter.

Like all internal peripherals, the WDT unit is disabled in powerdown mode. Unlike other peripherals, if it is functioning as a software watchdog, the WDT is also disabled in idle mode. Since no software can execute while the CPU is idle, the software watchdog is unnecessary.If it is functioning as a bus monitor or general-purpose timer, the WDT continues to operate normally while the CPU is idle.

10.1.2 WDT Registers and Signals

Table 10-1 describes the registers associated with the WDT and Table 10-2 describes the signals.

Table 10-1. WDT Registers

Register	Address	Description
WDTCLR	F4C8H	Watchdog Timer Clear: Write the lockout sequence to this location. Circuitry at this address decodes the lockout sequence to enable watchdog mode, reload the counter, or both. This location is used only for watchdog mode.
WDTCNTH WDTCNTL	F4C4H F4C6H	WDT Counter: These registers hold the current value of the WDT down-counter. Software can read them to determine the current count value. Any reload event reloads these registers with the contents of WDTRLDH and WDTRLDL.
WDTRLDH WDTRLDL	F4C0H F4C2H	WDT Reload Value: Write the reload value to these registers, using two word writes. After a lockout sequence executes, these registers cannot be written again until after a device reset. A reload event reloads WDTCNTH and WDTCNTL with the contents of these registers.

Table 10-1. WDT Registers (Continued)

Register	Address	Description
WDTSTATUS	F4CAH	WDT Status: This register contains one **read-only** bit (WDTEN) that indicates whether watchdog mode is enabled and two read/write bits that control bus monitor mode and the WDT clock. A lockout sequence sets the WDTEN bit and clears the two read/write bits, disabling bus monitor mode and enabling the WDT clock. After a lockout sequence executes, this register cannot be written again until after a device reset. Software can read this register to determine the current status of the WDT and (unless a lockout sequence has been executed) can set the BUSMON bit to enable bus monitor mode or set the CLKDIS bit to disable the WDT.

Table 10-2. WDT Signals

Signal	Device Pin or Internal Signal	Description
ADS#	Device pin	Address Status (from the bus interface unit): Indicates that the processor is driving a valid bus-cycle definition and address onto its pins. Bus monitor mode reloads and starts the down-counter each time ADS# is asserted.
IDLE	Internal signal	Idle (from the clock and power management unit): Indicates that the device is in idle mode (core clocks stopped and peripheral clocks running). In watchdog mode, the down-counter stops when the core is idle. In bus monitor or general-purpose timer mode, the WDT continues to run while the core is idle.
READY#	Device pin	Ready (from the bus interface unit): Indicates that the current bus cycle has completed. Bus monitor mode stops the down-counter when READY# is asserted.
WDTOUT	Device pin	Watchdog Timer Output: Indicates that the down-counter has timed out. If you want a WDT timeout to reset the device, connect WDTOUT to the RESET input. If you want a WDT timeout to generate a nonmaskable interrupt, connect WDTOUT to the NMI input. An internal signal carries the inverted value of WDTOUT to the interrupt control unit (the slave's IR7 line). If you want a WDT timeout to cause a maskable interrupt, enable the interrupt. (Chapter 8, "Interrupt Control Unit," explains how to do this.)

10.2 PROGRAMMING THE WDT

Each WDT operating mode requires different programming, but the modes use common registers. In all operating modes, software can read the count registers, WDTCNTH and WDTCNTL (Figure 10-2), to determine the current down-counter value and can read the status register, WDTSTATUS (Figure 10-3), to determine the WDT mode. Bus monitor mode requires a write to WDTSTATUS. All operating modes use the reload registers, WDTRLDH and WDTRLDL (Figure 10-4). This section describes the registers, then explains how to enable and use each mode.

WDT Counter Value (High)
WDTCNTH
(read only)

Expanded Addr: F4C4H
ISA Addr: —
Reset State: 0000H (A-step only)
FFFFH (all others)

15							8
WC31	WC30	WC29	WC28	WC27	WC26	WC25	WC24
7							**0**
WC23	WC22	WC21	WC20	WC19	WC18	WC17	WC16

WDT Counter Value (Low)
WDTCNTL
(read only)

Expanded Addr: F4C6H
ISA Addr: —
Reset State: FFFFH

15							8
WC15	WC14	WC13	WC12	WC11	WC10	WC9	WC8
7							**0**
WC7	WC6	WC5	WC4	WC3	WC2	WC1	WC0

Bit Number	Bit Mnemonic	Function
High 15–0	WC31:16	WDT Counter Value High Word and Low Word:
Low 15–0	WC15:0	Read the high word of the counter value from WDTCNTH and the low word from WDTCNTL.

Figure 10-2. WDT Counter Value Registers (WDTCNTH and WDTCNTL)

ERRATA (3/28/95)
In Figure 10-2, The Reset State 0000H is for A-step devices only.
Now includes FFFFH, which is the reset state for all later steppings.
In the WDTCNTL "Function" description, WDTCNTL was incorrectly shown as WDTDNTL.

WDT Status
WDTSTATUS
(read/write)

Expanded Addr: F4CAH
ISA Addr: —
Reset State: 00H

7							0
WDTEN	—	—	—	—	—	BUSMON	CLKDIS

Bit Number	Bit Mnemonic	Function
7	WDTEN	Watchdog Mode Enabled: This **read-only** bit indicates whether watchdog mode is enabled. Only a lockout sequence can set this bit and only a system reset can clear it. 0 = watchdog mode disabled 1 = watchdog mode enabled
6–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	BUSMON	Bus Monitor Enable: Write to this bit to enable or disable bus monitor mode; read it to determine the current status. A lockout sequence clears BUSMON and prevents writing to this register.
0	CLKDIS	Clock Disable: Write to this bit to stop or restart the clock to the WDT; read it to determine the current clock status. A lockout sequence clears CLKDIS and prevents writing to this register. 0 = enable clock 1 = disable (stop) clock

Figure 10-3. WDT Status Register (WDTSTATUS)

WDT Reload Value (High)
WDTRLDH
(read/write)

Expanded Addr: F4C0H
ISA Addr: —
Reset State: 0000H

15							8
WR31	WR30	WR29	WR28	WR27	WR26	WR25	WR24
7							**0**
WR23	WR22	WR21	WR20	WR19	WR18	WR17	WR16

WDT Reload Value (Low)
WDTRLDL
(read/write)

Expanded Addr: F4C2H
ISA Addr: —
Reset State: FFFFH

15							8
WR15	WR14	WR13	WR12	WR11	WR10	WR9	WR8
7							**0**
WR7	WR6	WR5	WR4	WR3	WR2	WR1	WR0

Bit Number	Bit Mnemonic	Function
High 15–0	WR31:16	WDT Reload Value (High Word and Low Word): Write the high word of the reload value to WDTRLDH and the low word to the WDTRLDL.
Low 15–0	WR15:0	

Figure 10-4. WDT Reload Value Registers (WDTRLDH and WDTRLDL)

10.2.1 General-purpose Timer Mode

The WDT defaults to general-purpose timer mode after reset. If your system has no requirement for a software watchdog or a bus monitor, you can use the WDT in this mode. At reset, the down-counter begins decrementing once every clock cycle, beginning at 0000FFFFH (the initial values of the reload and count registers). Unless you intervene, the WDT times out after 64K clock cycles.

Software can read the count registers (WDTCNTH and WDTCNTL) at any time to determine the current value of the down-counter. You might, for example, read the count when one event occurs, read it again when a second event occurs, then calculate the elapsed time between the two events.

When the down-counter reaches zero, the 8-state binary counter drives the WDTOUT pin high for eight clock cycles. During the clock cycle immediately after the down-counter reaches zero, this mode reloads the down-counter with the contents of the reload registers.

If you want more or fewer than 65,535 clock cycles between WDT timeouts, write a 32-bit reload value to the reload registers (Figure 10-4 on page 10-7):

1. Write the upper 16 bits of the reload value to WDTRLDH.
2. Write the lower 16 bits of the reload value to WDTRLDL.

In this mode, you cannot reload the counter except on a WDT timeout. However, you can force a reload by entering bus monitor mode, allowing an ADS# to reload the counter, then switching back to general-purpose timer mode.

10.2.2 Software Watchdog Mode

In software watchdog mode, system software must periodically reload the down-counter with a reload value. The reload value depends on the design of the system software. In general, determining the proper reload value requires software analysis and some experimentation.

After reset, the WDT defaults to general-purpose timer mode. Unless you intervene, the WDT times out after 64K clock cycles. If you want to use the WDT as a system watchdog, use this sequence to enable watchdog mode:

1. Write the upper 16 bits of the reload value to WDTRLDH (Figure 10-4 on page 10-7).
2. Write the lower 16 bits of the reload value to WDTRLDL (Figure 10-4 on page 10-7).
3. Write two sequential words, 0F01EH followed by 0FE1H, to the WDTCLR location (F4C8H). This sequence (called a *lockout sequence*) sets the WDTEN bit in the watchdog status register and loads the contents of the reload value register into the down-counter. No other data values or sizes will work.

Regardless of the values of the two control bits in the WDTSTATUS register (Figure 10-3 on page 10-6), the lockout sequence sets the WDTEN bit and clears the remaining bits. The lockout sequence prohibits writes to the WDTSTATUS and reload registers; only a system reset can change them. This reduces the possibility for errant software to duplicate the instructions and illegally reload the timer.

The same lockout sequence that enables the watchdog reloads the down-counter.

- Write two sequential words, 0F01EH followed immediately by 0FE1H, to the WDTCLR location (F4C8H).

10.2.3 Bus Monitor Mode

In bus monitor mode, ADS# reloads and starts the down-counter and READY# stops it.The initial values of the reload register and down-counter are 0000FFFFH. In bus monitor mode, the programmed reload value should be slightly longer than the longest bus cycle expected.

Use this sequence to enable bus monitor mode:

1. Write the upper word of the reload value to WDTRLDH (Figure 10-4 on page 10-7).
2. Write the lower word of the reload value to WDTRLDL (Figure 10-4 on page 10-7).
3. Set the bus monitor bit in WDTSTATUS (Figure 10-3 on page 10-6).

Because you never execute the lockout sequence in bus monitor mode, you can change the reload value and enable or disable the mode at any time. To change the reload value, write a 32-bit value to the WDTRLDH and WDTRLDL registers, using two word writes. To disable or enable bus monitor mode, write to the Bus Monitor bit in WDTSTATUS.

10.3 DISABLING THE WDT

If your system has no need for the WDT, you can disable the unit. To do so, set the CLKDIS bit in the WDTSTATUS register (Figure 10-3 on page 10-6). This stops the clock to the WDT. In this configuration, the WDT consumes minimal power, but you can still re-enable the unit at any time.

If the WDT is in watchdog mode, you cannot write to the WDTSTATUS register to stop the clock. If it is in bus monitor or general-purpose timer mode, however, stopping the clock disables the WDT.

10.4 DESIGN CONSIDERATIONS

This section outlines considerations for the watchdog timer unit.

- Depending on the system configuration, a WDT timeout can cause a maskable interrupt, a nonmaskable interrupt, or a system reset.
  - — The internal WDT timeout signal is connected to the interrupt control unit's slave IR7 line. If you want a WDT timeout to generate a slave IR7 interrupt, you need only enable the interrupt. (Refer to Chapter 8, "Interrupt Control Unit," for details.)
  - — If you want a WDT timeout to cause a nonmaskable interrupt, connect WDTOUT to the NMI input.
  - — If you want a WDT timeout to reset the system, connect the WDTOUT pin to the RESET input.
- If a WDT timeout is to generate an interrupt, configure the interrupt control unit for **edge-triggered** interrupts. Otherwise, the WDT will generate continuous interrupts. (Chapter 8, "Interrupt Control Unit," discusses level-sensitive and edge-triggered interrupts.)

CHAPTER 11
ASYNCHRONOUS SERIAL I/O UNIT

The asynchronous serial I/O (SIO) unit provides a means for the system to communicate with external peripheral devices and modems. The SIO unit performs serial-to-parallel conversions on data characters received from a peripheral device or modem and parallel-to-serial conversions on data characters received from the CPU. The SIO unit consists of two independent SIO channels, each of which is compatible with National Semiconductor's NS16C450.

This chapter is organized as follows:

- Overview
- SIO operation
- Programming
- Design considerations

11.1 OVERVIEW

Each SIO channel contains a baud-rate generator, transmitter, receiver, and modem control unit (see Figure 11-1). The baud-rate generator can be clocked by either the internal serial clock (SERCLK) signal or the COMCLK pin. The transmitter and receiver contain shift registers and buffers. Data to be transmitted is written to the transmit buffer. The buffer's contents are transferred to the transmit shift register and shifted out via the transmit data pin (TXD*n*). Data received is shifted in via the receive data pin (RXD*n*). Once a data byte has been received, the contents of the receive shift register are transferred to the receive buffer. The modem control logic provides interfacing for the handshaking signals between an SIO channel and a modem or data set.

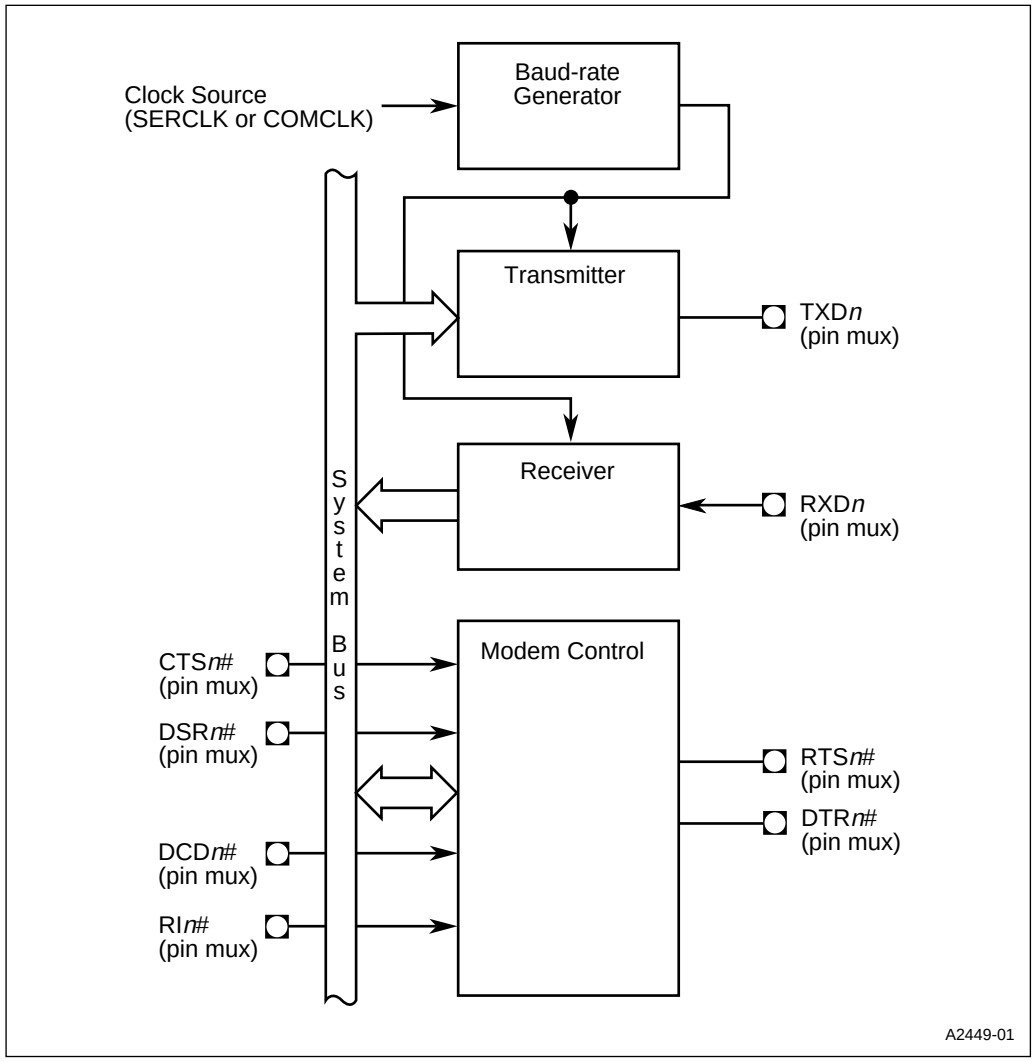


Figure 11-1. SIO0 and SIO1 Connections

11.1.1 SIO Signals

Table 11-1 lists the SIO*n* signals.

Table 11-1. SIO Signals

Signal	Device Pin or Internal Signal	Description
Baud-rate Generator Clock Source	Internal signal Device pin (input)	SERCLK: This internal signal is the processor's input clock, CLK2, divided by four. COMCLK: An external source connected to this pin can clock the SIO*n* baud-rate generator.
TXD*n*	Device pin (output)	Transmit Data: The transmitter uses this pin to shift serial data out. Data is transmitted least-significant bit first.
RXD*n*	Device pin (input)	Receive Data: The receiver uses this pin to shift serial data in. Data is received least-significant bit first.
CTS*n*#	Device pin (input)	Clear to Send: Indicates that the modem or data set is ready to exchange data with the SIO*n* channel.
DSR*n*#	Device pin (input)	Data Set Ready: Indicates that the modem or data set is ready to establish the communications link with the SIO*n* channel.
DCD*n*#	Device pin (input)	Data Carrier Detect: Indicates that the modem or data set has detected the data carrier.
RI*n*#	Device pin (input)	Ring Indicator: Indicates that the modem or data set has detected a telephone ringing signal.
RTS*n*#	Device pin (output)	Request to Send: Indicates the modem or data set that the SIO*n* channel is ready to exchange data.
DTR*n*#	Device pin (output)	Data Terminal Ready: Indicates to the modem or data set that the SIO*n* channel is ready to establish a communications link.

11.2 SIO OPERATION

The following sections describe the operation of the baud-rate generator, transmitter, and receiver and discusses the modem control logic, SIO diagnostic mode, and SIO interrupt sources.

11.2.1 Baud-rate Generator

Each SIO channel's baud-rate generator provides the clocking source for the channel's transmitter and receiver. The baud-rate generator is capable of dividing its input (BCLKIN) by any divisor from 1 to (2^{16}–1). The output frequency is selected to be 16 times the desired bit time. The transmitter shifts data out on the rising edge of BCLKIN. The receiver samples input data in the middle of a bit time.

The internal serial clock (SERCLK) signal or the COMCLK pin can be connected to the baud-rate generator's BCLKIN signal (Figure 11-2). The SIO configuration register (SIOCFG) selects one of these sources.

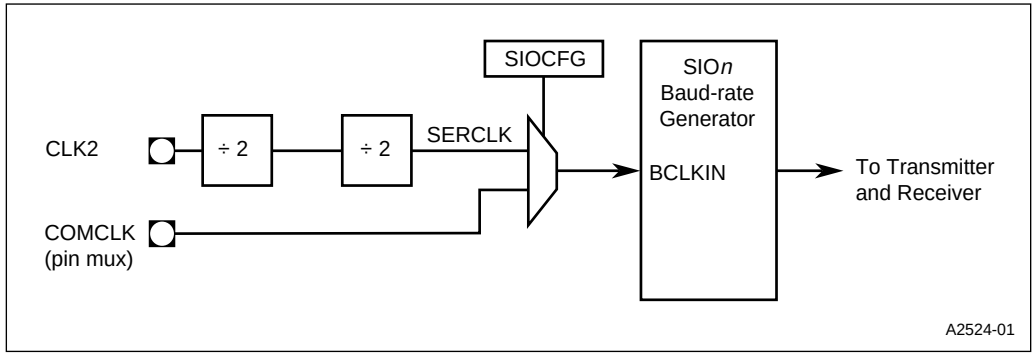


Figure 11-2. SIO*n* Baud-rate Generator Clock Sources

SERCLK provides a baud-rate input frequency (BCLKIN) of CLK2/4. The COMCLK pin allows an external source with a frequency of up to 12.5 MHz to provide the baud-rate input frequency.

The baud-rate generator's output (or bit time for transmitter and receiver) is determined by BCLKIN and a 16-bit divisor as follows.

$$\text{baud-rate generator output frequency} = \frac{\text{BCLKIN frequency}}{16 \times \text{divisor}}$$

The minimum divisor value is 1, giving a maximum output frequency of BCLKIN/16. The maximum divisor value is FFFFH (65535), giving a minimum output frequency of BCLKIN/(16 × 65535). The maximum and minimum baud-rate output frequencies using SERCLK with a 25 MHz device (CLK2 = 50 MHz) or COMCLK with a 12.5 MHz input are shown in Table 11-2. Table 11-3 shows the divisor values required for common baud rates.

Table 11-2. Maximum and Minimum Output Baud Rates

Input Baud Rate (BCLKIN)	Divisor	Output Baud Rate
12.5 MHz	0001H	781.25 KHz (max)
12.5 MHz	FFFFH	11.921 Hz (min)

Table 11-3. Divisor Values for Common Baud Rates

Divisor	Input Baud Rate (BCLKIN)	Output Baud Rate	% Error
145H	12.5 MHz (processor clock = 25 MHz)	2400 baud	+ 0.01
51H	12.5 MHz (processor clock = 25 MHz)	9600 baud	+ 0.01
36H	12.5 MHz (processor clock = 25 MHz)	14.4 Kbaud	+ 0.01
104H	10 MHz (processor clock = 20 MHz)	2400 baud	+ 0.01
41H	10 MHz (processor clock = 20 MHz)	9600 baud	+ 0.01
2BH	10 MHz (processor clock = 20 MHz)	14.4 Kbaud	+ 0.01
D0H	8 MHz (processor clock = 16 MHz)	2400 baud	+ 0.01
34H	8 MHz (processor clock = 16 MHz)	9600 baud	+ 0.01
23H	8 MHz (processor clock = 16 MHz)	14.4 Kbaud	– 0.01

11.2.2 Transmitter

The data frame for transmissions is programmable. It consists of a start bit, 5 to 8 data characters, an optional parity bit, and 1 to 2 stop bits. The transmitter can produce even, odd, forced, or no parity. The transmitter can also produce break conditions. A break condition forces the serial output (TXD*n*) to the spacing (logic 0) state for longer than a transmission time (the time of the start bit + data bits + parity bit + stop bits). On the receiving end, a break condition sets an error flag.

Forced parity allows the SIO to be compatible with µLAN protocol. This protocol allows communication between a master SIO and multiple slave SIOs. For example, assume that the master is transmitting data to multiple slave SIOs. First, the master sends a slave's address to all the slaves. The slaves determine which slave is being addressed. The master and the addressed slave then configure their parity bits to be forced to the same value (assume one) and the non-addressed slaves configure their parity bits to zero. With this configuration, all slaves will receive data transmitted from the master; however, all non-addressed slaves will generate parity errors upon reception.

Each SIO channel transmitter contains a transmit shift register, a transmit buffer, and a transmit data pin (TXD*n*). Data to be transmitted is written to the transmit buffer. The transmitter then transfers the data to the transmit shift register. The transmitter shifts the data along with asynchronous communication bits (start, stop, and parity) out via the TXD*n* pin. The TXD0 and TXD1 pins are multiplexed with other functions. The pin configuration registers (PINCFG and P2CFG) determine whether a TXD*n* signal or an alternate function is connected to the package pin.

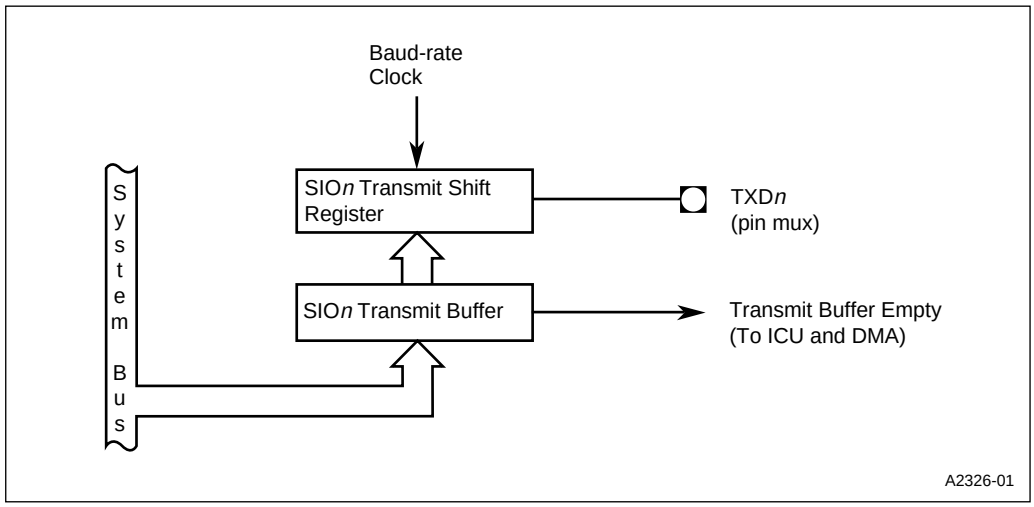


Figure 11-3. SIO*n* Transmitter

The transmitter contains a transmitter empty (TE) and a transmit buffer empty (TBE) flag. At reset, TBE and TE are set, indicating that the transmit buffer and shift register are empty. Writing data to the transmit buffer clears TBE and TE. When the transmitter transfers data from the buffer to the shift register, TBE is set. Unless new data is written to the transmit buffer, TE is set when the transmitter finishes shifting out the shift register's contents.

The transmitter's transmit buffer empty signal can be connected to the interrupt control and DMA units. SIO0's transmit buffer empty signal can be connected to DMA channel 1's request input and SIO1's transmit buffer empty signal can be connected to DMA channel 0's request input. Figure 11-4 shows the process for transmitting data.

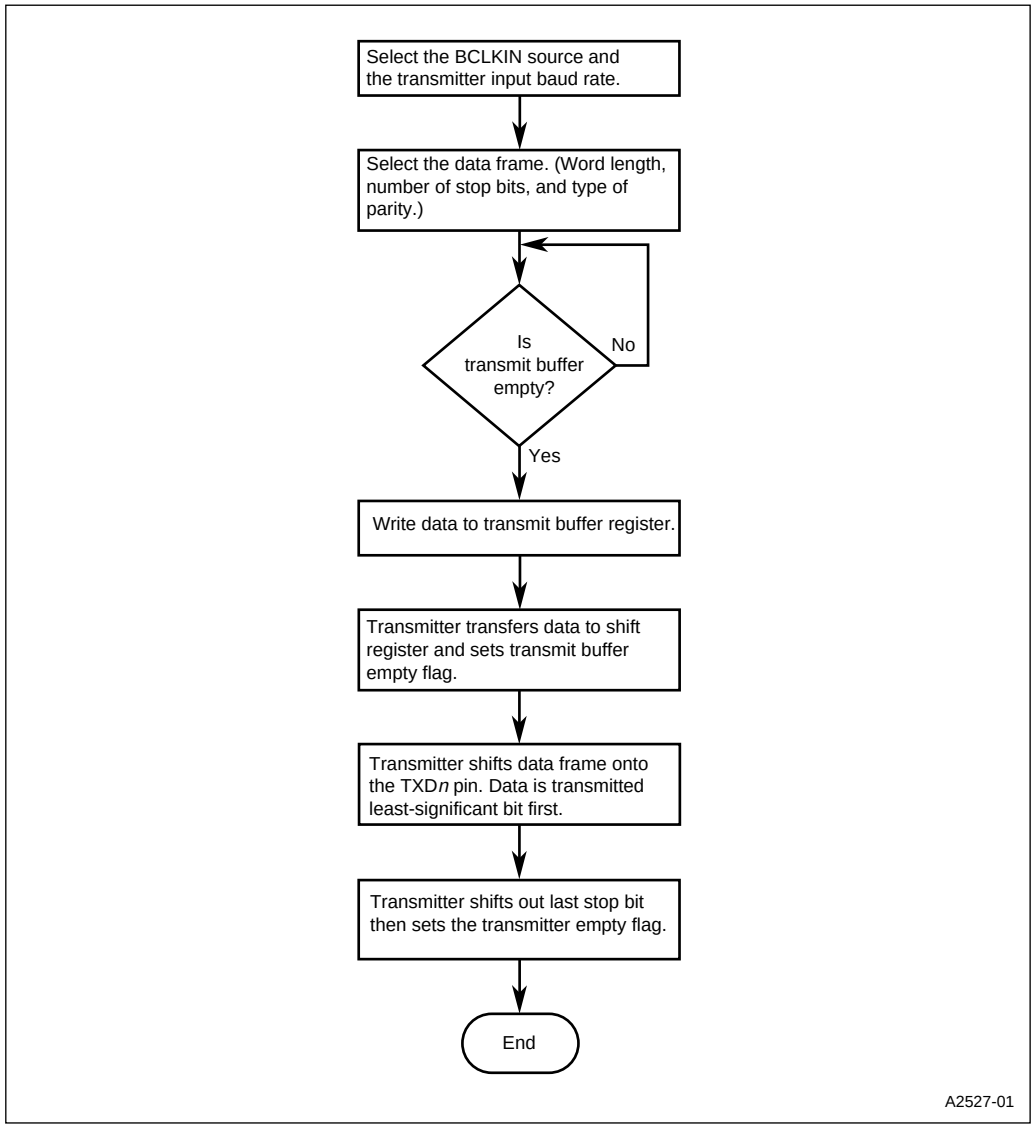


Figure 11-4. SIO*n* Data Transmission Process Flow

11.2.3 Receiver

As for transmissions, the data frame for receptions is also programmable. It consists of a start bit, 5 to 8 data characters, an optional parity bit, and 1 to 2 stop bits. The receiver can be programmed for even, odd, forced, or no parity. When the receiver detects a parity condition other than what it was programmed for, it sets a parity error flag. In addition to detecting parity errors, the receiver can detect break conditions, framing errors, and overrun errors. A break condition indicates that the received data input is held in the spacing (logic 0) state for longer than a data transmission time (the time of the start bit + data bits + parity + stop bits). A framing error indicates that the received character did not have a valid stop bit. An overrun error indicates that new data has overwritten old data before the old data has been read.

Each SIO channel receiver contains a receive shift register, a receive buffer, and a receive data pin (RXD*n*). Data received is shifted into the receive shift register via the RXD*n* pin. Once a data byte has been received, the receiver strips off the asynchronous communication bits (start, stop, and parity) and transfers the contents of its shift register to the receive buffer. The RXD0 pin is multiplexed with another function. The pin configuration register (P2CFG) determines whether the RXD0 signal or the alternate function is connected to the package pin.

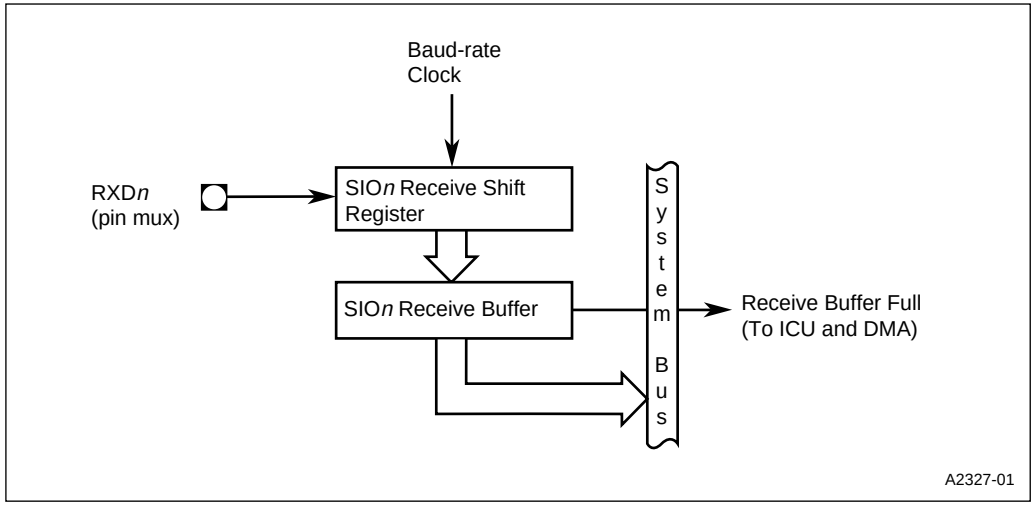


Figure 11-5. SIO*n* Receiver

The receiver contains a receive buffer full (RBF) and a receive overrun error flag. At reset, RBF is clear, indicating that the buffer is empty. When the receiver transfers data from the shift register to the buffer, RBF is set. Reading the buffer clears RBF. Every time the receiver finishes shifting data into its shift register, it transfers the contents to its buffer. If the old buffer value is not read before the shift register has finished shifting in new data, the receiver will transfer the new value into the buffer, overwriting the old value. This condition is known as a receive overrun error. The

receiver's receive buffer full signal can be connected to the interrupt control and DMA units. Figure 11-6 shows the process for receiving data.

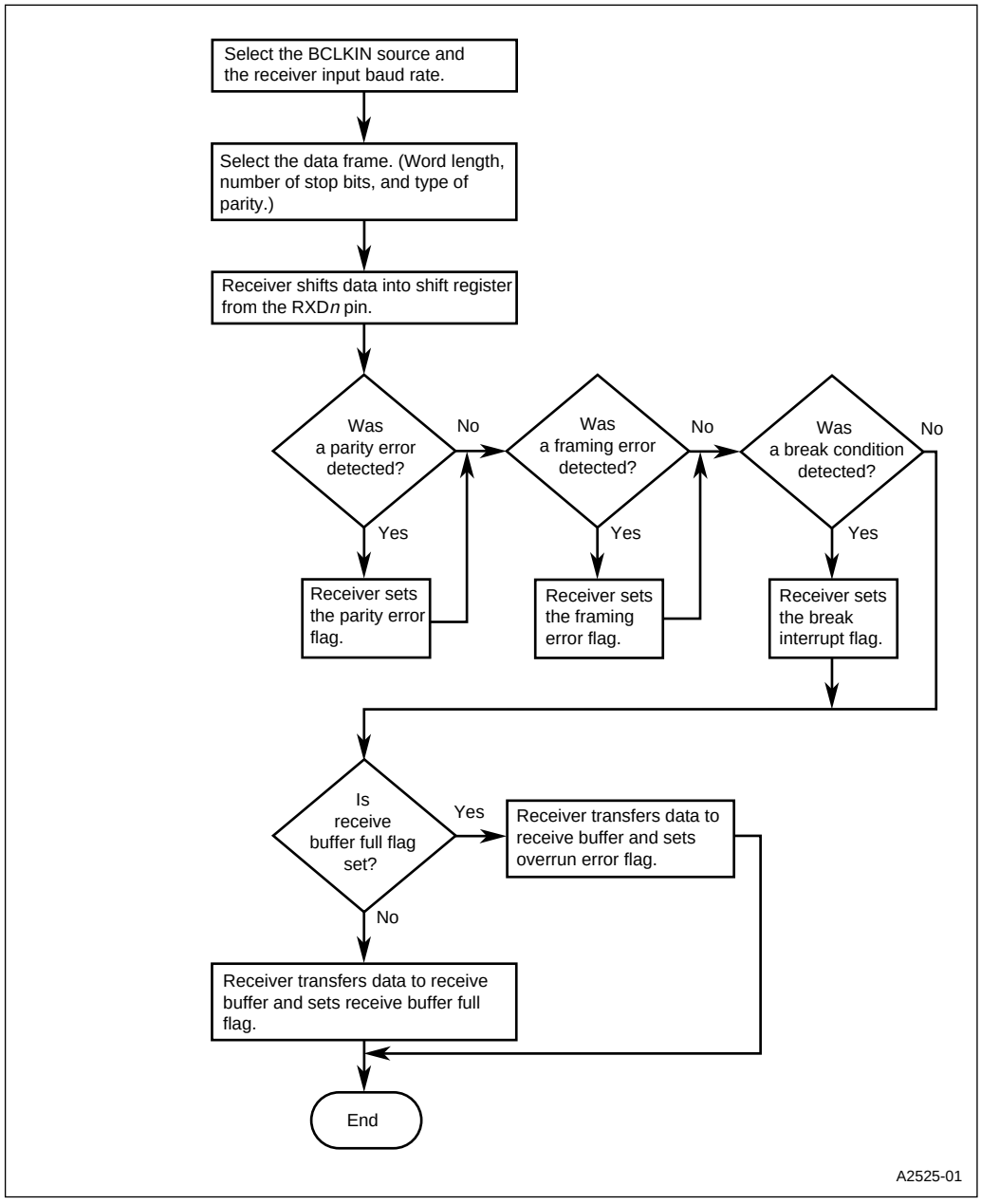


Figure 11-6. SIO*n* Data Reception Process Flow

11.2.4 Modem Control

The modem control logic provides interfacing for four input signals and two output signals used for handshaking and status indication between the SIO*n* and a modem or data set. An external modem or data set uses the input signals to inform the SIO*n* when it is ready to establish a communications link (DSR*n*#), when it has detected a data carrier signal (DCD*n*#), when it has detected a telephone ringing signal (RI*n*#), and when it is ready to exchange data (CTS*n*#). The SIO*n* uses its output signals to inform the modem or data set when it is ready to establish a communication link (DTR*n*#), and when it is ready to exchange data (RTS*n*#).

The modem output signals can be internally connected to the modem input signals using the SIO configuration register. In this case, the modem input signals are disconnected from the pins, RTS*n*# is connected to CTS*n*#, DTR*n*# is connected to both DSR*n*# and DCD*n*#, and V_{CC} is connected RI*n*#.

The SIO contains status flags that indicate the current state of the modem control input signals and status flags that indicate whether any of the modem control input signals have changed state.

11.2.5 Diagnostic Mode

The SIO channels provide a diagnostic mode to aid in isolating faults in the communications link. In this mode, data that is transmitted is immediately received. This feature allows the processor to verify the internal transmit and receive data paths of an SIO*n* channel.

The diagnostic mode connections are as follows:

- The transmitter serial output (TXD*n*) is set to a logic 1 state.
- The receiver serial input (RXD*n*) is disconnected from the pin.
- The transmit shift register output is “looped back” into the receive shift register.
- The four modem control inputs (CTS#, DSR#, DCD#, and RI#) are disconnected from the pins and controlled by modem control register bits.
- The modem control output pins (RTS#, DTR#) are forced to their inactive states.

11.2.6 SIO Interrupt Sources

The SIO*n* has four status signals: receiver line status, receive buffer full, transmit buffer empty, and modem status. An overrun error, parity error, framing error, or break condition can activate the receiver line status signal. When the receiver transfers data from its shift register to its buffer, it activates the receive buffer full signal. When the transmitter transfers data from its transmit buffer to its transmit shift register, it activates the transmit buffer empty signal. A change on any of the modem control input signals activates the modem status signal. When the modem signals are connected internally either through the configuration register or the diagnostic mode, changes of state still activate the modem status signal. For these cases, however, the signal values are controlled by register bits rather than by external input signals.

The four status signals can be connected (ORed) to the interrupt request source (SIOINT*n*). When an interrupt request from this source is detected, you can determine which signal caused the request by reading the SIO*n* status flags. When more than one status signal is activated at the same time, the order that the signals are sent to the interrupt control unit is based on a fixed priority scheme (Table 11-4).

Table 11-4. Status Signal Priorities and Sources

Priority	Status Signal	Activated by
1 (highest)	Receiver line status	overrun error, parity error, framing error, or break condition
2	Receive buffer full	the receiver transferring data from its shift register to its buffer
3	Transmit buffer empty	the transmitter transferring data from its transmit buffer to its transmit shift register
4 (lowest)	Modem status	a change on any of the modem control input signals (CTS#, DCD#, DSR#, and RI#)

The receive buffer full and transmit buffer empty signals can be connected to the DMA request input signals. The possible connections are as follows: SIO0 receive buffer full signal to DMA channel 0 request input, SIO1 receive buffer full signal to DMA channel 1 request input, SIO0 transmit buffer empty signal to DMA channel 1 request input, and SIO1 transmit buffer empty signal to DMA channel 0 request input.

11.3 PROGRAMMING

Table 11-5 lists the registers associated with the SIO unit and the following sections contain bit descriptions for each register.

Table 11-5. SIO Registers

Register	Expanded Address	PC/AT Address	Function
PINCFG (read/write)	F826H	—	Pin Configuration: Connects the SIO1 transmit data (TXD1), data terminal ready (DTR1#), and request to send (RTS1#) signals to package pins.
P1CFG (read/write)	F820H	—	Port 1 Configuration: Connects the SIO0 ring indicator (RI0#), data set ready (DSR0#), data terminal ready (DTR0#), request to send (RTS0#), and data carrier detected (DCD0#) signals to package pins.
P2CFG (read/write)	F822H	—	Port 2 Configuration: Connects the SIO0 clear to send (CTS0#), transmit data (TXD0), and receive data (RXD0) signals to package pins.
P3CFG (read/write)	F824H	—	Port 3 Configuration: Connects COMCLK to the package pin.
SIOCFG (read/write)	F836H	—	SIO and SSIO Configuration: Connects the SIO*n* modem input signals internally or to package pins and connects either the internal SERCLK signal or the COMCLK pin to the SIO*n* baud-rate generator input.
DLL0 DLL1 (read/write)	F4F8H F8F8H	03F8H 02F8H	Divisor Latch Low: Stores the lower 8 bits of the SIO*n* baud-rate generator divisor.
DLH0 DLH1 (read/write)	F4F9H F8F9H	03F9H 02F9H	Divisor Latch High: Stores the upper 8 bits of the SIO*n* baud-rate generator divisor.
TBR0 TBR1 (write only)	F4F8H F8F8H	03F8H 02F8H	Transmit Buffer: Holds the data byte to transmit.
RBR0 RBR1 (read only)	F4F8H F8F8H	03F8H 02F8H	Receiver Buffer: Holds the data byte received.
LCR0 LCR1 (write only)	F4FBH F8FBH	03FBH 02FBH	Line Control: Specifies the data frame (word length, number of stop bits, and type of parity) for transmissions and receptions. Allows the transmitter to transmit a break condition.
LSR0 LSR1 (read only)	F4FDH F8FDH	03FDH 02FDH	Line Status: Contains the transmitter empty, transmit buffer empty, receive buffer full, and receive error flags.

Table 11-5. SIO Registers (Continued)

Register	Expanded Address	PC/AT Address	Function
IER0 IER1 (write only)	F4F9H F8F9H	03F9H 02F9H	Interrupt Enable: Independently connects the four signals (modem status, receive line status, transmit buffer empty, and receive buffer full) to the interrupt request input (SIOINT*n*). Connects the receive buffer full and transmit buffer empty signals to the DMA request inputs.
IIR0 IIR1 (read only)	F4FAH F8FAH	03FAH 02FAH	Interrupt ID: Indicates whether the modem status, transmit buffer empty, receive buffer full, or receiver line status signal generated an interrupt request.
MCR0 MCR1 (write only)	F4FCH F8FCH	03FCH 02FCH	Modem Control: Controls the interface with the modem or data set.
MSR0 MSR1 (read only)	F4FEH F8FEH	03FEH 02FEH	Modem Status: Provides the current state of the control lines for the modem or data set to the CPU.
SCR0 SCR1 (read/write)	F4FFH F8FFH	03FFH 02FFH	Scratch Pad: An 8-bit read/write register available for use as a scratch pad; has no effect on SIO*n* operation.

For PC compatibility, the SIO unit accesses its 11 registers through 8 I/O addresses. The RBR*n*, TBR*n*, and DLL*n* registers share the same addresses and the IER*n* and DLH*n* registers share the same addresses. Bit 7 (DLAB) of the LCR*n* determines which register a read or write accesses (Table 11-6).

Table 11-6. Access to Multiplexed Registers

Expanded Address	PC/AT Address	Register Accessed	
		DLAB = 0	DLAB = 1
F4F8H (read)	03F8H (read)	RBR0	DLL0
F4F8H (write)	03F8H (write)	TBR0	DLL0
F4F9H (read/write)	03F9H (read/write)	IER0	DLH0
F8F8H (read)	02F8H (read)	RBR1	DLL1
F8F8H (write)	02F8H (write)	TBR1	DLL1
F8F9H (read/write)	02F9H (read/write)	IER1	DLH1

11.3.1 Pin and Port Configuration Registers (PINCFG and P*n*CFG [*n* = 1–3])

Use PINCFG bits 0–2 to connect the SIO1 signals to package pins.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit..
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 11-7. Pin Configuration Register (PINCFG)

Use P1CFG bits 0–4 to connect SIO0 signals to package pins.

Port 1 Configuration
P1CFG
(read/write)

Expanded Addr: F820H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects HLDA to the package pin. Clearing this bit connects P1.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects HOLD to the package pin. Clearing this bit connects P1.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects LOCK# to the package pin. Clearing this bit connects P1.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects RI0# to the package pin. Clearing this bit connects P1.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects DSR0# to the package pin. Clearing this bit connects P1.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects DTR0# to the package pin. Clearing this bit connects P1.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects RTS0# to the package pin. Clearing this bit connects P1.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects DCD0# to the package pin. Clearing this bit connects P1.0 to the package pin.

Figure 11-8. Port 1 Configuration Register (P1CFG)

Use P2CFG bits 5–7 to connect SIO0 signals to package pins.

Port 2 Configuration
P2CFG
(read/write)

Expanded Addr: F822H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects CTS0# to the package pin. Clearing this bit connects P2.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects TXD0 to the package pin. Clearing this bit connects P2.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects RXD0 to the package pin. Clearing this bit connects P2.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects CS4# to the package pin. Clearing this bit connects P2.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects CS3# to the package pin. Clearing this bit connects P2.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects CS2# to the package pin. Clearing this bit connects P2.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects CS1# to the package pin. Clearing this bit connects P2.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects CS0# to the package pin. Clearing this bit connects P2.0 to the package pin.

Figure 11-9. Port 2 Configuration Register (P2CFG)

Use P3CFG bit 7 to connect the COMCLK pin to the package pin.

Port 3 Configuration
P3CFG
(read/write)

Expanded Addr: F824H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects COMCLK to the package pin. Clearing this bit connects P3.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects PWRDOWN to the package pin. Clearing this bit connects P3.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects INT3 to the package pin. Clearing this bit connects P3.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects INT2 to the package pin. Clearing this bit connects P3.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects INT1 to the package pin. Clearing this bit connects P3.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects INT0 to the package pin. Clearing this bit connects P3.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects TMROUT1 to the package pin. Clearing this bit connects P3.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects TMROUT0 to the package pin. Clearing this bit connects P3.0 to the package pin.

Figure 11-10. Port 3 Configuration Register (P3CFG)

11.3.2 SIO and SSIO Configuration Register (SIOCFG)

Use SIOCFG to select the baud-rate generator clock source for the SIO channels and to have a channel's modem input signals connected internally rather than to package pins. Selecting the internal modem signal connection option connects RTS# to CTS#, DTR# to DSR# and DCD#, and V_{CC} to RI#. The modem signal connections for this internal option are shown in Figure 11-20.

SIO and SSIO Configuration
SIOCFG
(read/write)

Expanded Addr: F836H
PC/AT Addr: —
Reset State: 00H

7							0
S1M	S0M	—	—	—	SSBSRC	S1BSRC	S0BSRC

Bit Number	Bit Mnemonic	Function
7	S1M	SIO1 Modem Signal Connections: Setting this bit connects the SIO1 modem input signals internally. Clearing this bit connects the SIO1 modem input signals to the package pins.
6	S0M	SIO0 Modem Signal Connections: Setting this bit connects the SIO0 modem input signals internally. Clearing this bit connects the SIO0 modem input signals to the package pins.
5–3	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
2	SSBSRC	SSIO Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SSIO baud-rate generator. Clearing this bit connects the internal PSCLK signal to the SSIO baud-rate generator.
1	S1BSRC	SIO1 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO1 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO1 baud-rate generator.
0	S0BSRC	SIO0 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO0 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO0 baud-rate generator.

Figure 11-11. SIO and SSIO Configuration Register (SIOCFG)

11.3.3 Divisor Latch Registers (DLL*n* and DLH*n*)

Use these registers to program the baud-rate generator's output frequency. The baud-rate generator's output determines the transmitter and receiver bit time.

Divisor Latch Low
DLL0, DLL1
(read/write)

	DLL0	DLL1
Expanded Addr:	F4F8H	F8F8H
PC/AT Addr:	03F8H	02F8H
Reset State:	FFH	FFH

7							0
LD7	LD6	LD5	LD4	LD3	LD2	LD1	LD0

Divisor Latch High
DLH0, DLH1
(read/write)

	DLH0DLH1
Expanded Addr:	F4F9HF8F9H
PC/AT Addr:	03F9H02F9H
Reset State:	FFHFFH

7							0
UD15	UD14	UD13	UD12	UD11	UD10	UD9	UD8

Bit Number	Bit Mnemonic	Function
DLL*n* (7–0)	LD7:0	Lower 8 Divisor and Upper 8 Divisor Bits: Write the lower 8 divisor bits to DLL*n* and the upper 8 divisor bits to DLH*n*. The baud-rate generator output is a function of the baud-rate generator input (BCLKIN) and the 16-bit divisor. $\text{baud-rate generator output frequency} = \frac{\text{BCLKIN frequency}}{16 \times \text{divisor}}$
DLH*n* (7–0)	UD15:8	

NOTE: The divisor latch registers share address ports with other SIO registers. Bit 7 (DLAB) of LCR*n* must be set in order to access the divisor latch registers.

Figure 11-12. Divisor Latch Registers (DLL*n* and DLH*n*)

11.3.4 Transmit Buffer Register (TBR*n*)

Write the data words to be transmitted to TBR*n*. Use the interrupt control or DMA units or poll the serial line status register (LSR*n*) to determine whether the transmit buffer is empty.

Transmit Buffer
TBR0, TBR1
(write only)

	TBR0	TBR1
Expanded Addr:	F4F8H	F8F8H
PC/AT Addr:	03F8H	02F8H
Reset State:	FFH	FFH

7 0

TB7	TB6	TB5	TB4	TB3	TB2	TB1	TB0

Bit Number	Bit Mnemonic	Function
7–0	TB7:0	Transmit Buffer Bits: These bits make up the next data word to be transmitted. The transmitter loads this word into the transmit shift register. The transmit shift register then shifts the bits out, along with the asynchronous communication bits (start, stop, and parity). The data bits are shifted out least-significant bit (TB0) first.

NOTE: The transmit buffer register shares an address port with other SIO registers. Bit 7 (DLAB) of LCR*n* must be cleared in order to write to the transmit buffer register.

Figure 11-13. Transmit Buffer Register (TBR*n*)

11.3.5 Receive Buffer Register (RBR*n*)

Read RBR*n* to obtain the last data word received. Use the interrupt control or DMA units or poll the serial line status register (LSR*n*) to determine whether the receive buffer is full.

Receive Buffer
RBR0, RBR1
(read only)

	RBR0	RBR1
Expanded Addr:	F4F8H	F8F8H
PC/AT Addr:	03F8H	02F8H
Reset State:	FFH	FFH

7							0
RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0

Bit Number	Bit Mnemonic	Function
7–0	RB7:0	Receive Buffer Bits: These bits make up the last word received. The receiver shifts bits in, starting with the least-significant-bit. The receiver then strips off the asynchronous bits (start, parity, and stop) and transfers the received data bits from the receive shift register to the receive buffer. The least-significant data bit is received first.

NOTE: The receive buffer register shares an address port with other SIO registers. Bit 7 (DLAB) of the LCR*n* must be cleared in order to read the receive buffer register.

Figure 11-14. Receive Buffer Register (RBR*n*)

11.3.6 Serial Line Control Register (LCR*n*)

Use LCR*n* to provide access to the multiplexed registers, send a break condition, and determine the data frame for receptions and transmissions.

Serial Line Control
LCR0, LCR1
(write only)

	LCR0	LCR1
Expanded Addr:	F4FBH	F8FBH
PC/AT Addr:	03FBH	02FBH
Reset State:	00H	00H

7							0
DLAB	SB	SP	EPS	PEN	STB	WLS1	WLS0

Bit Number	Bit Mnemonic	Function
7	DLAB	Divisor Latch Access Bit: This bit determines which of the multiplexed registers is accessed. Setting this bit allows access to the divisor latch registers (DLL*n* and DLH*n*). Clearing this bit allows access to the receiver and transmit buffer registers (RBR*n* and TBR*n*) and the interrupt control register (IER*n*).
6	SB	Set Break: Setting SB forces the TXD*n* pin to the spacing (logic 0) state for an entire transmission time (time of start bit + data bits + parity bit + stop bit).
5	SP	Sticky Parity, Even Parity Select, and Parity Enable: These bits determine whether the control logic produces (during transmission) or checks for (during reception) even, odd, no, or forced parity. **SP EPS PEN Function** X X 0 parity disabled (no parity option) 0 0 1 produce or check for odd parity 0 1 1 produce or check for even parity 1 0 1 produce or check for forced parity (parity bit = 0) 1 1 1 produce or check for forced parity (parity bit = 1)
4	EPS	
3	PEN	
2	STB	Stop Bits: This bit specifies the number of stop bits transmitted and received in each serial character. 0 = 1 stop bit 1 = 2 stop bits (1.5 stop bits for 5-bit characters)
1–0	WLS1:0	Word Length Select: These bits specify the number of data bits in each transmitted or received serial character. 00 = 5-bit character 01 = 6-bit character 10 = 7-bit character 11 = 8-bit character

Figure 11-15. Serial Line Control Register (LCR*n*)

11.3.7 Serial Line Status Register (LSR*n*)

Use LSR*n* to check the status of the transmitter and receiver.

Serial Line Status
LSR0, LSR1
(read only)

	LSR0	LSR1
Expanded Addr:	F4FDH	F8FDH
PC/AT Addr:	03FDH	02FDH
Reset State:	60H	60H

7							0
—	TE	TBE	BI	FE	PE	OE	RBF

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined.
6	TE	Transmitter Empty: The transmitter sets this bit to indicate that the transmit shift register and transmit buffer register are both empty. Writing to the transmit buffer register clears this bit.
5	TBE	Transmit Buffer Empty: The transmitter sets this bit after it transfers data from the transmit buffer to the transmit shift register. Writing to the transmit buffer register clears this bit.
4	BI	Break Interrupt: The receiver sets this bit whenever the received data input is held in the spacing (logic 0) state for longer than a full word transmission time. Reading the receive buffer register or the serial line status register clears this bit.
3	FE	Framing Error The receiver sets this bit to indicate that the received character did not have a valid stop bit. Reading the serial line status register clears this bit.
2	PE	Parity Error: The receiver sets this bit to indicate that the received data character did not have the correct parity. Reading the serial line status register clears this bit.
1	OE	Overrun Error: The receiver sets this bit to indicate an overrun error. An overrun occurs when the receiver transfers a received character to the receive buffer register before the CPU reads the buffer's old character. Reading the serial line status register clears this bit.
0	RBF	Receive Buffer Full: The receiver sets this bit after it transfers a received character from the receive shift register to the receive buffer register. Reading the receive buffer register clears this bit.

Figure 11-16. Serial Line Status Register (LSR*n*)

11.3.8 Interrupt Enable Register (IER*n*)

Use IER*n* to connect the SIO*n* status signals to the interrupt control and DMA units. All four status signals can be connected to the interrupt control unit, while only two status signals can be connected to the DMA unit.

Interrupt Enable
IER0, IER1
(write only)

	IER0	IER1
Expanded Addr:	F4F9H	F8F9H
PC/AT Addr:	03F9H	02F9H
Reset State:	FFH	FFH

7							0
—	—	—	—	MS	RLS	TBE	RBF

Bit Number	Bit Mnemonic	Function
7–4	—	Reserved; for compatibility with future devices, write zeros to these bits.
3	MS	Modem Status Interrupt Enable: Setting this bit connects the modem status signal to the interrupt control unit's SIOINT*n* input. A change on one or more of the modem input signals activates the modem status signal.
2	RLS	Receiver Line Status Interrupt Enable: Setting this bit connects the receiver line status signal to the interrupt control unit's SIOINT*n* input. Sources for this interrupt include overrun error, parity error, framing error, and break interrupt.
1	TBE	Transmit Buffer Empty Interrupt Enable: Setting this bit connects the transmit buffer empty signal to the interrupt control unit's SIOINT*n* input and the DMA channel *n*'s request input. SIO channel 0 is connected to DMA channel 1 and SIO channel 1 is connected to DMA channel 0.
0	RBF	Receive Buffer Full Interrupt Enable: Setting this bit connects the receive buffer full signal to the interrupt control unit's SIOINT*n* input and the DMA channel *n*'s request input.

NOTE: The interrupt enable register is multiplexed with the divisor latch high register. Bit 7 (DLAB) of the line control register must be cleared in order to access the interrupt control register.

Figure 11-17. Interrupt Enable Register (IER*n*)

11.3.9 Interrupt ID Register (IIR*n*)

Use the IIR*n* to determine whether an interrupt is pending and if so, which status signal generated the interrupt request.

Interrupt ID
IIR0, IIR1
(read only)

	IIR0	**IIR1**
Expanded Addr:	F4FAH	F8FAH
PC/AT Addr:	03FAH	02FAH
Reset State:	01H	01H

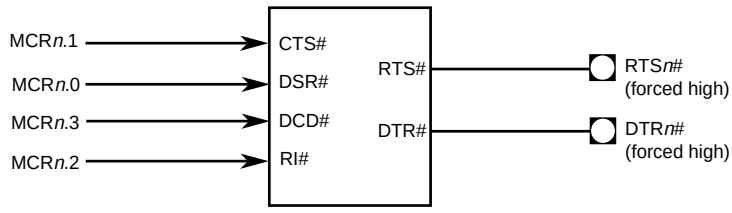
7							**0**
—	—	—	—	—	IS2	IS1	IP#

Bit Number	Bit Mnemonic	Function
7–3	—	Reserved. These bits are undefined.
2	IS2:1	Interrupt Source: If an interrupt is pending (bit 0 = 0), these bits specify which status signal caused the pending interrupt. **IS2 IS1 Interrupt Source** 0 0 modem status signal* 0 1 transmitter buffer empty signal 1 0 receive buffer full signal 1 1 receiver line status signal** * When one of the modem input signals (CTS*n*#, DSR*n*#, RI*n*#, and DCD*n*#) changes state, the modem status signal is activated. ** A framing error, overrun error, parity error, or break interrupt activates the receiver line status signal Reading the modem status register clears the modem status signal. Reading this register or writing to the transmit buffer register clears the transmit buffer empty signal. Reading the receive buffer register clears the receive buffer full signal. Reading the receive buffer register or the serial line status register clears the receiver line status signal.
0	IP#	Interrupt Pending: This bit indicates whether an interrupt is pending. 0 = interrupt is pending 1 = no interrupt is pending

Figure 11-18. Interrupt ID Register (IIR*n*)

11.3.10 Modem Control Register (MCR*n*)

Use MCR*n* to put SIO*n* into a diagnostic test mode. In this mode, the modem input signals are disconnected from the package pins and controlled by the lower four MCR*n* bits and the modem output signals are forced to their inactive states (Figure 11-19).



Note: MCR*n*.1 indicates that modem control register bit 1 controls the CTS input, and so on.

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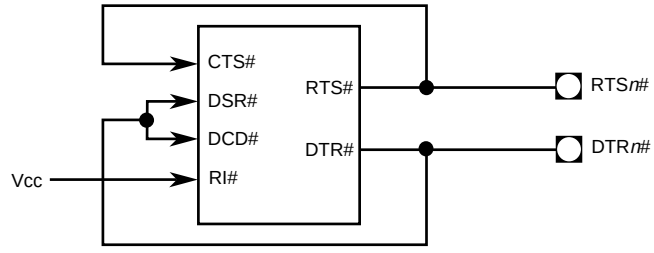
Figure 11-19. Modem Control Signals – Diagnostic Mode Connections

Besides the diagnostic mode, there are two other options for connecting the modem input signals. You can connect the signals internally using the SIO configuration (SIOCFG) register. The internal connection mode disconnects the modem input signals from the package pins and connects the modem output signals to the modem input signals (in this case, the modem output signals remain connected to package pins). See Figure 11-20. In this mode, the values you write to MCR*n* bits 0 and 1 control the state of the modem's internal input signals and output pins.



A2528-01

Figure 11-20. Modem Control Signals – Internal Connections

The other option is standard mode. In standard mode, the modem input and output signals are connected to the package pins. In this mode, the values you write to MCR*n* bits 0 and 1 control the state of the modem's output pins.

Modem Control
MCR0, MCR1
(write only)

	MCR0	MCR1
Expanded Addr:	F4FCH	F8FCH
PC/AT Addr:	03FCH	02FCH
Reset State:	00H	00H

7							0
—	—	—	LOOP	OUT2	OUT1	RTS	DTR

Bit Number	Bit Mnemonic	Function
7–5	—	Reserved; for compatibility with future devices, write zeros to these bits.
4	LOOP	Loop Back Test Mode: Setting this bit puts the SIO*n* into diagnostic (or loop back test) mode. This causes the SIO channel to • set its transmit serial output (TXD*n*) • disconnect its receive serial input (RXD*n*) from the package pin • loop back the transmitter shift register's output to the receive shift register's input • disconnect the modem control inputs (CTS*n*#, DSR*n*#, RI*n*#, and DCD*n*#) from the package pins • force the modem control outputs (RTS*n*# and DTR*n*#) to their inactive states
3–2	OUT2:1	Test Bits: In diagnostic mode (bit 4=1), these bits control the ring indicator (RI#) and data carrier detect (DCD#) modem inputs. Setting OUT1 activates the internal RI# signal; clearing OUT1 deactivates the internal RI# signal. Setting OUT2 activates the internal DCD# signal; clear OUT2 deactivates the internal DCD# signal.
1	RTS	Ready to Send: The function of this bit depends on whether the SIO*n* is in diagnostic mode (MCR*n*.4=1), internal connection mode, or standard mode. In diagnostic mode, setting this bit activates the internal CTS# signal; clearing this bit deactivates the internal CTS# signal. In internal connection mode, setting this bit activates the internal CTS# signal and the RTS*n*# pin; clearing this bit deactivates the internal CTS# signal and the RTS*n*# pin. In standard mode, setting this bit activates the RTS*n*# pin; clearing this bit deactivates the RTS*n*# pin.
0	DTR	Data Terminal Ready: The function of this bit depends on whether the SIO*n* is in diagnostic mode (MCR*n*.4=1), internal connection mode, or standard mode. In diagnostic mode, setting this bit activates the internal DSR# signal; clearing this bit deactivates the internal DSR# signal. In internal connection mode, setting this bit activates the internal DSR# and DCD# signals and the DTR*n*# pin; clearing this bit deactivates the internal DSR# and DCD# signals and the DTR*n*# pin. In standard mode, setting this bit activates the DTR*n*# pin; clearing this bit deactivates the DTR*n*# pin.

Figure 11-21. Modem Control Register (MCR*n*)

11.3.11 Modem Status Register (MSR*n*)

Read MSR*n* to determine the status of the modem control input signals. The upper four bits reflect the current state of the modem input signals and the lower four bits indicate whether the inputs have changed state since the last time this register was read.

Modem Status
MSR0, MSR1
(read only)

	MSR0	MSR1
Expanded Addr:	F4FEH	F8FEH
PC/AT Addr:	03FEH	02FEH
Reset State:	X0H	X0H

7							0
DCD	RI	DSR	CTS	DDCD	TERI	DDSR	DCTS

Bit Number	Bit Mnemonic	Function
7	DCD	Data Carrier Detect: This bit is the complement of the data carrier detect (DCD*n*#) input. In diagnostic test mode, this bit is equivalent to MCR*n*.3 (OUT2).
6	RI	Ring Indicator: This bit is the complement of the ring indicator (RI*n*#) input. In diagnostic test mode, this bit is equivalent to MCR*n*.2 (OUT1).
5	DSR	Data Set Ready: This bit is the complement of the data set ready (DSR*n*#) input. In diagnostic test mode, this bit is equivalent to MCR*n*.0 (DTR#).
4	CTS	Clear to Send: This bit is the complement of the clear to send (CTS*n*#) input. In diagnostic test mode, this bit is equivalent to MCR*n*.1 (RTS#).
3	DDCD	Delta Data Carrier Detect: When set, this bit indicates that the DCD*n*# input has changed state since the last time this register was read. Reading this register clears this bit.
2	TERI	Trailing Edge Ring Indicator: When set, this bit indicates that the RI*n*# input has changed from a low to a high state since the last time this register was read. Reading this register clears this bit.
1	DDSR	Delta Data Set Ready: When set, this bit indicates that the DSR*n*# input has changed state since the last time this register was read. Reading this register clears this bit.
0	DCTS	Delta Clear to Send: When set, this bit indicates that the CTS*n*# input has changed state since the last time this register was read. Reading this register clears this bit.

Figure 11-22. Modem Status Register (MSR*n*)

11.3.12 Scratch Pad Register (SCR*n*)

SCR*n* is available for use as a scratch pad. Writing and reading this register has no effect on SIO*n* operation.

Scratch Pad
SCR0, SCR1
(read/write)

	SCR0	SCR1
Expanded Addr:	F4FFH	F8FFH
PC/AT Addr:	03FFH	02FFH
Reset State:	XX	XX

7							0
SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0

Bit Number	Bit Mnemonic	Function
7–0	SP7:0	Writing and reading this register has no effect on SIO*n* operation.

Figure 11-23. Scratch Pad Register (SCR*n*)

11.4 PROGRAMMING CONSIDERATIONS

Consider the following when programming the SIO.

- The divisor latch low register (DLL*n*) is multiplexed with the receive and transmit buffer registers (RBR*n* and TBR*n*) and the divisor latch high register (DLH*n*) is multiplexed with the interrupt enable register (IER*n*). Bit 7 of the serial line control register (LCR*n*) controls which register is accessed.
- The SIO contains four status signals: receiver line status, receive buffer full, transmit buffer empty, and modem status. You can connect (OR) these signals to the interrupt control unit's SIOINT*n* interrupt request signal using the interrupt enable register (IER*n*). If you receive an interrupt request on the SIOINT*n* signal, read the interrupt ID register (IIR*n*) to determine which status signal caused the request.

  Several sources can activate the receiver line status and the modem status signals. If IIR*n* indicates that the receiver line status signal caused an interrupt request, read the serial line status register (LSR*n*) to determine the receive error condition that activated the receiver line status signal. If IIR*n* indicates that the modem status signal caused an interrupt request, read the modem status register (MSR*n*) to determine which modem input signal activated the modem status signal.

CHAPTER 12
SYNCHRONOUS SERIAL I/O UNIT

The synchronous serial I/O (SSIO) unit provides 16-bit bidirectional serial communications. The transmit and receive channels can operate independently (that is, with different clocks) to provide full-duplex communications. Either channel can originate the clocking signal or receive an externally generated clocking signal.

This chapter is organized as follows:

- Overview
- SSIO operation
- Programming
- Design considerations

12.1 OVERVIEW

The SSIO unit contains a baud-rate generator, transmitter, and receiver. The baud-rate generator has two possible internal clock sources (PSCLK or SERCLK). The transmitter and receiver are double buffered. They contain 16-bit holding buffers and 16-bit shift registers. Data to be transmitted is written to the transmit holding buffer. The buffer's contents are transferred to the transmit shift register and shifted out via the serial data transmit pin (SSIOTX). Data received is shifted in via the serial data receive pin (SSIORX). Once 16 bits have been received, the contents of the receive shift register are transferred to the receive buffer.

Both the transmitter and receiver can operate in either master or slave mode. In master mode, the internal baud-rate generator controls the serial communications by clocking the internal transmitter or receiver. If the transmitter or receiver is enabled in master mode the baud-rate generator's signal appears on the transmit or receive clock pin, and is available for clocking an external slave transmitter or receiver. In slave mode, an external master device controls the serial communications. An input on the external transmit or receive clock pin clocks the transmitter or receiver. The transmitter and receiver need not operate in the same mode. This allows the transmitter and receiver to operate at different frequencies (an internal and an external clock source or two different external clock sources can be used). Figures 12-1 through 12-4 illustrate the various transmitter/receiver master/slave combinations.

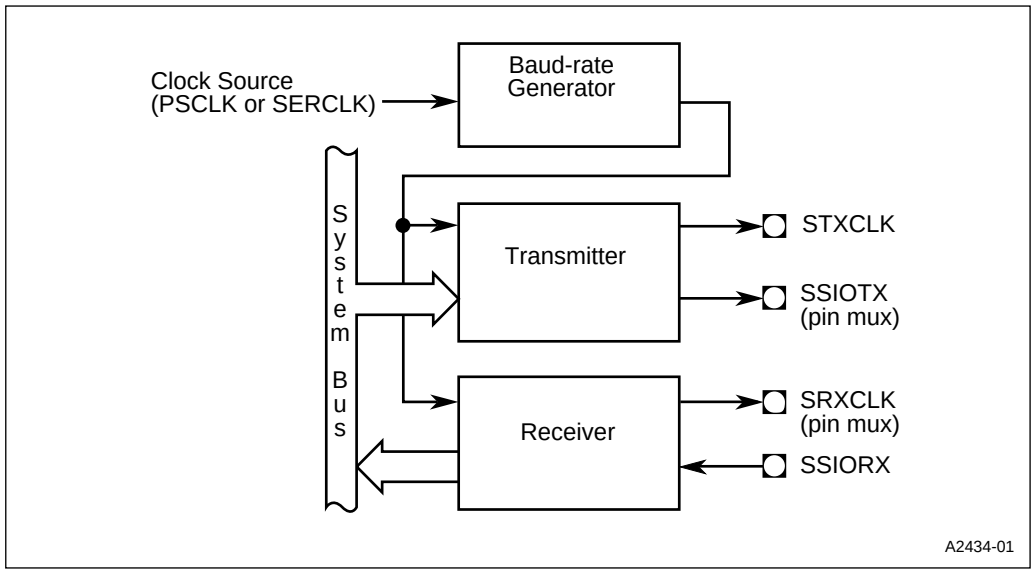


Figure 12-1. Transmitter and Receiver in Master Mode

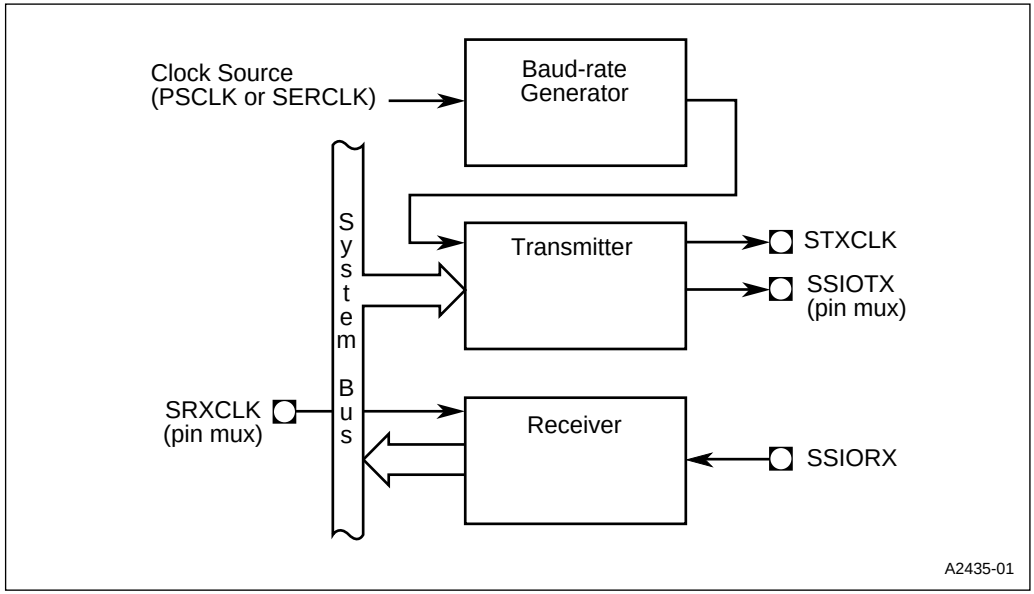


Figure 12-2. Transmitter in Master Mode, Receiver in Slave Mode

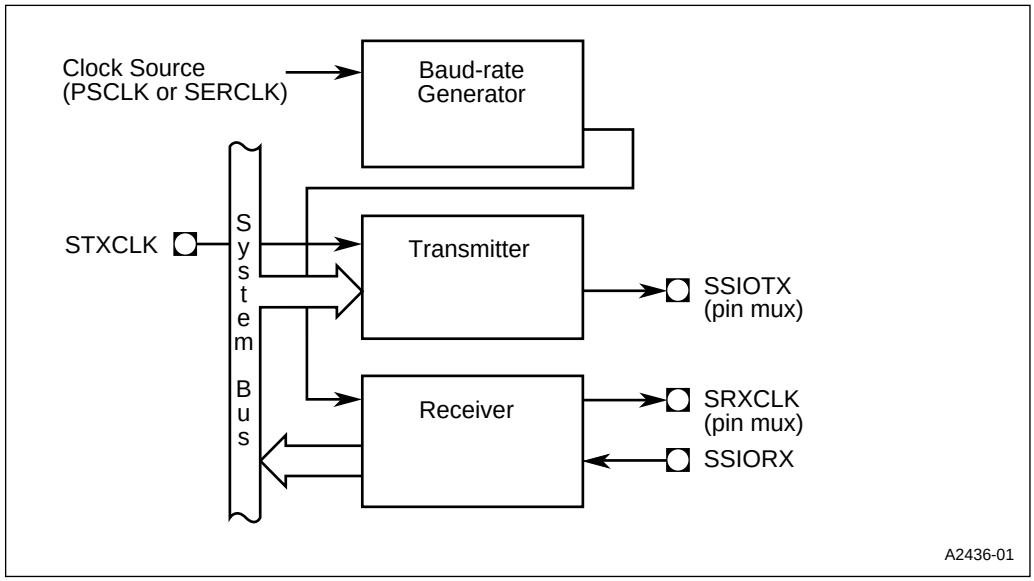


Figure 12-3. Transmitter in Slave Mode, Receiver in Master Mode

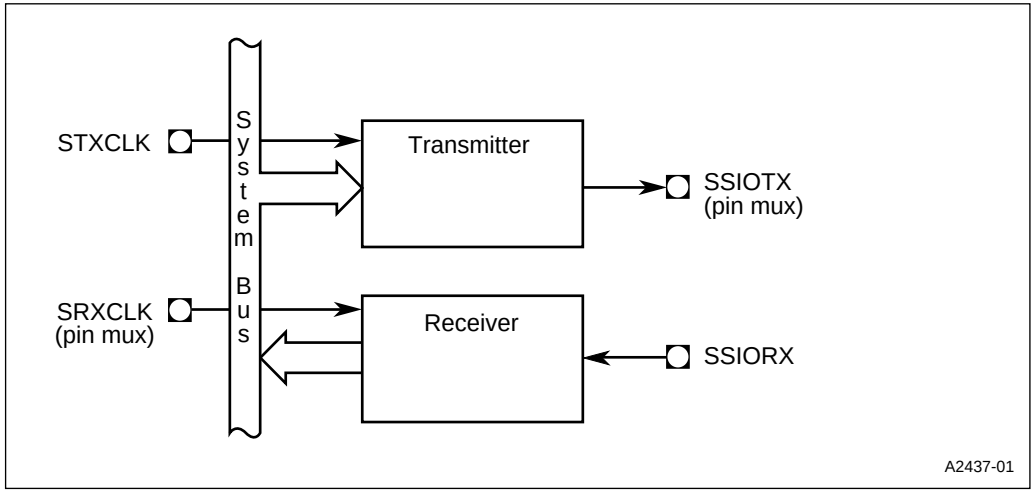


Figure 12-4. Transmitter and Receiver in Slave Mode

12.1.1 SSIO Signals

Table 12-1 lists the SSIO signals.

Table 12-1. SSIO Signals

Signal	Device Pin or Internal Signal	Description
Baud-rate Generator Clock Source	Internal signal	*Prescaled Clock (PSCLK)*: This internal signal is a prescaled value of the internal clock frequency (CLK2/2). PSCLK is programmable for a range of divide-by values. *Serial Clock (SERCLK)*: This internal signal is half the internal clock frequency (CLK2/4).
STXCLK	Device pin (input or output)	Serial Transmit Clock: This pin functions as either an output or an input, depending on whether the transmitter is operating in master or slave mode. In master mode, STXCLK functions as an output. The baud-rate generator's output appears on this pin through the transmitter and can be used to clock a slave receiver. In slave mode, STXCLK functions as an input clock for the transmitter.
SRXCLK	Device pin (input or output)	Serial Receive Clock: This pin functions as either an output or an input, depending on whether the receiver is operating in master or slave mode. In master mode, SRXCLK functions as an output. The baud-rate generator's output appears on this pin through the receiver and can be used to clock a slave transmitter. In slave mode, SRXCLK functions as an input clock for the receiver.
SSIOTX	Device pin (output)	Transmit Serial Data: The transmitter uses this pin to shift serial data out of the device. Data is transmitted most-significant bit first.
SSIORX	Device pin (input)	Receive Serial Data: The receiver uses this pin to shift serial data into the device. Data is received most-significant bit first.

12.2 SSIO OPERATION

The following sections describe the operation of the baud-rate generator, transmitter, and receiver.

12.2.1 Baud-rate Generator

Either the prescaled clock or the serial clock (PSCLK or SERCLK) can drive the baud-rate generator (Figure 12-5). The SIO and SSIO configuration register (SIOCFG) selects one of these sources.

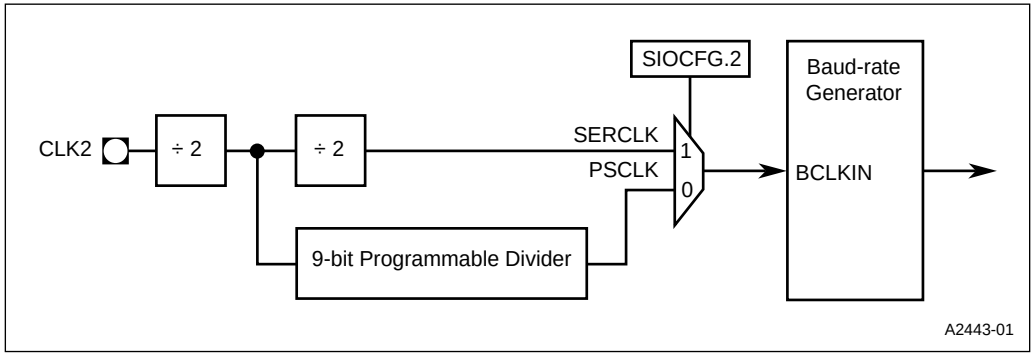


Figure 12-5. Clock Sources for the Baud-rate Generator

SERCLK provides a baud-rate input frequency (BCLKIN) of CLK2/4. The PSCLK frequency depends on the 9-bit programmable divider. The input to the programmable divider is divided by a 9-bit prescale value + 2.

$$\text{PSCLK} = \frac{\text{CLK2/2}}{\text{prescale value} + 2}$$

A prescale value of 0 gives the maximum PSCLK frequency (CLK2/4) and a prescale value of 1FFH (511) gives the minimum PSCLK frequency (CLK2/1026).

The baud-rate generator contains a seven-bit down counter. A programmable baud-rate value (BV) is the reload value for the counter. The counter counts down from BV to zero, toggles the baud-rate generator output, then reloads the BV and counts down again. The baud-rate generator's output is a function of BV and BCLKIN as follows.

$$\text{baud-rate output frequency} = \frac{\text{BCLKIN}}{2\text{BV} + 2}$$

A BV of 0 gives the maximum output frequency (BCLKIN/2) and a BV of 3FH (63) gives the minimum output frequency (BCLKIN/128).

If you know the desired baud-rate output frequency, you can determine BV as follows.

$$\text{BV} = \left(\frac{\text{BCLKIN}}{2 \times \text{baud-rate output frequency}}\right) - 1$$

The maximum and minimum baud-rate output frequencies with a 25 MHz (CLK2 = 50 MHz) device are shown in Table 12-2.

Table 12-2. Maximum and Minimum Baud-rate Output Frequencies

Baud-rate Value (BV)	Input Frequency (BCLKIN)	Output Frequency
0	12.5 MHz (using either SERCLK or PSCLK with a prescale value of 0)	6.25 MHz
3FH	24.366 KHz (using PSCLK with a prescale value of 1FFH)	95.181 Hz

12.2.2 Transmitter

The transmitter contains a 16-bit buffer and a 16-bit shift register. When the transmitter is enabled, the contents of the buffer are immediately transferred to the shift register. The shift register shifts data out via SSIOTX. Either the internal baud-rate generator (master mode) or an input signal on the STXCLK pin (slave mode) can drive the transmitter. The maximum transmitter input frequency is 6.25 MHz with a 25 MHz processor clock (CLK2 = 50 MHz). In master mode, the baud-rate generator must be programmed and enabled prior to enabling the transmitter. In slave mode, the transmitter must be enabled prior to the application of an external clock.

The transmitter contains a transmit holding buffer empty (THBE) flag and a transmit underflow error flag. At reset, THBE is set, indicating that the buffer is empty. Writing data to the buffer clears THBE. When the transmitter transfers data from the buffer to the shift register, THBE is set. If the transmitter is enabled, it transfers the new contents of the transmit buffer to the shift register each time the shift register finishes shifting its current contents. If the shift register finishes shifting out its current contents before a new value is written to the transmit buffer, it reloads the old value and shifts it out again. This condition is known as a transmitter underflow error.

The transmitter also has a transmit holding buffer empty signal. This signal can be connected to the interrupt control and DMA units. This allows you to use either an interrupt service routine or a DMA transfer to load new data in the transmit holding buffer.

Figure 12-6 shows the process for transmitting data.

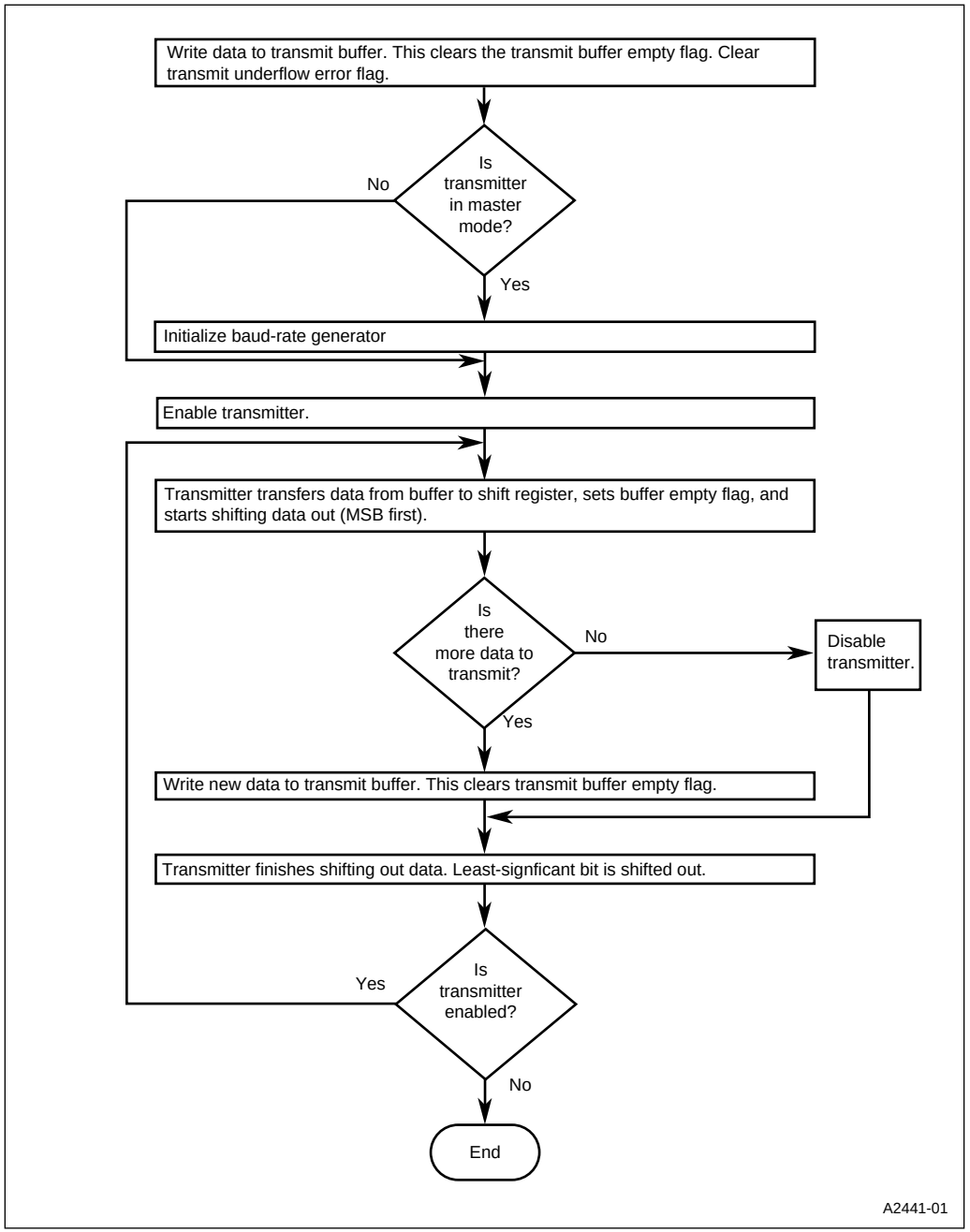


Figure 12-6. Process Flow for Transmitting Data

If the transmitter is disabled while a data value in the shift register is being shifted out, it continues running until the last bit is shifted out. Then the shift register stops and the data and clock pins (SSIOTX and STXCLK) are three-stated; the contents of the buffer register are **not** loaded into the shift register.

If the transmitter is disabled then re-enabled before the current value has been shifted out, it continues as if it were never disabled.

If you enable the transmitter while the baud-rate generator clock is high, the data and clock pin values will be as shown in Figure 12-7. If you enable the transmitter while the baud-rate generator clock is low, the data and clock pin values will be as shown in Figure 12-8. These figures show master mode, single word transfers. At the end of transmission, STXCLK and SSIOTX are three-stated and require external pull-up resistors. For single word transfers, you must enable the transmitter, which starts the shifting process, then disable the transmitter before 16 bits are shifted out.

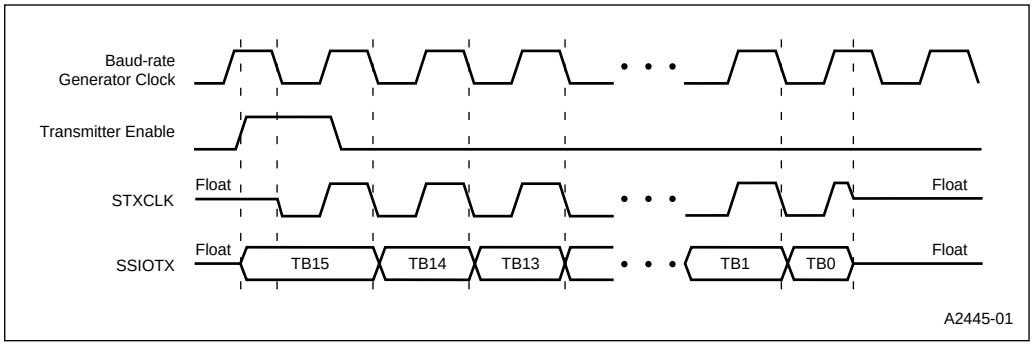


Figure 12-7. Transmitter Master Mode, Single Word Transfer (Enabled when Clock is High)

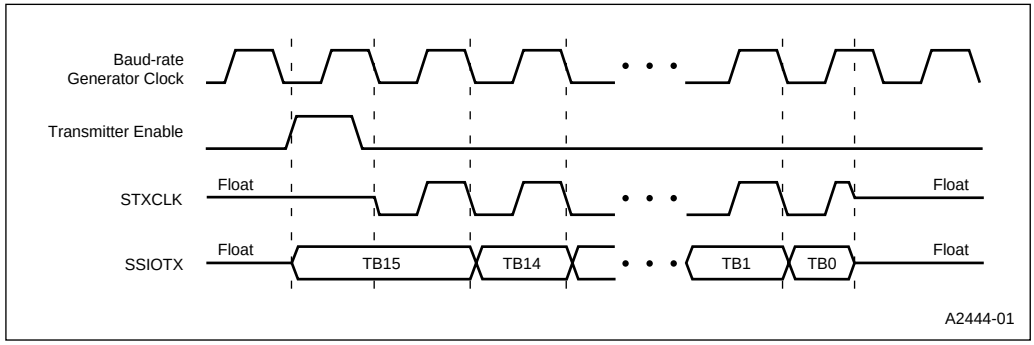


Figure 12-8. Transmitter Master Mode, Single Word Transfer (Enabled when Clock is Low)

Operation in transmitter slave mode is similar to master mode, except the transmitter is clocked from the STXCLK pin. When the transmitter is enabled any time during the STXCLK clock cycle, TB15 appears on the SSIOTX pin and remains on the pin until the second falling edge of STXCLK.

12.2.3 Receiver

The receiver contains a 16-bit holding buffer and a 16-bit shift register. When enabled, the shift register shifts data in via the SSIORX pin. After the receiver shifts in 16 bits of data, the contents of the shift register are transferred to the buffer. Either the internal baud-rate generator (master mode) or an input signal on the SRXCLK pin (slave mode) can clock the receiver. The maximum receiver input frequency is 6.25 MHz with a 25 MHz processor clock (CLK2 = 50 MHz).

The receiver contains a receive holding buffer full flag (RHBF) and a receive overflow error flag. At reset, RHBF is clear, indicating that the buffer is empty. When the receiver transfers data from the shift register to the buffer, RHBF is set. Reading the buffer clears RHBF. If the receiver is enabled, it transfers the contents of the shift register to the receive buffer each time the shift register finishes shifting its current contents. If the shift register finishes shifting in its current contents before the old value is read from the receive buffer, the receiver will transfer the new value into the buffer, overwriting the old value. This condition is known as a receive overflow error.

The receiver also has a receive holding buffer full signal. This signal can be connected to the interrupt control and the DMA units. This allows you to use either an interrupt service routine or a DMA transfer to read data from the receive holding buffer.

Figure 12-9 shows the process flow for receiving data.

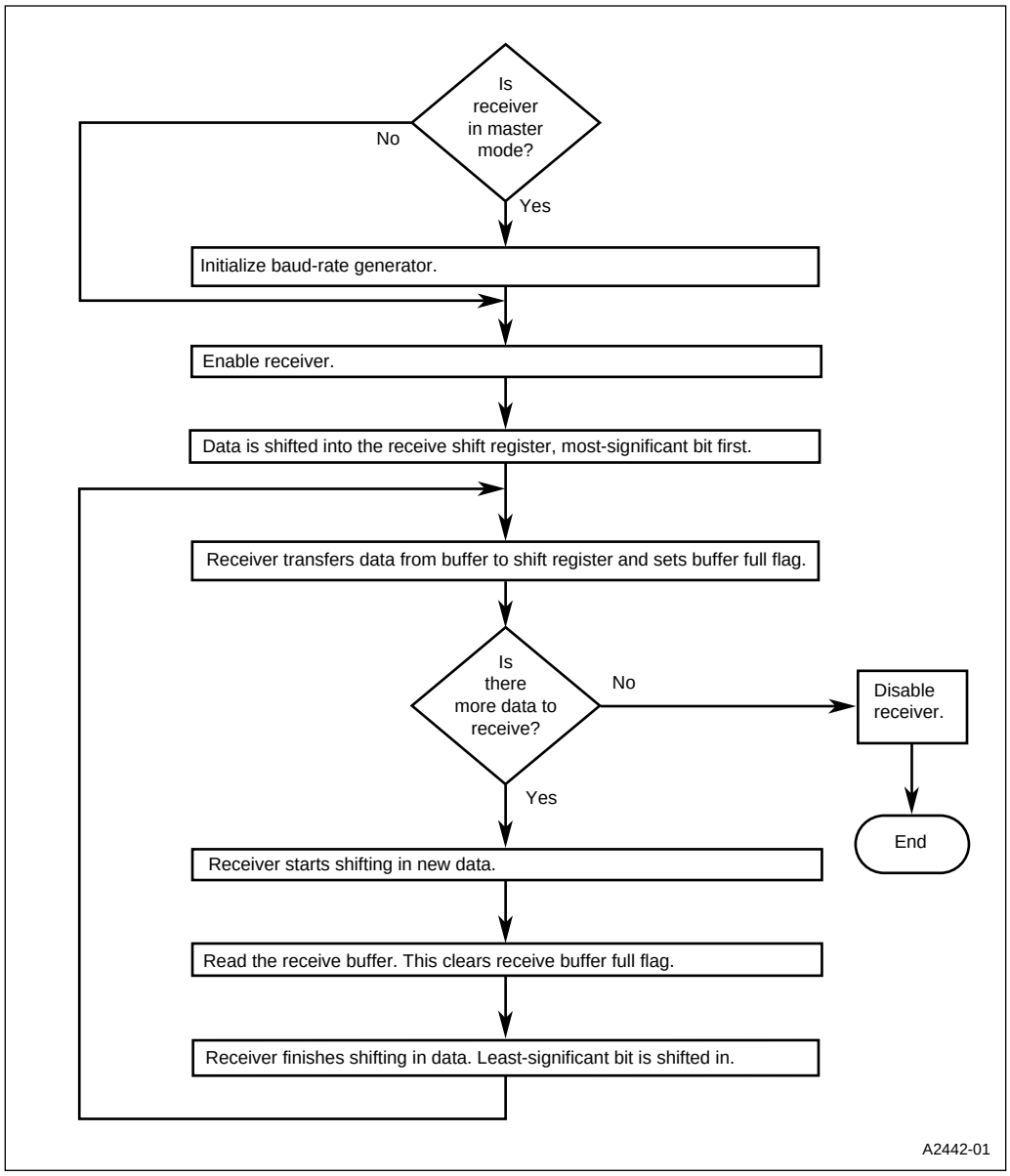


Figure 12-9. Process Flow for Receiving Data

If the receiver is disabled while a data value is being shifted into the shift register, it continues running until the last bit is shifted in. Then the shift register is loaded into the buffer register, the shift register stops and the clock pin (SRXCLK) is three-stated.

If the receiver is disabled then enabled before the current word has been shifted in, it continues as if it were never disabled.

Figure 12-10 shows the serial receive data (SSIORX) pin values for a master mode, single word transfer. For single word transfers, it is necessary to enable the receiver, starting the shifting process, then disable the receiver before 16 bits are shifted in.

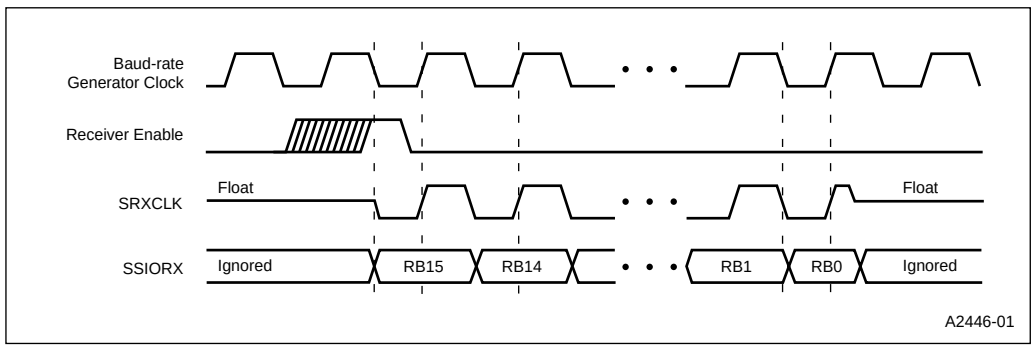


Figure 12-10. Receiver Master Mode, Single Word Transfer

Operation in receiver slave mode is similar to master mode, except the receiver is clocked from the SRXCLK pin. When the receiver is enabled any time during the SRXCLK clock cycle, data on the SSIORX pin is latched into the shift register at the next rising edge of SRXCLK. The SRXCLK and SSIORX pins are three-stated and require external pull-up resisters.

12.3 PROGRAMMING

Table 12-3 list the registers associated with the SSIO and the following sections contain bit descriptions for each register.

Table 12-3. SSIO Registers

Register	Expanded Address	Function
PINCFG (read/write)	F826H	Pin Configuration: Connects the serial receive clock signal (SRXCLK) and the transmit serial data signal (SSIOTX) to the package pin.
SIOCFG (read/write)	F836H	SIO and SSIO Configuration: Selects the baud-rate generator's clock source, SERCLK or PSCLK.

Table 12-3. SSIO Registers (Continued)

Register	Expanded Address	Function
CLKPRS (write only)	F804H	Clock Prescale: Controls the frequency of PSCLK.
SSIOBAUD (write only)	F484H	SSIO Baud-rate Control: Enables the baud-rate generator and determines its baud rate. In master mode, the transmitter and receiver are clocked by the baud-rate generator.
SSIOCTR (read only)	F48AH	SSIO Baud-rate Count Down: Indicates whether the baud-rate generator is enabled and reflects the current value of the baud-rate down-counter.
SSIOCON1 (read/write)	F486H	SSIO Control 1: Enables the transmitter and receiver, indicates when the transmit buffer is empty and the receive buffer is full, connects the transmit buffer empty and receiver buffer full signals to the interrupt control and DMA units. SSIOCON1 also indicates two error conditions: the transmit underflow and receiver overflow.
SSIOCON2 (read/write)	F488H	SSIO Control 2: Selects whether the transmitter and receiver are in master or slave mode. In master mode, the baud-rate generator clocks the transmitter or receiver. In slave mode, an external master clocks the transmitter or receiver.
SSIOTBUF (write only)	F480H	SSIO Transmit Buffer: Holds the 16-bit data word to transmit. Data is transmitted most-significant bit first.
SSIORBUF (read only)	F482H	SSIO Receive Buffer: Holds the 16-bit data word received. Data is received most-significant bit first.

12.3.1 Pin Configuration Register (PINCFG)

The serial receive clock (SRXCLK) and transmit serial data (SSIOTX) pins are multiplexed with other functions. Use PINCFG bits 0 and 1 to select the pin functions.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects the CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 12-11. Pin Configuration Register (PINCFG)

12.3.2 SIO and SSIO Configuration Register (SIOCFG)

Use SIOCFG bit 2 to connect either PSCLK or SERCLK to the baud-rate generator's input (BCLKIN).

SIO and SSIO Configuration
SIOCFG
(read/write)

Expanded Addr: F836H
PC/AT Addr: —
Reset State: 00H

7							0
S1M	S0M	—	—	—	SSBSRC	S1BSRC	S0BSRC

Bit Number	Bit Mnemonic	Function
7	S1M	SIO1 Modem Signal Connections: Setting this bit connects the SIO1 modem signals internally. Clearing this bit connects the SIO1 modem signals to the package pins.
6	S0M	SIO0 Modem Signal Connections: Setting this bit connects the SIO0 modem signals internally. Clearing this bit connects the SIO0 modem signals to the package pins.
5–3	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
2	SSBSRC	SSIO Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SSIO baud-rate generator. Clearing this bit connects the internal PSCLK signal to the SSIO baud-rate generator.
1	S1BSRC	SIO1 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO1 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO1 baud-rate generator.
0	S0BSRC	SIO0 Baud-rate Generator Clock Source: Setting this bit connects the internal SERCLK signal to the SIO0 baud-rate generator. Clearing this bit connects the COMCLK pin to the SIO0 baud-rate generator.

Figure 12-12. SIO and SSIO Configuration Register (SIOCFG)

12.3.3 Prescale Clock Register (CLKPRS)

Use CLKPRS to program the PSCLK frequency.

Clock Prescale Register
CLKPRS
(write only)

Expanded Addr: F804H
PC/AT Addr: —
Reset State: 0000H

15							8
—	—	—	—	—	—	—	PS8
7							**0**
PS7	PS6	PS5	PS4	PS3	PS2	PS1	PS0

Bit Number	Bit Mnemonic	Function
15–9	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
8–0	PS8:0	Prescale Value: These bits determine the divisor that is used to generate PSCLK. Legal values are from 0000H (divide by 2) to 01FFH (divide by 513). divisor = prescale value + 2

Figure 12-13. Clock Prescale Register (CLKPRS)

12.3.4 SSIO Baud-rate Control Register (SSIOBAUD)

Use SSIOBAUD to enable the baud-rate generator and determine the baud-rate generator's seven-bit down counter's reload value (BV).

SSIO Baud-rate Control
SSIOBAUD
(write only)

Expanded Addr: F484H
PC/AT Addr: —
Reset State: 00H

7							0
BEN	BV6	BV5	BV4	BV3	BV2	BV1	BV0

Bit Number	Bit Mnemonic	Function
7	BEN	Baud-rate Generator Enable: Setting this bit enables the baud-rate generator. Clearing this bit disables the baud-rate generator and clears the baud-rate count value.
6–0	BV6:0	Baud-rate Value: The baud-rate value (BV) is the reload value for the baud-rate generator's seven-bit down counter. The baud-rate generator's output is a function of BV and the baud-rate generator's input (BCLKIN), as follows. $\text{baud-rate output frequency} = \frac{\text{BCLKIN}}{2\text{BV} + 2}$ If you know the desired output baud-rate frequency, you can determine BV as follows. $\text{BV} = \left(\frac{\text{BCLKIN}}{2 \times \text{baud-rate output frequency}}\right) - 1$

Figure 12-14. SSIO Baud-rate Control Register (SSIOBAUD)

12.3.5 SSIO Baud-rate Count Down Register (SSIOCTR)

Read SSIOCTR to determine the status of the baud-rate generator.

Baud-rate Count Down
SSIOCTR
(read only)

Expanded Addr: F48AH
PC/AT Addr: —
Reset State: 00H

7							0
BSTAT	CV6	CV5	CV4	CV3	CV2	CV1	CV0

Bit Number	Bit Mnemonic	Function
7	BSTAT	Baud-rate Generator Status: When this bit is clear, the baud-rate generator is disabled. When this bit is set, the baud-rate generator is enabled.
6–0	CV6:0	Current Value: These bits indicate the current value of the baud-rate down counter.

Figure 12-15. SSIO Baud-rate Count Down Register (SSIOCTR)

12.3.6 SSIO Control 1 Register (SSIOCON1)

SSIOCON1 contains both transmit and receive control and status bits. Use the control bits to enable the receiver and transmitter and to connect the transmit buffer empty and receive buffer full signals to the interrupt control and DMA units. The status bits indicate that the transmit buffer is empty, a transmit underflow error occurred, the receive buffer is full, or a receive overflow error occurred.

Both the transmit buffer empty and the receiver buffer full signals can be connected (ORed) to the interrupt request source (SSIOINT). When an interrupt request from this source is detected, you can determine which signal caused the request by reading the SSIOCON1 receiver buffer full and transmit buffer empty status bits.

SSIO Control 1
SSIOCON1
(read/write)

Expanded Addr: F486H
PC/AT Addr: —
Reset State: C0H

7							0
TUE	THBE	TIE	TEN	ROE	RHBF	RIE	REN

Bit Number	Bit Mnemonic	Function
7	TUE	Transmit Underflow Error: The transmitter sets this bit to indicate a transmit underflow error. Write zero to this bit to clear the flag. If you write a one to TUE, the one is ignored and TUE retains its previous value.
6	THBE (read only bit)	Transmit Holding Buffer Empty: The transmitter sets this bit when the transmit buffer contents have been transferred to the transmit shift register, indicating that the buffer is now ready to accept new data. When this bit is clear, the buffer is not ready to accept any new data. Writing data to the transmit buffer clears THBE.
5	TIE	Transmitter Interrupt Enable: Setting this bit connects the transmit buffer empty internal signal to the interrupt control and DMA units. Clearing this bit prevents the interrupt control and DMA units from sensing when the transmit buffer is empty.
4	TEN	Transmitter Enable: Setting this bit enables the transmitter. Clearing this bit disables the transmitter.
3	ROE	Receive Overflow Error: The receiver sets this bit to indicate a receiver overflow error. Write zero to this bit to clear the flag. If you write a one to ROE, the one is ignored and ROE retains its previous value.
2	RHBF (read only bit)	Receive Holding Buffer Full: The receiver sets this bit when the receive shift register contents have been transferred to the receive buffer. Reading the buffer clears this bit.
1	RIE	Receive Interrupt Enable: Setting this bit connects the receiver buffer full internal signal to the interrupt control and DMA units. Clearing this bit prevents the interrupt control and DMA units from sensing when the receive buffer is full.
0	REN	Receiver Enable: Setting this bit enables the receiver. Clearing this bit disables the receiver.

Figure 12-16. SSIO Control 1 Register (SSIOCON1)

12.3.7 SSIO Control 2 Register (SSIOCON2)

Use SSIOCON2 to put the transmitter or receiver in master or slave mode.

SSIO Control 2
SSIOCON2
(read/write)

Expanded Addr: F488H
PC/AT Addr: —
Reset State: 00H

7							0
—	—	—	—	—	—	TXMM	RXMM

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	TXMM	Transmit Master Mode: Setting this bit puts the transmitter in master mode. Clearing this bit puts the transmitter in slave mode. In master mode, the internal baud-rate generator controls the transmit serial communications. The baud-rate generator's output clocks the internal transmitter and appears on the STXCLK pin. In slave mode, an external device controls the transmit serial communications. An input on the STXCLK pin clocks the transmitter.
0	RXMM	Receive Master Mode: Setting this bit puts the receiver in master mode. Clearing this bit puts the receiver in slave mode. In master mode, the internal baud-rate generator controls the receive serial communications. The baud-rate generator's output clocks the internal receiver and appears on the SRXCLK pin. In slave mode, an external device controls the receive serial communications. An input on the SRXCLK pin clocks the receiver.

Figure 12-17. SSIO Control 2 Register (SSIOCON2)

12.3.8 SSIO Transmit Holding Buffer (SSIOTBUF)

Write the data words to be transmitted to SSIOTBUF. Use the interrupt control or DMA units or read SSIOCON1 to determine whether the transmit buffer is empty.

Transmit Holding Buffer
SSIOTBUF
(write only)

Expanded Addr: F480H
PC/AT Addr: —
Reset State: 0000H

15							8
TB15	TB14	TB13	TB12	TB11	TB10	TB9	TB8
7							**0**
TB7	TB6	TB5	TB4	TB3	TB2	TB1	TB0

Bit Number	Bit Mnemonic	Function
15–0	TB15:0	Transmit Buffer Bits: These bits make up the next data word to be transmitted. The control logic loads this word into the transmit shift register. The transmit shift register shifts the bits out, starting with the most-significant bit (TB15).

Figure 12-18. SSIO Transmit Holding Buffer (SSIOTBUF)

12.3.9 SSIO Receive Holding Buffer (SSIORBUF)

Read SSIORBUF to obtain the last data word received. Use the interrupt control or DMA units or read SSIOCON1 to determine whether the receive buffer is full.

Receive Holding Buffer
SSIORBUF
(read only)

Expanded Addr: F482H
PC/AT Addr: —
Reset State: 0000H

15							8
RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8
7							**0**
RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0

Bit Number	Bit Mnemonic	Function
15–0	RB15:0	Receive Buffer Bits: This register contains the last word received. The receive shift register shifts bits in, starting with the most-significant bit. The control logic then transfers the received word from the receive shift register to SSIORBUF.

Figure 12-19. SSIO Receive Holding Buffer (SSIORBUF)

12.4 DESIGN CONSIDERATIONS

The transmit buffer empty signal can be connected to the interrupt control and DMA units. However, at high baud-rates interrupt latency is too long to prevent a transmit underflow error. For these cases, use the DMA to load the data to be transmitted into the transmit buffer.

To illustrate this point, assume the maximum input transmit baud-rate of 6.25 MHz. To prevent a transmit underflow error, a new 16-bit data word must be written to the transmit buffer before the transmit shift register shifts out 16 bits.

$$16 \text{ bits} \times \frac{1}{6.25 \text{ MHz}} = 16 \times 160 \text{ ns} = 2560 \text{ ns}$$

At 25 MHz, one clock is 40 ns. The transmit buffer must be reloaded within 64 clocks (2560/40), but interrupt latency is longer than 64 clocks. Therefore, the DMA unit is required to load the transmit buffer.

CHAPTER 13
INPUT/OUTPUT PORTS

I/O ports allow you to transfer information between the processor and the surrounding system circuitry. They are typically used to read system status, monitor system operation, output device status, configure system options, and generate control signals.

This device's I/O port pins are multiplexed with peripheral pin functions. With this multiplexed arrangement, you can use just those peripheral functions required for your design and use any remaining pins for general-purpose I/O. For example, this device offers eight chip-select lines, five of which (CS0#–CS4#) are multiplexed with I/O port pins. If your design doesn't need all eight chip-selects, you can use five pins (P2.0–P2.4) for I/O.

This chapter describes the I/O ports and explains how to configure them. The information is arranged as follows:

- Overview
- Programming
- Design considerations

13.1 OVERVIEW

This device has three 8-bit bidirectional I/O ports, all of which are functionally identical (Figure 13-1). Each port has three control registers and a status register.

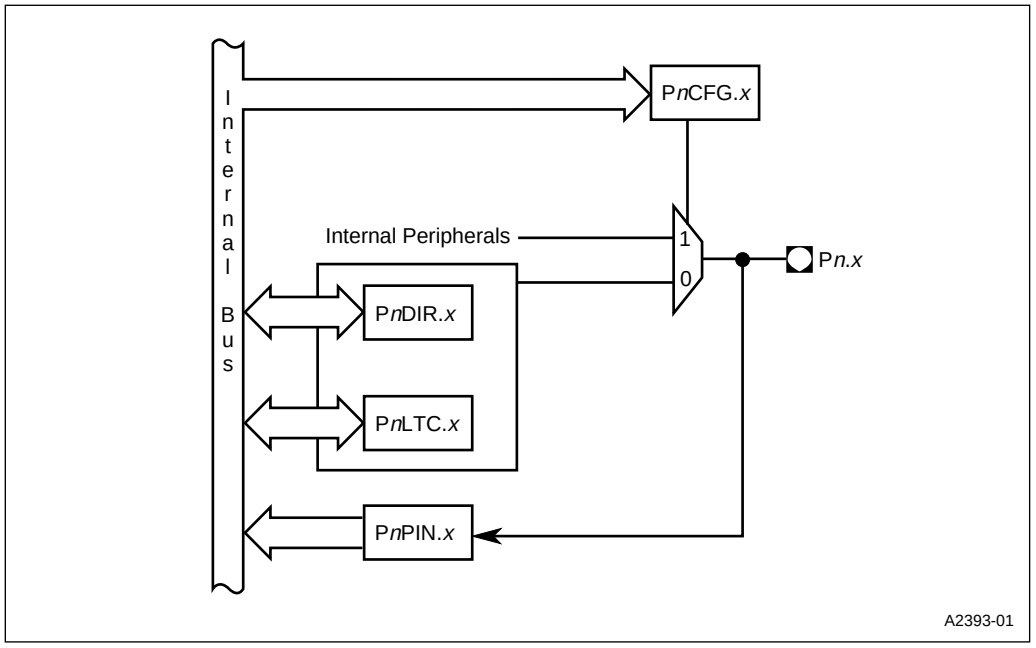


Figure 13-1. I/O Port Block Diagram

All three ports share pins with internal peripherals (see Table 13-3 on page 13-4). If your design does not require a pin's peripheral function, you can individually configure that pin for use as an I/O port. For example, if you don't need serial channel 0, you can use P1.4–P1.0 and P2.7–P2.5 as I/O ports and still allow the bus interface unit to use P1.7–P1.5 and the chip-select unit to use P2.4–P2.0.

Each pin can operate either in I/O mode or in peripheral mode. In I/O mode, a pin has three possible configurations:

- high-impedance input
- open-drain output (requires an external pull-up)
- complementary output

In I/O mode, software controls the direction (input or output) of each pin and the value of each output pin. In peripheral mode, the internal peripheral controls the pin. Some pins function as inputs and others function as outputs. Table 13-1 lists the port pins with their reset status, multiplexed peripheral functions, direction (input or output), and associated internal peripheral.

Table 13-1. Pin Multiplexing

Port Pin		Peripheral Function		
Pin	**Reset Status (Note 1)**	**Signal**	**Direction (Note 2)**	**Internal Peripheral**
P1.0	wk 1	DCD0#	I	SIO0
P1.1	wk 1	RTS0#	O	SIO0
P1.2	wk 1	DTR0#	O	SIO0
P1.3	wk 1	DSR0#	I	SIO0
P1.4	wk 1	RI0#	I	SIO0
P1.5	wk 1	LOCK#	O	BIU
P1.6	wk 0	HOLD	I	BIU
P1.7	wk 0	HLDA	O	BIU
P2.0	wk 1	CS0#	O	CSU
P2.1	wk 1	CS1#	O	CSU
P2.2	wk 1	CS2#	O	CSU
P2.3	wk 1	CS3#	O	CSU
P2.4	wk 1	CS4#	O	CSU
P2.5	wk 0	RXD0	I	SIO0
P2.6	wk 0	TXD0	O	SIO0
P2.7	wk 1	CTS0#	I	SIO0
P3.0	wk 0	TMROUT0	O	Timer 0
P3.1	wk 0	TMROUT1	O	Timer 1
P3.2	wk 0	INT0	I	ICU
P3.3	wk 0	INT1	I	ICU
P3.4	wk 0	INT2	I	ICU
P3.5	wk 0	INT3	I	ICU
P3.6	wk 0	PWRDOWN	O	CLK & PM
P3.7	wk 0	COMCLK	I	SIO0, SIO1

NOTES:
1. wk0 = weakly pulled down; wk1 = weakly pulled up.
2. I = input; O = output.

13.2 PROGRAMMING

Each port has three control registers and a status register associated with it (Table 13-2). The control registers (P*n*CFG, P*n*DIR, and P*n*LTC) can be both read and written. The status register (P*n*-PIN) can only be read. All four registers reside in I/O address space.

Table 13-2. I/O Port Registers

Register	Address	Description
P1CFG P2CFG P3CFG	F820H F822H F824H	Port *n* Mode Configuration: Each bit controls the mode of the associated pin. Setting a bit selects peripheral mode; clearing a bit selects I/O mode.
P1DIR P2DIR P3DIR	F864H F86CH F874H	Port *n* Direction: Each bit controls the direction of a pin that is in I/O mode. Setting a bit configures a pin as either an input or an open-drain output; clearing a bit configures a pin as a complementary output. If a pin is in peripheral mode, this value is ignored.
P1LTC P2LTC P3LTC	F862H F86AH F872H	Port *n* Data Latch: Each bit contains data to be driven onto an output pin that is in I/O mode. Write the desired pin state value to this register. If a pin is in peripheral mode, this value is ignored. Reading this register returns the value in the register—not the actual pin state.
P1PIN P2PIN P3PIN	F860H F868H F870H	Port *n* Pin State: Each bit of this read-only register reflects the state of the associated pin. Reading this register returns the current pin state value, regardless of the pin's mode and direction.

13.2.1 Pin Configuration

You select the operating mode of each pin by writing to the associated P*n*CFG bit (Figure 13-2). Setting a bit selects peripheral mode; clearing a bit selects I/O mode. Internal peripherals control pins configured for peripheral mode, while the P*n*DIR (Figure 13-3) and P*n*LTC (Figure 13-4) registers control pins configured for I/O mode. Table 13-3 shows the P*n*DIR and P*n*LTC register values that determine the pin direction and state. Note that you must program both registers to configure the pins correctly.

Table 13-3. Control Register Values for I/O Port Pin Configurations

Desired Pin Configuration	Desired Pin State	P*n*DIR	P*n*LTC
High-impedance input	high impedance	1	1
Open-drain output	high impedance	1	1
	0	1	0
Complementary output	1	0	1
	0	0	0

To use a pin as a high-impedance input, set the associated P*n*DIR and P*n*LTC bits. This results in a high-impedance (input) state at the pin, allowing external hardware to drive it.

To use a pin as an open-drain output, set the associated P*n*DIR bit and write the desired value to the P*n*LTC bit. A one results in a high-impedance state at the pin, allowing external hardware to drive it. A zero is strongly driven onto the pin.

To use a pin as a complementary output, clear the associated P*n*DIR bit and write the desired value to the P*n*LTC bit. This value is strongly driven onto the pin.

Regardless of the pin's configuration, you can read the P*n*PIN register (Figure 13-5) to determine the current pin state.

Port Mode Configuration
P*n*CFG (*n*=1–3)
(read/write)

Enhanced Addr: F820H, F822H, F824H
PC/AT Address: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7–0	PM7:0	Pin Mode: 1 = Places pin in peripheral mode, controlled by the internal peripheral 0 = Places pin in I/O mode, controlled by P*n*DIR and P*n*LTC registers.

Figure 13-2. Port Mode Configuration Register (P*n*CFG)

Port DIrection
P*n*DIR (*n*=1–3)
(read/write)

Enhanced Addr: F864H, F86CH, F874H
PC/AT Address: —
Reset State: FFH

7							0
PD7	PD6	PD5	PD4	PD3	PD2	PD1	PD0

Bit Number	Bit Mnemonic	Function
7–0	PD7:0	Pin Direction: 1 = Configures the pin as an open-drain output or high-impedance input. 0 = Configures the pin as a complementary output.

Figure 13-3. Port Direction Register (P*n*DIR)

Port Data Latch
P*n*LTC (*n*=1–3)
(read/write)

Enhanced Addr: F862H, F86AH, F872H
PC/AT Address: —
Reset State: FFH

7							0
PL7	PL6	PL5	PL4	PL3	PL2	PL1	PL0

Bit Number	Bit Mnemonic	Function
7–0	PL7:0	Port Data Latch: Writing a value to a PL bit causes that value to be driven onto the corresponding pin. For a complementary output, write the desired pin value to its PL bit. This value is strongly driven onto the pin. For an open-drain output, a one results in a high-impedance (input) state at the pin, allowing external hardware to drive it. A zero is strongly driven onto the pin. For a high-impedance input, write a one to the corresponding PL bit. A one results in a high-impedance state at the pin, allowing external hardware to drive it.

Figure 13-4. Port Data Latch Register (P*n*LTC),

Port Pin State
P*n*PIN (*n*=1–3)
(read only)

Enhanced Addr: F860H, F868H, F870H
PC/AT Address: —
Reset State: XX

7							0
PS7	PS6	PS5	PS4	PS3	PS2	PS1	PS0

Bit Number	Bit Mnemonic	Function
7–0	PS7:0	Pin State: Reading a PS bit returns the logic state present on the associated port pin.

Figure 13-5. Port Pin State Register (P*n*PIN)

13.2.2 Initialization Sequence

After a device reset, a weak transistor holds each pin high or low until user software writes to the P*n*CFG register. (See "Pin Status During and After Reset" on page 13-8 for details.) The pins are configured as inputs in I/O port mode. To ensure that the pins are initialized correctly and that the weak transistors are turned off, follow this suggested initialization sequence.

NOTEEven if you want to use the entire port as I/O (its default configuration after reset), you must write to P*n*CFG to turn off the weak transistors.

1. Write to P*n*LTC to specify the pin value. Writing to P*n*LTC before P*n*DIR ensures that output pins initialize to known values.
   - For an output pin, write the data that is to be driven by the pin to its P*n*LTC bit.
   - For an input pin, set its P*n*LTC bit.
2. Write to P*n*DIR to specify the pin direction.
   - To configure a pin as a complementary output, clear its P*n*DIR bit.
   - To configure a pin as an input or open-drain output, set its P*n*DIR bit.
3. Write to P*n*CFG to turn off the weak transistors and select either I/O or peripheral mode.
   - To configure a pin for I/O mode, clear its P*n*CFG bit.
   - To configure a pin for peripheral mode, set its P*n*CFG bit.

13.3 DESIGN CONSIDERATIONS

This section outlines considerations for the I/O ports.

- Ports 1 and 2 can drive 8mA of current. Port 3 can drive 16 mA; however, only two Port 3 pins can simultaneously source or sink a full 16mA.
- Use read/modify/write operations to set and clear bits.

13.3.1 Pin Status During and After Reset

A device reset applies an asynchronous reset signal to the port pins. To avoid contention with external drivers, the pins are configured as inputs in I/O port mode. To prevent pins from floating, a weak pull-up or pull-down transistor holds each pin high or low (Table 13-4). Writing to the P*n*CFG register (regardless of the value written) turns off these transistors. For example, writing any value to P1CFG after a reset turns off the weak pull-down transistors on P1.7–P1.6 and the weak pull-up transistors on P1.5–P1.0. The transistors remain off until the next reset.

Table 13-4. Pin Reset Status

Port 1		Port 2		Port 3	
Pin	Reset Status	Pin	Reset Status	Pin	Reset Status
P1.0	wk 1	P2.0	wk 1	P3.0	wk 0
P1.1	wk 1	P2.1	wk 1	P3.1	wk 0
P1.2	wk 1	P2.2	wk 1	P3.2	wk 0
P1.3	wk 1	P2.3	wk 1	P3.3	wk 0
P1.4	wk 1	P2.4	wk 1	P3.4	wk 0
P1.5	wk 1	P2.5	wk 0	P3.5	wk 0
P1.6	wk 0	P2.6	wk 0	P3.6	wk 0
P1.7	wk 0	P2.7	wk 1	P3.7	wk 0

NOTE: wk 0 = weakly pulled low; wk 1 = weakly pulled high

CHAPTER 14
CHIP-SELECT UNIT

The chip-select unit has eight lines, or *channels*, allowing direct access to up to eight devices. You can individually configure the channels for compatibility with a variety of devices. Each channel can operate in either 16-bit or 8-bit bus mode, generate up to 31 wait states, and either terminate a bus cycle automatically or wait for a ready signal.

This chapter is organized as follows:

- Overview
- CSU operation
- Programming

14.1 OVERVIEW

Each chip-select channel consists of address and mask registers and an output signal. The address and mask registers allow you to define memory or I/O address blocks for each channel. You also specify whether or not the chip-select is activated when the processor is operating in system management mode. When the processor accesses a channel's address block, the CSU activates the channel's output signal. Connecting a channel's output to a memory or I/O device simplifies memory and I/O interfacing by removing the need and delay of decoding addresses externally.

14.2 CSU OPERATION

Each chip-select channel functions independently. The following sections describe chip-select channel address blocks, system management mode support, and bus cycle length and bus size control.

14.2.1 Defining a Channel's Address Block

A 15-bit channel address and mask are used to specify a channel's active address block. When the processor accesses an address in memory or I/O, the upper 15 bits of the address are compared to the chip-select channel address and OR'd with the channel mask. This means that the CSU compares the channel address and ORs the channel mask to A25:A11 for memory addresses and A15:A1 for I/O addresses. Ones in the channel's mask exclude the corresponding bits from address comparisons. Figure 14-1 shows the logic for determining address equality.

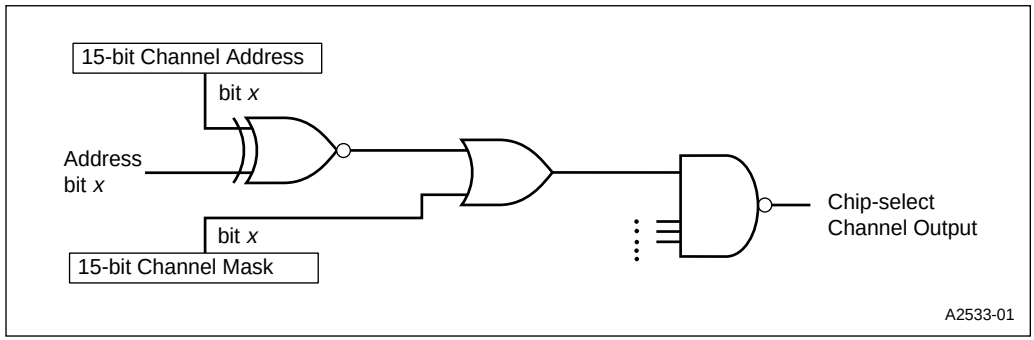


Figure 14-1. Channel Address Comparison Logic

The lower address bits are excluded from address comparisons. This means that for memory addresses, which have 26-bit addresses, the minimum channel address block size is 2 Kbytes; for I/O addresses, which have 16-bit addresses, the minimum channel address block size is 2 bytes.

Because you can set ones in the channel mask to exclude certain address bits from comparisons, you can increase the size of a channel's address blocks (by multiples of 2 Kbytes for memory addresses and by multiples of 2 bytes for I/O addresses). Figure 14-2 illustrates how memory address block sizes are determined from the channel's mask; the concept is the same for I/O address block sizes, just replace Kbyte with byte. As shown in Figure 14-2, the bit location of the first zero in the channel mask determines the channel's active address block size.

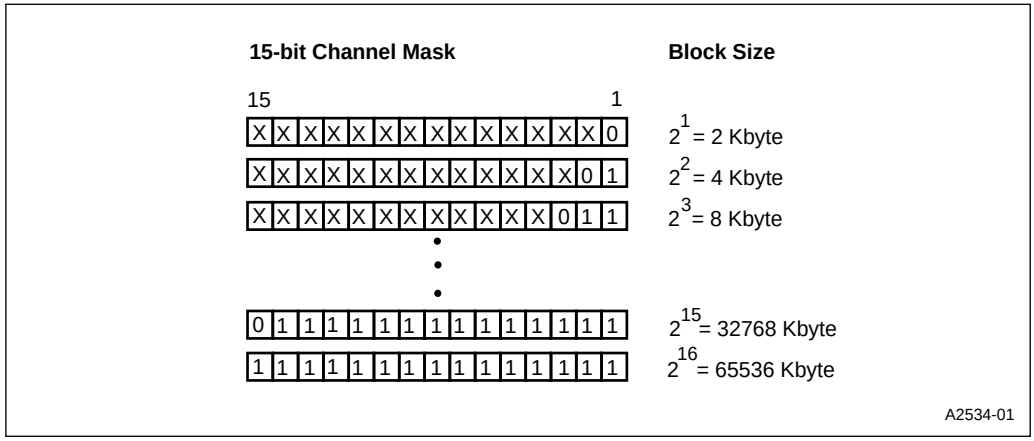
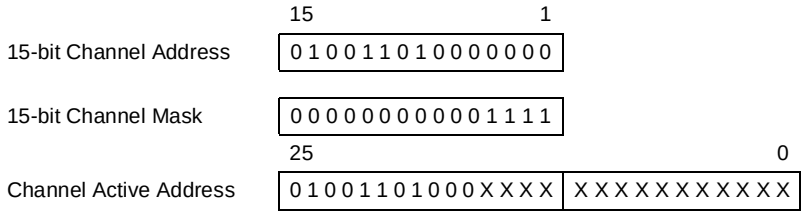


Figure 14-2. Determining a Channel's Address Block Size

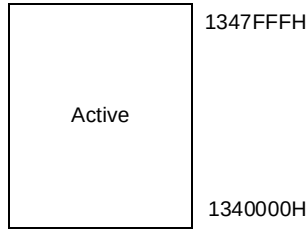
Any ones that follow the first zero determine the number of blocks and the locations where the blocks are repeated. This is best illustrated by the following four examples. The examples assume the channel is configured for memory addresses; however, the concepts discussed also apply to I/O-configured channels.

Example 1

This example establishes a single 32-Kbyte address block starting at 1340000H (a 32-Kbyte boundary). In this example, the 15-bit channel address is the starting address of the channel's active address block (because there are no 1's in the channel mask where there are 1's in the channel address).

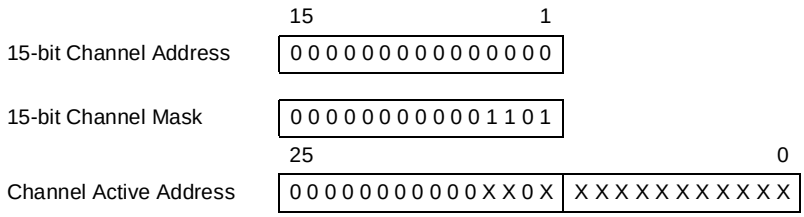


Because the least-significant 0 in the channel's mask is in bit position 5, this channel's active address block size is 2^5 = 32 Kbytes. Because there are no 1's after the first 0 in the channel's mask, the block is not repeated.

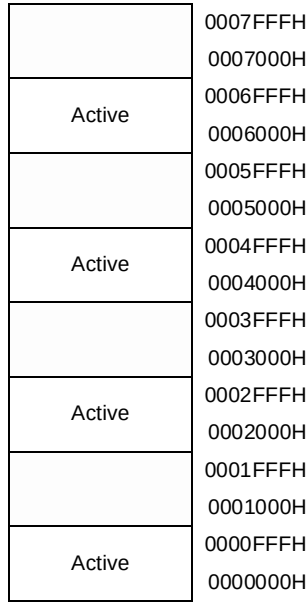


Example 2

This example establishes four 4-Kbyte address blocks starting at 0000000H, 0002000H, 0004000H, and 0006000H (4-Kbyte boundaries).

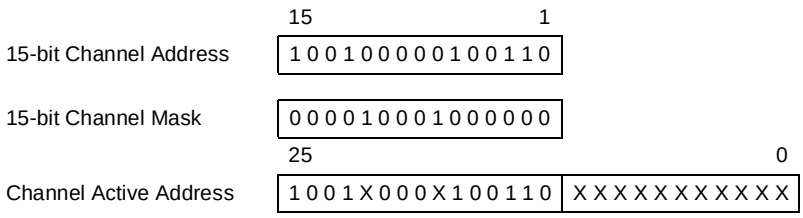


Because the least-significant 0 in the channel's mask is in bit position 2, this channel's active address block size is 2^2 = 4 Kbytes. Because there are two 1's after the first 0 in the channel's mask, the block is repeated 2^2 = 4 times. Also, because there are no 1's in the channel mask where there are 1's in the channel address, the channel address is the starting address of the lowest active address block. In this example, each active 4-Kbyte address block in memory is followed by an inactive 4-Kbyte address block and each active address block starts on a 4-Kbyte address boundary.

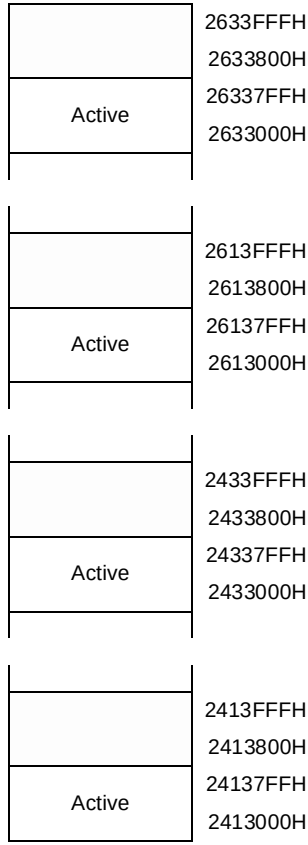


Example 3

This example establishes four 2-Kbyte address blocks starting at 2413000H, 2433000H, 2613000H, and 2633000H.

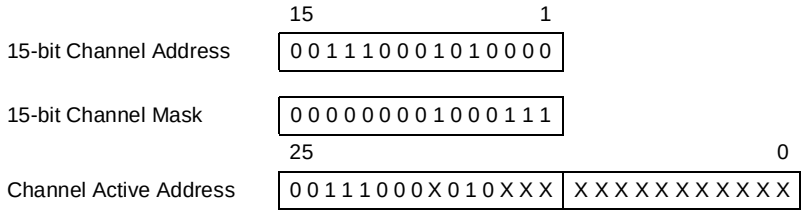


Because the least-significant 0 in the channel's mask is in bit position 1, this channel's active address block size is 2^1 = 2 Kbytes. Because there are two 1's after the first 0 in the channel's mask, the address block is repeated 2^2 = 4 times. Also, because there are no 1's in the channel mask where there are 1's in the channel address, the channel address is the starting address of the lowest active address block. In this example, each active 2-Kbyte address block in memory is followed by an inactive 2-Kbyte address block and each active address block starts at a 2-Kbyte boundary.

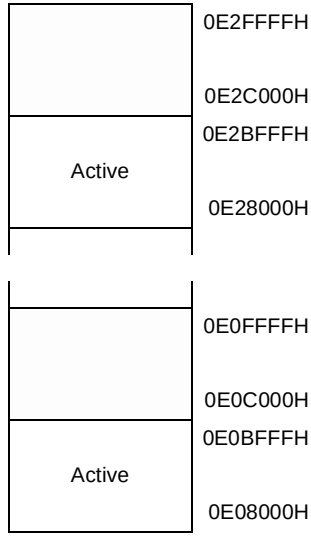


Example 4

This example establishes two 16-Kbyte address blocks starting at 0E08000H and 0E28000H (16-Kbyte boundaries).



Because the least-significant 0 in the channel mask is in bit position 4, this channel's active address block size is 2^4 = 16 Kbytes. Because there is one 1 after the first 0 in the channel mask, the address block is repeated 2^1 = 2 times. Unlike the other examples, there is a 1 in the channel mask where there is a 1 in the channel address. For this reason, the channel address is **not** the starting address of the lowest active address block. In this example, each active 16-Kbyte address block is followed by an inactive 16-Kbyte address block and each block starts at a 16-Kbyte address boundary.



14.2.2 System Management Mode Support

The processor supports four operating modes: system management mode (SMM), protected, real and virtual-86 mode. In order for a system to operate correctly in SMM, it must meet several requirements. The CSU provides support for some of these requirements. To use SMM you must set aside a partition of memory, called SMRAM, for the SMM driver. SMRAM must meet the following conditions:

- located at 38000H–3FFFFH (32 Kbytes)
- accessible only when the processor is in SMM during normal operation
- accessible during system initialization when the processor is not in SMM

The CSU allows you to specify an address block and control whether or not the chip-select is activated while the processor is in SMM.

14.2.3 Bus Cycle Length Control

Each chip-select channel controls how bus cycles to its address block terminate. Each channel can generate up to 31 wait states and then unconditionally terminate or wait for an external bus ready signal to terminate. If greater than 31 wait states are required, ready must be generated externally and the conditional option must be selected.

NOTE

When a chip-select region overlaps on-chip peripheral addresses, the on-chip peripheral always generates READY# and overrides the channel's configuration.

14.2.4 Bus Size Control

The processor assumes that the currently addressed device requires a 16-bit data bus unless the bus size control pin (BS8#) is asserted. When asserted, BS8# tells the processor that the addressed device requires an 8-bit data bus. You can program a chip-select channel specifically for 8-bit devices. This causes the CSU to assert BS8# automatically each time it activates the channel.

14.2.5 Overlapping Regions

You can configure CSU channels to have overlapping address blocks. When channels with overlapping address blocks have different bus cycle length and bus size configurations, the CSU must adjust these parameters. Figure 14-3 shows how the CSU adjusts the bus cycle length. In the case of different bus sizes, the CSU defaults to an 8-bit bus size.

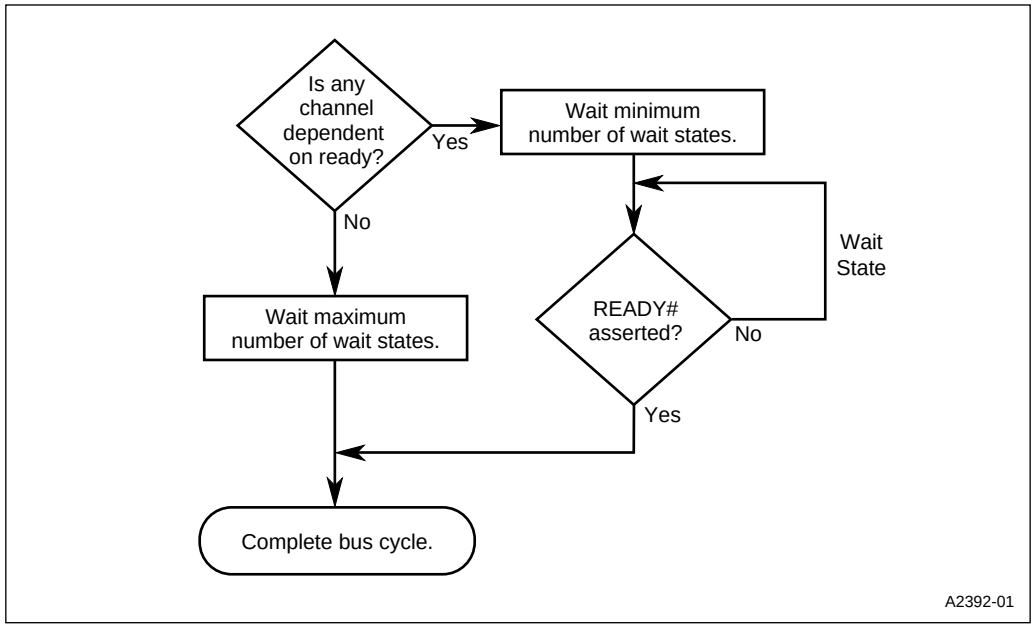


Figure 14-3. Bus Cycle Length Adjustments for Overlapping Regions

14.3 PROGRAMMING

Table 14-1 and Table 14-2 list the signals and registers associated with the chip-select unit. There are seven general-purpose chip-select channels (CS*n*) and one upper chip-select channel (UCS). Upon reset, the UCS is enabled with the entire 64 Mbyte memory address space as its address block. Thus, the UCS can be used to enable ROMs or EPROMs at the top of the memory address space so that the processor can fetch the first instruction from address 3FFFFF0H after reset.

Table 14-1. CSU Signals

Signal	Device Pin or Internal Signal	Description
CS6:0# UCS#	Device pins (output)	Chip-select Signal: Indicates that the memory or I/O address that the processor is accessing is in channel *n*'s active address region.

Table 14-2. CSU Registers

Register	Expanded Address	Description
PINCFG	F826H	Pin Configuration: Connects the CS6:5# signals to package pins.
P2CFG	F822H	Port 2 Configuration: Connects the CS4:0# signals to package pins.
CS0ADH CS1ADH CS2ADH CS3ADH CS4ADH CS5ADH CS6ADH UCSADH (write only)	F402H F40AH F412H F41AH F422H F42AH F432H F43AH	Chip-select High Address: Defines the upper 10 bits of the chip-select channel address. The processor uses a chip-select's channel address to determine the starting location of the channel's active address block.
CS0ADL CS1ADL CS2ADL CS3ADL CS4ADL CS5ADL CS6ADL UCSADL (write only)	F400H F408H F410H F418H F420H F428H F430H F438H	Chip-select Low Address: Defines the lower 5 bits of the chip-select channel address. Configures the channel for memory or I/O addresses, determines whether or not the channel is activated when the processor is operating in system management mode, configures the channel's bus size, and defines the minimum number of wait states inserted into the bus cycle.

Table 14-2. CSU Registers (Continued)

Register	Expanded Address	Description
CS0MSKH CS1MSKH CS2MSKH CS3MSKH CS4MSKH CS5MSKH CS6MSKH UCSMSKH (write only)	F406H F40EH F416H F41EH F426H F42EH F436H F43EH	Chip-select High Mask: Defines the upper 10 bits of the chip-select channel mask. The processor uses a chip-select's channel mask to determine the size of the channel's active address block and if the address block is repeated.
CS0MSKL CS1MSKL CS2MSKL CS3MSKL CS4MSKL CS5MSKL CS6MSKL UCSMSKL (write only)	F404H F40CH F414H F41CH F424H F42CH F434H F43CH	Chip-select Low Mask: Defines the lower 5 bits of the chip-select channel mask and enables the channel's output pin.

Use the following sequence to program and enable a chip-select channel (if the chip-select is already enabled, either reverse the sequence or disable the channel before reprogramming it).

1. Program the chip-select high address register.
2. Program the chip-select low address register.
3. Program the chip-select high mask register.
4. Program the chip-select low mask register.

14.3.1 Pin Configuration Register (PINCFG)

Use PINCFG bits 6 and 4 to connect the CS6# and CS5# signals to package pins.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit..
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 14-4. Pin Configuration Register (PINCFG)

14.3.2 Port 2 Configuration Register (P2CFG)

Use P2CFG bits 4–0 to connect the CS4:0# signals to package pins.

Port 2 Configuration
P2CFG
(read/write)

Expanded Addr: F822H
PC/AT Addr: —
Reset State: 00H

7							0
PM7	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	PM7	Pin Mode: Setting this bit connects CTS0# to the package pin. Clearing this bit connects P2.7 to the package pin.
6	PM6	Pin Mode: Setting this bit connects TXD0 to the package pin. Clearing this bit connects P2.6 to the package pin.
5	PM5	Pin Mode: Setting this bit connects RXD0 to the package pin. Clearing this bit connects P2.5 to the package pin.
4	PM4	Pin Mode: Setting this bit connects CS4# to the package pin. Clearing this bit connects P2.4 to the package pin.
3	PM3	Pin Mode: Setting this bit connects CS3# to the package pin. Clearing this bit connects P2.3 to the package pin.
2	PM2	Pin Mode: Setting this bit connects CS2# to the package pin. Clearing this bit connects P2.2 to the package pin.
1	PM1	Pin Mode: Setting this bit connects CS1# to the package pin. Clearing this bit connects P2.1 to the package pin.
0	PM0	Pin Mode: Setting this bit connects CS0# to the package pin. Clearing this bit connects P2.0 to the package pin.

Figure 14-5. Port 2 Configuration Register (P2CFG)

14.3.3 Chip-select Address Registers

Write a channel's 15-bit address to the chip-select address registers. These bits are masked by the channel's 15-bit mask. During bus cycles, the CSU compares the channel's address to the upper 15 memory or I/O address bits. A match indicates that the processor is accessing the channel's address block. Whether the CSU activates the channel depends on the values of the channel's SMM address and mask bits. These bits determine whether or not the channel is activated when the processor is operating in SMM.

Chip-select High Address
CS*n*ADH (*n* = 0–6), **UCSADH**
(read/write)

Expanded Addr: F402H, F40AH
F412H, F41AH
F422H, F42AH
F432H, F43AH
PC/AT Addr: —
Reset State: 0000H (CS*n*ADH)
FFFFH (UCSADH)

15						8	
—	—	—	—	—	—	CA15	CA14
7							**0**
CA13	CA12	CA11	CA10	CA9	CA8	CA7	CA6

Bit Number	Bit Mnemonic	Function
15–10	—	Reserved; for compatibility with future devices, write zeros to these bits.
9–0	CA15:6	Chip-select Channel Address Upper Bits: Defines the upper 10 bits of the channel's 15-bit address. The address bits CA15:6 and the mask bits CM15:6 form a masked address that is compared to memory address bits A25:16 or I/O address bits A15:6.

Figure 14-6. Chip-select High Address Register (CS*n*ADH, UCSADH)

ERRATA (3/28/95)
In Chapter 14, Figures 14-6, 14-7, 14-8, 14-9 read write status changed from "write only" to "read/write."

ERRATA (3/28/95)
In Figure 14-7, the Reset State for UCSADL was shown incorrectly as FFEFH; now correctly shows FF6FH.

Chip-select Low Address CS*n*ADL (*n* = 0–6), **UCSADL** (read/write)

Expanded Addr: F400H, F408H, F410H, F418H, F420H, F428H, F430H, F438H
PC/AT Addr: —
Reset State: 0000H (CS*n*ADL), FF6FH (UCSADL)

15							8
CA5	CA4	CA3	CA2	CA1	CASMM	BS16	MEM
7							**0**
RDY	—	—	WS4	WS3	WS2	WS1	WS0

Bit Number	Bit Mnemonic	Function
15–11	CA5:1	Chip-select Address Value Lower Bits: Defines the lower 5 bits of the channel's 15-bit address. The address bits CA5:1 and the mask bits CM5:1 form a masked address that is compared to memory address bits A15:11 or I/O address bits A5:1.
10	CASMM	SMM Address Bit: If this bit is set (and unmasked), the CSU activates the chip-select channel only while the processor is in SMM. Otherwise, the CSU activates the channel only when processor is operating in a mode other than SMM. Setting the SMM mask bit in the channel's mask low register masks this bit. When this bit is masked, an address match activates the chip-select, regardless of whether the processor is in SMM.
9	BS16	Bus Size 16-bit: When this bit is clear, all bus cycles to the channel's address block are byte-wide. When this bit is set, bus cycles are 16 bits unless the bus size control pin (BS8#) is asserted.
8	MEM	Bus Cycle Type: Setting this bit configures the channel for memory addresses. Clearing this bit configures the channel for an I/O addresses.
7	RDY	Bus Ready Enable: Setting this bit requires that bus READY be active to complete a bus cycle. Bus READY is ignored when this bit is cleared. This bit must be set to extend wait states beyond the number determined by WS4:0.
6–5	—	Reserved; for compatibility with future devices, write zeros to these bits.
4–0	WS4:0	Wait State Value: WS4:0 defines the minimum number of wait states inserted into the bus cycle. A zero value means no wait states.

Figure 14-7. Chip-select Low Address Register (CS*n*ADL, UCSADL)

ERRATA (3/28/95)
In Chapter 14, Figures 14-6, 14-7, 14-8, 14-9 read write status changed from "write only" to "read/write."

14.3.4 Chip-select Mask Registers

Write a channel's 15-bit mask to the chip-select mask registers. Use the chip-select low mask register to enable the channel and to mask the channel's SMM address bit. When the channel's SMM address bit is masked, the CSU activates the channel regardless of whether the channel is operating in SMM.

Chip-select High Mask
CS*n*MSKH (*n* = 0–6), **UCSMSKH**
(read/write)

Expanded Addr: F406H, F40EH
F416H, F41EH
F426H, F42EH
F436H, F43EH
PC/AT Addr: —
Reset State: 0000H (CS*n*MSKH)
FFFFH (UCSMSKH)

15							8
—	—	—	—	—	—	CM15	CM14
7							**0**
CM13	CM12	CM11	CM10	CM9	CM8	CM7	CM6

Bit Number	Bit Mnemonic	Function
15–10	—	Reserved; for compatibility with future devices, write zeros to these bits.
9–0	CM15:6	Mask Value Upper Bits: Defines the upper 10 bits of the channel's 15-bit mask. The mask bits CM15:6 and the address bits CA15:6 form a masked address that is compared to memory address bits A25:16 or I/O address bits A15:6.

Figure 14-8. Chip-select High Mask Registers (CS*n*MSKH, UCSMSKH)

ERRATA (3/28/95)
In Chapter 14, Figures 14-6, 14-7, 14-8, 14-9 read write status changed from "write only" to "read/write."

ERRATA (3/28/95)
In Chapter 14, Figures 14-6, 14-7, 14-8, 14-9 read write status changed from “write only” to “read/write.”

Chip-select Low Mask
CS*n*MSKL (*n* = 0–6), **UCSMSKL**
(read/write)

Expanded Addr: F404H, F40CH
F414H, F41CH
F424H, F42CH
F434H, F43CH
PC/AT Addr: —
Reset State: 0000H (CS*n*MSKL)
FFFFH (UCSMSKL)

15							8
CM5	CM4	CM3	CM2	CM1	CMSMM	—	—
7							**0**
—	—	—	—	—	—	—	CSEN

Bit Number	Bit Mnemonic	Function
15–11	CM5:1	Chip-select Mask Value Lower Bits: Defines the lower 5 bits of the channel’s 15-bit mask. The mask bits CM5:1 and the address bits CA5:1 form a masked address that is compared to memory address bits A15:11 or I/O address bits A5:1.
10	CMSMM	SMM Mask Bit: Setting this bit masks the SMM address bit in the channel’s chip-select address low register. When the SMM address bit is masked, an address match activates the chip-select, regardless of whether the processor is in SMM.
9–1	—	Reserved; for compatibility with future devices, write zeros to these bits.
0	CSEN	Chip-select Enable: Setting this bit enables the chip-select channel. Clearing this bit disables the chip-select channel.

Figure 14-9. Chip-select Low Mask Registers (CS*n*MSKL, UCSMSKL)

14.3.5 Programming Considerations

When programming the CSU, consider the following.

- A chip-select channel is enabled by setting bit 0 of its chip-select low mask register and connecting its output signal to the package pin by clearing the appropriate pin or port 2 configuration register bit. The pin and port 2 configuration registers are shown in Figures 14-4 and 14-5.
- The minimum address block for memory address-configured channels is 2 Kbytes and for I/O address-configured channels is 2 bytes. The size of these address blocks can be increased by multiples of 2 Kbytes for memory addresses and by multiples of 2 bytes for I/O addresses.
- A channel’s address block of size *n* will always start on an *n* address boundary.

CHAPTER 15
REFRESH CONTROL UNIT

The refresh control unit (RCU) simplifies the interface between the processor and a dynamic random access memory (DRAM) device by providing a way to generate periodic refresh requests and refresh addresses.

This chapter includes a brief overview of dynamic memory devices and describes the components of the refresh control unit. The information is organized as follows:

- Dynamic memory control
- RCU overview
- RCU operation
- Programming

15.1 DYNAMIC MEMORY CONTROL

Typical DRAM devices require control logic to enable read, write, and refresh operations. The RCU simplifies the control logic design requirements by providing the necessary bus control and timing for refresh operations.

DRAM devices are built as matrices of memory cells. Therefore, each memory cell has a row and a column address associated with it. A typical controller design strobes addresses into a DRAM device through the use of two control lines: a row address strobe (RAS#) and a column address strobe (CAS#). The controller presents lower (or row) address bits during RAS# and upper (or column) address bits during CAS#. Activating RAS# accesses all cells within the specified row. Accessing a cell refreshes it; therefore, cycling through the row addresses is the only requirement to refresh a DRAM device.

15.2 RCU OVERVIEW

The RCU includes an interval timer unit, a control unit, and an address generation unit (Figure 15-1). The interval timer unit uses a refresh clock interval register and a 10-bit interval counter to create a periodic signal (timeout). The control unit uses this signal to initiate periodic refresh requests. The address generation unit uses a refresh base address register and a 13-bit address counter to generate DRAM refresh addresses.

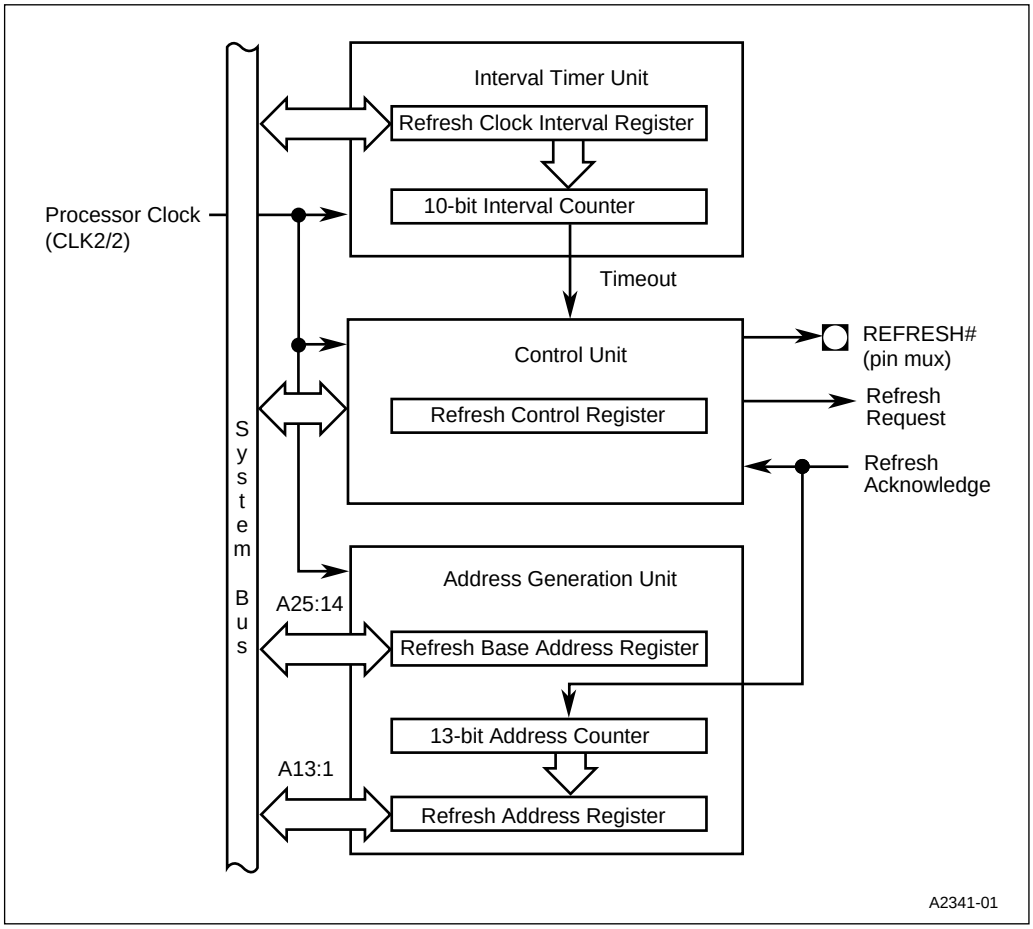


Figure 15-1. Refresh Control Unit Connections

15.2.1 RCU Signals

Table 15-1 describes the signals associated with the RCU.

Table 15-1. Refresh Control Unit Signals

Signal	Device Pin or Internal Signal	Description
Processor Clock (CLK2/2)	Internal signal (from Clock and Power Management)	Processor Clock: Provides the clocking signal for the interval counter. The interval timer unit loads and decrements the counter on the falling edges of the processor clock.
Timeout	Internal signal (from the interval counter to the control unit)	Timeout: Indicates that the interval counter has reached one. The control unit initiates a refresh request when it detects this signal, unless a refresh request is pending, in which case it ignores this signal.
REFRESH#	Device pin (output)	External Refresh: Indicates that a refresh bus cycle is in progress and that the refresh address is on the bus for the DRAM controller.
Refresh Request	Internal signal	Refresh Request: Indicates that the control unit is requesting bus ownership.
Refresh Acknowledge	Internal signal	Refresh Acknowledge: Indicates that the refresh control unit is being granted bus ownership.
A25:1	Device pins (input/output)	Address Bus: Contains the refresh address.

15.2.2 Refresh Intervals

The interval timer unit controls the rate at which the control unit generates refresh requests. Refresh intervals are programmable through the use of a refresh control interval register (RFSCIR) and a 10-bit down counter. The counter is loaded from RFSCIR, then decremented on each CLK2/2 falling edge. When the counter reaches one, the interval timer unit reloads the counter from the RFSCIR and asserts its timeout signal. The timeout signal causes the control unit to initiate a refresh request (provided there is not one already pending).

The RCU must complete the present refresh cycle before the control logic can generate a new refresh request. Therefore, the control unit ignores the timeout signal if it already has a refresh request pending.

15.2.3 Refresh Addresses

The physical address generated during a refresh bus cycle has two components: address bits A25:14 (from the refresh base address register) and address bits A13:1 (from the 13-bit address counter).

The 13-bit address counter is a combination of a binary counter and a 7-bit linear-feedback shift register. The binary counter produces address bits A13:8 and the linear-feedback shift register produces address bits A7:1. The shift register nonsequentially produces all 128 (2^7) possible combinations. Each time the lower seven bits cycle through all 128 combinations, the binary counter increments the upper 6 bits. This continues until the 13-bit address counter cycles through 8192 (2^{13}) address combinations. The counter then rolls over to its original value and the process repeats.

15.2.4 Refresh Methods

There are two common methods for refreshing a DRAM device: RAS#-only and CAS#-before-RAS#. The DRAM controller design requirements are simpler for RAS#-only than for CAS#-before-RAS#.

The RAS#-only method requires that the DRAM controller activate its RAS# signal when the RCU activates its REFRESH# signal. This causes the controller to drive the refresh address generated by the RCU onto the DRAM address inputs, refreshing the specified DRAM row. With this method, the controller need not assert the CAS# signal whenever the REFRESH# signal is active.

The CAS#-before-RAS# method requires that the DRAM device contain an internal counter to determine the DRAM row addresses. To perform a refresh cycle using the CAS#-before-RAS# method, the controller must generate a CAS# signal followed by a RAS# signal when the RCU activates its REFRESH# signal. With this method, the DRAM device generates its own refresh addresses and the RCU provides the REFRESH# signal.

15.2.5 Bus Arbitration

Because the two DMA channels, an external device (via the HOLD pin), and the refresh control unit can all request bus control, bus control priority must be arbitrated. Refresh requests always have the highest priority. (“Bus Control Arbitration” on page 16-6 discusses the priority structure of the other bus control requests.)

When a refresh occurs while a DMA channel is performing a transfer, the RCU “steals” a bus cycle to perform a refresh. An external device can gain bus control through either the HOLD signal or the DMA cascade mode. In this case, a refresh request causes the external device’s acknowledge signal to be deasserted. When this happens, the external device should drop its request line to allow the RCU to perform a refresh cycle. If the external device reasserts its request signal before the RCU completes the refresh cycle, bus control is given back to the external device after the refresh cycle completes, without further arbitration.

15.3 RCU OPERATION

The following steps describe the basic refresh cycle, which is initiated every time the interval counter reaches one.

1. The interval timer unit asserts the timeout signal and reloads the interval counter with the refresh clock interval register value. (The interval counter decrements on each succeeding processor clock falling edge.)
2. The control unit requests bus ownership.
3. Bus ownership is given to the control unit.
4. The control unit asserts the REFRESH# signal and a bus memory read cycle is executed with the address supplied by the RCU.
5. The DRAM controller asserts RAS#, latching the row address inside the DRAM device. This refreshes the given row.
6. The control unit deasserts REFRESH#, and the process repeats from step 1 when the interval counter reaches one.

Once enabled, the DRAM refresh process continues until you reprogram the RCU, a reset occurs, or the processor enters powerdown mode.

15.4 PROGRAMMING

Table 15-2 provides an overview of the registers associated with the RCU. The following sections provide specific programming information for each register.

Table 15-2. Refresh Control Unit Registers

Register	Expanded Address	Description
RFSCIR (read/write)	F4A2H	Refresh Clock Interval: Determines the clock count between refresh requests.
RFSCON (read/write)	F4A4H	Refresh Control: Enables the refresh control unit. Reading this register also provides the current value of the interval counter.
RFSBAD (read/write)	F4A0H	Refresh Base Address: Contains the A25:14 address bits of the refresh address. This establishes a memory region for refreshing.
RFSADD (read/write)	F4A6H	Refresh Address: Contains the A13:1 address bits of the refresh address. The 13-bit address counter generates these values.

15.4.1 Refresh Clock Interval Register (RFSCIR)

Use RFSCIR to program the interval timer unit's 10-bit down counter. The refresh counter value is a function of DRAM specifications and processor frequency as follows:

$$\text{counter value} = \frac{\text{DRAM refresh period } (\mu s) \times \text{processor clock (MHz)}}{\text{\# of DRAM rows}}$$

Equation 15-1.

The DRAM refresh period is the time required to refresh all rows in the DRAM device.

NOTE

Because the lower seven address bits come from a linear-feedback shift register, which generates all address bit combinations in a nonsequential order, the number of DRAM rows must be equal to or greater than 128 to guarantee the access of every row.

Refresh Clock Interval
RFSCIR
(read/write)

Expanded Addr: F4A2H
PC/AT Addr: —
Reset State: 0000H

15							8
—	—	—	—	—	—	RC9	RC8
7							**0**
RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0

Bit Number	Bit Mnemonic	Function
15–10	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
9–0	RC9:0	Refresh Counter Value: Write the counter value to these ten bits. The interval counter counts down from this value. When the interval counter reaches one, the control unit initiates a refresh request (provided it does not have a request pending). The counter value is a function of DRAM specifications and processor frequency (see Equation 15-1).

Figure 15-2. Refresh Clock Interval Register (RFSCIR)

15.4.2 Refresh Control Register (RFSCON)

Use RFSCON to enable and disable the refresh control unit and to check the current interval counter value.

Refresh Control
RFSCON
(read/write)

Expanded Addr: F4A4H
PC/AT Addr: —
Reset State: 0000H

15							8
REN	—	—	—	—	—	CV9	CV8
7							**0**
CV7	CV6	CV5	CV4	CV3	CV2	CV1	CV0

Bit Number	Bit Mnemonic	Function
15	REN	Refresh Control Unit Enable: This bit enables or disables the refresh control unit. 1 = enables refresh control unit 0 = disables refresh control unit
14–10	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
9–0	CV9:0	Counter Value: These read-only bits represent the current value of the interval counter. Write operations to these bits have no effect.

Figure 15-3. Refresh Control Register (RFSCON)

15.4.3 Refresh Base Address Register (RFSBAD)

Use RFSBAD to set up the memory region that needs refreshing. The value written to this register forms the upper bits (A25:14) of the refresh address.

Refresh Base Address
RFSBAD
(read/write)

Expanded Addr: F4A0H
PC/AT Addr: —
Reset State: 0000H

15							8
—	—	—	—	RA25	RA24	RA23	RA22
7							**0**
RA21	RA20	RA19	RA18	RA17	RA16	RA15	RA14

Bit Number	Bit Mnemonic	Function
15–12	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
11–0	RA25:14	Refresh Base: These bits make up the A25:14 address bits of the refresh address. This establishes a memory region for refreshing.

Figure 15-4. Refresh Base Address Register (RFSBAD)

15.4.4 Refresh Address Register (RFSADD)

RFSADD contains the bits A13:1 of the refresh address. The lowest address bit is not used because DRAM devices contain word-wide memory arrays; for all refresh operations, the lowest address bit remains set.

Refresh Address
RFSADD
(read/write)

Expanded Addr: F4A6H
PC/AT Addr: —
Reset State: 00FFH

15							8
—	—	RA13	RA12	RA11	RA10	RA9	RA8
7							**0**
RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0

Bit Number	Bit Mnemonic	Function
15–14	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
13–1	RA13:1	Refresh Address Bits: These bits comprise A13:1 of the refresh address.
0	RA0	Refresh Bit 0: A0 of the refresh address. This bit is always 1 and is read-only.

Figure 15-5. Refresh Address Register (RFSADD)

15.5 DESIGN CONSIDERATIONS

Consider the following when programming the RCU.

- The system address bus does not contain an address zero output; instead, it uses the BLE# and the BHE# pins to generate the lowest address bit. During all refresh operations, BLE# and BHE# remain high.
- An external device can gain bus control through either the HOLD signal or the DMA cascade mode. In this case, a refresh request causes the external device's acknowledge signal to be deasserted. When this happens, the external device should drop its request line to allow the RCU to perform a refresh cycle.

CHAPTER 16
DMA CONTROLLER

The DMA controller improves system performance by allowing external or internal peripherals to directly transfer information to or from the system. The DMA controller can transfer data between any combination of memory and I/O, with any combination of data path widths (8 or 16 bits). It contains two identical channels. The DMA controller has features that are unavailable on an 8237A, but it can be configured to operate in an 8237A-compatible mode.

This chapter is organized as follows:

- Overview
- DMA operation
- Programming

16.1 OVERVIEW

Figure 16-1 shows a block diagram of the DMA unit. The DMA channels are independently configurable. Each channel contains a request input (DRQ*n*) and an acknowledge output (DACK*n*#). An external peripheral (connected to the DRQ*n* pin) or one of the internal peripherals (asynchronous serial I/O, synchronous serial I/O, or timer control unit) can request DMA service. The DMA configuration register is used to select one of the possible sources. In addition to these hardware request sources, each channel contains a software request register that can be used to initiate software requests. The channels share an end-of-process signal (EOP#). This signal functions as either an input or an open-drain output. EOP# either terminates a transfer (as an input) or signals that a transfer is completed (as an output).

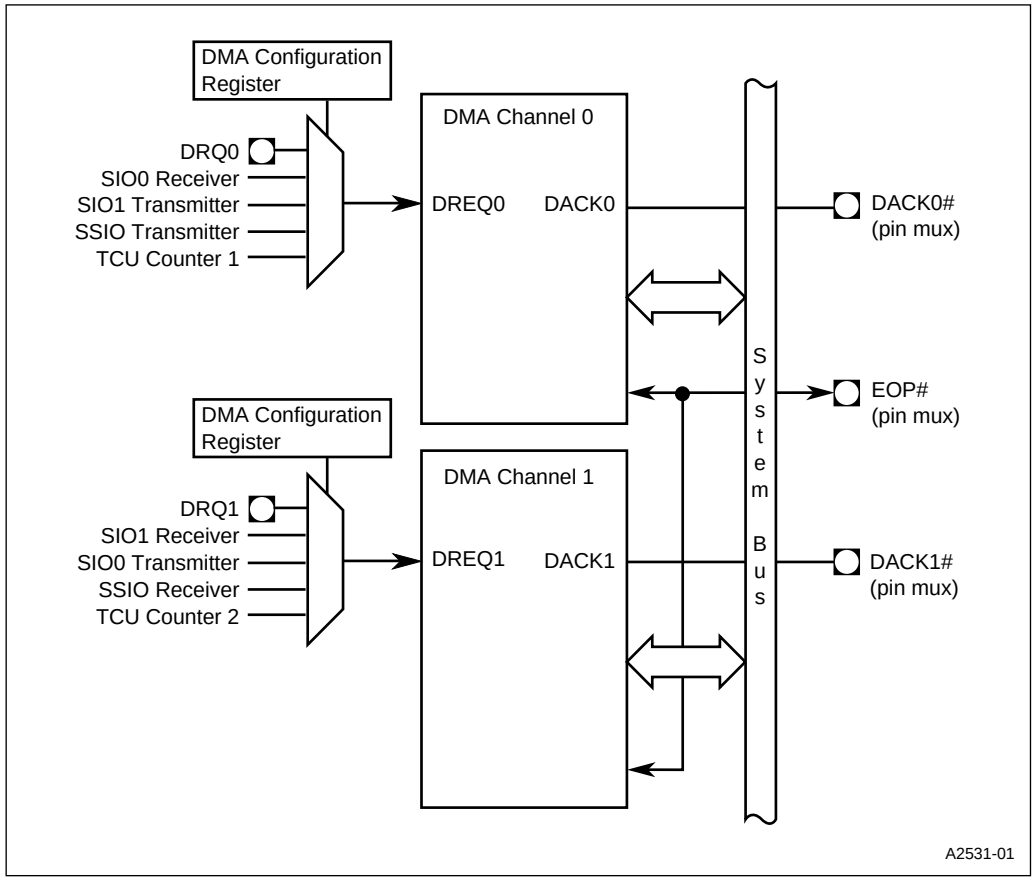


Figure 16-1. DMA Unit Block Diagram

16.1.1 DMA Signals

Table 16-1 describes the DMA signals.

Table 16-1. DMA Signals

Signal	Device Pin or Internal Signal	Description
DRQ0 SIO0 Receiver SIO1 Transmitter SSIO Transmitter TCU Counter 1	Device pin (input) Internal signals	DMA Channel 0 Requests: The SIO channel 0 receiver, SIO channel 1 transmitter, SSIO transmitter, TCU counter 1 output, or an external device can request DMA channel 0 service. These sources are referred to as channel 0 hardware requests. You can also issue channel 0 software requests by writing to the DMA software request register.
DRQ1 SIO1 Receiver SIO0 Transmitter SSIO Receiver TCU Counter 2	Device pin (input) Internal signals	DMA Channel 1 Requests: The SIO channel 1 receiver, SIO channel 0 transmitter, SSIO receiver, TCU counter 2 output, or an external device can request DMA channel 1 service. These sources are referred to as channel 1 hardware requests. You can also issue channel 1 software requests by writing to the DMA software request register.
DACK*n*#	Device pin (output)	DMA Channel *n* Acknowledge: Indicates that channel *n* is ready to service the requesting device. An external device uses the DRQ*n* pin to request DMA service; the DMA uses the DACK*n* pin to indicate that the request is being serviced.
EOP#	Device pin (input/open-drain output)	End-of-process: *As an input:* Activating this signal terminates a DMA transfer. *As an output:* This signal is activated when a DMA transfer completes.

16.2 DMA OPERATION

The following sections describe the operation of the DMA.

16.2.1 DMA Transfers

The DMA transfers data between a requester and a target. The data can be transferred from the requester to target or vice versa. The target and requester can be located in either memory or I/O space, and data transfers can be on a byte or word basis. The requester can be an external device (located in external I/O), an internal peripheral (located in internal I/O), or memory. An external device or an internal peripheral requests service by activating a channel's request input (DRQ*n*). A requester in memory requests service through the DMA software request register. The requester either deposits data to or fetches data from the target.

A channel is programmed by writing to a set of requester address, target address, byte count, and control registers. The address registers specify base addresses for the target and requester, and the byte count registers specify the number of bytes that need to be transferred to or from the target. Typically, a channel is programmed to transfer a block of data. Therefore, it is necessary to distinguish between the process of transferring one byte or word (data transfer) and the process of transferring the entire block of data (buffer transfer).

The byte count determines the number of data transfers that make up a buffer transfer. After each data transfer within a buffer transfer, the byte count is decremented (by 1 for byte transfers and by 2 for word transfers) and the requester and target addresses are either incremented, decremented, or left unchanged. When the byte count expires (reaches –1), the buffer transfer is complete. If the channel's end-of-process (EOP#) signal is activated before the byte count expires, the buffer transfer is terminated.

NOTE

Since the buffer transfer is complete when the byte count expires, the number of bytes transferred is the byte count + 1.

16.2.2 Bus Cycle Options for Data Transfers

There are two bus cycle options for transferring data, fly-by and two-cycle. Fly-by allows data to be transferred in one bus cycle. It, however, requires that the requester be in external I/O and the target be in memory. The two-cycle option allows data to be transferred between any combination of memory and I/O through the use of a four-byte temporary buffer.

The fly-by option performs either a memory write or a memory read bus cycle. A write cycle transfers data from the requester to the target (memory), and a read cycle transfers data from the target (memory) to the requester. When a data transfer is initiated, the DMA places the memory address of the target on the bus and selects the requester by asserting the DACK*n*# signal. The requester then either deposits the transfer data on the data bus or fetches the transfer data off the data bus, depending on the transfer direction. The requester should monitor the bus cycle signals to determine when to access the data bus.

The two-cycle option first fills the four-byte temporary buffer with data from the source, then writes that data to the destination. This method allows transfers between any combination of memory and I/O with any combination of data path widths (8- or 16-bit). The amount of data and the data bus widths determine the number of bus cycles required to transfer data. For example, it takes six bus cycles to transfer four pieces of data from an 8-bit source to a 16-bit destination: four read cycles to fill the temporary buffer from the 8-bit source, and two write cycles to transfer the data to the 16-bit destination. (The programmable DMA transfer direction determines whether the requester or target is the source or destination.)

A buffer transfer can complete, be terminated, or be suspended before the temporary buffer is filled from the source. If the buffer transfer completes or is terminated before the temporary buffer is filled, the DMA writes the partial data to the destination. If a requester suspends a buffer transfer, the contents of the partially filled temporary buffer are stored until the transfer is restarted. At this point, the DMA performs read cycles until the buffer is full, then performs write cycles to transfer the data to the destination.

16.2.3 Starting DMA Transfers

Internal I/O, external I/O, or memory can request DMA service. The internal I/O sources (the asynchronous serial I/O, synchronous serial I/O, and timer control units) are internally connected to the DMA request inputs. You must connect an external I/O source to the DMA DRQ*n* and DACK*n*# signals. These sources make up the DMA hardware request sources. The DMA contains a software request register that allows you to generate software DMA requests. This allows memory-to-memory transfers. Figure 16-2 shows the timing for the start of a DMA transfer.

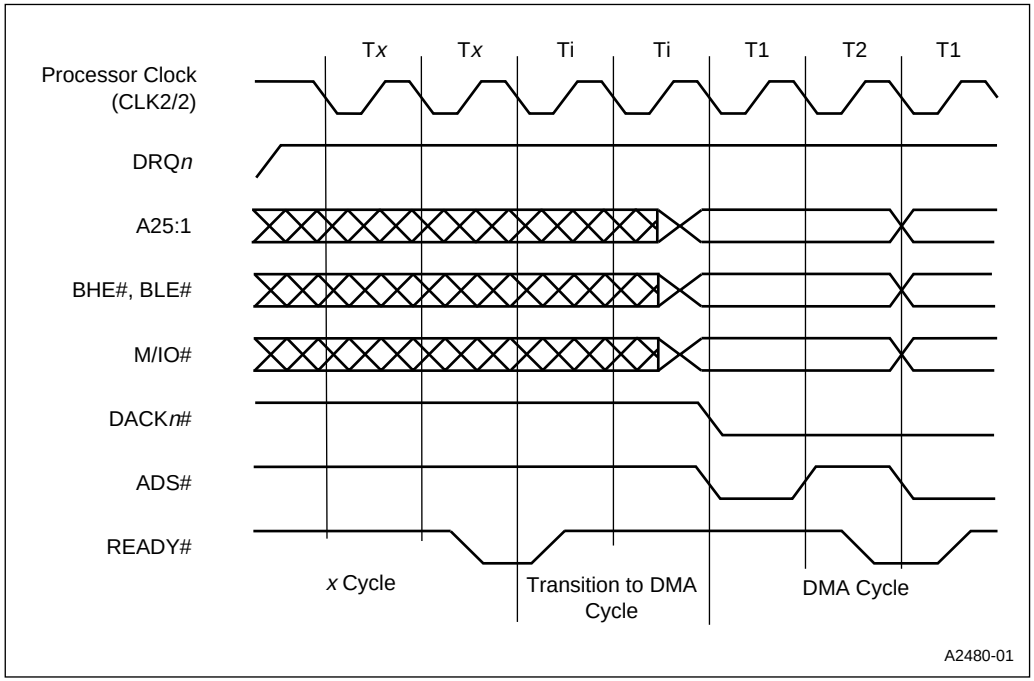


Figure 16-2. DMA Transfer Started by DRQ*n*

16.2.4 Bus Control Arbitration

Because the two DMA channels, an external device (via the HOLD pin), and the refresh control unit can all request bus control, bus control priority must be arbitrated. Refresh requests always have the highest priority, while the priority structure of the other three requests is configurable. By default, DMA channel 0 requests have the next highest priority, followed by DMA channel 1 requests, and external bus master requests. There are two methods for changing the priority of the DMA and external bus requests, low-priority selection or rotation. The low-priority selection method allows you to assign a particular request to the lowest priority level. With the rotation method, a request is automatically assigned to the lowest priority level after it gains bus control. The rotation method allows requesting devices to share the system bus more evenly. With both methods, the other request priority levels are adjusted in a circular manner. (See Figure 16-3.)

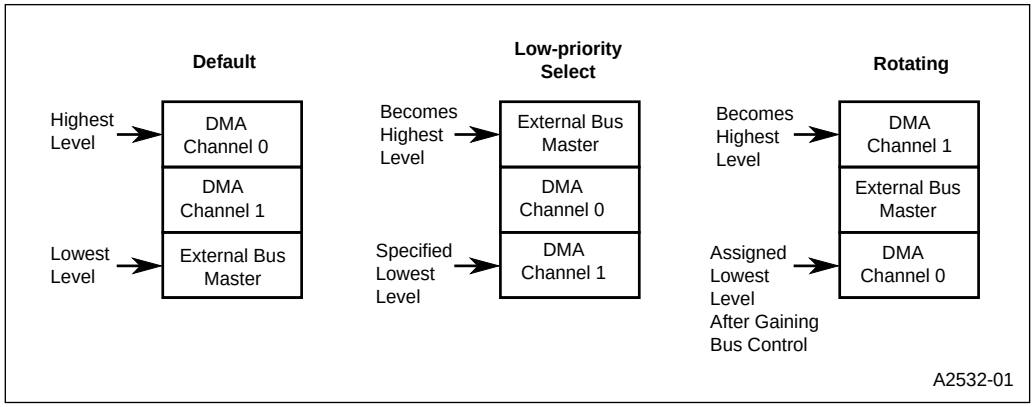


Figure 16-3. Changing the Priority of the DMA Channel and External Bus Requests

16.2.5 Ending DMA Transfers

When a channel's byte count expires, the buffer transfer is complete and the end-of-process (EOP#) output is activated (Figure 16-4). A buffer transfer can be terminated before the byte count expires by activating the EOP# input. The channel can sample the EOP# input synchronously or asynchronously. With synchronous sampling, the channel samples EOP# at the end of the last state of every data transfer. With asynchronous sampling, the DMA samples the inputs at the beginning of every state of requester access, then waits until the end of the state to act on the input. Figure 16-5 illustrates terminating a buffer transfer by activating the EOP# input; the figure shows both asynchronous and synchronous EOP# sampling.

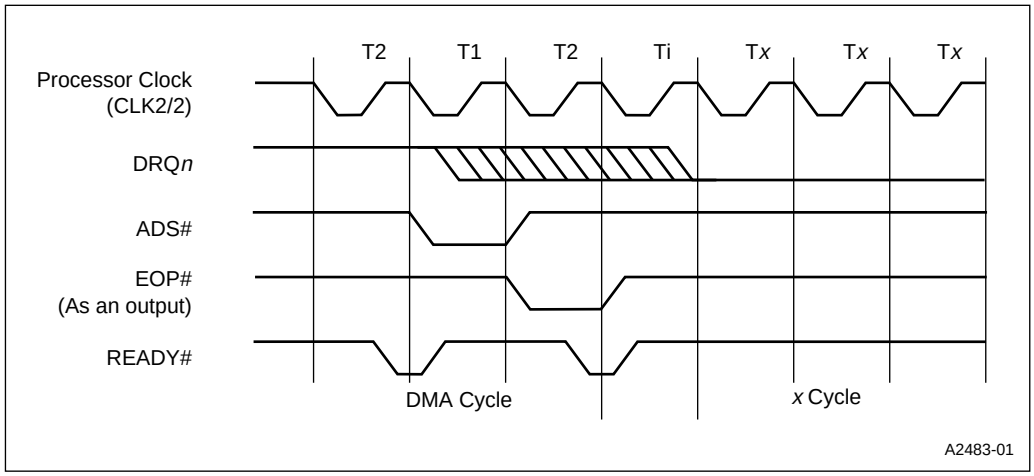


Figure 16-4. Buffer Transfer Ended by an Expired Byte Count

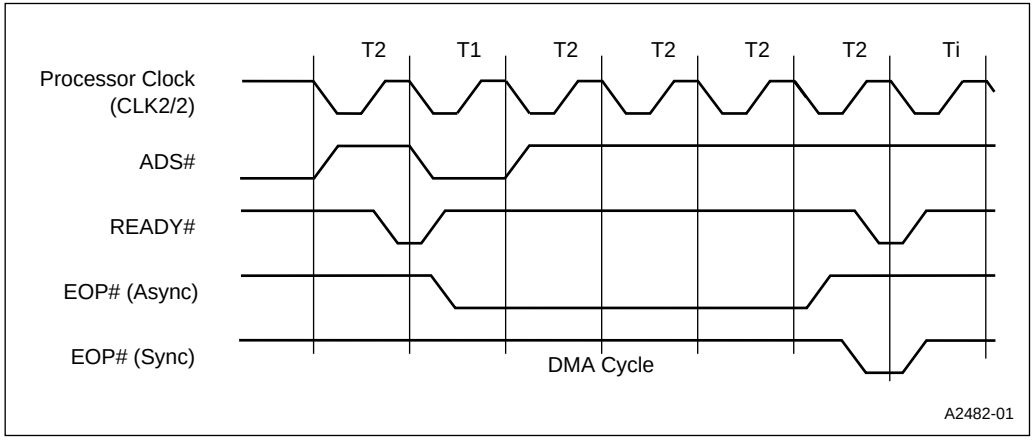


Figure 16-5. Buffer Transfer Ended by the EOP# Input

16.2.6 Buffer-transfer Modes

After a buffer transfer is completed or terminated, a channel can either become idle (require re-programming) or reprogram itself and begin another buffer transfer after it is initiated by a hardware or software request. The DMA's three buffer-transfer modes (single, autoinitialize, and chaining) determine whether a channel becomes idle or is reprogrammed after it completes or terminates a buffer transfer.

By default (single buffer-transfer mode), the DMA transfers a channel's buffer only once. When the entire buffer of data has been transferred, the channel becomes idle and must be reprogrammed before it can perform another buffer transfer. The single buffer-transfer mode is useful when you know the exact amount of data to be transferred and you know that there will be time to reprogram the channel before another buffer of data needs to be transferred.

When programmed for the autoinitialize buffer-transfer mode, the DMA automatically reloads the channel with the original transfer information (the requester and target addresses and the byte count) when the transfer completes. The channel then repeats the original buffer transfer. The autoinitialize buffer-transfer mode is useful when you need to transfer a fixed amount of data between the same locations multiple times.

The chaining buffer-transfer mode is similar to the autoinitialize buffer-transfer mode, in that the DMA automatically reprograms the channel after the current buffer transfer is complete. The difference is that the autoinitialize buffer-transfer mode uses the original transfer information, while the chaining buffer-transfer mode uses new transfer information. While a channel is performing a chaining buffer transfer, you write new requester and target addresses and a new byte count to it. This prepares the channel for the next buffer transfer, without affecting the current buffer transfer. When the channel completes its current buffer transfer, the channel is automatically programmed with the new transfer information that you wrote to it. The chaining buffer-transfer mode is useful when you need to transfer data between multiple requesters and targets. If a channel does not contain new transfer information at the end of its buffer transfer, the channel becomes idle, ending the chaining process; it must be reprogrammed before it can perform another buffer transfer.

16.2.7 Data-transfer Modes

There are three data-transfer modes (single, block, and demand) that determine how the bytes or words that make up a buffer of data are transferred. In single mode, a channel request causes one byte or word (depending on the selected bus widths) to be transferred. Single mode requires a channel request for every data transfer within a buffer transfer. In block mode, a channel request causes the entire buffer of data to be transferred. In demand mode, the amount of buffer data (bytes or words) that the channel transfers depends on how long the channel request input is held active. In this mode, the channel continues to transfer data while the channel request input is held active; when the signal goes inactive, the buffer transfer is suspended and the channel waits for the request input to be reactivated before it continues.

16.2.7.1 Single Data-transfer Mode

In single data-transfer mode, a DMA request causes the channel to gain bus control. The channel transfers data (a byte or a word), decrements the buffer byte count (by 1 for byte transfers and 2 for word transfers), then relinquishes bus control. The channel continues to operate in this manner until the buffer transfer is complete or terminated. In this mode, the channel gives up bus control after every data transfer and must regain bus control (through priority arbitration) before every data transfer. The channel's buffer-transfer mode determines whether the channel becomes idle or is reprogrammed after a buffer transfer completes or is terminated.

The single data-transfer mode is compatible with all of the buffer-transfer modes. The following flowcharts show the transfer process flow for a channel programmed for single data-transfer mode with each buffer-transfer mode: single (Figure 16-6), autoinitialize (Figure 16-7), and chaining (Figure 16-8).

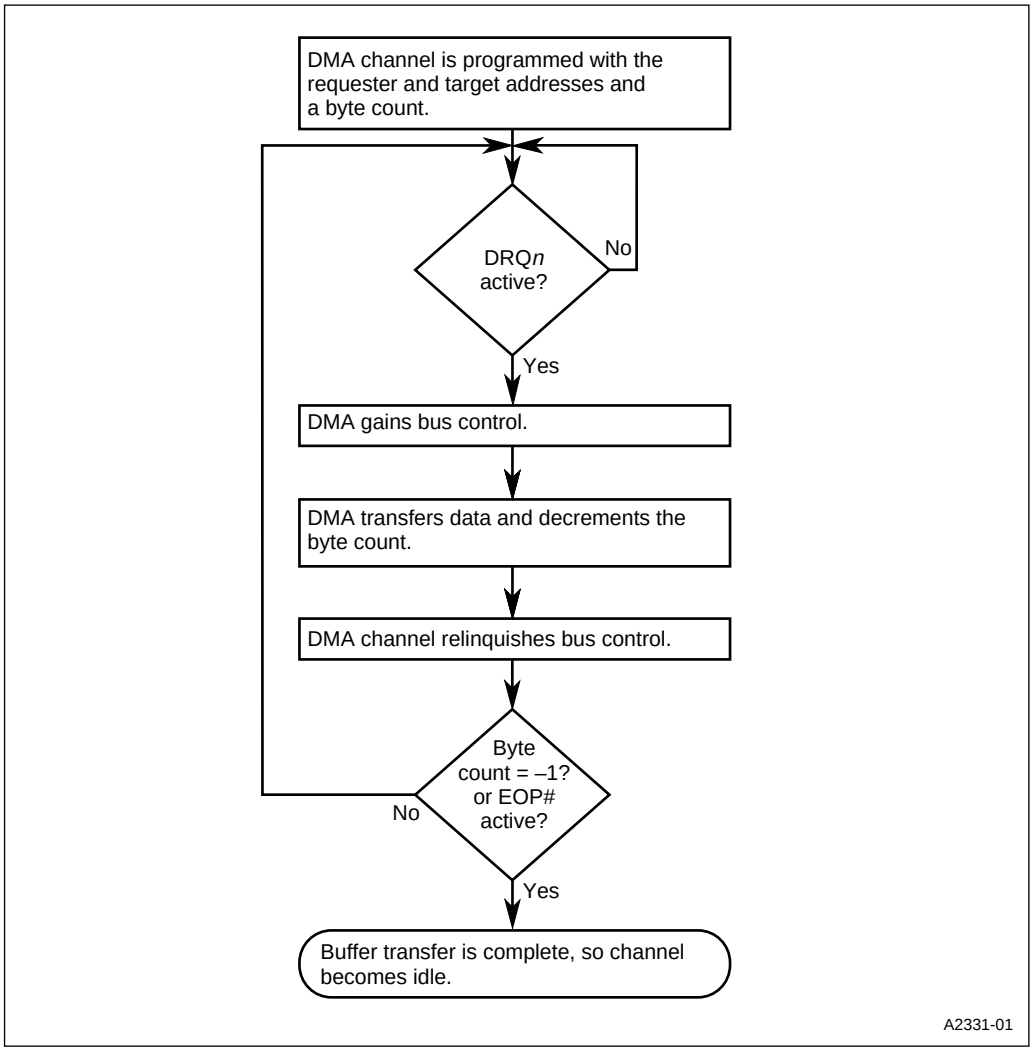


Figure 16-6. Single Data-transfer Mode with Single Buffer-transfer Mode

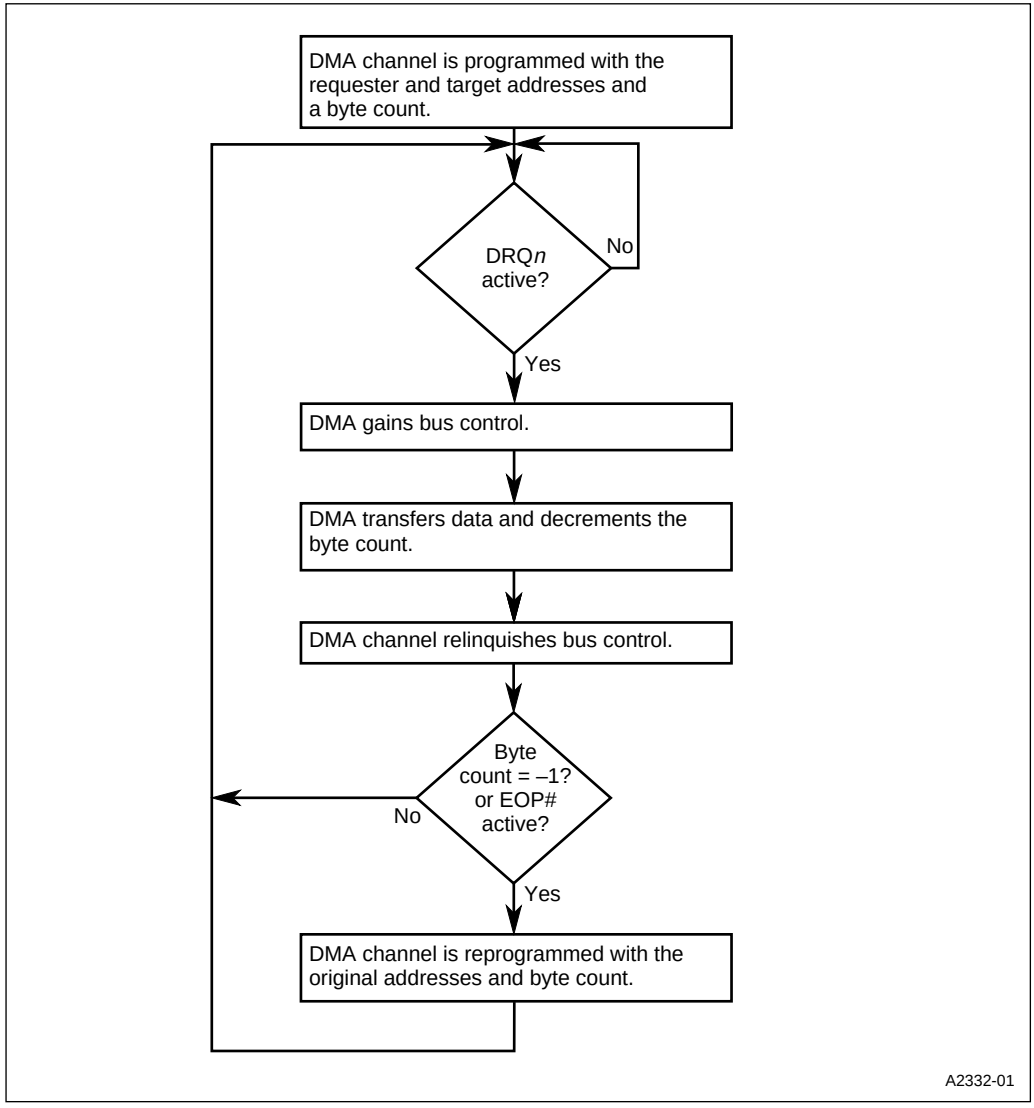


Figure 16-7. Single Data-transfer Mode with Autoinitialize Buffer-transfer Mode

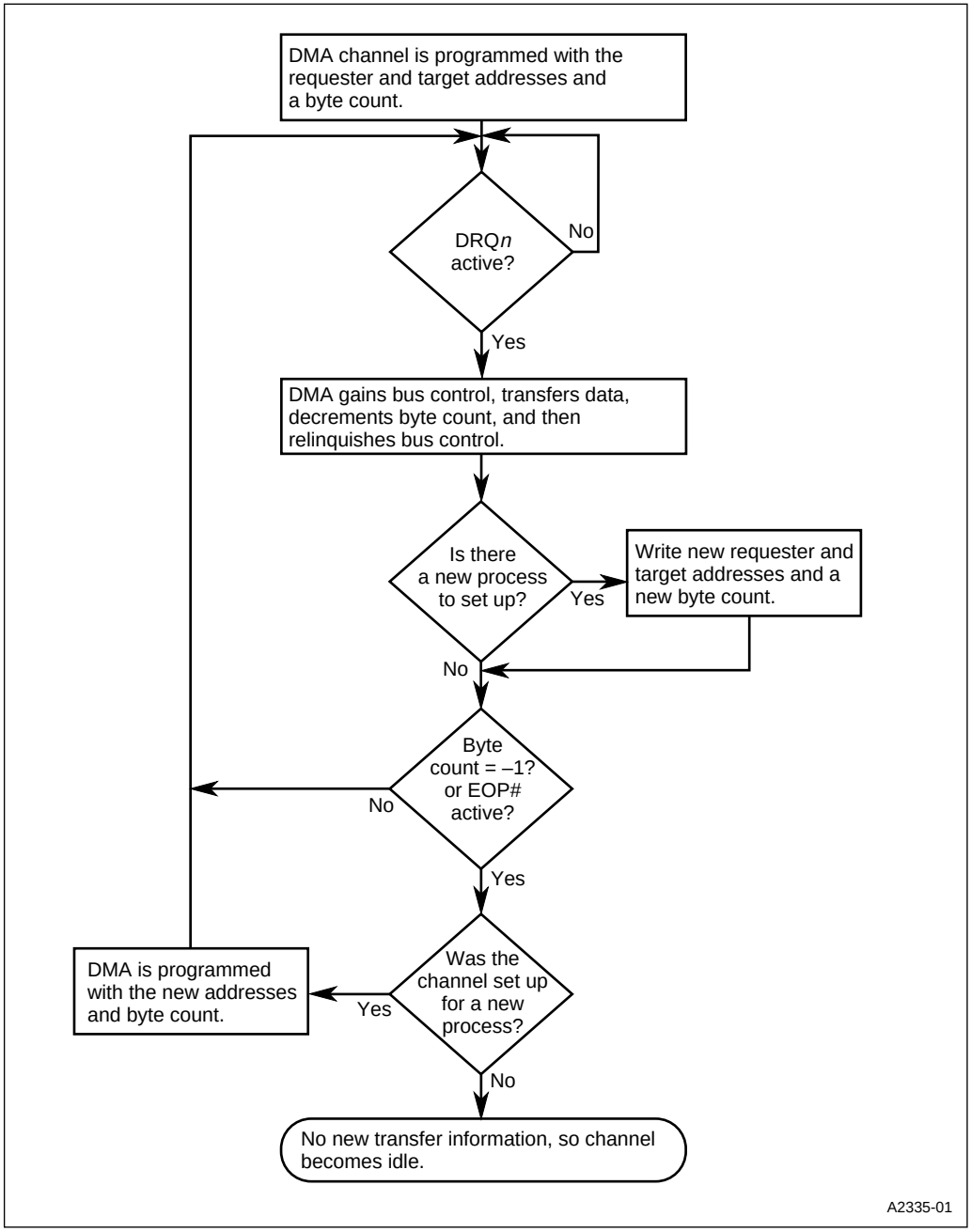


Figure 16-8. Single Data-transfer Mode with Chaining Buffer-transfer Mode

16.2.7.2 Block Data-transfer Mode

In block data-transfer mode, a channel request initiates a buffer transfer. The channel gains bus control, then transfers the entire buffer of data. The block mode, unlike the single mode, only gives up control of the bus for DRAM refresh cycles. As with single mode, the channel's buffer-transfer mode determines whether the channel becomes idle or is reprogrammed after the buffer transfer completes or is terminated.

The block data-transfer mode is compatible with the single and autoinitialize buffer-transfer modes, but not with the chaining buffer-transfer mode. The chaining buffer-transfer mode requires that the transfer information for the next buffer transfer be written to the channel before the current buffer transfer completes. This is impossible with block data-transfer mode, because the channel will only relinquish control of the bus for DRAM refresh cycles during the buffer transfer. The following flowcharts show the transfer process flow for a channel programmed for the block data-transfer mode with the single (Figure 16-9) and autoinitialize (Figure 16-10) buffer-transfer modes.

ERRATA (3/28/95)
In the first paragraph in Section 16.2.7.2, the third sentence incorrectly stated:
The block mode, unlike the single mode, does not give up bus control during a buffer transfer.
It now correctly states:
The block mode, unlike the single mode, only gives up control of the bus for DRAM refresh cycles.

The second paragraph, third sentence incorrectly stated:
This is impossible with block data-transfer mode, because the channel does not relinquish bus control at any time during the buffer transfer.
It now correctly states:
This is impossible with block data-transfer mode, because the channel will only relinquish control of the bus for DRAM refresh cycles during the buffer transfer.

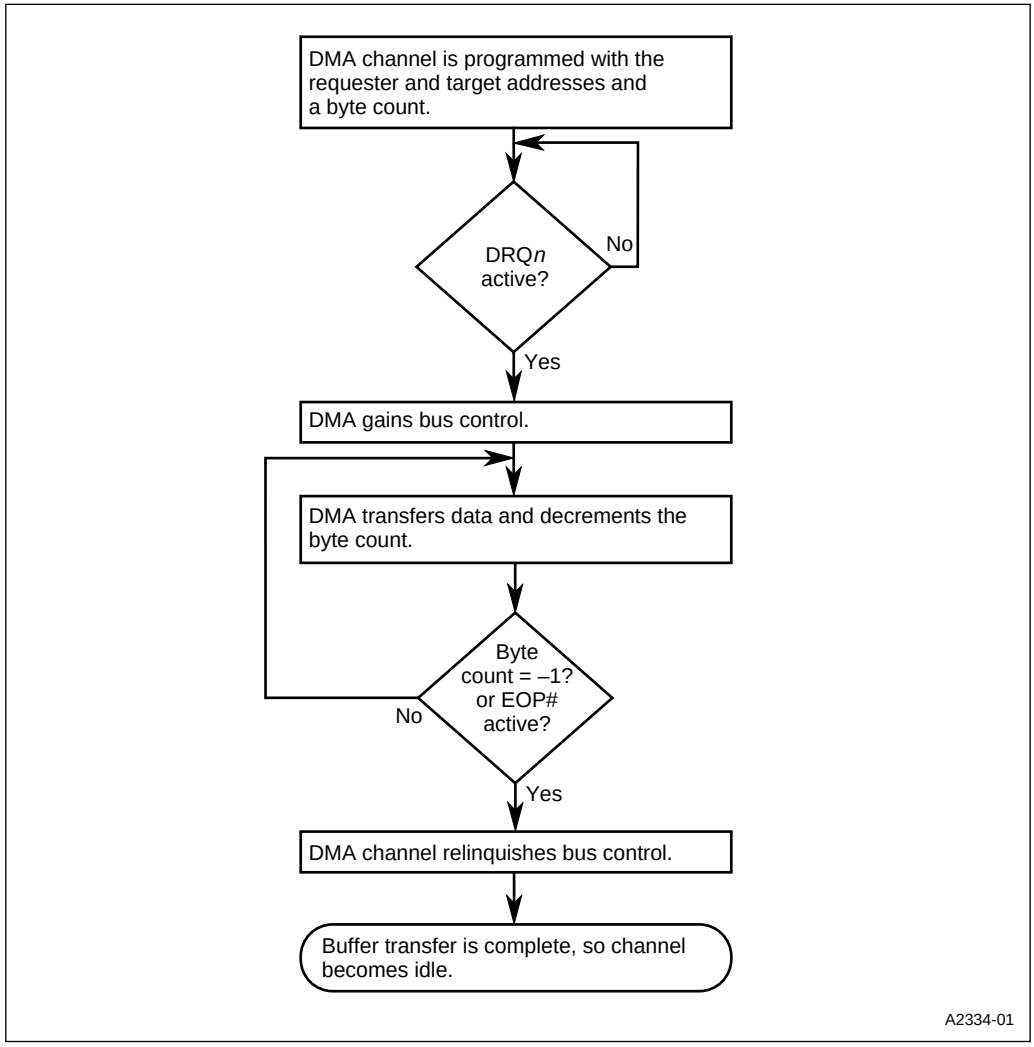


Figure 16-9. Block Data-transfer Mode with Single Buffer-transfer Mode

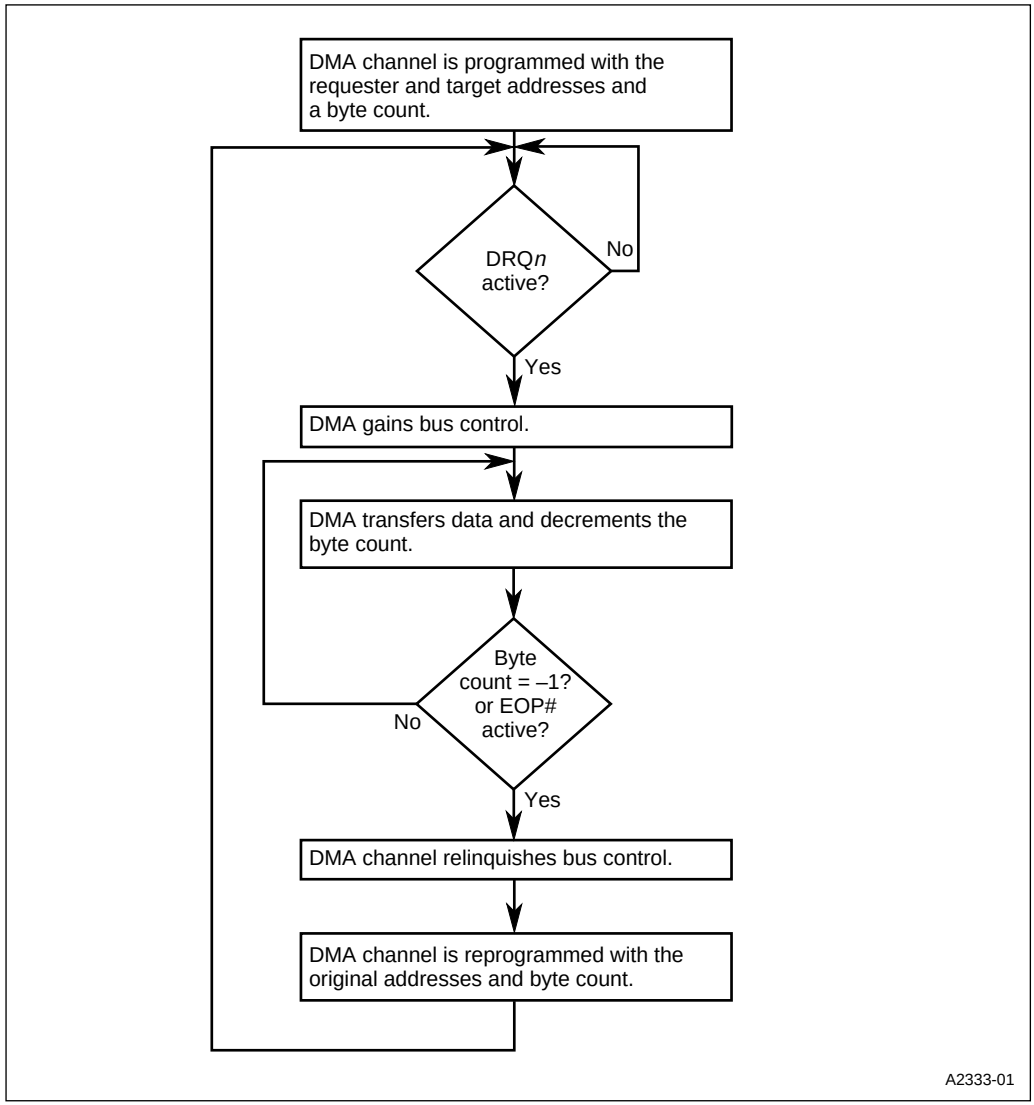


Figure 16-10. Block Data-transfer Mode with Autoinitialize Buffer-transfer Mode

16.2.7.3 Demand Data-transfer Mode

In demand data-transfer mode, a channel request initiates a buffer transfer. The channel gains bus control and begins the buffer transfer. As long as the request signal (DRQ*n)* remains active, the channel continues to perform data transfers. If the DRQ*n* signal goes inactive, the channel completes its current bus cycle and relinquishes bus control, suspending the buffer transfer. In this way, the demand mode allows peripherals to access memory in small, irregular bursts without wasting bus control time. As in other data-transfer modes, a buffer transfer is completed when the buffer's byte count expires or is terminated if the EOP# input is activated. At this point, the channel's buffer-transfer mode determines whether the channel becomes idle or is reprogrammed.

Since DRQ*n* going inactive suspends a buffer transfer, the channel continually samples DRQ*n* during a demand buffer transfer. During a buffer transfer**,** the channel can sample DRQ*n* synchronously or asynchronously (it always samples DRQ*n* asynchronously at the start of a buffer transfer). With synchronous sampling, the channel samples DRQ*n* at the end of the last state of every data transfer. With asynchronous sampling, the channel samples DRQ*n* at the beginning of every state, then waits until the end of the state to act on the input. See Figure 16-11.

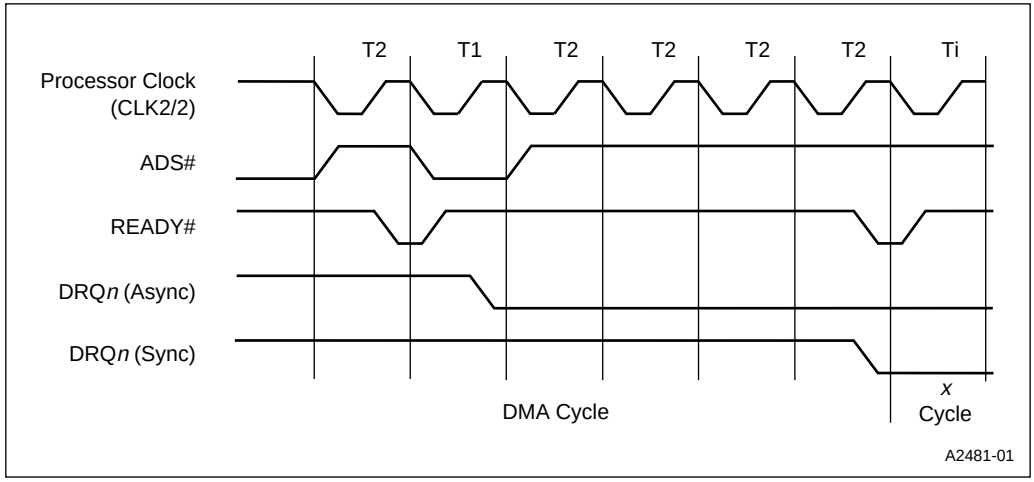


Figure 16-11. Buffer Transfer Suspended by the Deactivation of DRQ*n*

The demand data-transfer mode is compatible with all of the buffer-transfer modes. The following flowcharts show the transfer process flow for a channel programmed for the demand data-transfer mode with each buffer-transfer mode: single (Figure 16-12), autoinitialize (Figure 16-13), and chaining (Figure 16-14).

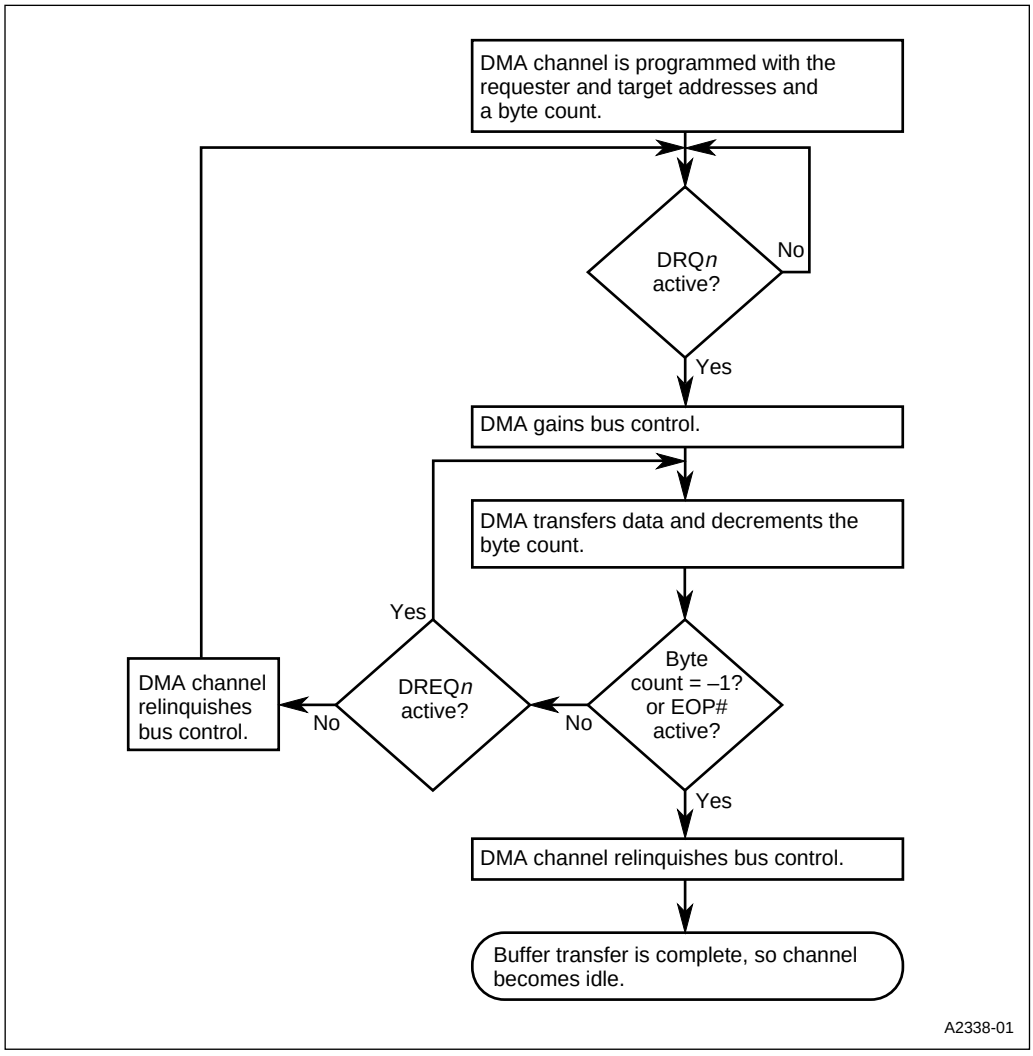


Figure 16-12. Demand Data-transfer Mode with Single Buffer-transfer Mode

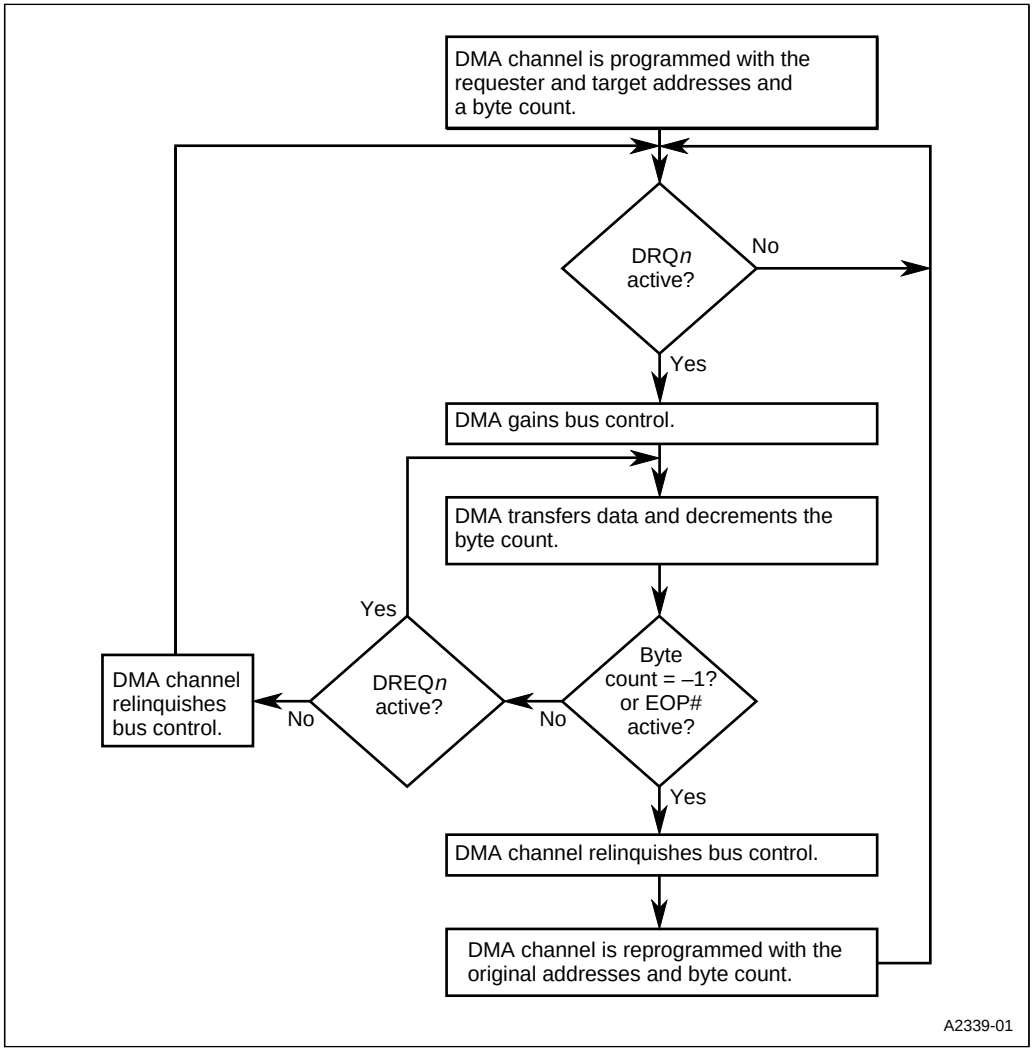


Figure 16-13. Demand Data-transfer Mode with Autoinitialize Buffer-transfer Mode

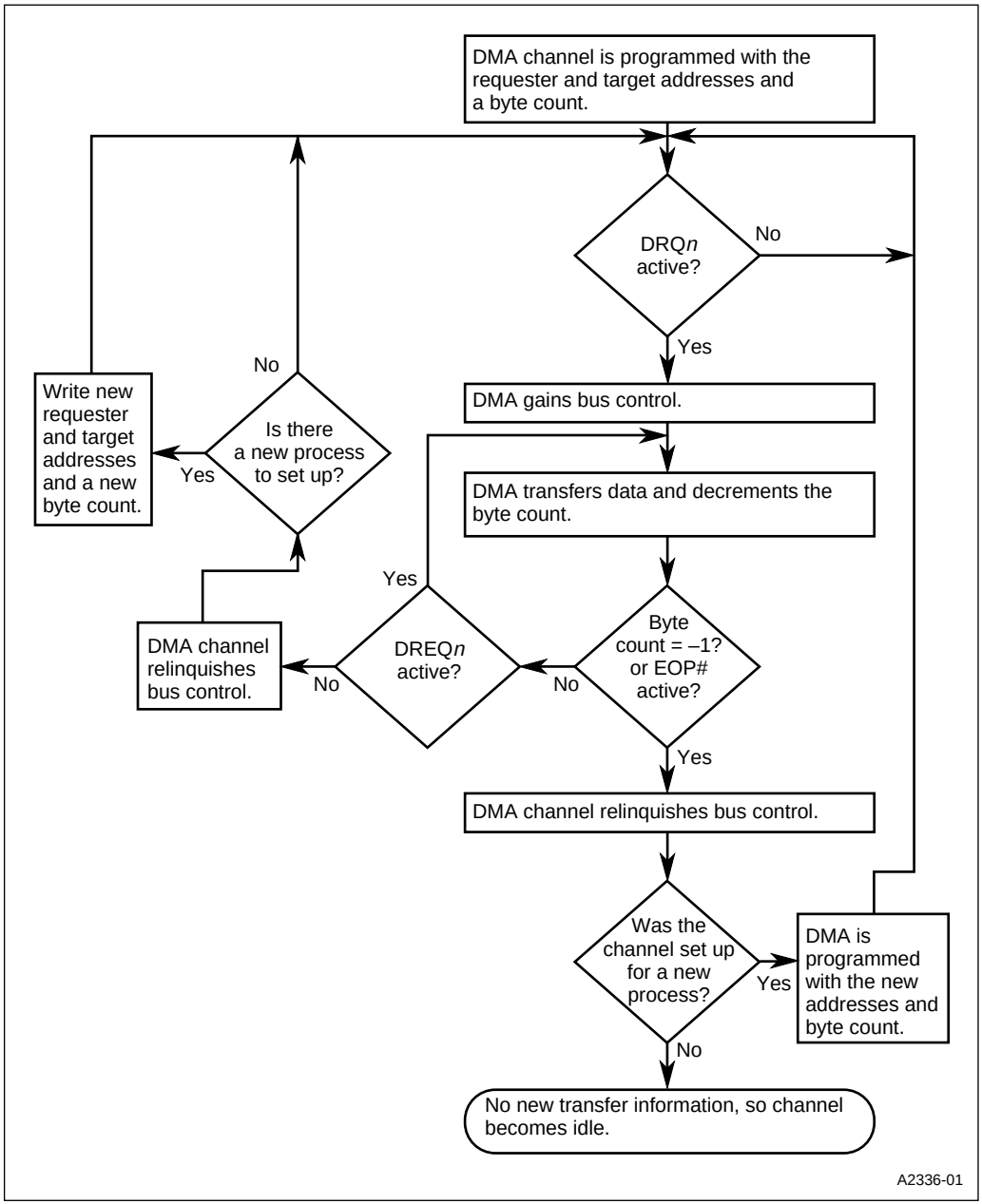


Figure 16-14. Demand Data-transfer Mode with Chaining Buffer-transfer Mode

16.2.8 Cascade Mode

Cascade mode allows an external 8237A or another DMA-type device to gain bus control. A cascaded device requests bus control by holding a channel's request input (DRQ*n)* active. Once granted bus control, the cascaded device remains bus master until it relinquishes bus control by deactivating DRQ*n*.

If a refresh request occurs while a cascaded device has bus control, the cascaded device must deassert its request or the refresh cycle will be missed. The following steps take place in response to a refresh request.

1. The channel deasserts its acknowledge signal (DACK*n*#) to the cascaded device.
   — At this point, the cascaded device should relinquish bus control by removing DRQ*n*.
2. As soon as DRQ*n* is removed, the refresh cycle is started.
   — At this point, if the cascaded device wants to regain bus control after the refresh cycle, it must reassert DRQ*n*.
3. If the cascaded device has reasserted DRQ*n* when the refresh cycle is complete, the channel reasserts DACK*n*#, giving bus control back to the cascaded device without bus priority arbitration.

The following flowchart (Figure 16-15) shows this process flow.

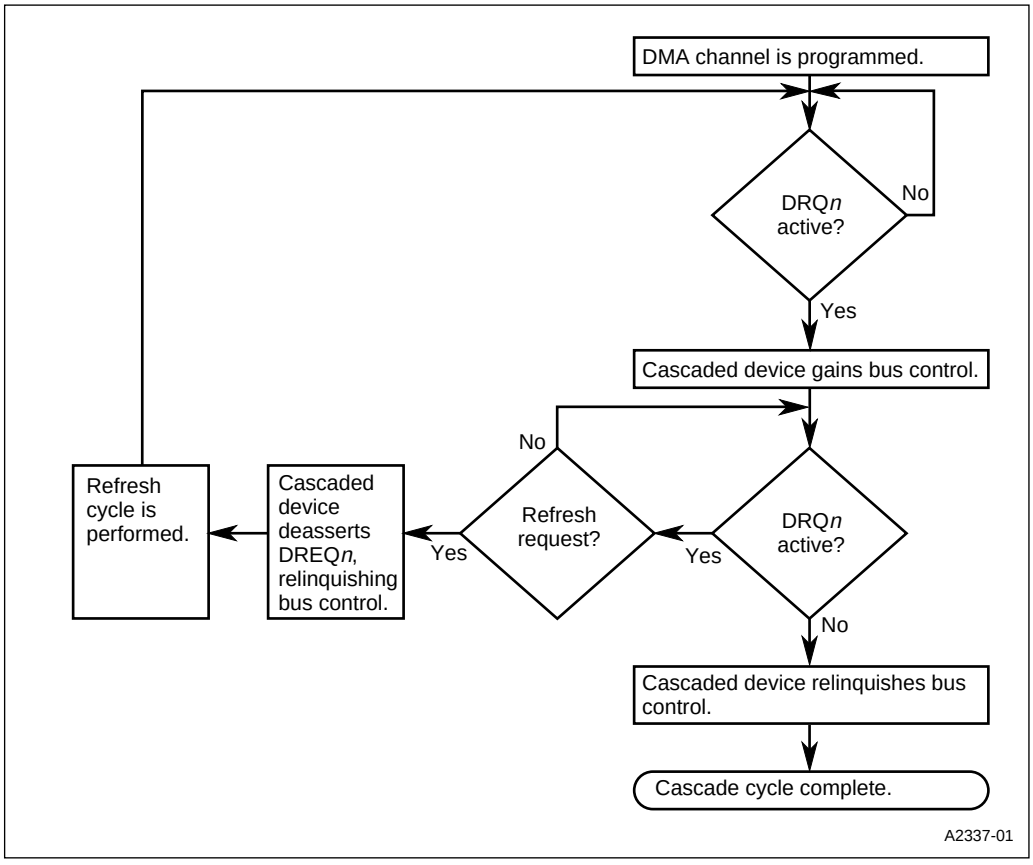


Figure 16-15. Cascade Mode

16.2.9 DMA Interrupts

Each channel contains two status signals, chaining status and transfer complete. When a channel is configured for the chaining buffer-transfer mode, the chaining status signal indicates that the channel has started its buffer transfer and new transfer information can be written without affecting the current buffer transfer. Once activated, the chaining status signal remains active until new transfer information is written to the channel.

The transfer complete status signal indicates that the channel has finished a buffer transfer — either the channel's byte count has expired or the buffer transfer was terminated by an EOP# input. Once activated, the transfer complete status signal remains active until the clear transfer complete software command (DMACLRTC) is executed. DMACLRTC is executed by writing to location F01EH; the data written to the location is immaterial — writing any data to the location causes the DMA to deactivate the transfer complete status signal.

The four status signals can be connected (ORed) to the interrupt request source (DMAINT). When an interrupt from this source is detected, you can determine which signal caused the request by reading the DMA interrupt status register.

16.2.10 8237A Compatibility

Although the DMA is an enhancement over the 8237A, you can configure it to operate in an 8237A-compatible mode. A list of the features common to the DMA and 8237A and a list of DMA enhancements follow.

Features common to the DMA and 8237A:

- Data-transfer modes (single, block, and demand)
- Buffer-transfer modes (single and autoinitialize)
- Fly-by data transfer bus cycle option
- Programmed via 8-bit registers
- Transfers between memory and I/O (target must be in memory and requester must be external I/O)

DMA enhancements:

- Chaining buffer-transfer mode
- Two-cycle data transfer bus cycle option (provides byte assembly and allows memory-to-memory transfers using only one channel)
- Transfers between any combination of memory and I/O
- Address registers for both the target and the requester; addresses can be incremented, decremented, or left unchanged during a buffer transfer

A channel is configured for 8237A compatibility by enabling only the common features and limiting the byte count and the target address modification capability. The 8237A uses a 16-bit target address and a 16-bit byte count, while the DMA uses a 26-bit target address and a 24-bit byte count. Therefore, for compatibility, the DMA contains an overflow register that allows you to configure the target and byte count so that only the lower 16 bits are modified during buffer transfers. With this configuration, the upper byte count bits are ignored; the byte count expires when it is decremented from 0000H to FFFFH.

16.3 Programming

Table 16-2 lists the registers associated with the DMA unit, and the following sections contain bit descriptions for each register.

Table 16-2. DMA Registers

Register	Expanded Address	PC/AT Address	Description
PINCFG (read/write)	F826H	—	Pin Configuration: Connects the DMA channel acknowledge (DACK0#, DACK1#) and end-of-process (EOP#) signals to package pins.
DMACFG (read/write)	F830H	—	DMA Configuration: Determines which peripheral is connected to the DMA channel request inputs (DRQ*n*). Masks the channel acknowledge signals (DACK0#, DACK1#), which is useful when using internal requesters.
DMACMD1 (write only)	F008H	0008H	DMA Command 1: Simultaneously enables or disables both DMA channels. Enables the rotating method for changing the bus control priority structure.
DMA0REQ0 DMA0REQ1 DMA0REQ2 DMA0REQ3 DMA1REQ0 DMA1REQ1 DMA1REQ2 DMA1REQ3 (read/write)	F010H F010H F011H F011H F012H F012H F013H F013H	— — — — — — — —	Channel 0 and 1 Requester Address: Contains channel *n*'s 26-bit requester address. During a buffer transfer, this address may be incremented, decremented, or left unchanged. Reading these registers returns the current address.
DMA0TAR0 DMA0TAR1 DMA0TAR2 DMA0TAR3 DMA1TAR0 DMA1TAR1 DMA1TAR2 DMA1TAR3 (read/write)	F000H F000H F087H F086H F002H F002H F083H F085H	0000H 0000H 0087H — 0002H 0002H 0083H —	Channel 0 and 1 Target Address: Contains channel *n*'s 26-bit target address. During a buffer transfer, this address may be incremented, decremented, or left unchanged. Reading these registers returns the current address.
DMA0BYC0 DMA0BYC1 DMA0BYC2 DMA1BYC0 DMA1BYC1 DMA1BYC2 (read/write)	F001H F001H F098H F003H F003H F099H	0001H 0001H — 0003H 0003H —	Channel 0 and 1 Byte Count: Contains channel *n*'s 24-bit byte count. During a buffer transfer, this byte count is decremented. Reading these registers returns the current byte count.

Table 16-2. DMA Registers (Continued)

Register	Expanded Address	PC/AT Address	Description
DMASTS (read only)	F008H	0008H	DMA Status: Indicates whether a hardware request is pending on channel 0 and 1. Indicates whether channel 0's or channel 1's byte count has expired.
DMACMD2 (write only)	F01AH	—	DMA Command 2: Assigns a bus control requester (DMA channel 0, DMA channel 1, or external bus master) to the lowest priority level. Selects the type of sampling for the end-of-process (EOP#) and the DMA request (DRQ*n*) inputs. The DMA can sample these signals asynchronously or synchronously.
DMAMOD1 (write only)	F00BH	000BH	DMA Mode 1: Determines the data-transfer mode. Enables the autoinitialize buffer-transfer mode. Determines the transfer direction (whether the target is the destination or source for a transfer). Determines whether the DMA increments or decrements the target address during a buffer transfer (only if the DMA is set up to modify the target address; see DMAMOD2).
DMAMOD2 (write only)	F01BH	—	DMA Mode 2: Selects the data transfer bus cycle option. Specifies whether the requester and target are in memory or I/O. Determines whether the DMA modifies the target and requester addresses. Determines whether the DMA increments or decrements the requester address during a buffer transfer (only if the DMA is set up to modify the requester address).
DMASRR (read/write)	F009H	0009H	DMA Software Request: *Write Format* Generates a channel 0 and/or a channel 1 software request. *Read Format* Indicates whether a software request is pending on DMA channel 0 or 1.
DMAMSK (write only)	F00AH	000AH	DMA Individual Channel Mask: Individually masks (disables) channel 0's and 1's hardware request input (DRQ*n*). This does not mask software requests.
DMAGRPMSK (read/write)	F00FH	000FH	DMA Group Channel Mask: Simultaneously masks (disables) both channels' hardware request inputs (DRQ0 and DRQ1). This does not mask software requests.

Table 16-2. DMA Registers (Continued)

Register	Expanded Address	PC/AT Address	Description
DMABSR (write only)	F018H	—	DMA Bus Size: Determines the requester and target data bus widths (8 or 16 bits).
DMACHR (write only)	F019H	—	DMA Chaining: Enables chaining buffer-transfer mode for a specified channel.
DMAIEN (read/write)	F01CH	—	DMA Interrupt Enable: Connects the channel transfer complete status signals to the interrupt request input (DMAINT).
DMAIS (read only)	F019H	—	DMA Interrupt Status: Indicates which signal generated an interrupt request: channel 0 transfer complete, channel 1 transfer complete, channel 0 chaining, or channel 1 chaining status.
DMAOVFE (read/write)	F01DH	—	DMA Overflow Enable: Included for 8237A compatibility. Controls whether all 26 bits or only the lower 16 bits of the requester and target addresses are incremented or decremented during buffer transfers. Controls whether the byte count is 24 bits or 16 bits.

16.3.1 Pin Configuration Register (PINCFG)

Use PINCFG to connect DACK0#, EOP#, and DACK1# to package pins.

Pin Configuration
PINCFG
(read/write)

Expanded Addr: F826H
PC/AT Addr: —
Reset State: 00H

7							0
—	PM6	PM5	PM4	PM3	PM2	PM1	PM0

Bit Number	Bit Mnemonic	Function
7	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
6	PM6	Pin Mode: Setting this bit connects REFRESH# to the package pin. Clearing this bit connects CS6# to the package pin.
5	PM5	Pin Mode: Setting this bit connects the timer control unit signals, TMROUT2, TMRCLK2, and TMRGATE2, to the package pins. Clearing this bit connects the coprocessor signals, PEREQ, BUSY#, and ERROR#, to the package pins.
4	PM4	Pin Mode: Setting this bit connects CS5# to the package pin. Clearing this bit connects DACK0# to the package pin.
3	PM3	Pin Mode: Setting this bit connects CTS1# to the package pin. Clearing this bit connects EOP# to the package pin.
2	PM2	Pin Mode: Setting this bit connects TXD1 to the package pin. Clearing this bit connects DACK1# to the package pin.
1	PM1	Pin Mode: Setting this bit connects DTR1# to the package pin. Clearing this bit connects SRXCLK to the package pin.
0	PM0	Pin Mode: Setting this bit connects RTS1# to the package pin. Clearing this bit connects SSIOTX to the package pin.

Figure 16-16. Pin Configuration Register (PINCFG)

16.3.2 DMA Configuration Register (DMACFG)

Use DMACFG to select one of the hardware sources for each channel and to mask the DMA acknowledge (DACK*n*#) signals at their pins when using internal requesters.

DMA Configuration
DMACFG
(read/write)

Expanded Addr: F830H
PC/AT Addr: —
Reset State: 00H

7							0
D1MSK	D1REQ2	D1REQ1	D1REQ0	D0MSK	D0REQ2	D0REQ1	D0REQ0

Bit Number	Bit Mnemonic	Function
7	D1MSK	DMA Acknowledge 1 Mask: Setting this bit masks DMA channel 1's acknowledge (DACK1#) signal. Useful when channel 1's request (DRQ1) input is connected to an internal peripheral.
6–4	D1REQ2:0	DMA Channel 1 Request Connection: Connects one of the five possible hardware sources to channel 1's request input (DRQ1). 000 = DRQ1 pin (external peripheral) 001 = SIO channel 1's receive buffer full signal (RBF) 010 = SIO channel 0's transmit buffer empty signal (TBE) 011 = SSIO receive holding buffer full signal (RHBF) 100 = TCU counter 2's output signal (OUT2) 101 = reserved 110 = reserved 111 = reserved
3	D0MSK	DMA Acknowledge 0 Mask: Setting this bit masks DMA channel 0's acknowledge (DACK0#) signal. Useful when channel 0's request (DRQ0) input is connected to an internal peripheral.
2–0	D0REQ2:0	DMA Channel 0 Request Connection: Connects one of the five possible hardware sources to channel 0's request input (DRQ0). 000 = DRQ0 pin (external peripheral) 001 = SIO channel 0's receive buffer full signal (RBF) 010 = SIO channel 1's transmit buffer empty signal (TBE) 011 = SSIO transmit holding buffer empty signal (THBE) 100 = TCU counter 1's output signal (OUT1) 101 = reserved 110 = reserved 111 = reserved

Figure 16-17. DMA Configuration Register (DMACFG)

16.3.3 Channel Registers

To program a DMA channel's requester and target addresses and its byte count, write to the DMA channel registers. Some of the channel registers require the use of a byte pointer (BP) flip-flop to control the access to the upper and lower bytes. After you write or read a register that requires a byte pointer specification, the DMA toggles the byte pointer. For example, writing to DMA0TAR0 with BP=0 causes the DMA to set BP. The clear byte pointer software command (DMACLRBP) is available so that you can force BP to a known state (0) before writing to the channel registers. Issue DMACLRBP by writing to location F00CH; the data written to the location doesn't matter —writing to the location is all that's necessary to cause the DMA to clear the byte pointer.

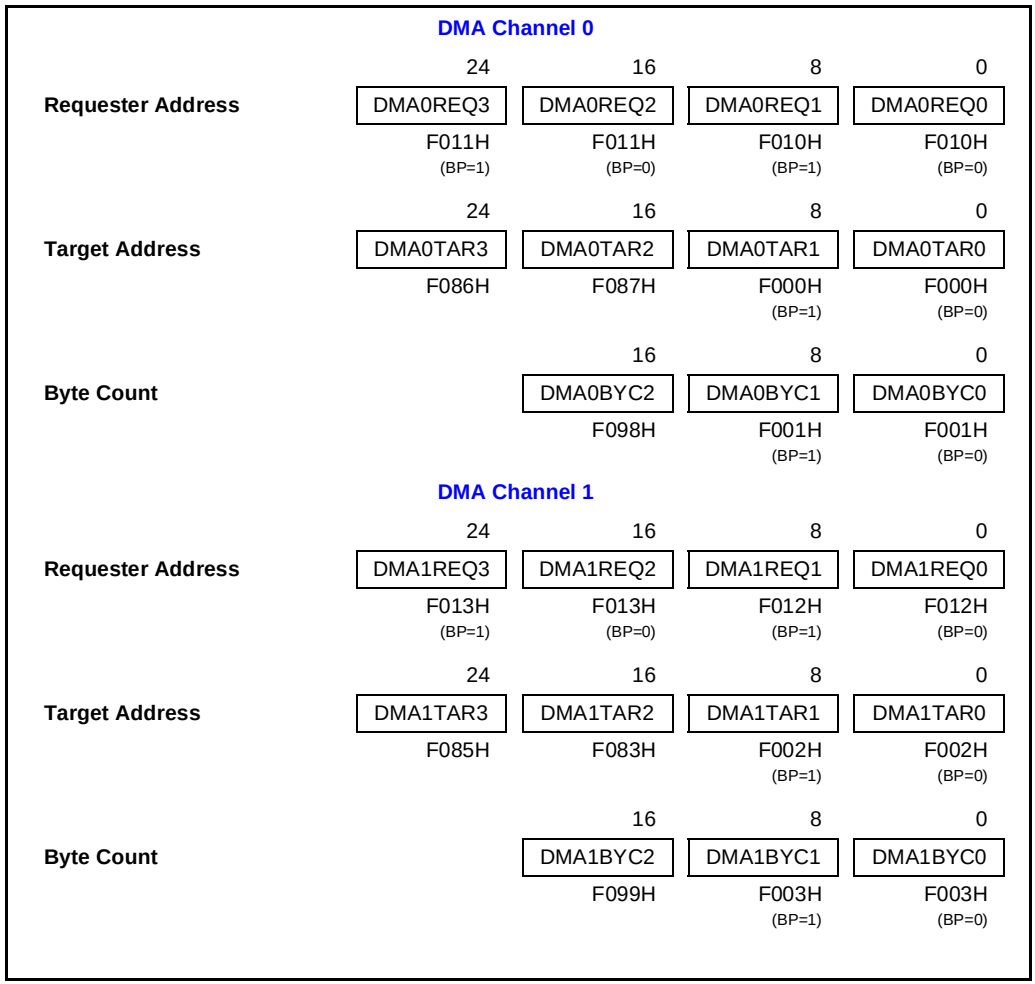


Figure 16-18. DMA Channel Address and Byte Count Registers

NOTE

The value you write to the byte count register must be one less than the number of bytes to be transferred. To transfer one byte, write zero to the byte count register (byte count = number of bytes – 1.) To transfer one word, write one (byte) to the byte count register (byte count = [number of words X 2] – 1.)

16.3.4 Overflow Enable Register (DMAOVFE)

Use DMAOVFE to specify whether all 26 bits or only the lower 16 bits of the target and requester addresses are incremented or decremented during buffer transfers and to determine whether all 24 bits of the byte count or only the lower 16 bits of the byte count are decremented during buffer transfers. A byte count configured for 16-bit decrementing expires when it is decremented from 0000H to FFFFH.

DMA Overflow Enable
DMAOVFE
(read/write)

Expanded Addr: F01DH
PC/AT Addr: —
Reset State: 0AH

7							0
—	—	—	—	ROV1	TOV1	ROV0	TOV0

Bit Number	Bit Mnemonic	Function
7–4	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
3	ROV1	Channel 1 Requester Overflow Enable: 0 = lowest 16 bits of requester address increment/decrement 1 = all bits of requester address increment/decrement
2	TOV1	Channel 1 Target & Byte Counter Overflow Enable: 0 = lowest 16 bits of target address and byte count increment/decrement 1 = all bits of target address and byte count increment/decrement
1	ROV0	Channel 0 Requester Overflow Enable: 0 = lowest 16 bits of requester address increment/decrement 1 = all bits of requester address increment/decrement
0	TOV0	Channel 0 Target & Byte Counter Overflow Enable: 0 = lowest 16 bits of target address and byte count increment/decrement 1 = all bits of target address and byte count increment/decrement

Figure 16-19. DMA Overflow Enable Register (DMAOVFE)

16.3.5 Command 1 Register (DMACMD1)

Use DMACMD1 to enable both channels and to select the rotating method for changing the bus control priority structure.

DMA Command 1
DMACMD1
(write only)

Expanded Addr: F008H
PC/AT Addr: 0008H
Reset State: 00H

7							0
—	—	—	PRE	—	CE	—	—

Bit Number	Bit Mnemonic	Function
7–5	—	Reserved; for compatibility with future devices, write zeros to these bits.
4	PRE	Priority Rotation Enable: Setting this bit enables the rotation method for changing the bus control priority structure. That is, after the external bus master or one of the DMA channels is given bus control, it is assigned to the lowest priority level.
3	—	Reserved; for compatibility with future devices, write zero to this bit.
2	CE	Channel Enable: Clearing this bit enables channel 0 and 1. Setting this bit disables the channels.
1–0	—	Reserved; for compatibility with future devices, write zeros to these bits.

Figure 16-20. DMA Command 1 Register (DMACMD1)

16.3.6 Status Register (DMASTS)

Use DMASTS to check the status of the channels individually. The DMA sets bits in this register to indicate that a channel has a hardware request pending or a that channel's byte count has expired.

DMA Status
DMASTS
(read only)

Expanded Addr: F008H
PC/AT Addr: 0008H
Reset State: 00H

7							0
—	—	R1	R0	—	—	TC1	TC0

Bit Number	Bit Mnemonic	Function
7–6	—	Reserved. These bits are undefined.
5	R1	Request 1: When set, this bit indicates that channel 1 has a hardware request pending. When the request is removed, this bit is cleared.
4	R0	Request 0: When set, this bit indicates that channel 0 has a hardware request pending. When the request is removed, this bit is cleared.
3–2	—	Reserved. These bits are undefined.
1	TC1	Transfer Complete 1: When set, this bit indicates that channel 1 has completed a buffer transfer (either its byte count expired or it received an EOP# input). Reading this register clears this bit.
0	TC0	Transfer Complete 0: When set, this bit indicates that channel 0 has completed a buffer transfer (either its byte count expired or it received an EOP# input). Reading this register clears this bit.

Figure 16-21. DMA Status Register (DMASTS)

16.3.7 Command 2 Register (DMACMD2)

Use DMACMD2 to select the DRQ*n* and EOP# sampling: asynchronous or synchronous. Bus timing diagrams that show the differences between asynchronous and synchronous sampling are shown in Figure 16-2 on page 16-5 and Figure 16-11 on page 16-16. Also, use DMACMD2 to assign a particular bus request to the lowest priority level.

DMA Command 2
DMACMD2
(write only)

Expanded Addr: F01AH
PC/AT Addr: —
Reset State: 08H

7							0
—	—	—	—	PL1	PL0	ES	DS

Bit Number	Bit Mnemonic	Function
7–4	—	Reserved; for compatibility with future devices, write zeros to these bits.
3–2	PL1:0	Low Priority Level Set: Use these bits to assign a particular bus request to the lowest priority level. 00 = assigns channel 0's request (DRQ0) to the lowest priority level 01 = assigns channel 1's request (DRQ1) to the lowest priority level 10 = assigns the external bus master request (HOLD) to the lowest priority level 11 = reserved
1	ES	EOP# Sampling: Setting this bit causes the DMA to sample the end-of-process (EOP#) input synchronously. Clearing this bit causes the DMA to sample the EOP# input asynchronously.
0	DS	DRQ*n* Sampling: Setting this bit causes the DMA to sample the channel request (DRQ*n*) inputs synchronously. Clearing this bit causes the DMA to sample the DRQ*n* inputs asynchronously.

Figure 16-22. DMA Command 2 Register (DMACMD2)

16.3.8 Mode 1 Register (DMAMOD1)

Use DMAMOD1 to select a particular channel's data-transfer mode and transfer direction and to enable the channel's auto-initialize buffer-transfer mode. You can configure the DMA to modify the target address during a buffer transfer by clearing DMAMOD2.2, then use DMAMOD1.3 to specify how the channel modifies the address.

DMA Mode 1
DMAMOD1
(write only)

Expanded Addr: F00BH
PC/AT Addr: 000BH
Reset State: 00H

7							0
DTM1	DTM0	TI	AI	TD1	TD0	—	CS

Bit Number	Bit Mnemonic	Function
7–6	DTM1:0	Data-transfer Mode: 00 = demand 01 = single 10 = block 11 = cascade
5	TI	Target Increment/Decrement: Setting this bit causes the target address for the channel specified by bit 0 to be decremented after each data transfer in a buffer transfer. Clearing this bit causes the target address to be incremented after each data transfer in a buffer transfer. Note: When the target address is programmed to remain constant (DMAMOD2.2 = 1), this bit is a don't care.
4	AI	Autoinitialize: Setting this bit enables the autoinitialize buffer-transfer mode for the channel specified by bit 0. Clearing this bit disables the autoinitialize buffer-transfer mode for the channel specified by bit 0.
3–2	TD1:0	Transfer Direction: Determines the transfer direction for the channel specified by bit 0. 00 = target is read; nothing is written (used for testing) 01 = data is transferred from the requester to the target 10 = data is transferred from the target to the requester 11 = reserved Note: In cascade mode, these bits become don't cares.
1	—	Reserved; for compatibility with future devices, write zero to this bit.
0	CS	Channel Select: Setting this bit means that the selections for bits 7–2 affect channel 1. Clearing this bit means that the selections affect channel 0.

Figure 16-23. DMA Mode 1 Register (DMAMOD1)

16.3.9 Mode 2 Register (DMAMOD2)

Use DMAMOD2 to select the data transfer bus cycle option, specify whether the requester and target are in memory or I/O, and determine whether the DMA modifies the target and requester addresses. If you set up the DMA to modify the requester address, use DMAMOD2 to determine whether the DMA increments or decrements the requester address during a buffer transfer.

DMA Mode 2
DMAMOD2
(write only)

Expanded Addr: F01BH
PC/AT Addr: —
Reset State: 00H

7							0
BCO	RD	TD	RH	RI	TH	—	CS

Bit Number	Bit Mnemonic	Function
7	BCO	Bus Cycle Option: Clearing this bit selects the fly-by data transfer bus cycle option for the channel specified by bit 0. Setting this bit selects the two-cycle data transfer bus cycle option for the channel specified by bit 0.
6	RD	Requester Device Type: Set this bit when the requester for the channel specified by bit 0 is in I/O space. Clear this bit when the requester for the channel specified by bit 0 is in memory space.
5	TD	Target Device Type: Set this bit when the target for the channel specified by bit 0 is in I/O space. Clear this bit when the target for the channel specified by bit 0 is in memory space.
4	RH	Requester Address Hold: Setting this bit causes the requester's address for the channel specified by bit 0 to remain constant during a buffer transfer. Clearing this bit causes the address to be modified (incremented or decremented, depending on DMAMOD2.3).
3	RI	Requester Address Increment/Decrement: Setting this bit causes the requester address for the channel specified by bit 0 to be decremented after each data transfer in a buffer transfer. Clearing this bit causes the requester address to be incremented after each data transfer in a buffer transfer. Note: When the target address is programmed to remain constant (DMAMOD2.4 = 1), this bit is a don't care.
2	TH	Target Address Hold: Setting this bit causes the target's address for the channel specified by bit 0 to remain constant during a buffer transfer. Clearing this bit causes the address to be modified (incremented or decremented, depending on DMAMOD1.5).
1	—	Reserved; for compatibility with future devices, write zero to this bit.
0	CS	Channel Select: Setting this bit means that the selections for bits 7–2 affect channel 1. Clearing this bit means that the selections affect channel 0.

Figure 16-24. DMA Mode 2 Register (DMAMOD2)

16.3.10 Software Request Register (DMASRR)

Write DMASRR to issue software DMA service requests. Software requests are subject to bus control priority arbitration with all other software and hardware requests. A software request activates the internal channel request signal. This signal remains active until the channel completes its buffer transfer (either by an expired byte count or an EOP# input). In the demand data-transfer mode, a buffer transfer is suspended by deactivating the channel request signal. Because you cannot deactivate the internal channel request signal before the end of a buffer transfer, you cannot use software requests with demand data-transfer mode.

DMA Software Request (write format)
DMASRR

Expanded Addr: F009H
PC/AT Addr: 0009H
Reset State: 00H

7							0
—	—	—	—	—	SR	—	CS

Bit Number	Bit Mnemonic	Function
7–3	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
2	SR	Software Request: Setting this bit generates a software request for the channel specified by bit 0. When the channel's buffer transfer completes, this bit is cleared.
1	—	Reserved. This bit is undefined; for compatibility with future devices, do not modify this bit.
0	CS	Channel Select: Setting this bit means that the selection for bit 2 affects channel 1. Clearing this bit means that the selection affects channel 0.

Figure 16-25. DMA Software Request Register (DMASRR – write format)

Read DMASRR to see whether a software request for a particular channel is pending.

DMA Software Request (read format)
DMASRR

Expanded Addr: F009H
PC/AT Addr: 0009H
Reset State: 00H

7							0
—	—	—	—	—	—	SR1	SR0

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	SR1	Software Request 1: When set, this bit indicates that channel 1 has a software request pending. Reading this register clears this bit.
0	SR0	Software Request 0: When set, this bit indicates that channel 0 has a software request pending. Reading this register clears this bit.

Figure 16-26. DMA Software Request Register (DMASRR – read format)

16.3.11 Channel Mask and Group Mask Registers (DMAMSK and DMAGRPMSK)

Use the DMAMSK and DMAGRPMSK registers to disable (mask) or enable channel hardware requests. DMAMSK allows you to disable or enable hardware requests for only one channel at a time, while DMAGRPMSK allows you to disable or enable hardware requests for both channels at once.

DMA Individual Channel Mask
DMAMSK
(write only)

Expanded Addr: F00AH
PC/AT Addr: 000AH
Reset State: 04H

7							0
—	—	—	—	—	HRM	—	CS

Bit Number	Bit Mnemonic	Function
7–3	—	Reserved; for compatibility with future devices, write zeros to these bits.
2	HRM	Hardware Request Mask: Setting this bit masks (disables) hardware requests for the channel specified by bit 0. When this bit is set, the channel can still receive software requests.
1	—	Reserved; for compatibility with future devices, write zero to this bit.
0	CS	Channel Select: Setting this bit means that the selection for bit 2 affects channel 1. Clearing this bit means that the selection affects channel 0.

Figure 16-27. DMA Channel Mask Register (DMAMSK)

DMA Group Channel Mask
DMAGRPMSK
(read/write)

Expanded Addr: F00FH
PC/AT Addr: 000FH
Reset State: 03H

7							0
—	—	—	—	—	—	HRM1	HRM0

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	HRM1	Hardware Request Mask 1: Setting this bit masks (disables) channel 1's hardware requests. When this bit is set, channel 1 can still receive software requests.
0	HRM0	Hardware Request Mask 0: Setting this bit masks (disables) channel 0's hardware requests. When this bit is set, channel 0 can still receive software requests.

Figure 16-28. DMA Group Channel Mask Register (DMAGRPMSK)

16.3.12 Bus Size Register (DMABSR)

Use DMABSR to determine the requester and target data bus widths (8 or 16 bits).

DMA Bus Size
DMABSR
(write only)

Expanded Addr: F018H
PC/AT Addr: —
Reset State: F0H

7							0
—	RBS	—	TBS	—	—	—	CS

Bit Number	Bit Mnemonic	Function
7	—	Reserved; for compatibility with future devices, write zero to this bit.
6	RBS	Requester Bus Size: Specifies the requester's data bus width for the channel specified by bit 0. 0 = 16-bit bus 1 = 8-bit bus
5	—	Reserved; for compatibility with future devices, write zero to this bit.
4	TBS	Target Bus Size: Specifies the target's data bus width for the channel specified by bit 0. 0 = 16-bit bus 1 = 8-bit bus
3–1	—	Reserved; for compatibility with future devices, write zeros to these bits.
0	CS	Channel Select: Setting this bit means that the selections for bits 7–4 affect channel 1. Clearing this bit means that the selections affect channel 0.

Figure 16-29. DMA Bus Size Register (DMABSR)

16.3.13 Chaining Register (DMACHR)

Use DMACHR to enable or disable the chaining buffer-transfer mode for a selected channel. The following steps describe how to set up a channel to perform chaining buffer transfers.

1. Set up the chaining interrupt (DMAINT) service routine.
2. Configure the channel for the single buffer-transfer mode.
3. Program the mode registers.
4. Program the target address, requester address, and byte count registers.
5. Enable the channel for the chaining buffer-transfer mode. (This activates the chaining status signal.)
6. Enable the DMAINT interrupt and service it. (The service routine should load the transfer information for the next buffer transfer.)
7. Enable the channel.

From this point, the chaining interrupt will indicate each time the channel requires new transfer information. The cycle will continue as long as the chaining buffer-transfer mode is enabled and new transfer information is written to the channel. New transfer information must be written to the channel before the channel's current buffer transfer completes.

DMA Chaining
DMACHR
(write only)

Expanded Addr: F019H
PC/AT Addr: —
Reset State: 00H

7							0
—	—	—	—	—	CE	—	CS

Bit Number	Bit Mnemonic	Function
7–3	—	Reserved; for compatibility with future devices, write zeros to these bits.
2	CE	Chaining Enable: Setting this bit enables the chaining buffer-transfer mode for the channel specified by bit 0. Clearing this bit disables the chaining buffer-transfer mode for the channel specified by bit 0.
1	—	Reserved; for compatibility with future devices, write zero to this bit.
0	CS	Channel Select: Setting this bit means that the selections for bits 7–2 affect channel 1. Clearing this bit means that the selections affect channel 0.

Figure 16-30. DMA Chaining Register (DMACHR)

16.3.14 Interrupt Enable Register (DMAIEN)

Use DMAIEN to individually connect channel 0's and 1's transfer complete signal to the DMAINT interrupt request input.

DMA Interrupt Enable
DMAIEN
(read/write)

Expanded Addr: F01CH
PC/AT Addr: —
Reset State: 00H

7							0
—	—	—	—	—	—	TC1	TC0

Bit Number	Bit Mnemonic	Function
7–2	—	Reserved. These bits are undefined; for compatibility with future devices, do not modify these bits.
1	TC1	Transfer Complete 1: Setting this bit connects channel 1's transfer complete signal to the interrupt control unit's DMAINT input. Note: When channel 1 is in chaining mode (DMACHR.2=0 and DMACHR.0=1), this bit is a don't care.
0	TC0	Transfer Complete 0: Setting this bit connects channel 0's transfer complete signal to the interrupt control unit's DMAINT input. Note: When channel 0 is in chaining mode (DMACHR.2=0 and DMACHR.0=0), this bit is a don't care.

Figure 16-31. DMA Interrupt Enable Register (DMAIEN)

16.3.15 Interrupt Status Register (DMAIS)

DMAIS indicates which source activated the DMA interrupt request signal (channel 0 transfer complete, channel 1 transfer complete, channel 0 chaining, or channel 1 chaining).

DMA Interrupt Status
DMAIS
(read only)

Expanded Addr: F019H
PC/AT Addr: —
Reset State: 00H

7							0
—	—	TC1	TC0	—	—	CI1	CI0

Bit Number	Bit Mnemonic	Function
7–6	—	Reserved. These bits are undefined.
5	TC1	Transfer Complete 1: When set, this bit indicates that channel 1 has completed a buffer transfer (either its byte count expired or it received an EOP# input). This bit is set only if bit 1 of the interrupt enable register is set. Clearing bit 1 of the DMA status register clears this bit. Note: In chaining mode, this bit becomes a don't care.
4	TC0	Transfer Complete 0: When set, this bit indicates that channel 0 has completed a buffer transfer (either its byte count expired or it received an EOP# input). This bit is set only if bit 0 of the interrupt enable register is set. Clearing bit 0 of the DMA status register clears this bit. Note: In chaining mode, this bit becomes a don't care.
3–2	—	Reserved. These bits are undefined.
1	CI1	Chaining Interrupt 1: When set, this bit indicates that new requester and target addresses and a new byte count should be written to channel 1. This bit is cleared when new transfer information is written to the channel. (Writing to the most-significant bit of the target address clears this bit.) Note: Outside chaining mode, this bit becomes a don't care.
0	CI0	Chaining Interrupt 0: When set, this bit indicates that new requester and target addresses and a new byte count should be written to channel 0. This bit is cleared when new transfer information is written to the channel. (Writing to the most-significant bit of the target address clears this bit.) Note: Outside chaining mode, this bit becomes a don't care.

Figure 16-32. DMA Interrupt Status Register (DMAIS)

16.3.16 Software Commands

The DMA contains four software commands: clear byte pointer, clear DMA, clear mask register, and clear transfer complete signal. Each software command has an I/O address associated with it (see Table 16-3). To issue a software command, write to its I/O address; the data written doesn't matter —writing to the location is all that is necessary.

Table 16-3. DMA Software Commands

Name (Address)	Command	Functions
DMACLRBP (F00CH)	Clear byte pointer	Resets the byte pointer flip-flop. Perform this command at the beginning of any access to the channel registers, to ensure a predictable place in the register programming sequence.
DMACLR (F00DH)	Clear DMA	Sets all DMA functions to their default states.
DMACLRMSK (F00EH)	Clear mask register	Simultaneously clears the mask bits of all channels (enabling all channels).
DMACLRTC (F01EH)	Clear transfer complete signal	Resets the transfer complete signal. Allows the source of the DMA request (hardware or software) to acknowledge the completion of a transfer process.

16.3.17 Programming Considerations

Consider the following when programming the DMA.

- The DMA transfers data between a requester and a target. The transfer direction is programmable and determines whether the requester or the target is the source or destination of a transfer.
- The two-cycle data transfer bus cycle option uses a four-byte temporary buffer. During a buffer transfer, the channel fills the temporary buffer from the source before writing any data to the destination. Therefore, the number of bus cycles that it takes to transfer data from the source to the destination depends on the amount of data to transfer and the source and destination data bus widths.
- Each channel contains a 26-bit requester address, 26-bit target address, and 24-bit byte count. These values are programmed through the use of 8-bit registers, some of which are multiplexed at the same addresses. A byte pointer (BP) controls the access to these multiplexed registers. After you write or read a register that requires a byte pointer specification, the channel toggles the byte pointer. For example, writing to DMA0TAR0 with BP=0 causes the DMA to set BP. The clear byte pointer software command (DMACLRBP) allows you to force BP to a known state (0) before writing to the registers.
- The target and requester addresses are incremented, decremented, or left unchanged and the byte count is decremented after each data transfer within a buffer transfer. Reading a register returns the current (or modified) value rather than the original programmed values.
- The chaining buffer-transfer mode requires that you write new transfer information to the channel before the current buffer transfer completes. The channel determines whether new transfer information was written to it by checking the most-significant byte of the target address. Writing to this byte sets an internal flag that tells the channel that new transfer information was written to it. Therefore, it is only necessary to change the target address between chaining buffer transfers. If you want to change the requester address and byte count also, you should write these values before writing the most-significant byte of the target address.
- If a channel is configured to increment the requester address and the requester's bus size is selected as 16 bits, the channel will increment the requester address by two after each data transfer. However, if the channel is configured to decrement the requester address, the channel will only decrement the address by one. This is true for the target also. In other words, the channels cannot decrement by words. When a channel is configured to decrement the requester or target address and transfer words, the correct number of words will be transferred; however, the transfers will be on a byte basis.
- Enabling both the autoinitialize and chaining buffer-transfer modes will have unpredictable results.

CHAPTER 17
JTAG TEST-LOGIC UNIT

The JTAG test-logic unit enables you to test both the device logic and the interconnections between the device and a board. The term *JTAG* refers to the Joint Test Action Group, the IEEE technical subcommittee that developed the testability standard published as Standard 1149.1-1990, *IEEE Standard Test Access Port and Boundary-Scan Architecture*[1] and its supplement, Standard 1149.1a-1993. The JTAG test-logic unit is fully compliant with this standard.

This chapter describes the test-logic unit and explains how to use it. The information is organized as follows:

- Overview
- Operation
- Testing
- Timing information
- Design considerations

17.1 OVERVIEW

As the title of the IEEE standard suggests, two major components of the test-logic unit are the te*st access port* and the *boundary-scan* register. The term *test access port* (TAP) refers to the dedicated input and output pins through which a tester communicates with the test-logic unit. The term *boundary-scan* refers to the ability to *scan* (observe) the signals at the *boundary* (the pins) of a device. A boundary-scan cell resides at each pin. These cells are connected serially to form the boundary-scan register, which allows you to control or observe every device pin except the clock pin, the power and ground pins, and the test access port pins.

[1] Some of the figures and tables in this chapter were reproduced from Standard 1149.1-1990, *IEEE Standard Test Access Port and Boundary-Scan Architecture*, Copyright 1993 by the Institute of Electrical and Electronics Engineers, Inc., with the permission of the IEEE.

The test-logic unit allows a tester to perform the following tasks.

- identify a component on a board (manufacturer, part number, and version)
- bypass one or more components on a board while testing others
- preload a pin state for a test or read the current pin state
- perform static (slow-speed) testing of this device
- test off-chip circuitry and board-level interconnections
- place all device output pins into their inactive drive (high-impedance) state, allowing external hardware to drive connections that the processor normally drives

The test-logic unit (Figure 17-1) is fully compliant with IEEE Standard 1149.1. It consists of the test access port, the test access port (TAP) controller, the instruction register (IR), and three data registers (IDCODE, BYPASS, and BOUND). It also includes logic for generating necessary clock and control signals.

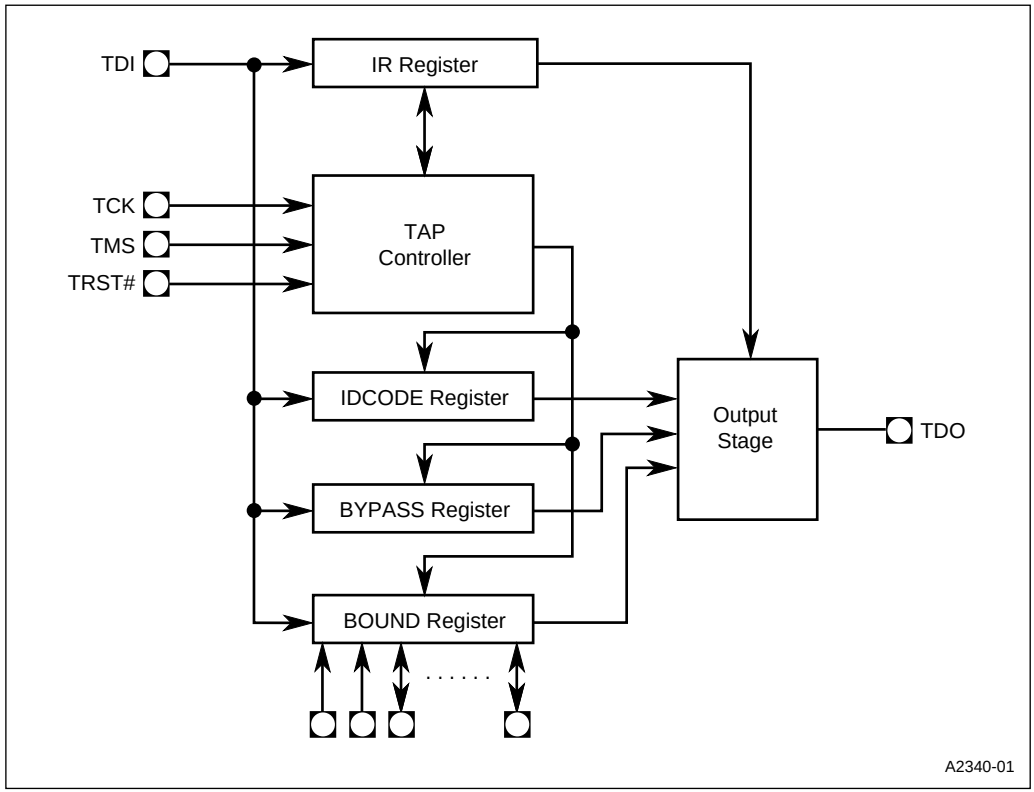


Figure 17-1. Test Logic Unit Connections

17.2 TEST-LOGIC UNIT OPERATION

This section describes the individual components of the test-logic unit.

17.2.1 Test Access Port (TAP)

The test access port consists of five dedicated pins (four inputs and one output). It is through these pins that all communication with the test-logic unit takes place. This unit has its own clock (TCK) and reset (TRST#) pins, so it is independent of the rest of the device. The test-logic unit can read or write its registers even if the rest of the device is in reset or powerdown.

The test-logic unit allows you to shift test instructions and test data into the device and to read the results of the test. A tester (that is, an external bus master such as automatic test equipment or a component that interfaces to a higher-level test bus) controls the TAP controller's operation by applying signals to the clock (TCK) and test-mode-select (TMS) inputs. Instructions and data are shifted serially from the test-data input (TDI) to the test-data output (TDO). Table 17-1 describes the test access port pins.

Table 17-1. Test Access Port Dedicated Pins

Pin Name	Description
TCK	Test Clock Input: Provides the clock input for the test-logic unit. An external signal must provide a maximum input frequency of one-half the CLK2 input frequency. TCK is driven by the test-logic unit's control circuitry.
TDI	Test Data Input: Serial input for test instructions and data. Sampled on the rising edge of TCK; valid only when either the instruction register or a data register is being serially loaded.
TDO	Test Data Output: Serial output for test instructions and data. TDO shifts out the contents of the instruction register or the selected data register (LSB first) on the falling edge of TCK. If serial shifting is not taking place, TDO floats.
TMS	Test Mode Select Input: Controls the sequence of the TAP controller's states. Sampled on the rising edge of TCK.
TRST#	Test Reset Input: Resets the TAP controller at power-up. Asynchronously clears the data registers and initializes the instruction register to 0010 (the IDCODE instruction opcode).

17.2.2 Test Access Port (TAP) Controller

The TAP controller is a finite-state machine that is capable of 16 states. Three of its states provide the basic actions required for testing: applying stimulus (update-data-register), executing a test (run-test/idle), and capturing the response (capture-data-register). Its remaining states support loading instructions, shifting information toward TDO, scanning pins, and pausing to allow time for the tester to perform other operations.

The TAP controller changes state only in response to the assertion of the test-reset input (TRST#) or the state of the mode-select pin (TMS) on the rising edge of TCK. TRST# causes the TAP controller to enter its test-logic-reset state, and the state of TMS on the rising edge of TCK controls the subsequent states. Table 17-2 describes the states and Figure 17-2 illustrates how the TAP state machine moves from one state to another.

Table 17-2. TAP Controller State Descriptions

State	Description	Next State (on TCK Rising Edge)	
		TMS = 0	TMS = 1
Test-Logic-Reset	Resets the test-logic unit and forces the IDCODE instruction into the instruction register. (In components that have no IDCODE instruction, the BYPASS instruction is loaded instead.) Test logic is disabled; the device is in normal operating mode.	Run-Test/Idle	Test-Logic-Reset
Run-Test/Idle	Executes a test or disables the test logic.	Run-Test/Idle	Select-DR-Scan
Select-DR-Scan	Selects the data register to be placed in the serial path between TDI and TDO.	Capture-DR	Select-IR-Scan
Capture-DR	Parallel loads data into the active data register, if necessary. Otherwise, the active register retains its previous state.	Shift-DR	Exit1-DR
Shift-DR	The active register shifts data one stage toward TDO on each TCK rising edge.	Shift-DR	Exit1-DR
Exit1-DR	The active register retains its previous state.	Pause-DR	Update-DR
Pause-DR	The active register temporarily stops shifting data and retains its previous state.	Pause-DR	Exit2-DR
Exit2-DR	The active register retains its previous state.	Shift-DR	Update-DR
Update-DR	Applies stimulus to the device. Data is latched onto the active register's parallel output on the falling edge of TCK. If the register has no parallel output, it retains its previous state.	Run-Test/Idle	Select-DR-Scan

NOTE: By convention, the abbreviation *DR* stands for *data register*, and *IR* stands for *instruction register*. The *active register* is the register that the current instruction has placed in the serial path between TDI and TDO.

Table 17-2. TAP Controller State Descriptions (Continued)

State	Description	Next State (on TCK Rising Edge)	
		TMS = 0	TMS = 1
Select-IR-Scan	Test-logic is idle and the instruction register retains its previous state.	Capture-IR	Test-Logic-Reset
Capture-IR	Loads the SAMPLE/PRELOAD instruction instruction (0001) into the instruction register.	Shift-IR	Exit1-IR
Shift-IR	Shifts the SAMPLE/PRELOAD instruction one stage toward TDO while shifting the new instruction in from TDI on each rising edge of TCK.	Shift-IR	Exit1-IR
Exit1-IR	The instruction register retains its previous state.	Pause-IR	Update-IR
Pause-IR	The instruction register temporarily stops shifting and retains its previous state.	Pause-IR	Exit2-IR
Exit2-IR	The instruction register retains its previous state.	Shift-IR	Update-IR
Update-IR	Latches the current instruction onto the instruction register's parallel output on the falling edge of TCK.	Run-Test/Idle	Select-DR-Scan

NOTE: By convention, the abbreviation *DR* stands for *data register*, and *IR* stands for *instruction register*. The *active register* is the register that the current instruction has placed in the serial path between TDI and TDO.

For example, assume that the TAP controller is in its test-logic-reset state and you want it to start shifting the contents of the instruction register from TDI toward TDO (Shift-IR state). This state change requires a zero, two ones, then two zeros on TMS at the next five rising edges of TCK (see Table 17-3). By supplying the proper values in the correct sequence, you can move the TAP controller from any state to any other state.

Table 17-3. Example TAP Controller State Selections

Initial State	TMS Value at TCK Rising Edge	Resulting State
Test-Logic-Reset	0	Run-Test/Idle
Run-Test/Idle	1	Select-DR-Scan
Select-DR-Scan	1	Select-IR-Scan
Select-IR-Scan	0	Capture-IR
Capture-IR	0	Shift-IR

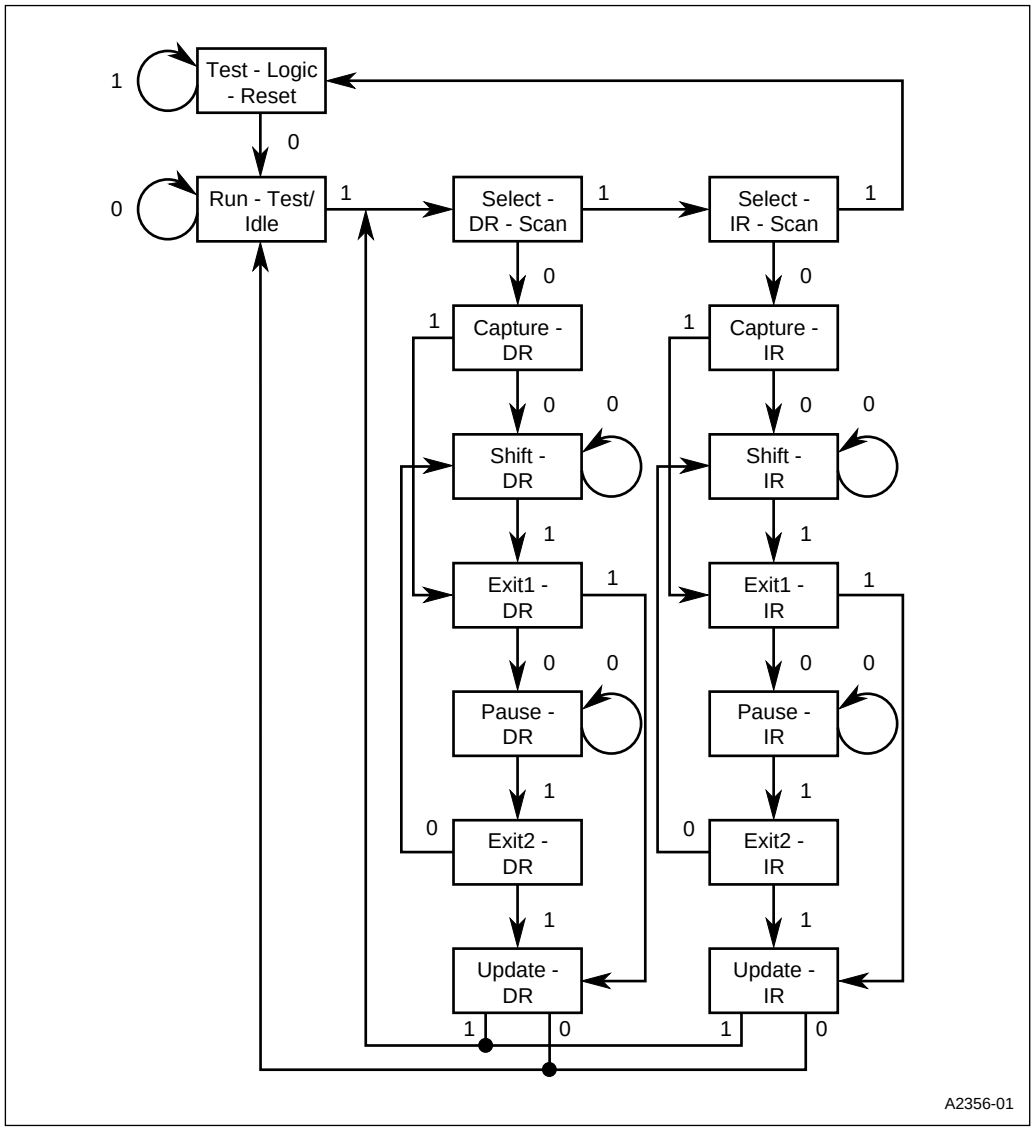


Figure 17-2. TAP Controller (Finite-State Machine)

17.2.3 Instruction Register (IR)

An instruction opcode is clocked serially through the TDI pin into the four-bit instruction register (Figure 17-3). The instruction determines which data register is affected. Table 17-4 lists the instructions with their binary opcodes, descriptions, and associated registers.

Instruction Register
IR

Reset State: 02H

3			0
INST3	INST2	INST1	INST0

Bit Number	Bit Mnemonic	Function
3–0	INST3:0	Instruction opcode. At reset, this field is loaded with 0010, the opcode for the IDCODE instruction. Instructions are shifted into this field serially through the TDI pin. (Table 17-4 lists the valid instruction opcodes.)

Figure 17-3. Instruction Register (IR)

Table 17-4. Test-logic Unit Instructions

Mnemonic	Opcode*	Description	Affected Register
BYPASS	1111	Bypass on-chip system logic (mandatory instruction). Used for those components that are not being tested.	BYPASS
EXTEST	0000	Off-chip circuitry test (mandatory instruction). Used for testing device interconnections on a board.	BOUND
SAMPRE	0001	Sample pins/preload data (mandatory instruction). Used for controlling (preload) or observing (sample) the signals at device pins. This test has no effect on system operation.	BOUND
IDCODE	0010	ID code test (optional instruction). Used to identify devices on a board.	IDCODE

* The opcode is the sequence of data bits shifted serially into the instruction register (IR) from the TDI input. The opcodes for EXTEST and BYPASS are mandated by IEEE 1149.1, so they should be the same for all JTAG-compliant devices. The remaining opcodes are designer-defined, so they may vary among devices.
NOTE: All unlisted opcodes are reserved. Use of reserved opcodes could cause the device to enter reserved factory-test modes.

Table 17-4. Test-logic Unit Instructions (Continued)

Mnemonic	Opcode*	Description	Affected Register
INTEST	1001	On-chip system test (optional instruction). Used for static testing of the internal device logic in a single-step mode.	BOUND
HIGHZ	1000	High-impedance/ONCE mode test (optional instruction). Used to place device pins into their inactive drive states. Allows external components to drive signals onto connections that the processor normally drives.	BYPASS

* The opcode is the sequence of data bits shifted serially into the instruction register (IR) from the TDI input. The opcodes for EXTEST and BYPASS are mandated by IEEE 1149.1, so they should be the same for all JTAG-compliant devices. The remaining opcodes are designer-defined, so they may vary among devices.
NOTE: All unlisted opcodes are reserved. Use of reserved opcodes could cause the device to enter reserved factory-test modes.

17.2.4 Data Registers

The test-logic unit uses three data registers: bypass, identification code, and boundary-scan. The instruction determines which data register is used.

The single-bit bypass register (BYPASS) provides a minimal-length serial path between TDI and TDO. During board-level testing, you can use this path for any devices that are **not** currently under test. This speeds access to the data registers for the devices that **are** being tested.

The 32-bit identification code register (IDCODE) identifies a device by manufacturer, part number, and version number. Figure 17-4 describes the register and shows the values for this device.

Identification Code Register
IDCODE Reset State: 0027 0013H

31							24
0	0	0	0	0	0	0	0
23							**16**
0	0	1	0	0	1	1	1
15							**8**
0	0	0	0	0	0	0	0
7							**0**
0	0	0	1	0	0	1	1

Bit Number	Bit Mnemonic	Function
31–28	V3:0	Device version number.
27–12	PN15:0	Device part number.
11–1	MFR10:0	Manufacturer identification (compressed JEDEC106-A code).
0	IDP	Identification Present. Always true for this device. This is the first data bit shifted out of the device during a data scan immediately following an exit from the test-logic-reset state. A one indicates that an IDCODE register is present. (A zero originates from the BYPASS register and indicates that the device being interrogated has **no** IDCODE register.)

Figure 17-4. Identification Code Register (IDCODE)

The boundary-scan register (BOUND) holds data to be applied to the pins or data observed at the pins. Each bit corresponds to a specific pin (Table 17-5).

Table 17-5. Boundary-scan Register Bit Assignments

Bit	Pin	Bit	Pin	Bit	Pin	Bit	Pin
0	M/IO#	25	A15	50	TMROUT2	75	P2.2
1	D/C#	26	A16/CAS0	51	TMRGATE2	76	P2.3
2	W/R#	27	A17/CAS1	52	INT4/TMRCLK0	77	P2.4
3	READY#	28	A18/CAS2	53	INT5/TMRGATE 0	78	DACK0#
4	BS8#	29	A19	54	INT6/TMRCLK1	79	P2.5/RXD0
5	RD#	30	A20	55	INT7/TMRGATE 1	80	P2.6/TXD0
6	WR#	31	A21	56	STXCLK	81	P2.7
7	BLE#	32	A22	57	FLT#	82	UCS#
8	BHE#	33	A23	58	P1.0	83	CS6#/REFRESH#
9	ADS#	34	A24	59	P1.1	84	LBA#
10	NA#	35	A25	60	P1.2	85	D0
11	A1	36	SMI#	61	P1.3	86	D1
12	A2	37	P3.0/TMROUT0	62	P1.4	87	D2
13	A3	38	P3.1/TMROUT1	63	P1.5	88	D3
14	A4	39	SRXCLK	64	P1.6/HOLD	89	D4
15	A5	40	SSIORX	65	RESET	90	D5
16	A6	41	SSIOTX	66	P1.7/HLDA	91	D6
17	A7	42	P3.2/INT0	67	DACK1#/TXD1	92	D7
18	A8	43	P3.3/INT1	68	EOP#	93	D8
19	A9	44	P3.4/INT2	69	WDTOUT	94	D9
20	A10	45	P3.5/INT3	70	DRQ0	95	D10
21	A11	46	P3.6/PWRDOWN	71	DRQ1/RXD1	96	D11
22	A12	47	P3.7/SERCLK	72	SMIACT#	97	D12
23	A13	48	PEREQ/TMRCLK2	73	P2.0	98	D13
24	A14	49	NMI	74	P2.1	99	D14
						100	D15

NOTES:
1. Bit 0 is closest to TDI; bit 100 is closest to TDO.
2. The boundary-scan chain consists of 101 bits; however, each bit has both a control cell and a data cell, so an EXTEST or INTEST instruction requires 202 shifts (101 bits × 2 cells).

17.3 TESTING

This section explains how to use the test-logic unit to test the device and the board interconnections. For any test, you must load an instruction and perform an instruction-scan cycle, then supply the correct sequence of ones and zeros to move the TAP controller through the required states to perform the test.

17.3.1 Identifying the Device

The IDCODE instruction allows you to determine the contents of a device's IDCODE register. When TRST# is asserted, the test-logic-reset state forces the IDCODE instruction into the instruction register's parallel output latches. You can also load this instruction like any other, by manipulating the TDI input to supply the binary opcode (0010). The Capture-DR state loads the identification code into the IDCODE register, and the Shift-DR state shifts the value out.

17.3.2 Bypassing Devices on a Board

The BYPASS instruction allows you to bypass one or more devices on a board while testing others. This significantly reduces the time required for a test. For example, assume that a board has 100 devices, each of which has 100 bits in its boundary-scan register. If the boundary-scan cells are all connected in series, the boundary-scan path is 10,000 stages long. Bypassing devices allows you to shorten the path considerably. If you set 99 of the devices to shift through their bypass registers and only a single chip to shift through its boundary-scan register (100 bits), the serial path is only 199 stages long.

You load the BYPASS instruction by manipulating TDI to supply the binary opcode (1111). The Capture-DR state loads a logic 0 into the bypass register and the Shift-DR state shifts the value out.

17.3.3 Sampling Device Operation and Preloading Data

The SAMPLE/PRELOAD instruction has two functions: SAMPLE takes a snapshot of data flowing from (or to) the system pins to (or from) on-chip system logic, while PRELOAD places an initial data pattern at the latched parallel outputs of the boundary-scan register cells in preparation for another boundary-scan test operation.

You load the SAMPLE/PRELOAD instruction by manipulating TDI to supply the binary opcode (0001). The Shift-DR state places the boundary-scan register in the serial path between TDI and TDO, the Capture-DR state loads the pin states into the boundary-scan register, and the Update-DR state loads the shift-register contents into the boundary-scan register's parallel outputs.

17.3.4 Testing the Device

The INTEST instruction allows static (slow-speed) testing of a device's logic while the device is assembled on a board. The boundary-scan register assumes the role of the tester. The device outputs drive the output pins; input pins are ignored. In Update-DR state, the boundary-scan chain drives the device inputs. Each test pattern and response is shifted through the boundary-scan register. The device operates in a single-step mode controlled by the CLK2 input; the circuitry moves one step forward in its operation each time shifting of the boundary-scan register completes.

Typically, you would use the SAMPLE/PRELOAD instruction to load data onto the boundary-scan register's latched parallel outputs before loading the INTEST instruction. You load the INTEST instruction by manipulating TDI to supply the binary opcode (1001). Boundary-scan cells at nonclock inputs are used to apply the test stimuli, while cells at outputs capture the results.

17.3.5 Testing the Interconnections

The EXTEST instruction allows testing of off-chip circuitry and board-level interconnections. Boundary-scan cells at the system outputs are used to apply test stimuli, while cells at system inputs capture the results. The Capture-DR state captures input pins into the chain; the Update-DR state drives the new values of the parallel output onto the output pins.

Typically, you would use the SAMPLE/PRELOAD instruction to load data onto the boundary-scan register's latched parallel outputs before loading the EXTEST instruction. You load the EXTEST instruction by manipulating TDI to supply the binary opcode (0000). The Update-DR state drives the preloaded data onto the pins for the first test. Stimuli for the remaining tests are shifted in while the results for the completed tests are shifted out.

17.3.6 Disabling the Output Drivers

The HIGHZ instruction places all system logic outputs into an inactive drive (high impedance) state. This state allows an on-circuit emulator to drive signals onto connections that processor outputs normally drive, without risk of damaging the processor. It also allows you to connect a data source (such as a test chip) to board-level signals (such as an array of memory devices) that the processor outputs normally drive. During normal operation, the processor outputs would be active, while the test chip outputs would be inactive. During testing, you would use the HIGHZ instruction to place the processor outputs into an inactive drive state, then enable the test chip to drive the connections.

You load the HIGHZ instruction by manipulating the TDI input to supply the binary opcode (1000). The Capture-DR state loads a logic 0 into the bypass register, and the Shift-DR state shifts the value out.

17.4 TIMING INFORMATION

The test-logic unit's input/output timing is as specified in IEEE 1149.1. Figure 17-5 shows the pin timing associated with loading the instruction register and Figure 17-6 shows the timing for loading a given data register.

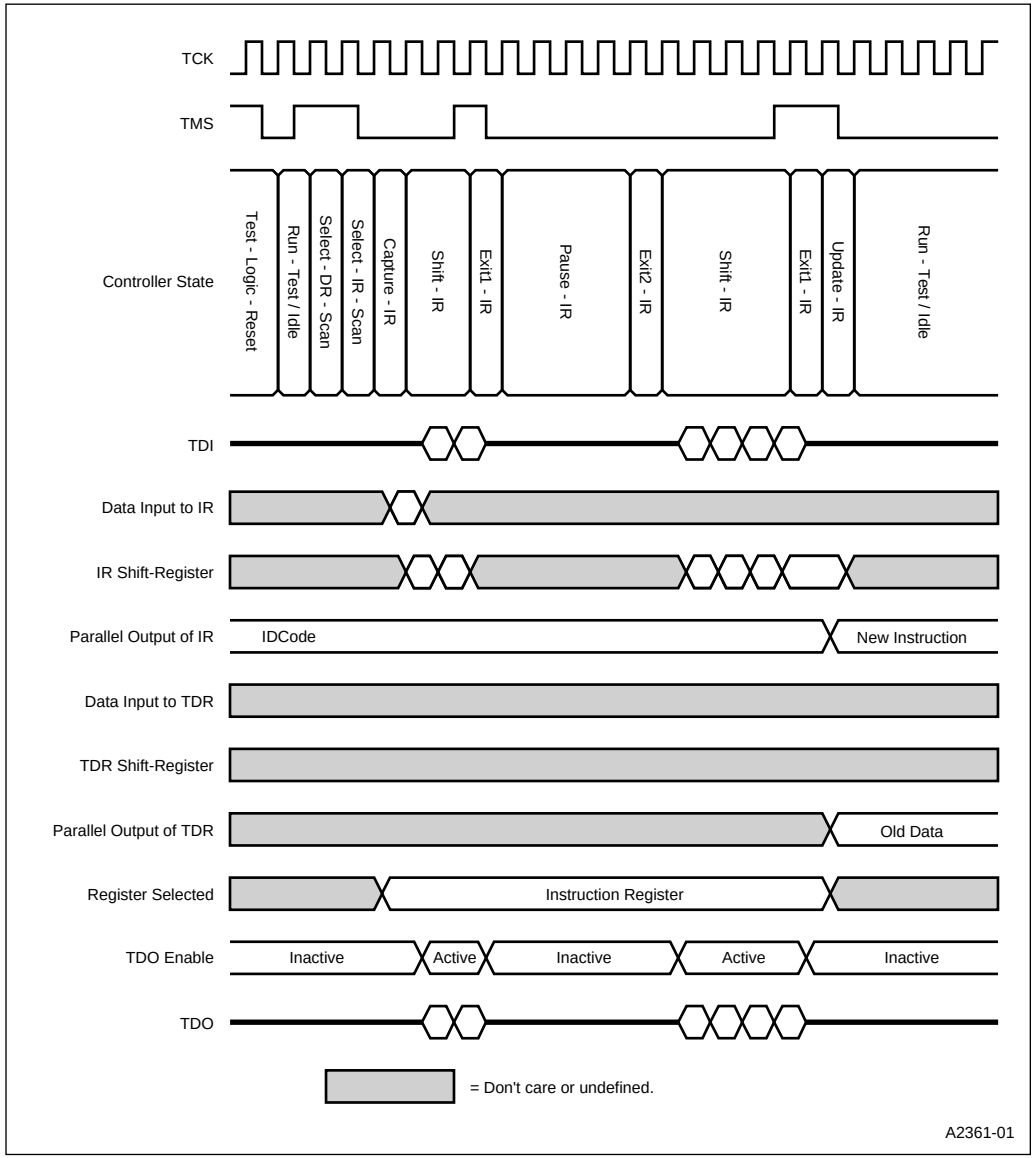


Figure 17-5. Internal and External Timing for Loading the Instruction Register

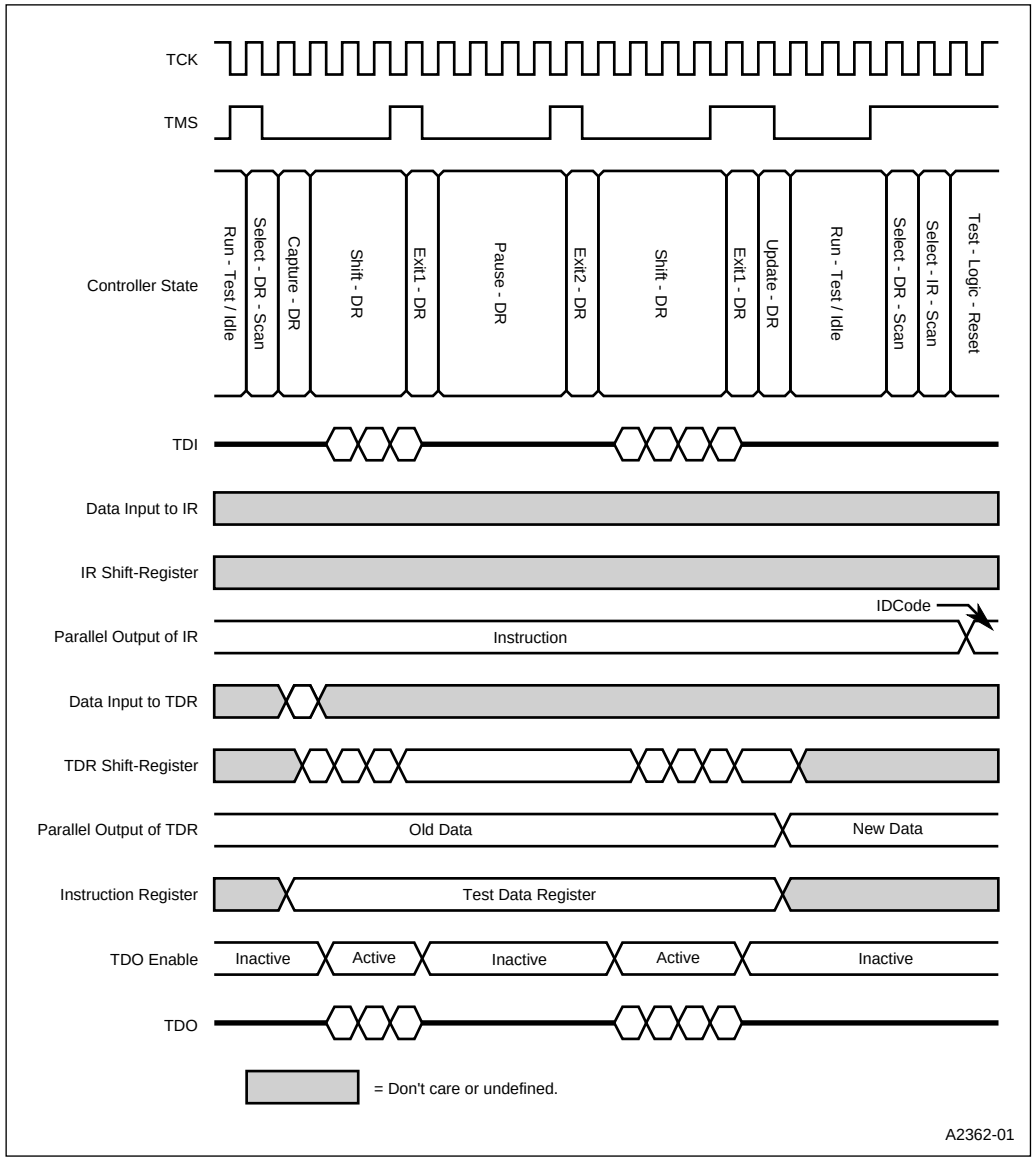


Figure 17-6. Internal and External Timing for Loading a Data Register

17.5 DESIGN CONSIDERATIONS

This section outlines considerations for the test-logic unit.

- For system-level on-circuit emulation, use the HIGHZ instruction to enter ONCE mode. For device-level on-circuit emulation, you assert the FLT# pin to enter ONCE mode. This method can interfere with the test-logic unit's parallel functions, although it does not affect the shifting functions or the TDO output. (If your design does not use the test access port pins, however, asserting FLT# does float the TDO output.)

APPENDIX A
SIGNAL DESCRIPTIONS

This appendix provides reference information for the pins and signals of the device, including the states of certain pins during reset, idle, powerdown, and hold. The information is presented in four tables:

- Table A-1 defines the abbreviations used in Table A-2 to describe the signals.
- Table A-2 on page A-2 lists and describes each signal.
- Table A-3 on page A-7 defines the abbreviations used in Table A-4 to describe the pin states.
- Table A-4 on page A-8 lists the states of output and bidirectional pins after reset and during idle, powerdown, and hold. It also lists input pins that have permanent weak pull-ups and pull-downs.

Table A-1. Signal Description Abbreviations

Abbreviation	Definition
#	the named signal is active low
—	not applicable or none
I	standard CMOS input
O	standard CMOS output
OD	open-drain output
I/O	bidirectional (input and output)
ST	Schmitt-triggered input
P	power pin
G	ground pin

ERRATA (4/4/95)
In Table A-2 (page A-2) BS8# Type incorrectly shown as “O”; now correctly shows “I”.

Table A-2 is an alphabetical list of the device signals. The *Multiplexed with* column lists other signals that share a pin with the signal listed in the *Signal* column.

Table A-2. Signal Descriptions (Sheet 1 of 6)

Signal	Type	Name and Description	Multiplexed with
A25:19 A18:16 A15:1	O	Address Bus: Outputs physical memory or port I/O addresses. These signals are valid when ADS# is active and remain valid until the next T1, T2P, or Ti.	— CAS2:0 —
ADS#	O	Address Status: Indicates that the processor is driving a valid bus-cycle definition and address (W/R#, D/C#, M/IO#, A25:1, BHE#, BLE#) onto its pins.	—
BHE#	O	Byte High Enable: Indicates that the processor is transferring a high data byte.	—
BLE#	O	Byte Low Enable: Indicates that the processor is transferring a low data byte.	—
BS8#	I	Bus Size: Indicates that an 8-bit device is currently being addressed.	—
BUSY#	I	Busy: Indicates that the math coprocessor is busy. If BUSY# is sampled low at the falling edge of RESET, the processor performs an internal self test.	TMRGATE2
CAS2:0	O	Cascade Address: Carries the slave address information from the master 8259A interrupt module during interrupt acknowledge bus cycles.	A18:16
CLK2	ST	Input Clock: Connect an external clock to this pin to provide the fundamental timing for the microprocessor. The internal processor clock frequency is half the CLK2 frequency.	—
COMCLK	I	SIO Baud Clock: An external source connected to this pin can clock the SIO*n* baud-rate generator.	P3.7
CS6# CS5# CS4# CS3# CS2# CS1# CS0#	O	Chip-selects (lower): Asserted when the address of a memory of I/O bus cycle is within the programmed address region.	REFRESH# DACK0# P2.4 P2.3 P2.2 P2.1 P2.0
CTS1# CTS0#	I	Clear to Send: Indicates that the modem or data set is ready to exchange data with the SIO channel.	EOP# P2.7

Table A-2. Signal Descriptions (Sheet 2 of 6)

Signal	Type	Name and Description	Multiplexed with
D15:0	I/O	Data Bus: Inputs data during memory read, I/O read, and interrupt acknowledge cycles; outputs data during memory write and I/O write cycles. During reads, data is latched during the falling edge of phase 2 of T2, T2P, or T2i. During writes, this bus is driven during phase 2 of T1 and remains active until phase 2 of the next T1, T1P, or Ti.	—
DACK1# DACK0#	O	DMA Channel Acknowledge: Indicates that the DMA channel is ready to service the requesting device. An external device uses the DRQ*n* pin to request DMA service; the DMA uses the DACK*n* pin to indicate that the request is being serviced.	TXD1 CS5#
D/C#	O	Data/Control: Indicates whether the current bus cycle is a data cycle (memory or I/O read or write) or a control cycle (interrupt acknowledge, halt/shutdown, or code fetch).	—
DCD1# DCD0#	I	Data Carrier Detect: Indicates that the modem or data set has detected the SIO channel's data carrier.	DRQ0 P1.0
DRQ1 DRQ0	I	DMA External Request: Indicates that an external device requires DMA service.	RXD1 DCD1#
DSR1# DSR0#	I	Data Set Ready: Indicates that the modem or data set is ready to establish the communications link with the SIO channel.	STXCLK P1.3
DTR1# DTR0#	O	Data Terminal Ready: Indicates that the SIO channel is ready to establish a communications link with the modem or data set.	SRXCLK P1.2
EOP#	I/OD	End-of-process: As an input, this signal terminates a DMA transfer. As an ouput, it indicates that a DMA transfer has completed.	CTS1#
ERROR#	I	Error: Indicates the the math coprocessor has an error condition.	TMROUT2
FLT#	I	Float: Forces all bidirectional and output signals except TDO to a high-impedance state.	—
HLDA	O	Hold Acknowledge: Indicates that the processor has relinquished local bus control to another bus master in response to a HOLD request.	P1.7
HOLD	I	Hold Request: An external bus master asserts HOLD to request control of the local bus. The processor finishes the current nonlocked bus transfer, releases the bus signals, and asserts HLDA.	P1.6

Table A-2. Signal Descriptions (Sheet 3 of 6)

Signal	Type	Name and Description	Multiplexed with
INT7 INT6 INT5 INT4 INT3 INT2 INT1 INT0	I	Interrupt Requests: These maskable inputs cause the processor to suspend execution of the current program and execute an interrupt acknowledge cycle.	TMRGATE1 TMRCLK1 TMRGATE0 TMRCLK0 P3.5 P3.4 P3.3 P3.2
LBA#	O	Local Bus Access: Indicates that the processor provides the READY# signal internally to terminate a bus transaction. This signal is active when the processor accesses an internal peripheral or when the chip-select unit provides the READY# signal for an external peripheral.	—
LOCK#	O	Bus Lock: Prevents other bus masters from gaining control of the bus.	P1.5
M/IO#	O	Memory/IO: Indicates whether the current bus cycle is a memory cycle or an I/O cycle.	—
NA#	I	Next Address: Requests address pipelining.	—
NMI	ST	Nonmaskable Interrupt Request: Causes the processor to suspend execution of the current program and execute an interrupt acknowledge cycle.	—
PEREQ	I	Processor Extension Request: Indicates that the math coprocessor has data to transfer to the processor.	TMRCLK2
P1.7 P1.6 P1.5 P1.4 P1.3 P1.2 P1.1 P1.0	I/O	Port 1: General-purpose, bidirectional I/O port.	HLDA HOLD LOCK# RI0# DSR0# DTR0# RTS0# DCD0#
P2.7 P2.6 P2.5 P2.4 P2.3 P2.2 P2.1 P2.0	I/O	Port 2: General-purpose, bidirectional I/O port.	CTS0# TXD0 RXD0 CS4# CS3# CS2# CS1# CS0#

ERRATA (4/4/95) In Table A-2 (page A-5) READY# Type incorrectly shown as “I”; now correctly shows “I/O”. SMI# Type incorrectly shown as “I”; now correctly shown as “ST”.

Table A-2. Signal Descriptions (Sheet 4 of 6)

Signal	Type	Name and Description	Multiplexed with
P3.7 P3.6 P3.5 P3.4 P3.3 P3.2 P3.1 P3.0	I/O	Port 3: General-purpose, bidirectional I/O port.	COMCLK PWRDOWN INT3 INT2 INT1 INT0 TMROUT1 TMROUT0
PWRDOWN	O	Powerdown Output: Indicates that the device is in powerdown mode.	P3.6
RD#	O	Read Enable: Indicates that the current bus cycle is a read cycle and the data bus is able to accept data.	
READY#	I/O	Ready: Indicates that the current bus cycle has completed. The processor drives READY# when LBA# is active; otherwise, the processor samples READY# on the falling edge of phase 2 of T2, T2P or T2i.	—
REFRESH#	O	Refresh: Indicates that a refresh bus cycle is in progress and that the refresh address is on the bus for the DRAM controller.	CS6#
RESET	ST	System Reset Input: Suspends any operation in progress and places the processor into a known reset state.	—
RI1# RI0#	I	Ring Indicator: Indicates that the modem or data set has received a telephone ringing signal.	SSIORX P1.4
RTS1# RTS0#	O	Request to Send: Indicates that the SIO channel is ready to exchange data with the modem or data set.	SSIOTX P1.1
RXD1 RXD0	I	Receive Data: Accepts data from the modem or data set to the SIO channel.	DRQ1 P2.5
SMI#	ST	System Management Interrupt: Causes the device to enter System Management Mode. SMI# is the highest priority external interrupt.	—
SMIACT#	O	System Management Interrupt Active: Indicates that the processor is in System Management Mode.	—
SRXCLK	I/O	SSIO Receive Clock: In master mode, the baud-rate generator’s output appears on SRXCLK and can be used to clock a slave transmitter. In slave mode, SRXCLK functions as an input clock for the receiver.	DTR1#
SSIORX	I	SSIO Receive Serial Data: Accepts serial data (most-significant bit first) into the SSIO.	RI1#

ERRATA (3/28/95)
TCK description, second sentence removed. TRST# Type incorrectly shown as “I”; now correctly shown as “ST”.

Table A-2. Signal Descriptions (Sheet 5 of 6)

Signal	Type	Name and Description	Multiplexed with
SSIOTX	O	SSIO Transmit Serial Data: Sends serial data (most-significant bit first) from the SSIO.	RTS1#
STXCLK	I/O	SSIO Transmit Clock: In master mode, the baud-rate generator’s output appears on STXCLK and can be used to clock a slave receiver. In slave mode, STXCLK functions as an input clock for the transmitter.	DSR1
TCK	I	Test Clock Input: Provides the clock input for the test-logic unit. An external signal must provide a maximum input frequency of one-half the CLK2 input frequency. TCK is driven by the test-logic unit’s control circuitry.	—
TDI	I	Test Data Input: Serial input for test instructions and data. Sampled on the rising edge of TCK; valid only when either the instruction register or a data register is being serially loaded.	—
TDO	O	Test Data Output: Serial output for test instructions and data. TDO shifts out the contents of the instruction register or the selected data register (LSB first) on the falling edge of TCK. If serial shifting is not taking place, TDO floats.	—
TMRCLK2 TMRCLK1 TMRCLK0	I	Timer/Counter Clock Input: An external clock source connected to the TMRCLK*n* pin can drive the corresponding timer/counter. Alternatively, the internal prescaled clock can drive the timer/counter.	PEREQ INT6 INT4
TMRGATE2 TMRGATE1 TMRGATE0	I	Timer/Counter Gate Input: Can control the counter’s operation (enable, disable, or trigger, depending on the programmed mode).	BUSY# INT7 INT5
TMROUT2 TMROUT1 TMROUT0	O	Timer/Counter Output: Can provide the timer/counter’s output. The form of the output depends on the programmed mode.	ERROR# P3.1 P3.0
TMS	I	Test Mode Select: Controls the sequence of the test-logic unit’s TAP controller states. Sampled on the rising edge of TCK.	—
TRST#	ST	Test Reset: Resets the test-logic unit’s TAP controller at power-up. Asynchronously clears the data registers and initializes the instruction register to 0010 (the IDCODE instruction opcode).	—
TXD1 TXD0	O	Transmit Data: Transmits serial data from the corresponding SIO channel.	DACK1# P2.6
UCS#	O	Upper Chip-select: Asserted when the address of a memory or I/O bus cycle is within the programmed address region.	—

Table A-2. Signal Descriptions (Sheet 6 of 6)

Signal	Type	Name and Description	Multiplexed with
V_{CC}	P	System Power: Provides the nominal DC supply input. Connected externally to a V_{CC} board plane.	—
V_{SS}	G	System Ground: Provides the 0 volt connection from which all inputs and outputs are measured. Connected externally to a ground board plane.	—
WDTOUT	O	Watchdog Timer Output: Indicates that the watchdog timer has expired.	—
W/R#	O	Write/Read: Indicates whether the current bus cycle is a write cycle or a read cycle.	—
WR#	O	Write Enable: Indicates that the current bus cycle is a write cycle.	—

Table A-3 defines the abbreviations used in Table A-4 to describe the pin states.

Table A-3. Pin State Abbreviations

Abbreviation	Description
1	Output driven to V_{CC}
0	Output driven to V_{SS}
Z	Output floats
Q	Output remains active
X	Output retains current state
WH	Pin has permanent weak pull-up
WL	Pin has permanent weak pull-down

ERRATA (3/28/95)
WR# pin description added to table

Table A-4 lists the states of output and bidirectional pins after reset and during idle, powerdown, and hold. It also lists input pins that have permanent weak pull-ups and pull-downs.

Table A-4. Pin States After Reset and During Idle, Powerdown, and Hold

Symbol	Type	Pin State			
		Reset	Idle	Powerdown	Hold
A15:0	O	1	1	1	Z
A18:16 or CAS2:0	O	1	1	1	Z
A25:19	O	1	1	1	Z
ADS#	O	1	1	1	Z
BHE#	O	1	0/1	0/1	Z
BLE#	O	1	0/1	0/1	Z
CS6#/REFRESH#	O	1	Q	X	1
DACK0#/CS5#	O	1	Q	X	Q/1
DACK1#/TXD1	O	1	Q	X	1/X
D/C#	O	1	0	0	Z
LBA#	O	1	Q	X	1
M/IO#	O	1	1	1	Z
RD#	O	1	1	1	1
RTS1#/SSIOTX	O	WL	Q	X	Q
SMIACT#	O	1	X	X	1
TDO	O	—	—	—	—
UCS#	O	1	Q	X	1
W/R#	O	1	1	1	Z
WDTOUT	O	0	Q	X	Q
WR#	O	1	1	1	1
DTR1#/SRXCLK	I or I/O	WH	Q	X	Q
ERROR#/TMROUT2	I or O	WH	Q	X or Q *	Q
D15:0	I/O	—	—	—	Z
READY#	I/O	input	Z	Z	Z
P1.1/RTS0#	I/O or O	WH	X/Q	X	X
P1.2/DTR0#	I/O or O	WH	X	X	X
P1.5/LOCK#	I/O or O	WH	X	X	X/Z
P1.7/HLDA	I/O or O	WL	X/Q	X	X/Q
P2.4:0/CS4:0#	I/O or O	WH	X/Q	X	Q/1
P2.6/TXD0	I/O or O	WL	X/Q	X/X or Q *	X

* X if clock source is internal; Q if clock source is external.

ERRATA (3/28/95)
Pin State During Hold changed for the following pins:

Table A-4. Pin States After Reset and During Idle, Powerdown, and Hold (Continued)

Symbol	Type	Pin State			
		Reset	Idle	Powerdown	Hold
P3.1:0/TMROUT1:0	I/O or O	WL	X/Q	X/X or Q *	X/Q
P3.6/PWRDOWN	I/O or O	0	X	X	Q
DSR1#/STXCLK	I or I/O	WH	WH	WH	WH
EOP#/CTS1#	I/OD or I	WH	—	—	—
P1.0/DCD0#	I/O or I	WH	X	X	X
P1.3/DSR0#	I/O or I	WH	X	X	X
P1.4/RI0#	I/O or I	WH	X	X	X
P1.6/HOLD	I/O or I	WL	X	X	X
P2.5/RXD0	I/O or I	WL	X	X	X
P2.7/CTS0#	I/O or I	WH	X	X	X
P3.5:2/INT3:0	I/O or I	WL	X	X	X
P3.7/COMCLK	I/O or I	WL	X	X	X
FLT#	I	WH	WH	WH	WH
PEREQ/TMRCLK2	I	WH	—	—	—
TCK	I	WH	WH	WH	WH
TDI	I	WH	WH	WH	WH
TMS	I	WH	WH	WH	WH
SMI#	ST	WH	WH	WH	WH
TRST#	ST	WH	WH	WH	WH

* X if clock source is internal; Q if clock source is external.

APPENDIX B
COMPATIBILITY WITH PC/AT* ARCHITECTURE

The Intel386™ EX microprocessor is designed to be a PC/DOS engine that offers additional features optimized for embedded applications. Compatibility with the PC/AT* architecture provides the following benefits:

- standard DOS tools can be used for application development
- off-the-shelf software can be used to shorten development time

B.1 DEPARTURES FROM PC/AT* SYSTEM ARCHITECTURE

This chapter describes the areas in which the Intel386 EX processor departs from a standard PC/AT system architecture and explains how to work around those departures if necessary. Chapter 5, "Device configuration," shows an example configuration for a PC/AT-compatible system.

B.1.1 DMA Unit

The PC/AT architecture uses two 8237A DMA controllers, connected in cascade, for a total of seven channels. One DMA controller allows byte transfers and the other allows word transfers. However, the 8237A has two major restrictions:

- It has only 16-bit addressing capability. This requires a page register to allow address extension for a system based on a processor like the Intel386 EX processor, with 26-bit (64 Mbyte) physical memory addressing capability. A page register implementation is cumbersome and degrades the system performance.
- The 8237A has no natural two-cycle data transfer mode to allow memory-to-memory transfers. Instead, two DMA channels have to be used in a very specific manner. Transferring data between memory and memory-mapped I/O devices, common in embedded applications, would not be easy.

To eliminate these problems with an 8237A DMA controller, the Intel386 EX processor integrates a DMA controller unit that differs from the 8237A DMA in these ways:

- It provides two channels, each capable of either byte or word transfers.
- Each channel can transfer data between any combination of memory and I/O. The BIU supports both fly-by and two-cycle operation.
- For programming compatibility, the internal DMA unit preserves all of the 8-bit registers of the 8237A. The 8237A's command register bits that affect two-channel memory-to-memory transfers, compressed timing, and DREQ/DACK signal polarity selection are not supported by the internal DMA.
- The internal DMA uses 26-bit address registers to support the 26-bit address bus and uses 24-bit byte count registers to support larger data blocks than are possible with the 8237A. However, each channel can be configured to look like an 8237A with page registers (i.e., 16-bit address and byte count registers).

Chapter 16, "DMA Controller," describes the DMA unit's features in detail.

While the internal DMA offers a comprehensive set of features to meet the needs of most embedded applications, strict DOS compatibility may be critical to some. Since the advent of Intel386 processor-based PCs, newer versions of DOS use the DMA channel on the PC motherboard only for the floppy disk controller interface. In most embedded applications, this would not pose a major problem. Some applications may bypass the DOS and BIOS layers and access the 8237A DMA to perform specific tasks. These applications might not work with the internal DMA configuration. The Intel386 EX processor's flexible address remapping scheme enables you to map the internal DMA out of the DOS I/O space and then connect an external 8237A to achieve PC/AT compatibility. The internal DMA can still be used for other non-DOS related functions.

B.1.2 Bus Signals

The address, data, and control signals, along with the interrupt and DMA control signals, **do not** directly conform to the PC/AT architecture expansion bus. However, one can easily construct a PC/AT bus from these signals or a combination of these signals. For example, the AEN signal is typically generated as shown in Figure B-1 in a PC/AT-compatible system.

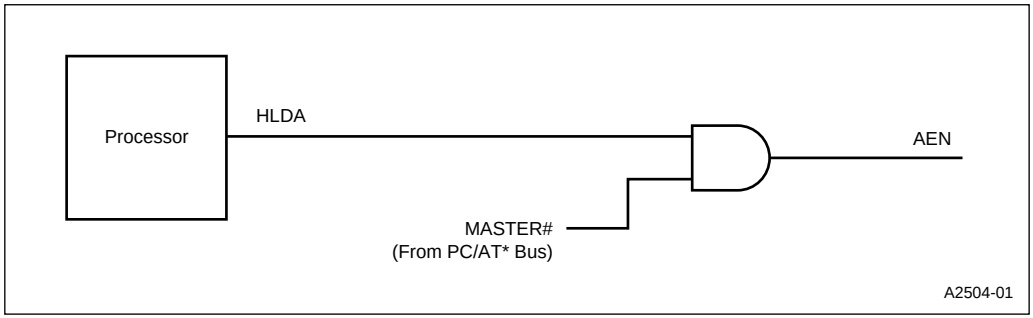


Figure B-1. Derivation of AEN Signal in a Typical PC/AT System

For systems based on Intel386 EX processor, the AEN signal could be derived as shown in Figure B-2. Notice that since the DMA acknowledge signals are used instead of a generic HLDA, there is no need to incorporate the REFRESH# signal in the logic.

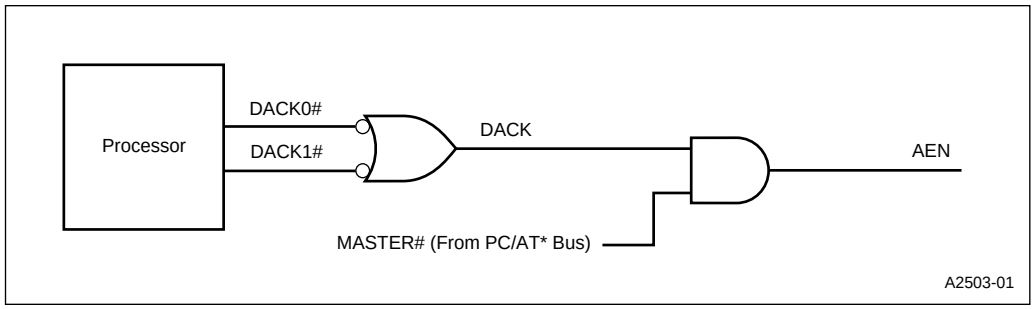


Figure B-2. Derivation of AEN Signal for Intel386™ EX Processor-based Systems

In a PC/AT system using the 8237A DMA controller in fly-by mode, the 8237A generates appropriate control signals for memory (MEMR# or MEMW#) and for I/O (IOW# and IOR#). The Intel386 EX processor's internal DMA, during fly-by transfers, generates control signals (M/IO# and W/R#) that apply to the memory device. There needs to be some external logic that can detect the DMA operation (through the AEN signal) and generate a complementary I/O cycle. For example, if the DMA is generating a memory read cycle and AEN is active, then the logic should drive the IOW# signal on the PC/AT bus. Actually, the internal DMA could be programmed in a two-cycle mode and then the need for external logic could be obviated. This will not have a significant impact on the performance — of the two cycles required to complete the transfer, the I/O cycle is the long one (meeting PC/AT timings) while the memory cycle is relatively very quick.

Also the drive capability and the operating frequency of the Intel386 EX processor signals are different from the standard PC/AT bus (which requires 24 mA drive capacity at 200 pF capacitive load).

Most PC/AT systems presently operate in a “quiet bus” mode so that non-ISA cycles are not reflected on the ISA bus. What this means in a typical implementation is that the address/data buses may change states, but the control signals are not strobed if a non-ISA cycle is detected. External three-state buffers and some decoding logic are needed to implement this scheme.

B.1.3 Interrupt Control Unit

Interrupt signals IRQ10, IRQ11, IRQ12, and IRQ15 found on an ISA bus are not directly available for external interrupt connections in systems based on Intel386 EX processor. If an application intends to use these IRQ*n* signals, then they can be rerouted to other IRQ signals available in Intel386 EX architecture, and the respective interrupt handler routines assigned accordingly.

B.1.4 SIO Units

In the modem control register (MCR), the OUT1 register bit is used only in loopback tests. This register bit and the OUT2 bit are not connected to any package pins for either of the two SIO units. Typically, the OUT2 register bit in MCR is used as an SIO interrupt enable control signal on PC/AT I/O cards.

The SIO units (COM1 and COM2) are connected to the equivalent of a PC’s local bus, not the ISA bus. This does not affect the compatibility with DOS application software in any form.

B.1.5 Word Read/Write Access of 8-bit Registers

Some 8-bit registers in the Intel386 EX processor internal peripheral units must be accessed as bytes, not by a 16-bit access to two adjacent byte registers. For example, the SIO registers must be accessed only as byte-wide registers. Some PC software may do word writes to these registers.

B.1.6 CPU-only Reset

The RESET pin on the Intel386 EX processor can be considered to function as a system reset function because all of the on-chip peripheral units, as well as the CPU core, are initialized to a known start-up state. There is no separate reset pin that goes only to the CPU. Some CPU-only reset modes, such as a keyboard controller generated CPU-only reset, will not function as expected.

A CPU-only reset can be implemented by routing the reset signal to either the NMI or SMI signal, and the appropriate handler code could then generate a corresponding CPU-Only-Reset function by setting bit 0 of the PORT92H register.

B.1.7 HOLD, HLDA Pins

These pins do not connect directly to the CPU. Instead they go to the Bus Arbiter which controls the internal HOLD and HLDA signals connected to the CPU core. However the presence of the bus arbiter is transparent as far as functionality of the external HOLD and HLDA pins of Intel386 EX processor are concerned.

In a PC/AT system, if an external bus master gains the bus by raising HOLD to the CPU or raising DREQ in DMA cascade mode, the corresponding HLDA or DACK signal stays active until the bus master drops HOLD or DREQ. In the Intel386 EX processor, when the refresh control unit requests the bus, the bus arbiter deactivates the signals on the HLDA or DACK# pins while the external bus master still has the bus (HOLD or DREQ is high). At this point, the external bus master or DMA must deassert its HOLD or DREQ signal for a minimum of one CPU clock cycle and then it can assert the signal again.

GLOSSARY

This glossary defines acronyms, abbreviations, and terms that have special meaning in this manual. (Chapter 1, “Guide to This Manual” discusses notational conventions.)

***Assert** — The act of making a signal active (enabled). The polarity (high/low) is defined by the signal name. Active-low signals are designated by a pound symbol (#) suffix; active-high signals have no suffix. To assert RD# is to drive it low; to assert HLDA is to drive it high.

BIOS — Basic input/output system. The interface between the hardware and the operating system.

BIU — Bus interface unit. The internal peripheral that controls the external bus.

Boundary-scan — The term *boundary-scan* refers to the ability to scan (observe) the signals at the boundary (the pins) of a device. A major component of the *JTAG* standard.

CSU — Chip-select unit. The internal peripheral that selects an external memory device during an external bus cycle.

***Clear** — The term *clear* refers to the value of a bit or the act of giving it a value. If a bit is clear, its value is “0”; clearing a bit gives it a “0” value.

Deassert — The act of making a signal inactive (disabled). The polarity (high/low) is defined by the signal name. Active-low signals are designated by a pound symbol (#) suffix; active-high signals have no suffix. To deassert RD# is to drive it high; to deassert HLDA is to drive it low.

DMA — Direct memory access controller. The internal peripheral that allows external or internal peripherals to transfer information directly to or from the system. The two-channel DMA controller is an enhanced version of the industry-standard 8237A DMA peripheral.

DOS Address Space

Addresses 0H–03FFH. The internal timers, interrupt controller, serial I/O ports, and DMA controller can be mapped into this space. In this manual, the terms *DOS address* and *PC/AT address* are synonymous.

DOS-compatible Mode

The addressing mode in which the internal timer, interrupt controller, serial I/O ports, and DMA controller are mapped into the DOS address space. This mode decodes only the lower 10 address bits, so the *expanded address space* is inaccessible.

Edge-triggered

The mode in which the interrupt controller recognizes a rising edge (low-to-high transition) on an interrupt request signal as an interrupt request. The internal peripherals use edge-triggered interrupt requests; this is compatible with the PC/AT bus specification. External peripherals can use either edge-triggered or *level-sensitive* interrupt requests.

Enhanced DOS Mode

The addressing mode in which the internal timer, interrupt controller, serial I/O ports, and DMA controller are mapped into both the *DOS address space* and the *expanded address space*. This mode decodes all 16 address bits. All internal peripherals can be accessed in the expanded address space; the internal timer, interrupt controller, serial I/O ports, and DMA controller can also be accessed in the DOS address space.

Expanded Address Space

Addresses 0F000H–0F8FFH. All internal peripheral registers reside in this space. The internal timer, interrupt controller, serial I/O ports, and DMA controller can also be mapped into DOS (or PC/AT) address space.

ICU

Interrupt control unit. The internal peripheral that receives interrupt requests from internal peripherals and external pins, resolves priority, and presents the requests to the CPU. The ICU is functionally identical to two industry-standard 82C59A programmable interrupt controllers connected in cascade.

Idle Mode

The power conservation mode that freezes the core clocks but leaves the peripheral clocks running.

Interrupt Latency — The delay between the time that the master 82C59A presents an interrupt request to the CPU and the time that the interrupt acknowledge cycle begins.

Interrupt Response Time — The amount of time required to complete an interrupt acknowledge cycle and transfer program control to the interrupt service routine.

Interrupt Resolution — The delay between the time that the interrupt controller receives an interrupt request and the time that the master 82C59A presents the request to the CPU.

ISR — Interrupt service routine. A user-supplied software routine designed to service specific interrupt requests.

JTAG — Joint Test Action Group. The IEEE technical subcommittee that developed the testability standard published as Standard 1149.1-1990, *IEEE Standard Test Access Port and Boundary-Scan Architecture*, and its supplement, Standard 1149.1a-1993. The *test-logic unit* is fully compliant with this standard.

Level-sensitive — The mode in which the interrupt controller recognizes a high level (logic one) on an interrupt request signal as an interrupt request. Unlike an *edge-triggered* interrupt request, a level-sensitive interrupt request will continue to generate interrupts as long as it is asserted.

LSB — Least-significant bit of a byte or least-significant byte of a word.

NonDOS Mode — The addressing mode in which the internal timer, interrupt controller, serial I/O ports, and DMA controller are mapped into the *expanded address space*. This mode decodes all 16 address bits. All internal peripherals can be accessed only in the expanded address space.

Nonintrusive DOS Mode — The addressing mode in which the internal timer, interrupt controller, serial I/O ports, and DMA controller can be individually mapped out of the *DOS address space* and replaced by the corresponding external peripherals. This mode decodes only the lower 10 address bits, so the *expanded address space* is inaccessible.

Normally not-ready — The term *normally not-ready* refers to a system in which a bus cycle continues until the accessed device asserts READY#.

PC/AT Address Space — Addresses 0H–03FFH. The internal timers, interrupt controller, serial I/O ports, and DMA controller can be mapped into this space. In this manual, the terms *DOS address* and *PC/AT address* are synonymous.

Pipelining — A bus interface technique that controls the address and status outputs so the outputs for the next bus cycle become valid before the end of the current bus cycle, allowing external bus cycles to overlap. By increasing the amount of time available for external memory or I/O devices to respond, pipelining allows systems to achieve high bandwidth with relatively slow, inexpensive components.

Powerdown Mode — The power conservation mode that freezes both the core clocks and the peripheral clocks.

RCU — Refresh control unit. The module that simplifies the interface between the processor and DRAM components by providing the necessary bus control and timing for refresh operations.

Reserved Bits — Register bits that are not used in this device but may be used in future implementations. Avoid any software dependence on these bits.

Set — The term *set* refers to the value of a bit or the act of giving it a value. If a bit is set, its value is “1”; setting a bit gives it a “1” value.

SIO Unit — Serial input/output unit. The internal peripheral that allows the system to communicate with external peripheral devices and modems.

SMM — System management mode. The hardware and software enhancement that reduces system power consumption by allowing the device to execute specific routines for power management.

SMRAM — A 32-Kbyte memory partition (38000H–3FFFFH) used for *SMM*. The upper 512 bytes (3FE00H–3FFFFH) are reserved for the CPU and must reside in RAM; the remainder of the partition is used for user-supplied driver code and may reside in read-only storage.

SSIO Unit — Synchronous serial input/output unit. The internal peripheral that provides 16-bit bidirectional serial communications. The transmitter and receiver can operate independently (with different clocks) to provide full-duplex communication.

State Time (or State) — The basic time unit of the device; the combined period of the two internal timing signals, PH1 and PH2. With a 50 MHz external clock, one state time equals 80 ns. Because the device can operate at many frequencies, this manual defines time requirements in terms of *state times* rather than in specific units of time.

TAP — Test access port. The dedicated input and output pins through which a tester communicates with the *test-logic unit*. A major component of the *JTAG* standard.

TCU — Timer/counter unit. The internal peripheral that provides three independent 16-bit down-counters.

Test-logic Unit — The module that facilitates testing of the device logic and interconnections between the device and the board. This module is fully compliant with IEEE Standard 1149.1, commonly called the *JTAG* standard.

UART — Universal asynchronous receiver and transmitter. A part of the *SIO unit*.

WDT — Watchdog timer. An internal, 32-bit down-counter that can operate as a general-purpose timer, a software watchdog timer, or a bus monitor.

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