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GLD+VME
GLD+VME/S

Hardware Reference Manual

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CE

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TABLE OF CONTENTS

1. INTRODUCTION 1-1
- 1.1 How To Use This Manual 1-1
  - 1.1.1 Purpose 1-1
  - 1.1.2 Scope 1-1
  - 1.1.3 Style Conventions 1-1
- 1.2 Related Information 1-1
- 1.3 Quality Assurance 1-1
- 1.4 Technical Support 1-2
- 1.5 Ordering Process 1-3

2. PRODUCT OVERVIEW 2-1
- 2.1 Overview 2-1
- 2.2 Single/Dual-Channel Configuration 2-2
- 2.3 Modes of Operation 2-2
  - 2.3.1 Multiple Remote Terminal Mode 2-2
  - 2.3.2 Bus Controller Mode 2-2
  - 2.3.3 Chronological Monitor Mode 2-3
  - 2.3.4 Error Detection 2-3
- 2.4 Discrete RS-422 Signals 2-3
- 2.5 Separate Elapsed Timers 2-3
- 2.6 Memory 2-4
  - 2.6.1 On-board Dual-Port RAM 2-4
  - 2.6.2 Board Configuration 2-4
- 2.7 Interrupt Handling 2-4
- 2.8 Registers 2-5
- 2.9 Other Options 2-5

3. INSTALLATION 3-1
- 3.1 Overview 3-1
- 3.2 Unpack and Inspect the Board 3-1
- 3.3 Set the Hardware Switches 3-1
- 3.4 Locate the Fail-Safe-Timer Jumpers 3-2
- 3.5 Locate Connectors 3-4
- 3.6 Install the Board In The Host 3-4
- 3.7 Select Direct or Transformer Coupling 3-4
- 3.8 Select 1553 Connections Via Front Panel or VME P2 Connector 3-5
- 3.9 RS-422 Port Option 3-6
- 3.10 Load Microcode 3-7
- 3.11 Software Installation, Configuration and Operation 3-7

4. BC MODE OPERATION 4-1
- 4.1 Overview 4-1
- 4.2 BC Features 4-1
  - 4.2.1 Timers 4-1
  - 4.2.2 Discrete Output Signals 4-1
  - 4.2.3 Interrupts 4-2
  - 4.2.4 Error Response 4-2
  - 4.2.5 Protocol Errors and Status Exceptions 4-2
- 4.3 Buslist Instructions 4-3

4.3.1 Types of Buslist Instruction Blocks 4-3
4.3.2 Bit Ordering 4-3
4.3.3 NO-OP (Instruction 00 *hex*) 4-4
4.3.4 JUMP (Instruction 01 hex) 4-5
4.3.5 HALT (Instruction 02 *hex*) 4-8
4.3.6 MODE CODE (Instruction 03 *hex*) 4-9
4.3.7 BC-to-RT TRANSFER (Instruction 04 *hex*) 4-11
4.3.8 RT-to-BC TRANSFER (Instruction 05 *hex*) 4-13
4.3.9 RT-to-RT TRANSFER (Instruction 06 *hex*) 4-15
4.3.10 HALT UNTIL DELAY (Instruction 07 *hex*) 4-17
4.3.11 RESET STACK (Instruction 08 *hex*) 4-19
4.3.12 INTERMESSAGE DELAY (Instruction 09 *hex*) 4-20
4.3.13 PAUSE (Instruction 0A *hex*) 4-21
4.4 Message Block Structure 4-22
4.4.1 Message Buffer Link Word 4-23
4.5 BC Mode Code Data Block 4-25
4.6 Error Injection (GLD+ Multi-Function Board Only) 4-26
4.6.1 Error Control Word 4-26
4.6.2 Error Codes 4-27
4.7 BC Start Trigger 4-30

5. MRT MODE OPERATION 5-1
5.1 Overview 5-1
5.2 Status Block 5-1
5.2.1 Addressing the Status Block 5-4
5.3 Subaddress Response Word Pairs 5-5
5.3.1 Error Injection (GLD+ Multi-Function Board Only) 5-5
5.3.2 Extracting Address from the Command Word 5-5
5.4 Message Buffers 5-8
5.4.1 Message Buffer Link Word 5-8
5.4.2 Header Words 5-8
5.4.3 Data Words 5-10
5.5 RT Mode Code Response Word Block 5-11
5.6 Mode Code Response Word 5-12
5.7 Description of Mode Code Microcode Operations 5-13
5.8 Interrupts 5-19

6. CM MODE OPERATION 6-1
6.1 Overview 6-1
6.2 Data Capturing Methods 6-1
6.2.1 Record All 6-1
6.2.2 Filter 6-1
6.3 Monitoring 1553A Devices 6-1
6.4 Chronological-Monitor Elapsed Timer (ELT) 6-2
6.5 Monitor Block 6-2
6.6 Monitor Buffer 6-3
6.6.1 Monitor Buffer Link Word 6-3
6.6.2 Header Word 6-4
6.7 Message Record 6-5
6.8 Buffer Switching 6-7
6.9 CM Start Trigger 6-8

APPENDICES

Appendix A - SPECIFICATIONS A-1
Appendix B - INTERRUPTS B-1
Appendix C - REGISTERS C-1
Appendix D - DYNAMIC TAGWORDS D-1
GLOSSARY GLOSSARY-1
INDEX INDEX-1

FIGURES

Figure 2-1 GLD+VME and GLD+VME/S Board 2-1
Figure 2-2 GLD+ Board Memory Map 2-4
Figure 3-1 GLD+ Board Rotary Switch Locations 3-1
Figure 3-2 I/O Address Rotary Switches 1 and 2 and 3 3-2
Figure 3-3 Jumper Locations 3-3
Figure 3-4 Channel 1 and Channel 2 (Dual-Channel Board Only) Connector Locations 3-4
Figure 3-5 Direct Coupling on Pins 1 & 2 of Jumpers JP11-14 or JPB11-14 and 1553 Connection to Front Panel on Pins 1 & 2 of Jumpers JP16-19 or JPB16-19 3-4
Figure 3-6 Direct Coupled MIL-STD-1553A or B Protocol Bus 3-5
Figure 3-7 Transformer Coupled MIL-STD-1553A or B Protocol Bus 3-6
Figure 4-1 NO-OP Structure (Instruction 00 hex) 4-4
Figure 4-2 JUMP (Instruction 01 hex) 4-5
Figure 4-3 JUMP Sublist Example 4-7
Figure 4-4 HALT (Instruction 02 *hex*) 4-8
Figure 4-5 MODE CODE (Instruction 03 hex) 4-9
Figure 4-6 BC-TO-RT TRANSFER (Instruction 04 hex) 4-11
Figure 4-7 RT-TO-BC TRANSFER (Instruction 05 *hex*) 4-13
Figure 4-8 RT-TO-RT TRANSFER (Instruction 06 hex) 4-15
Figure 4-9 HALT UNTIL DELAY (Instruction 07 hex) 4-17
Figure 4-10 RESET STACK (Instruction 08 *hex*) 4-19
Figure 4-11 INTERMESSAGE DELAY (Instruction 09 *hex*) 4-20
Figure 4-12 PAUSE Instruction (Instruction 0A hex) 4-21
Figure 4-13 Message Block 4-22
Figure 4-14 Message Buffer 4-22
Figure 4-15 Message Buffer Link Words 4-23
Figure 4-16 Header Word 1 4-23
Figure 4-17 Header Word 2 4-25
Figure 4-18 BC Mode Code Data Block 4-25
Figure 4-19 Error Control Word 4-26
Figure 4-20 Sample Gap Injection of 5.5 Microseconds 4-29
Figure 5-1 RT Status Block 5-1
Figure 5-2 Subaddress Response Word Pair 5-6
Figure 5-3 Message Block 5-7
Figure 5-4 Message Buffer 5-7
Figure 5-5 Message Buffer Link Words 5-8
Figure 5-6 Header Word 1 5-8
Figure 5-7 Header Word 2 5-10
Figure 5-8 Mode Code Response Block 5-11
Figure 5-9 Mode Code Response Word 5-12
Figure 6-1 Monitor Block 6-2
Figure 6-2 Monitor Buffer 6-3
Figure 6-3 Monitor Buffer Link Word 6-3
Figure 6-4 Header Word 6-4
Figure 6-5 Message Record Format 6-5
Figure 6-6 Tag Word 6-6
Figure 6-7 Microcode Buffer-Switch Mechanism 6-7

TABLES

Table 2-1 Discrete Signals 2-3
Table 3-1 P2 Connections for 1553 3-5
Table 3-2 RS-422 Pinouts 3-6
Table 4-1 JUMP Types (Bits 8 - 11) 4-5
Table 4-2 Error Injection Codes 4-28
Table 4-3 Gap Count Field in Microseconds 4-29
Table 5-1 RT Status Block Words 5-2
Table 5-2 MIL-STD-1553B Non-Broadcast Mode Code Microcode Operations (RT 0-30) 5-13
Table 5-3 MIL-STD-1553B Broadcast Mode Code Microcode Operations (RT=31) 5-16

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1. INTRODUCTION

1.1 How To Use This Manual

1.1.1 Purpose

This manual describes the GLD+VME multi-function and GLD+VME/S single-function hardware products including configuration, modes of operation, output signals, timers, memory, interrupts, and registers. It describes how to unpack, set up, and install the hardware.

1.1.2 Scope

This information is intended for systems designers, engineers and MIL-STD-1553 network installation personnel. You need an understanding of MIL-STD-1553 networking, hardware installation and operation to effectively use this manual.

1.1.3 Style Conventions

- Hexadecimal values are written with the word hex italicized and one point smaller than the context font following the value; for example, 03FF *hex.*
- Switch, signal and jumper abbreviations are in capital letters; for example, RSW1, JP5, etc.
- Buslist instruction names are in capital letters; for example, NO-OP, JUMP, etc.
- Bit values are shown in single-quotes; for example, Set bit 15 to '1'.

1.2 Related Information

- *GLD+ SIMMPL Application Programming Interface Guide*
  (Document no. T-T-ML-GPXXXAS)
- *GLD+ LEGACY Application Programming Interface Guide*
  (Document no. T-T-ML-GPXXXAL)
- *GLD+VME & GLD+VME/S Software Installation Manual for Motorola PowerPC Running VxWorks 5.3.1*
  (Document number T-T-MI-GPVCVF)
- *GLD+VME & GLD+VME/S SIMMPL Software Installation Manual for Motorola PowerPC Running VxWorks 5.3.1*
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- Improve the quality of our operations to meet the needs of our customers, suppliers, and other stakeholders.
- Provide our employees with the tools and overall work environment to fulfill, maintain, and improve product and service quality.
- Ensure our customer and other stakeholders that only the highest quality product or service will be delivered.

The British Standards Institution (BSI), the world's largest and most respected standardization authority, assessed Systran's Quality System. BSI's Quality Assurance division certified we meet or exceed all applicable international standards, and issued Certificate of Registration, number FM 31468, on May 16, 1995. The scope of Systran's registration is: "Design, manufacture and service of high technology hardware and software computer communications products." The registration is maintained under BSI QA's bi-annual quality audit program.

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- World Wide Web address: http://www.systran.com/

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2. PRODUCT OVERVIEW

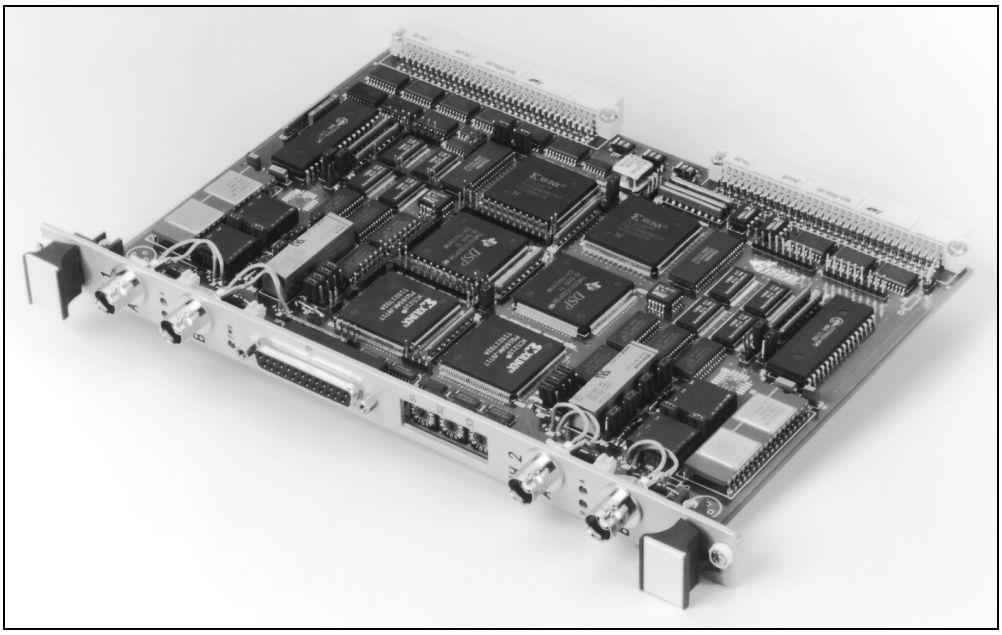


Figure 2-1 GLD+VME and GLD+VME/S Board

2.1 Overview

The GLD+ boards provide powerful and convenient register-based interfaces between a host computer and a MIL-STD-1553 data bus. They are 'C' size VME modules. The GLD+ boards enable the host to operate in real-time as a MIL-STD-1553A or B protocol Bus Controller (BC), Multiple Remote Terminals (MRT) and/or Chronological Monitor (CM). The GLD+ boards provide the host with complete access to data received or transmitted on the bus and the ability to detect bus errors.

The GLD+ boards use a high-speed controller in conjunction with Dual-Port Random Access Memory (RAM) to provide a complete, intelligent emulation system. Using on-board data structures located in the Dual-Port RAM, the board can sustain operation on the bus without host intervention. In addition, the CM stores commands, status responses, gap times and time tags within the same buffer.



NOTE: The GLD+ single-function board does not support error injection and cannot operate simultaneously as a bus controller, multiple remote terminal, and/or monitor.

2.2 Single/Dual-Channel Configuration

The GLD+ boards are offered as a single (1A and 1B bus) or dual (2A and 2B buses) channel configuration. The dual-channel configuration provides all of the functionality of two single boards and twice the amount of on-board dual-port RAM. Each channel contains 64 K Words of dual-port RAM and may be mapped to one area of memory or two different areas of memory.

2.3 Modes of Operation

The GLD+ multi-function board can operate independently or simultaneously in BC, MRT and CM modes. All MIL-STD-1553A or B protocol communication between emulated devices occurs over the 1553 bus, rather than through a local bus. The three operating modes provide extensive bus protocol error detection, such as parity and no-response errors.

The GLD+ single-function board operates in the BC, MRT, or CM mode. A MIL-STD-1553A or B protocol communication between emulated devices occurs over the 1553 bus rather than through a local bus. The three operating modes provide extensive bus protocol error detection, such as parity and no-response errors. The GLD+ single-function board does not support error injection.

2.3.1 Multiple Remote Terminal Mode

Using 64 K word Dual-Port RAM, the GLD+ boards can receive, store and count approximately 1700 bus messages of 32 data words each. Bus messages are transmitted and received without host intervention. The RT generates an interrupt when a message buffer transmits or receives data, and enables specific subaddresses and mode codes. RTs can be programmed individually for 1553A or B protocol.

The GLD+ multi-function board in MRT mode can inject the same errors as the Bus Controller mode. These errors are programmed at the subaddress level. An error can be injected once or continuously.

2.3.2 Bus Controller Mode

The BC defines, stores and executes comprehensive lists of bus instructions. The GLD+ boards efficiently address up to 32 RTs (31 RTs and one Broadcast RT, RT 31 in 1553B mode). The BC can generate and process any valid type of MIL-STD-1553A or B protocol message:

- BC-to-RT Transfer
- RT-to-BC Transfer
- RT-to-RT Transfer
- Mode Command Without Data Word
- Mode Command With Data Word (Transmit, 1553B mode only)
- Mode Command With Data Word (Receive, 1553B mode only)
- Broadcast commands (1553B mode only)

The GLD+ multi-function board in BC mode can inject a variety of errors for each transmission on the MIL-STD-1553 bus. These errors are specified as a part of each buslist instruction and may be individually enabled or disabled. An error can be injected once or continuously (each time a message is sent).

2.3.3 Chronological Monitor Mode

The CM captures all or selected traffic. The GLD+ multi-function board can monitor traffic while simultaneously acting as a BC and/or one or more RTs. Data transfers may be filtered down to the subaddress and direction level. Mode commands can be selectively monitored down to individual mode codes.

2.3.4 Error Detection

The GLD+ boards can detect a variety of protocol and electrical errors. Errors detected in the Bus Controller mode fall into one of three categories:

- Protocol violation
- Status exception
- No response

Section 4.2.4 Error Response explains in more detail how the Bus Controller mode handles errors. In the MRT mode, protocol errors will be noted in any interrupt packet and the RT will take appropriate response according to the 1553A or 1553B protocol definition. In the Chronological Monitor (CM) mode, errors detected include parity and high and low bit count. All other errors are grouped together and indicated in the Tag Word. See Chapter 6 CM MODE OPERATION for details.

2.4 Discrete RS-422 Signals

Both the GLD+ boards are equipped with an RS-422 port. This port provides a Discrete Output Signal (DOS) with duration of two microseconds, which may be programmed to signal the start of any buslist instruction. The port also allows for input of an external elapsed timer (ELT) clock and reset signal, as well as a start trigger for the BC mode and the CM mode. Refer to Section 3.9 RS-422 Port Option for details on accessing these signals.

Table 2-1 Discrete Signals

Signal Name	Direction	Mode Affected	Product Available On
BC Start Trigger	Input	BC	Both
Discrete Output Signal	Output	BC	Both
Ext. Elapsed Timer Reset	Input	CM	Both
Ext. Elapsed Timer Clock	Input	CM	Both
CM Start Trigger	Input	CM	Both

2.5 Separate Elapsed Timers

The GLD+ boards have two on-board 32-bit elapsed timers. One timer is used for bus controller inter-message timing while the other timer tracks absolute-simulation time for the CM time stamping. Each timer has one-microsecond resolution.

2.6 Memory

2.6.1 On-board Dual-Port RAM

The GLD+ board Dual-Port RAM allows the host computer to share data and structures without 1553 process interference. Application programs can use the Dual-Port RAM for variables and data structures residing in the host's main memory. Storing all data and program structures in the Dual-Port RAM eliminates the need for continuous host bus support of MIL-STD-1553 activity.

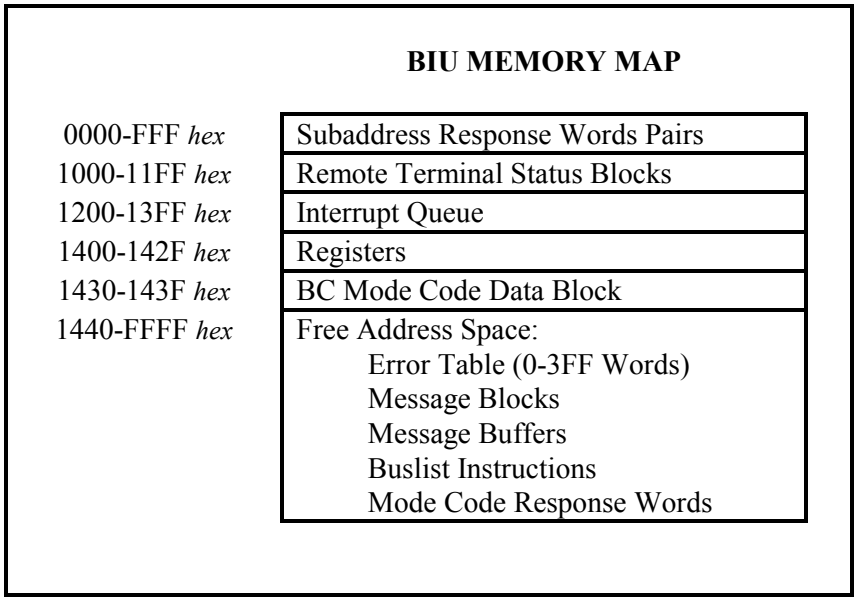


Figure 2-2 GLD+ Board Memory Map

2.6.2 Board Configuration

The GLD+ boards must be initialized to provide access to memory, registers, and interrupts. Through a series of register accesses, the microcode is loaded to the onboard processor. After this has been successfully accomplished, the 1553 data structures are defined. These structures configure the 1553 modes for simulation and/or monitor of the 1553 bus. The default for all modes is the 1553B protocol. The microcode can also be loaded from a file to the on-board microcode RAM.

The Dual-Port RAM contains the area required for data structure storage. The RAM is broken down into many different areas, including areas for RT configuration, subaddress configuration, MIL-STD-1553A or B protocol data buffers, and CM buffers. With a dual-channel model each channel must be treated as if there were two cards in the system. Each channel is fully independent, sharing only the host-bus-buffering chips.

2.7 Interrupt Handling

An interrupt notifies the host that a specific condition has occurred (for example, a message-buffer access, a BC instruction execution or a 1553 error).

Multiple interrupts may be generated while the host is processing an interrupt due to interrupt latency and host-processing speed. To preserve the integrity of all enabled

events, the GLD+ boards continuously buffer interrupt events from within the Interrupt Queue. The interrupt queue can hold up to 36 14-word interrupt packets and is located at hexadecimal memory addresses 1200 *hex* to 13FF *hex*.

For details, see Appendix B: INTERRUPTS.

2.8 Registers

Each channel of the GLD+ board has three register spaces:

I/O space .....The Configuration Registers are for user I/O functions and must be mapped into the host I/O space.

Memory space .....The Real-Time Control Registers provide important information, such as operating mode status and control.

Function Registers .....A subset of the Real-Time Control Registers that control certain board functions; for example, buslist execution.

For details, see Appendix C: REGISTERS.

2.9 Other Options

Certain models of GLD+ multi-function board are available with the 1553B variable output amplitude option or 1553A MacAir waveform. Contact Systran for more information regarding this option.

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3. INSTALLATION

3.1 Overview

This section provides step-by-step instructions on the unpacking, setup and connection of the board; software installation, board initialization, and 1553 function programming.

3.2 Unpack and Inspect the Board



NOTE: The hardware board is shipped in a protective anti-static bag. Do not remove the board from the anti-static package until properly grounded or the board may be damaged.

Remove the board from the packing box and the protective bag. Place the hardware board on top of the protective bag or on an electrostatically controlled work surface. If the board appears to be damaged, contact Systran immediately at (800) 252-5601 or send an e-mail to support@systran.com.

3.3 Set the Hardware Switches

The channel I/O Address rotary switches are located at the faceplate middle section of the board (Figure 3-1). These rotary switches define the Initialization Registers for each channel on the card. (See Appendix C, Registers, for more information.) Each channel requires 32 words of I/O.

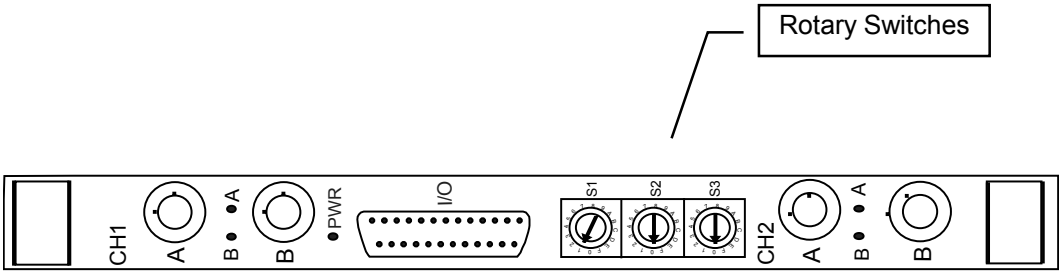


Figure 3-1 GLD+ Board Rotary Switch Locations

Rotary Switches 1 (RSW1) and 2 (RSW2) and 3 (RSW3) are factory set at 100 *hex* (Figure 3-2). The GLD+ board's I/O Address ranges from 0000 *hex* through FF80 bytes.

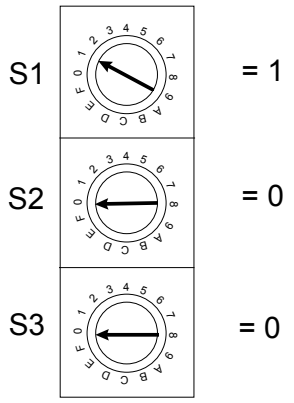


Figure 3-2 I/O Address Rotary Switches 1 and 2 and 3



NOTE: For dual-channel boards, channel 1 registers will exist at the switched address. Channel 2 registers will occupy a contiguous space at a word address of (switched address +40 *hex*) or a byte address of (switched address +80 *hex*).



NOTE: The I/O address must be set on an even 80 *hex*-byte boundary.

The I/O switches always select the address of the first channel. For dual-channel boards, the address of the second channel immediately follows that of the first channel.

EXAMPLE

To select address '2000' for the first channel, select:

```
RSW1 = 2, RSW2 = 0, RSW3 = 0
```

3.4 Locate the Fail-Safe-Timer Jumpers

Jumpers JP7 (and JPB7 on a dual-channel card) control the transmit Fail-Safe Timer. This timer allows an interrupt to be generated after 720 µs of continuous bus transmission. This interrupt also disables the transmitter from further use. The factory setting enables the timer. Installing jumpers JP7 (and JPB7 on a dual-channel card) disables the Fail-Safe Timer.

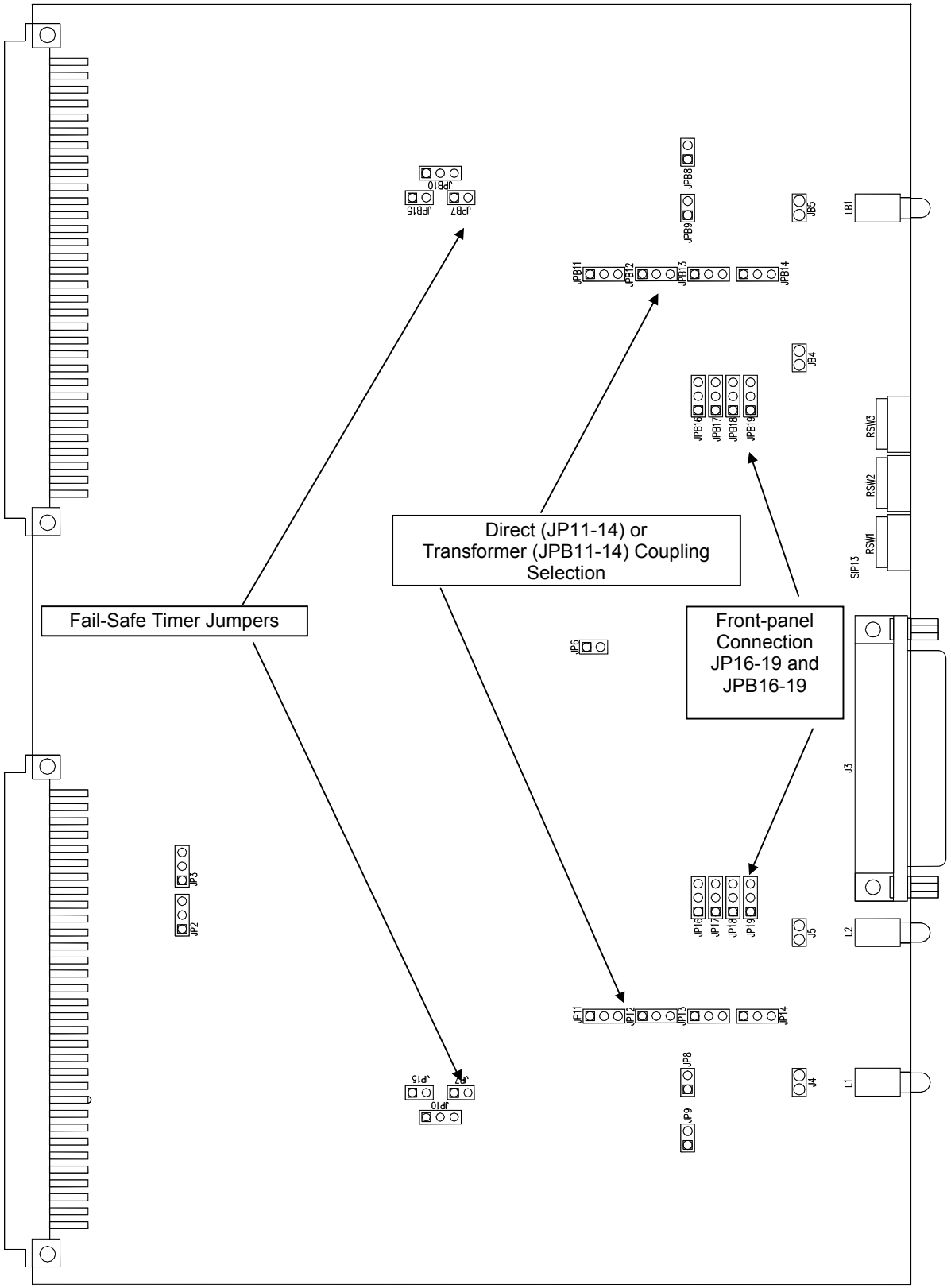


Figure 3-3 Jumper Locations

3.5 Locate Connectors

Standard triax jacks connect the GLD+ board to the 1553 bus (Figure 3-4). With the board horizontal, component side up, and the faceplate to the front, Channel 1 is the left set of jacks and Channel 2, if present, is the right set. Bus A is the left jack of each set.

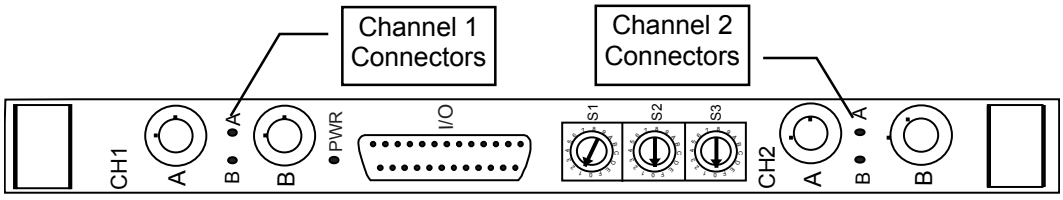


Figure 3-4 Channel 1 and Channel 2 (Dual-Channel Board Only) Connector Locations

3.6 Install the Board In The Host



CAUTION: Ensure power is off before installing the GLD+ board.

1. Wearing an anti-static wrist strap, position the board into an available slot in the host.
2. Push firmly on the board until it locks into place.
3. Secure the front panel with a screw.
4. Apply power to the board by turning on the system.

3.7 Select Direct or Transformer Coupling

Select the 1553 bus coupling type by using jumpers JP11–14 and JPB11–14 shown in Figure 3-3. These jumpers select direct coupling (shorting pins 1 and 2) or transformer coupling (shorting pins 2 and 3) as shown in Figure 2-5.

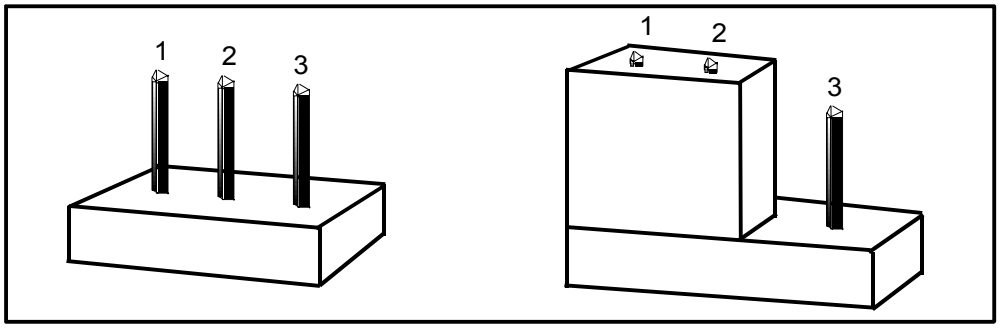


Figure 3-5 Direct Coupling on Pins 1 & 2 of Jumpers JP11-14 or JPB11-14 and 1553 Connection to Front Panel on Pins 1 & 2 of Jumpers JP16-19 or JPB16-19

The GLD+ board is connected to the MIL-STD-1553A or B protocol bus using direct or transformer coupling. Use direct coupling if the distance between the GLD+ board and the MIL-STD-1553A or B protocol bus measures 12 inches or less (Figure 3-6).

NOTE: The Relay Function Register (Appendix C, Section C.4.13) must be correctly set for 1553 bus connection.

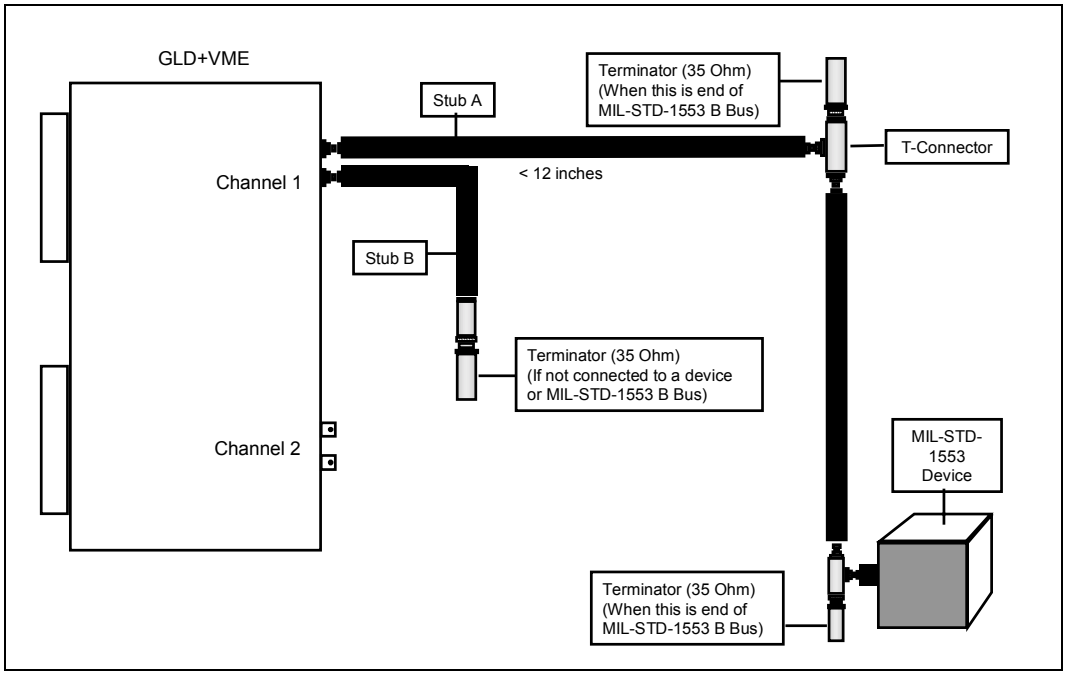


Figure 3-6 Direct Coupled MIL-STD-1553A or B Protocol Bus

Data integrity may be compromised if the distance between the board and the bus exceeds 20 feet, according to MIL-STD-1553A or B protocol.

Therefore, use transformer coupling if the distance between the GLD+ board and the MIL-STD-1553A or B protocol bus exceeds 12 inches but is less than 20 feet (Figure 3-7).

CAUTION: Regardless if the board is Direct or Transformer coupled, both 1553 buses (BUSA and BUSB) must always be terminated properly! System errors may occur on the various devices if each bus is not properly terminated.

3.8 Select 1553 Connections Via Front Panel or VME P2 Connector

Selection of the type of 1553 bus connection is done using jumpers JP16-19 and JPB16-19. These jumpers select the 1553 connections to the front panel (shorting pins 1 and 2) or to the P2 VME connector (shorting pins 2 and 3) as shown in Table 3-1.

Table 3-1 P2 Connections for 1553

P2 Pin	Bus	Channel	P2 Pin	Bus	Channel
J2A-5	A	1	J2A-8	A	2
J2C-5	A*	1	J2C-8	A*	2
J2A-7	B	1	J2A-10	B	2
J2C-7	B*	1	J2C-10	B*	2

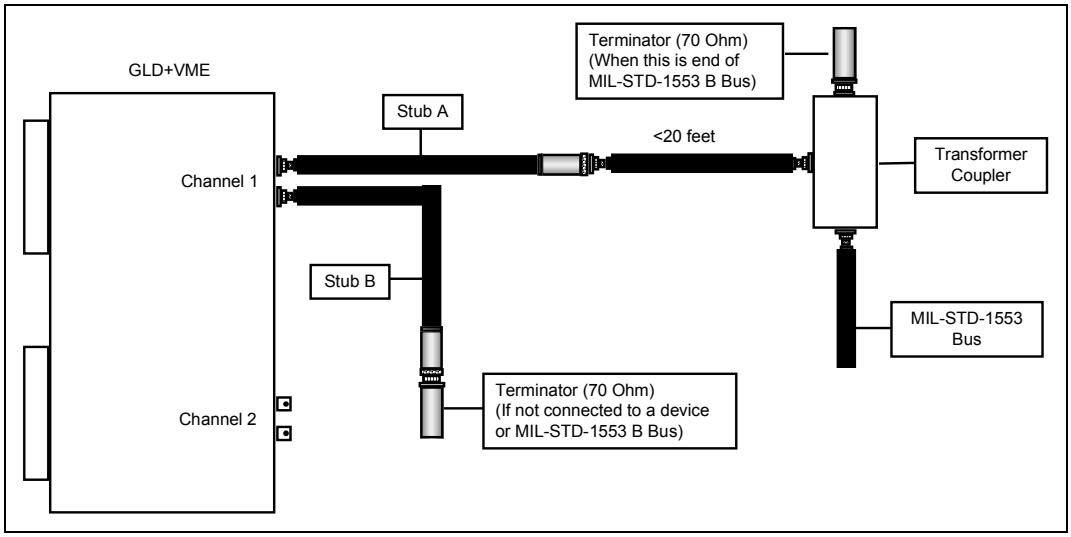


Figure 3-7 Transformer Coupled MIL-STD-1553A or B Protocol Bus

3.9 RS-422 Port Option

NOTE:

1. Set bit 0 in Word 0 of any BC buslist instruction to enable the Discrete Output Signal. See section 4.2.2 on page 4-1 for details.
2. The BC Start Trigger Input is used in conjunction with the BC Pause instruction. This signal allows you to control the execution of the buslist externally. See section 4.7 on page 4-30 for details.
3. The ELT CLK signal must not be faster than one microsecond per cycle (1 MHz)

The front panel 25-pin D connector provides access to the RS-422 signals on C-size cards. The pinouts are described in Table 3-2.

Table 3-2 RS-422 Pinouts

Pin	Description	Channel
1	START BC +	1
2	START BC -	1
3	NC	N/A
4	Reserved	N/A
5	Reserved	N/A
6	DOS +	2
7	ELT CLK +	1
8	ELT CLK -	1
9	DOS -	2
10	ELT RST +	1
11	ELT RST -	1
12	START CM+	1
13	START CM-	1

Pin	Description	Channel
14	START BC+	2
15	START BC -	2
16	Reserved	N/A
17	Reserved	N/A
18	ELT CLK +	2
19	ELT CLK -	2
20	ELT RST +	2
21	ELT RST -	2
22	START CM +	2
23	START CM -	2
24	DOS +	1
25	DOS -	1

3.10 Load Microcode

After power-up, the microcode must be loaded from the on-board PROM or a file to the on-board microcode RAM before the board will function.

3.11 Software Installation, Configuration and Operation

Refer to the appropriate *GLD+VME and GLD+VME/S Software Installation Manual* and *GLD+ Application Programming Interface Guide* to perform the following procedures:

- Install software
- Load the microcode
- Initialize the channel
- Program 1553 functions
- Run the channel

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4. BC MODE OPERATION

4.1 Overview

Both GLD+ boards can be programmed to operate in the BC mode to emulate all message types defined by MIL-STD-1553A or B. Any series of commands, either valid or invalid, can be sequenced as needed. A sequence of commands that the BC mode executes is called a buslist. Multiple buslists may be constructed and called up by the host in real-time.

The BC mode operates by executing a series of buslist instructions contained in the Dual-Port RAM. The instructions include those allowing generation of all MIL-STD-1553 message types, as well as NO-OP, HALT and JUMP instruction message framing. The BC mode can operate simultaneously with the MRT and CM modes.

4.2 BC Features

4.2.1 Timers

Both GLD+ boards have two timers—the BC Delay Timer and the Chronological Monitor's Elapsed Timer (ELT). See Chapter 6, CM MODE OPERATION for a description of the Elapsed Timer.

BC-DELAY TIMER

The BC-Delay timer controls the major and minor frame timing of buslists. It is a 32-bit timer with one-microsecond resolution. It starts upon execution of the first bus instruction in the buslist.

Frame Timing - The BC mode starts by writing to the BC Control Register. The time between starting the BC mode and the actual execution of the first instruction varies depending on the instruction. For best frame-timing accuracy when introducing a delay in the buslist, reset the BC Delay Timer (by setting the appropriate bit in the last bus instruction) and then delay n microseconds using the Delay BC instruction in the Interface Library. The Bus Controller minimum inter-message gap time is approximately 20 microseconds.

4.2.2 Discrete Output Signals

The BC mode allows interaction with two discrete RS-422 signals:

- The Discrete Output Signal: This signal can be enabled on any bus instruction by setting bit 0 of the bus instruction to '1'. This signal is active for 2 μs and occurs before the command is placed out on the 1553 bus.
- BC Start Trigger: The board allows an external RS-422 pulse to trigger the execution of the buslist. This signal can work in conjunction with the PAUSE instruction.

If the Discrete Out Signal bit and the Delay Timer Reset bit are both set for a buslist instruction, both GLD+ boards generate the Discrete Out Signal prior to resetting the BC Delay Timer.

4.2.3 Interrupts

In BC mode, hardware interrupts may be posted to the host when certain event interrupts occur. (See Appendix B INTERRUPTS for details.) All interrupts may be selectively enabled or disabled under control of the applications software, except for a BC HALT. HALT interrupts are always enabled whether it is a buslist instruction or an asynchronous HALT (BC Control Register write of 0000 *hex*).

4.2.4 Error Response

In actual 1553 applications, specific transmitting or receiving errors indicate problems. As in the case of the BC, each data-transfer command or mode code can be programmed to take a specific action if a protocol error is detected on the 1553 bus. The available actions include:

- No Retry
- Retry Once on the Same Bus
- Retry Once on the Opposite Bus
- Retry Once on the Same Bus (If unsuccessful, retry once on the opposite bus.)

In the action "Retry Once on the Opposite Bus," the instruction may specify that if the retry on the opposite bus is successful, switch the primary bus to the opposite bus.

4.2.5 Protocol Errors and Status Exceptions

MIL-STD-1553A or B Protocol errors are detected when RTs do not respond or respond with a message error bit set in the status word. Protocol errors include:

- No Response (the RT does not respond)
- Manchester or parity error occurs in RT transmission
- The RT address field of the RT's status word does not match the RT address field of the command word

Status exceptions are detected when a bit other than the address field is set in the RT's status word.



NOTE: The GLD+ boards cannot simulate or handle the superseding valid command function in BC mode.

4.3 Buslist Instructions

Any number of buslists can be defined within the Dual-Port RAM. The GLD+ boards execute these lists once the starting address is written to the BC Control Register. A buslist can be defined for each simulation allowing minimal host intervention during real-time simulation. A HALT instruction terminates the buslist. During simulation, the GLD+ boards update BC data in the Dual-Port RAM, continue execution of the appropriate buslist instructions, and ensure 1553 bus traffic conforms to MIL-STD-1553A or B specifications.

When the emulated BC is commanded to start, it reads instructions from a buslist and executes them sequentially until the BC encounters a HALT or JUMP instruction. If the BC is programmed to stop on errors, it will halt when it encounters an error condition.

A buslist instruction block is made up of four 16-bit words. Bits 12-15 of Word Zero of an instruction block identify the instruction type (0-A *hex)*.

The Discrete Out Signal (DOS) may be generated by the BC to signal the start of the desired command. This signal is enabled or disabled by bit 0 of Word Zero of each buslist instruction block. The signal is active for two microseconds and occurs before the command is placed out on the 1553 bus.

4.3.1 Types of Buslist Instruction Blocks

The following buslist instruction blocks are assigned a hexadecimal number:

#	Buslist Instruction
0 *hex*	NO-OP
1 *hex*	JUMP
2 *hex*	HALT
3 *hex*	MODE CODE
4 *hex*	BC-TO-RT TRANSFER
5 *hex*	RT-TO-BC TRANSFER
6 *hex*	RT-TO-RT TRANSFER
7 *hex*	HALT UNTIL DELAY
8 *hex*	RESET STACK
9 *hex*	INTERMESSAGE DELAY
A *hex*	PAUSE
B-F *hex*	Reserved

Other parameters in a buslist instruction block depend on the block type. Buslist instruction blocks are stored in memory locations from 1440 *hex* - FFFF *hex*.

4.3.2 Bit Ordering

Bit 15 is the most significant bit and bit 0 is the least significant bit.

4.3.3 NO-OP (Instruction 00 *hex*)

The NO-OP instruction can be used as a placeholder instruction. It can be inserted or removed to change the buslist without re-structuring the entire sequence. The BC proceeds to the next buslist instruction block in approximately four microseconds. Adding interrupt, Delay Timer reset and Discrete Out signaling will increase this time. If the NO-OP Interrupt Enable Bit (Bit 11) is set to '1', the BC posts a NO-OP Interrupt before proceeding to the next buslist instruction block (Figure 4-1).

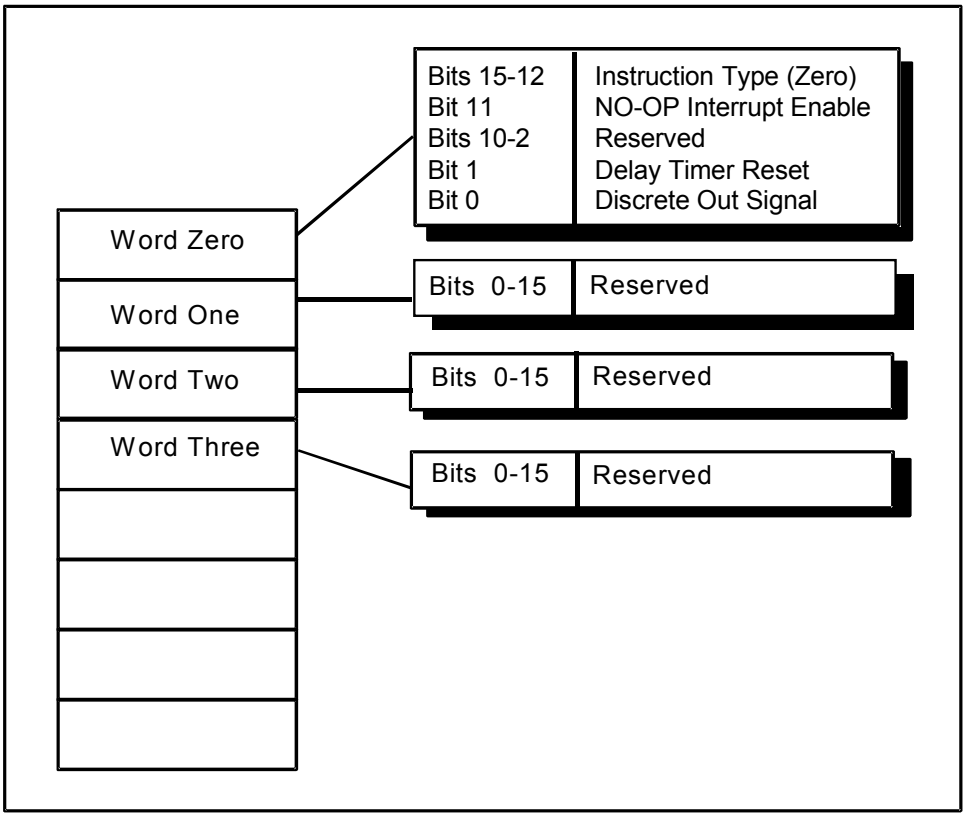


Figure 4-1 NO-OP Structure (Instruction 00 hex)

Word Zero

Bits 15-12	Instruction Type (00 *hex*)
Bit 11	NO-OP Interrupt Enable
Bits 10-2	Reserved
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Words One, Two and Three

All 16 bits of Words One, Two and Three are reserved.

4.3.4 JUMP (Instruction 01 hex)

The JUMP instruction is a branch instruction that can interrupt the sequential execution of buslist instructions (Figure 4-2). Bits 11-8 of buslist Instruction 01 *hex* determine the type of JUMP instruction (Table 4-1). Three types of JUMP instructions and a RETURN instruction allow host-independent real-time RT polling.

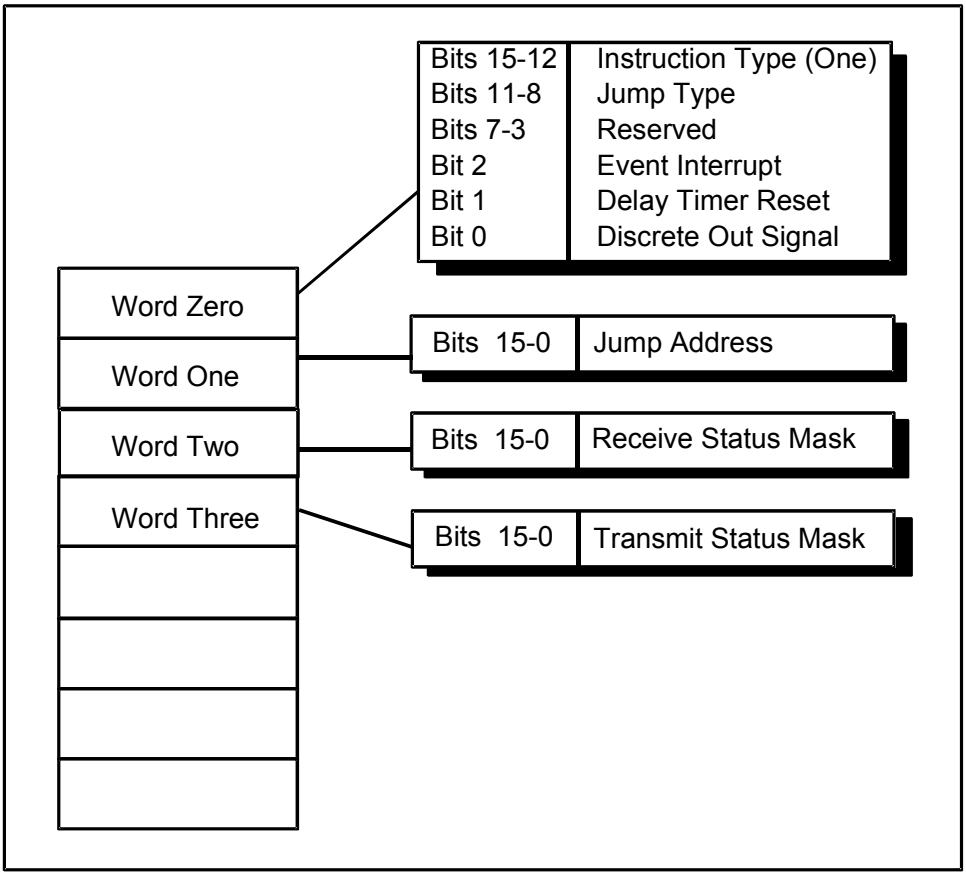


Figure 4-2 JUMP (Instruction 01 hex)

Table 4-1 JUMP Types (Bits 8 - 11)

Bits	JUMP Types
0000	Jump Always
0001	Conditional Jump to Sublist on Status Mask
0010	Conditional Jump to Sublist on Protocol Error
0011	Return From Sublist
0100	Unconditional Jump Sublist

JUMP instructions contain the jump address (Bits 15 through 0 of Word One) that locates the memory address of the next buslist instruction to execute.

When a Jump Sublist is executed, the address of the instruction is stored in a stack of up to four jump addresses. If this Jump-Address stack overflows, the BC generates a Stack Overflow Interrupt. A software or hardware reset automatically resets the jump address stack pointer. The Return From Sublist instruction pops the address from the top of the stack.

Word Zero

Bits 15-12	Instruction Type (01 *hex*)
Bits 11-8	Jump Type Defines the type of jump that the BC executes.
Bits 7-3	Reserved
Bit 2	Event Interrupt
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Word One

Bits 15-0	Jump Address The Memory Address of the next buslist instruction to execute.

Word Two

Bits 15-0	Receive Status Mask The JUMP TO SUBLIST ON STATUS MASK instruction logically ANDs the Receive status response received from the MIL-STD-1553A or B bus with this word. If the result is non-zero the BC pushes the next instruction address on the stack then jumps to the buslist instruction at the location specified in Word One. If the result is zero the BC proceeds to the instruction following the jump.

Word Three

Bits 15-0	Transmit Status Mask Same as Word Two (except that the status response received from the MIL-STD-1553A or B bus is a Transmit Status Word).

JUMP ALWAYS (0000)

This branch instruction always causes the buslist instruction block pointer to point to the next desired buslist instruction (as defined in Word One of the buslist instruction block). No entry is added to the jump-address stack upon execution of this instruction.

CONDITIONAL JUMP TO SUBLIST ON STATUS MASK (0001)

The BC can compare a mask to the Transmit or Receive Status (or both in RT-to-RT transfer). By ANDing bits in the corresponding Status Mask with the RT Status, the BC can determine if a jump will occur. A jump occurs only if a non-zero value is returned after the AND condition.

EXAMPLE

RT Status Response	1400
Status Mask	07FF
Result of AND	0400

Since the result of AND is non-zero, JUMP to Sublist occurs.

CONDITIONAL JUMP TO SUBLIST ON PROTOCOL ERROR (0010)

This instruction causes the BC to jump to a sublist of buslist instructions, if a protocol error is detected in the previous MIL-STD-1553A or B transfer. The following errors result in a conditional jump:

- No Response from an RT. A Broadcast Message is excluded since no response is correct.
- Wrong RT Address from Responding RT
- Manchester Error on Status or Data from a Responding RT

RETURN FROM SUBLIST (0011)

This instruction causes the BC to remove the last address placed on the JUMP address stack and jump to the buslist instruction at that address.



NOTE: A return execution from an empty jump stack will result in unpredictable buslist sequence.

UNCONDITIONAL JUMP SUBLIST (0100)

This instruction is similar to a JUMP-ALWAYS but places a return address on the stack before executing the jump. The instruction then continues executing the buslist at the memory address contained in the instruction (Figure 4-3).

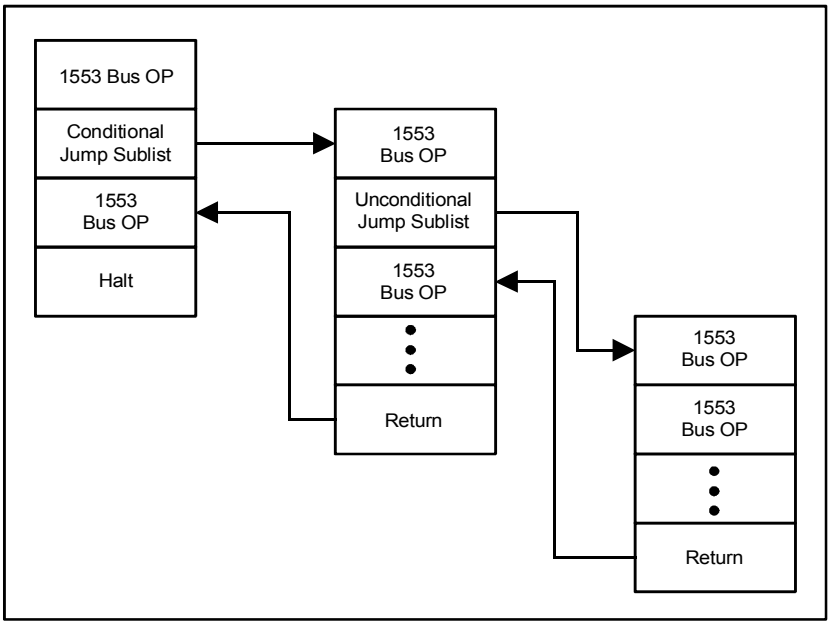


Figure 4-3 JUMP Sublist Example

4.3.5 HALT (Instruction 02 *hex*)

This instruction terminates a buslist and generates an interrupt. The interrupt cannot be disabled and will always serve as conformation of the buslist completion.

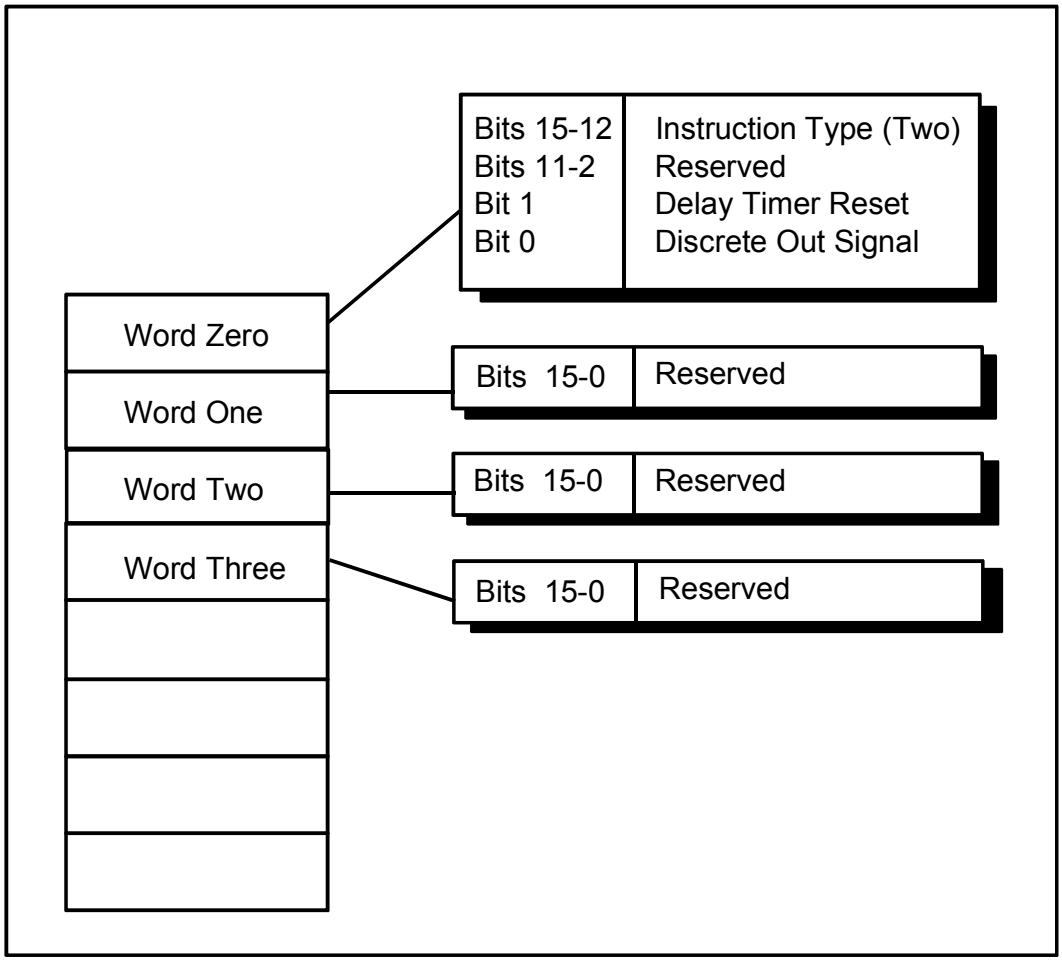


Figure 4-4 HALT (Instruction 02 *hex*)

Word Zero

Bits 15-12	Instruction Type (02 *hex*)
Bits 11-2	Reserved
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Words One through Three

All 16 bits on Words One through Three are reserved.

4.3.6 MODE CODE (Instruction 03 *hex*)

This instruction causes the BC to generate a Mode Code Command on the 1553 bus and is composed of the following words (Figure 4-5).

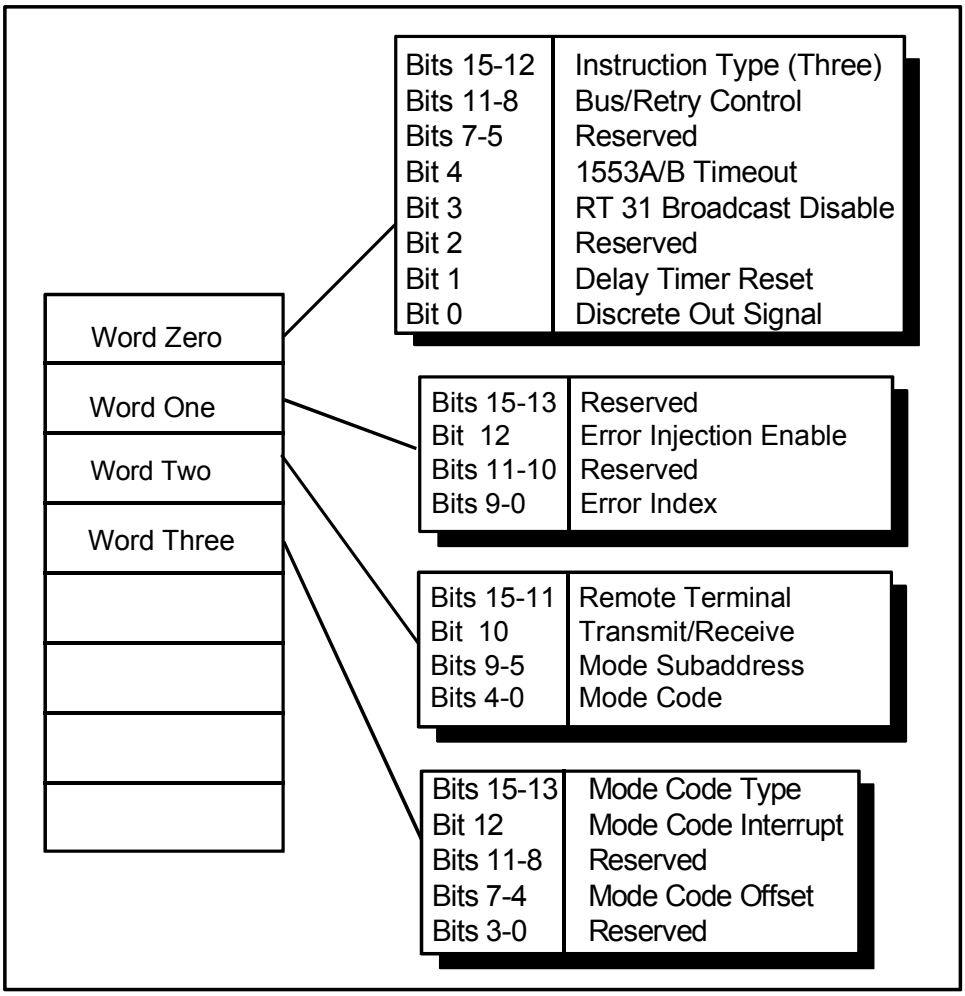


Figure 4-5 MODE CODE (Instruction 03 hex)

Word Zero - Control Word

Bits 15-12	Instruction Type (03 hex)
Bit 11	Current Bus
Bit 10	Automatic Retry on Current Bus
Bit 9	Automatic Retry on Opposite Bus
Bit 8	Modify Current Bus
Bits 7-5	Reserved
Bit 4	1553A/B Response Time-out - 0 = 1553B (14 μs) 1 = 1553A (9 μs)
Bit 3	RT31 Broadcast Disable - must be set for 1553A instructions
Bit 2	Reserved. This bit must be set to '0' or an interrupt-on-instruction will occur.

Bit 1 — Delay Timer Reset
If set to '1', the GLD+ boards reset the onboard Delay Timer to '0' prior to executing this command block.

Bit 0 — Discrete Out Signal
If set to '1', the GLD+ boards generate a two-microsecond signal to the RS-422 connector prior to executing this command block..



NOTE: If Automatic Retry on current bus (Bit 10) and Opposite Bus (Bit 9) are both set, the GLD+ boards retry on the current bus before attempting a retry on the opposite bus.



NOTE: If using error injection (GLD+ multi-function board only) see Table 4-2, page 4-28 for Error Injection Codes.

Word One - Error Control Pointer (GLD+ Multi-Function Board Only)

Bits 15-13 — Reserved

Bit 12 — Error Injection Enabled
If set to '1', the GLD+ multi-function board injects the error pointed to by the Error Index.

Bits 11 & 10 — Reserved

Bits 9-0 — Error Index
Specifies the error index to be added to the starting address of the Error Table, 1440 *hex*.

Word Two - 1553 Command Word

Bits 15-11 — Remote Terminal (0-31)

Bit 10 — Transmit or Receive
1 = Transmit
0 = Receive

Bits 9-5 — Mode Subaddress (0 or 31)

Bits 4-0 — Mode Code
MIL-STD-1553A or B Mode Code as hexadecimal value

Word Three - Interpretation Word

Bits 15-13 — Mode Code Type
0 = Reserved
1 = No Data Word
2 = BC Sends Data
3 = BC Receives Data
4-7 = Reserved

Bit 12 — Mode Code Interrupt
When set to '1' an interrupt is generated after the buslist instruction is executed.

Bits 11-8 — Reserved

Bits 7-4 — Offset Into BC Mode Code Data Block (0-F *hex*)
Data is transmitted from or received into this location (1430 *hex* + offset) depending on the Mode Code Type. This field is ignored when the Mode Code Type = 1.

Bits 3-0 — Reserved

4.3.7 BC-to-RT TRANSFER (Instruction 04 *hex*)

This instruction generates a Master-to-Remote-Terminal command on the 1553 bus. This instruction is composed of the following words (Figure 4-6).

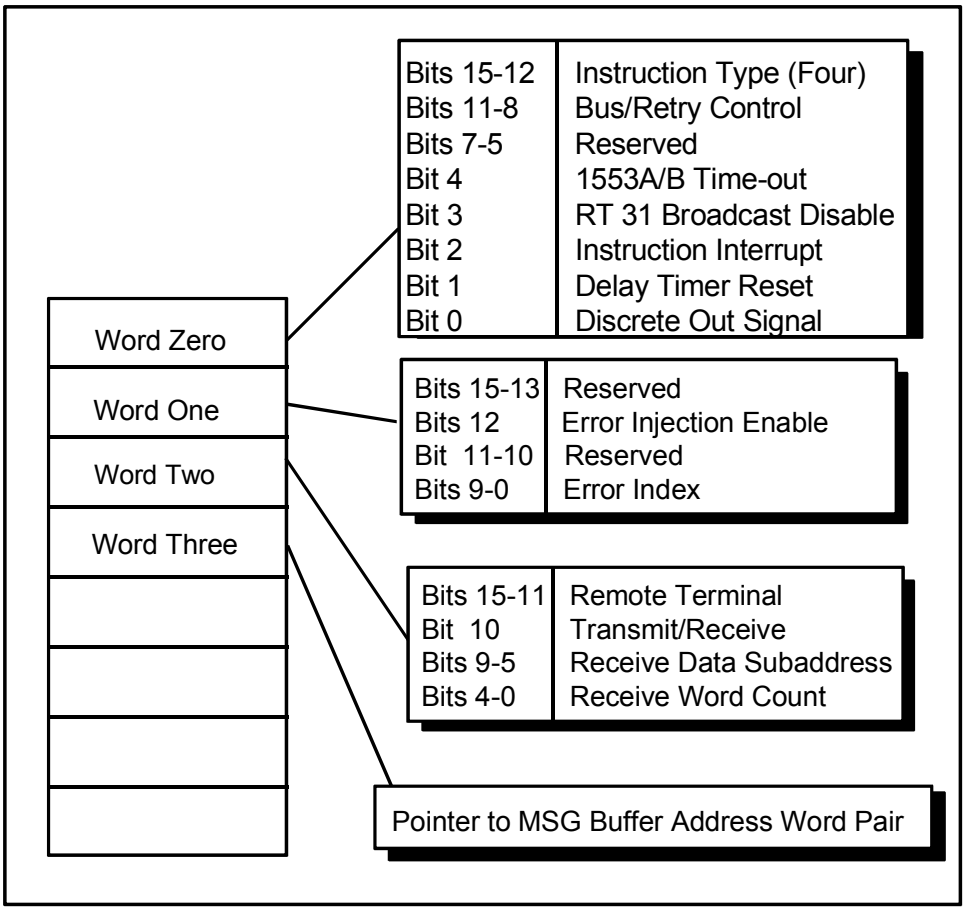


Figure 4-6 BC-TO-RT TRANSFER (Instruction 04 hex)

Word Zero - Control Word

Bits 15-12	Instruction Type (04 *hex*)
Bit 11	Current Bus - Set to '0' for bus A Set to '1' for bus B
Bit 10	Automatic Retry on Current Bus
Bit 9	Automatic Retry on Opposite Bus
Bit 8	Modify Current Bus
Bits 7-5	Reserved
Bit 4	1553A/B Response Time-out - 0 = 1553B (14 μs) 1 = 1553A (9 μs)
Bit 3	RT 31 Broadcast Disable - must be set to '1' for 1553A instructions.
Bit 2	Instruction Interrupt If set to '1', the GLD+ boards post an interrupt when the command block

is executed and processed, before proceeding to the next buslist instruction.

Bit 1 — Delay Timer Reset
If set to '1', the GLD+ boards reset the onboard Delay Timer to '0' prior to executing this command block.

Bit 0 — Discrete Out Signal
If set to '1'; the GLD+ boards generate a two-microsecond signal to the RS-422 connector prior to executing this command block.



NOTE: If using error injection (GLD+ multi-function board only) see Table 4-2, page 4-28 for Error Injection Codes.

Word One - Error Control Pointer (GLD+ Multi-Function Board Only)

Bits 15-13 — Reserved

Bit 12 — Error Injection Enabled
If set to '1', the GLD+ multi-function board injects the error pointed to by the Error Index.

Bits 11 & 10 — Reserved

Bits 9-0 — Error Index
Specifies the error index to be added to the starting address of the Error Table, 1440 *hex*.

Word Two - 1553 Command Word

Bits 15-11 — Receive Remote Terminal

Bit 10 — 0 = Receive - since this is a BC to RT

Bits 9-5 — Receive Data Subaddress

Bits 4-0 — Receive Word Count

The quantity of data words to be received by the RT:

1 *hex* - 1F *hex* = 1 - 31 decimal words

0 *hex* = 32 decimal words

Word Three - Message Buffer Address Word Pair

Bits 15-0 — The message block contains the pointers where the host stores data being transmitted by the BC.

4.3.8 RT-to-BC TRANSFER (Instruction 05 *hex*)

This instruction generates a Remote Terminal to Master command on the 1553 bus. The structure of this instruction is identical to Instruction Four BC-to-RT Transfer (Figure 4-7).

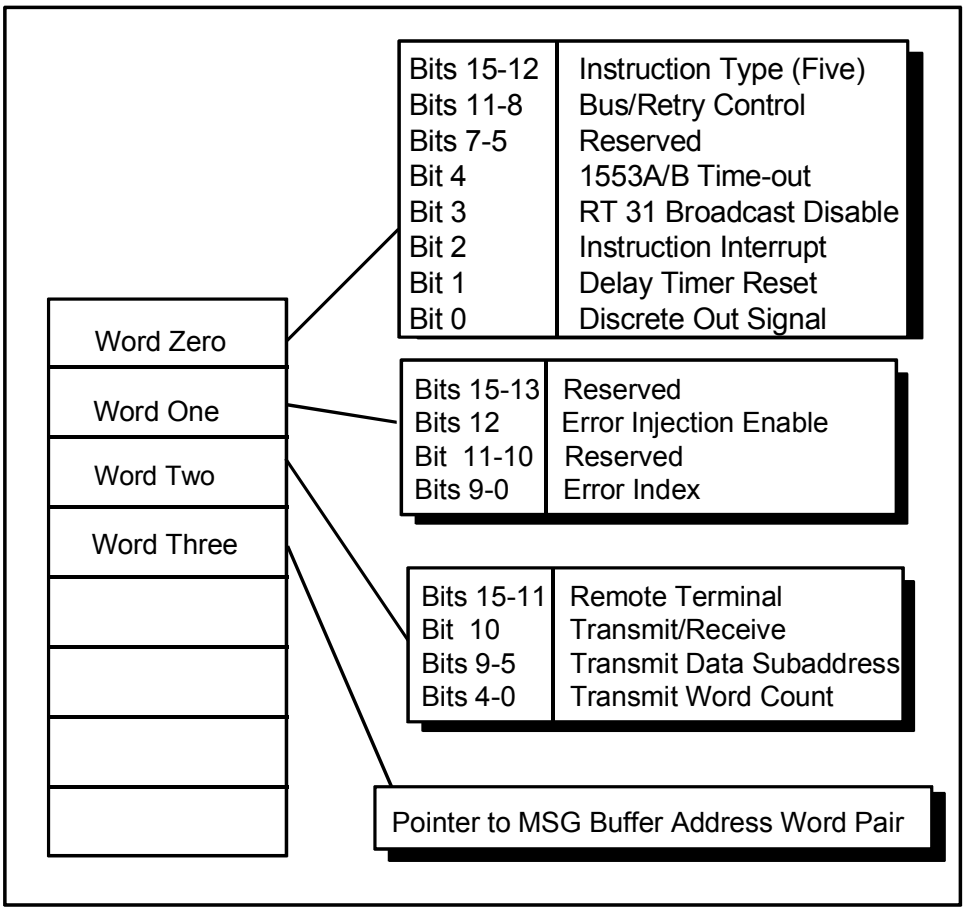


Figure 4-7 RT-TO-BC TRANSFER (Instruction 05 *hex*)

Word Zero - Control Word

Bits 15-12	Instruction Type (05 *hex*)
Bit 11	Current Bus - Set to '0' for bus A Set to '1' for bus B
Bit 10	Automatic Retry on Current Bus
Bit 9	Automatic Retry on Opposite Bus
Bit 8	Modify Current Bus
Bits 7-5	Reserved
Bit 4	1553A/B Response Time-out - 0 = 1553B (14 μs) 1 = 1553A (9 μs)
Bit 3	RT31 Broadcast Disable - must be set for 1553A instructions
Bit 2	Instruction Interrupt

If set to '1', the GLD+ boards post an interrupt when the command block is executed and processed, before proceeding to the next buslist instruction.

Bit 1 Delay Timer Reset

If set to '1', the GLD+ boards reset the onboard Delay Timer to 0 prior to executing this command block.

Bit 0 Discrete Out Signal

If set to '1', the GLD+ board generates a two-microsecond signal to the RS-422 connector prior to executing this command block.



NOTE: If using error injection (GLD+ multi-function board only) see Table 4-2, page 4-28 for Error Injection Codes.

Word One - Error Control Pointer (GLD+ Multi-Function Board Only)

Bits 15-13 Reserved

Bit 12 Error Injection Enabled
If set to '1', the GLD+ multi-function board injects the error pointed to by the Error Index.

Bits 11 & 10 Reserved

Bits 9-0 Error Index
Specifies the error index to be added to the starting address of the Error Table, 1440 *hex*.

Word Two - 1553 Command Word

Bits 15-11 Transmit Remote Terminal

Bit 10 1 = Transmit - since this is a RT to BC transfer

Bits 9-5 Transmit Data Subaddress

Bits 4-0 Transmit Word Count

The quantity of data words to be transmitted by the RT:

1 *hex* - 1F *hex* = 1 - 31 decimal words

0 *hex* = 32 decimal words

Word Three - Message Buffer Address Word Pair

Bits 15-0 Pointer to the Message Buffer Address Word Pair for BC data storage.

4.3.9 RT-to-RT TRANSFER (Instruction 06 *hex*)

This instruction generates the two commands for a 1553 Remote Terminal to Remote Terminal transfer. RT-to-RT transfer involves the following words (Figure 4-8).

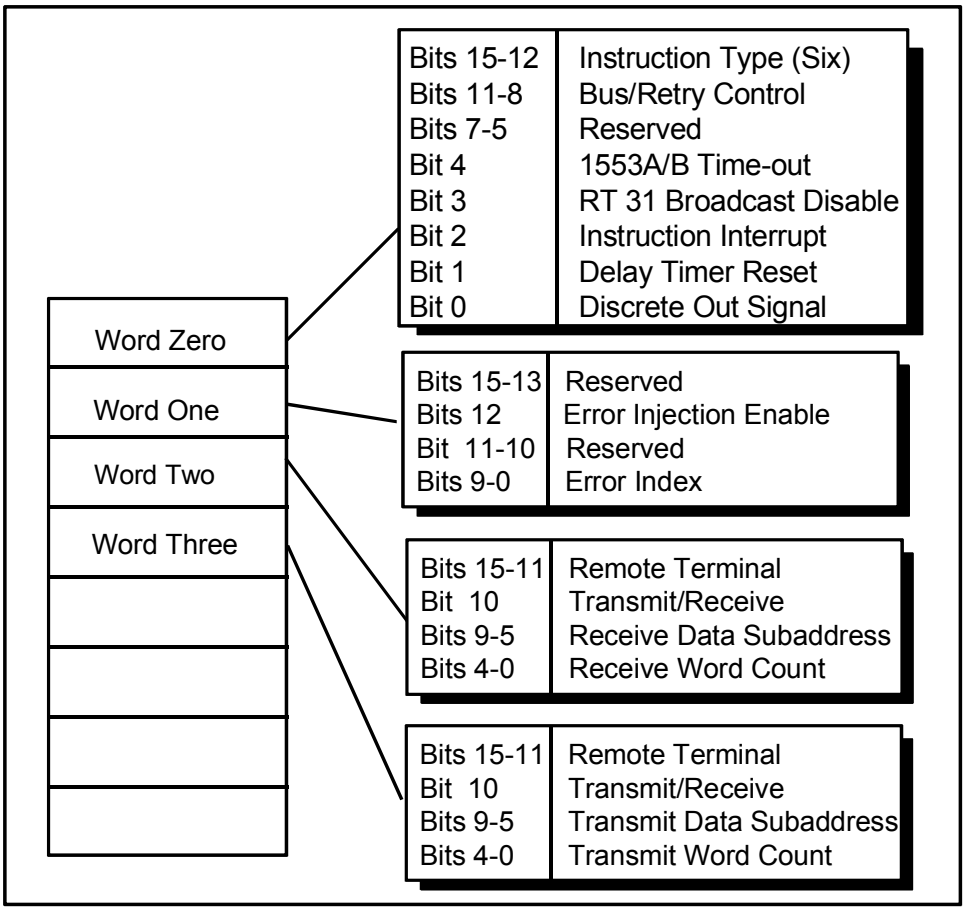


Figure 4-8 RT-TO-RT TRANSFER (Instruction 06 hex)

Word Zero - Control Word

Bits 15-12	Instruction Type (06 *hex*)
Bit 11	Current Bus - Set to '0' for bus A Set to '1' for bus B
Bit 10	Automatic Retry on Current Bus
Bit 9	Automatic Retry on Opposite Bus
Bit 8	Modify Current Bus
Bits 7-5	Reserved
Bit 4	1553A/B Response Time-out - 0 = 1553B (14 μs) 1 = 1553A (9 μs)
Bit 3	RT 31 Broadcast Disable - must be set for 1553A instructions.
Bit 2	Instruction Interrupt If set to '1', the GLD+ boards post an interrupt when the command block

is executed and processed, before proceeding to the next buslist instruction.

Bit 1 — Delay Timer Reset
If set to '1'; the GLD+ boards reset the onboard Delay Timer to 0 prior to executing this command block.

Bit 0 — Discrete Out Signal
If set to '1'; the GLD+ boards generate a two-microsecond signal to the RS-422 connector prior to executing this command block.



NOTE: If using error injection (GLD+ multi-function board only), see Table 4-2, page 4-28 for Error Injection Codes.

Word One - Error Control Pointer (GLD+ Multi-Function Board Only)

Bits 15-13 — Reserved

Bit 12 — Error Injection Enabled
If set to '1', the GLD+ multi-function board injects the error pointed to by the Error Index.

Bits 11 & 10 — Reserved

Bits 9-0 — Error Index
Specifies the error index to be added to the starting address of the Error Table, 1440 *hex*.

Word Two - 1553 Receive Command

Bits 15-11 — Receive Remote Terminal

Bit 10 — 0 = Receive

Bits 9-5 — Receive Data Subaddress

Bits 4-0 — Receive Word Count
The quantity of data words to be received by the RT
1 *hex* - 1F *hex* = 1 - 31 decimal words
0 *hex* = 32 decimal words

Word Three - 1553 Transmit Command

Bits 15-11 — Transmit Remote Terminal (0-31)

Bit 10 — 1 = Transmit

Bits 9-5 — Transmit Data Subaddress

Bits 4-0 — Transmit Word Count
The quantity of data words to be transmitted by the RT:
1 *hex* - 1F *hex* = 1 - 31 decimal words
0 *hex* = 32 decimal words

4.3.10 HALT UNTIL DELAY (Instruction 07 *hex*)

This instruction controls the timing of commands to the 1553 bus. Instruction Seven halts the BC until the Bus Controller Delay Timer equals a value contained within Word One and Word Two of this instruction (Figure 4-9).



NOTE: This instruction uses the Bus Controller Delay Timer. This timer is free-running and begins when power is supplied to the GLD+ board. When using this instruction, reset the Delay Timer at the start of the buslist.

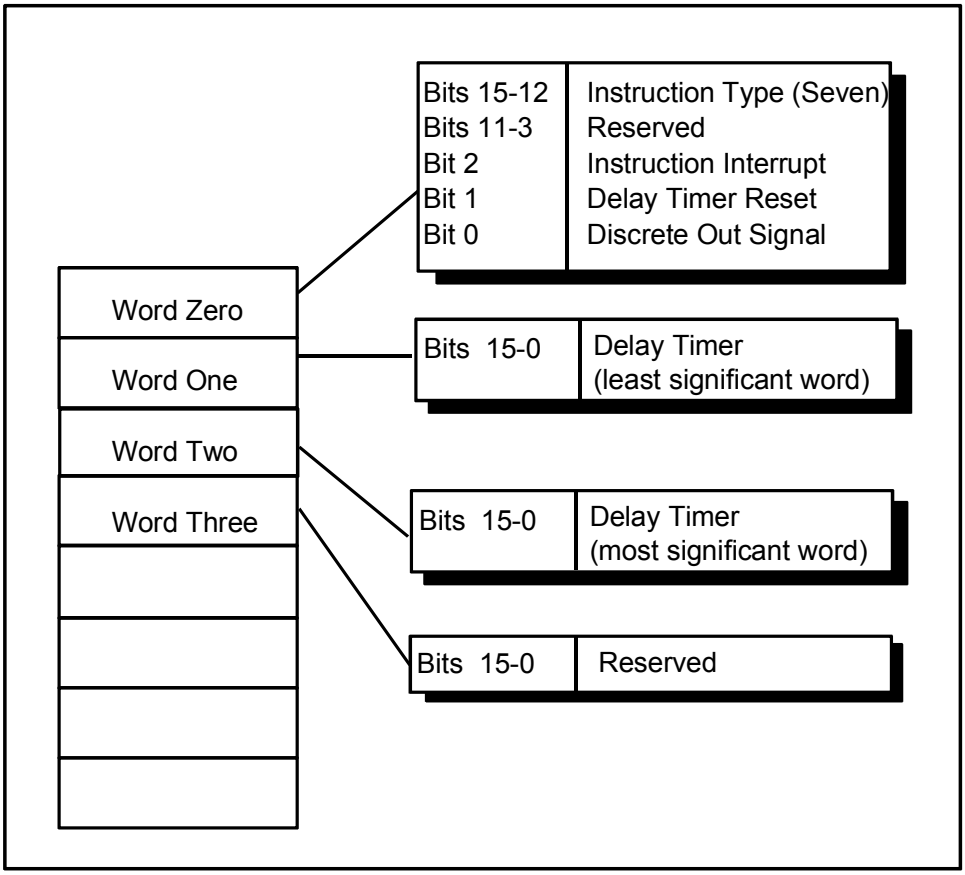


Figure 4-9 HALT UNTIL DELAY (Instruction 07 hex)

Word Zero

Bits 15-12	Instruction Type (07 *hex*)
Bits 11-3	Reserved
Bit 2	Event Interrupt If set to '1', the GLD+ boards post an interrupt at the completion of executing and processing this command block before proceeding to the next buslist instruction.
Bit 1	Delay Timer Reset If set to '1', the GLD+ boards reset the onboard Delay timer to zero prior to executing this command block.

Bit 0	Discrete Out Signal If set to '1'; the GLD+ boards generate a two-microsecond signal to the connector prior to executing this command block.

Word One

Bits 15-0	Delay Timer (least significant word) One microsecond resolution

Word Two

Bits 15-0	Delay Timer (most significant word) One microsecond resolution

Word Three

Bits 15-0	Reserved

4.3.11 RESET STACK (Instruction 08 *hex*)

This instruction resets the internal jump address stack pointer to the top. Addresses are not cleared; therefore any return instruction after a reset-stack will yield unpredictable buslist sequencing. (Figure 4-10)

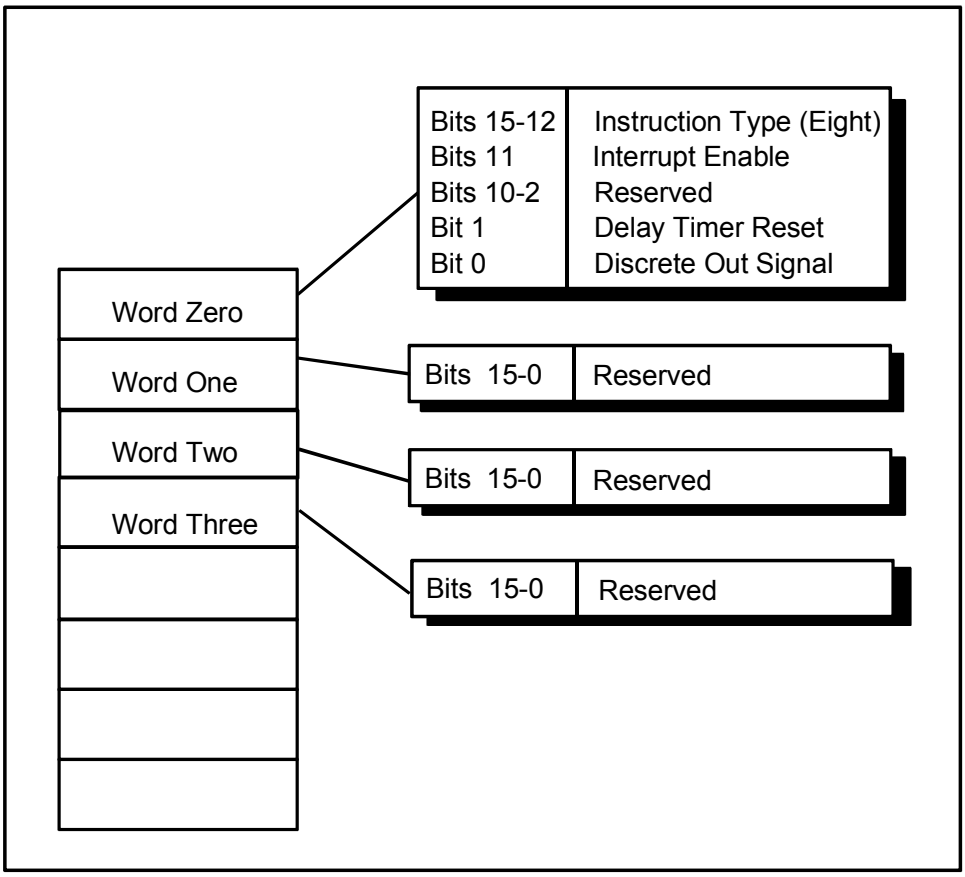


Figure 4-10 RESET STACK (Instruction 08 *hex*)

Word Zero

Bits 15-12	Instruction Type (08 *hex*)
Bit 11	Event Interrupt Enable
Bits 10-2	Reserved
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Words One through Three

All 16 bits of Words One through Three are reserved.

4.3.12 INTERMESSAGE DELAY (Instruction 09 *hex*)

This instruction allows the GLD+ board to wait a predetermined time before sending out the next instruction. This is used to insure a minimum gap between the end of one 1553 message and the beginning of the next command (Figure 4-11).

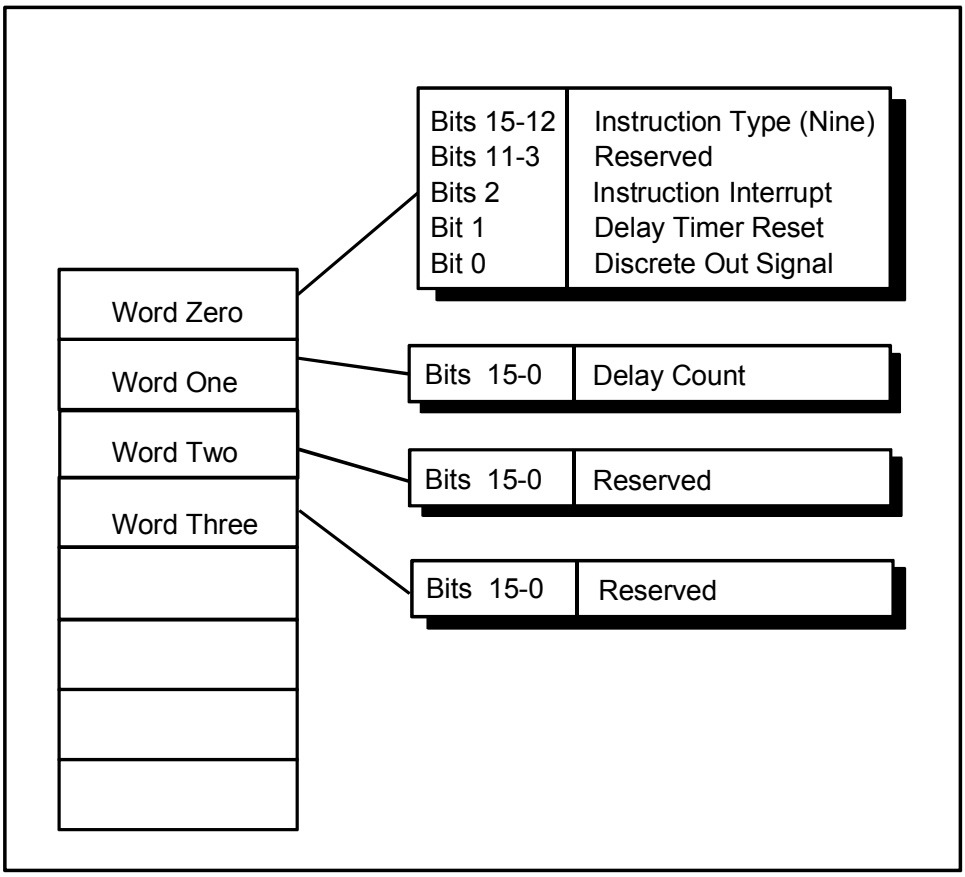


Figure 4-11 INTERMESSAGE DELAY (Instruction 09 *hex*)

Word Zero

Bits 15-12	Instruction Type (09 *hex*)
Bits 11-3	Reserved
Bit 2	Event Interrupt
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Word One - Delay Count (in Hexadecimal)

Delay count (1 microsecond resolution)
If the event interrupt is not enabled, subtract 4 microseconds for overhead time.
If interrupt is enabled, subtract 8.5 microseconds.

4.3.13 PAUSE (Instruction 0A *hex*)

This instruction allows the GLD+ board to pause until a BC Start Trigger (RS-422 input) is received. This is used to synchronize buslist execution with external events (Figure 4-12)

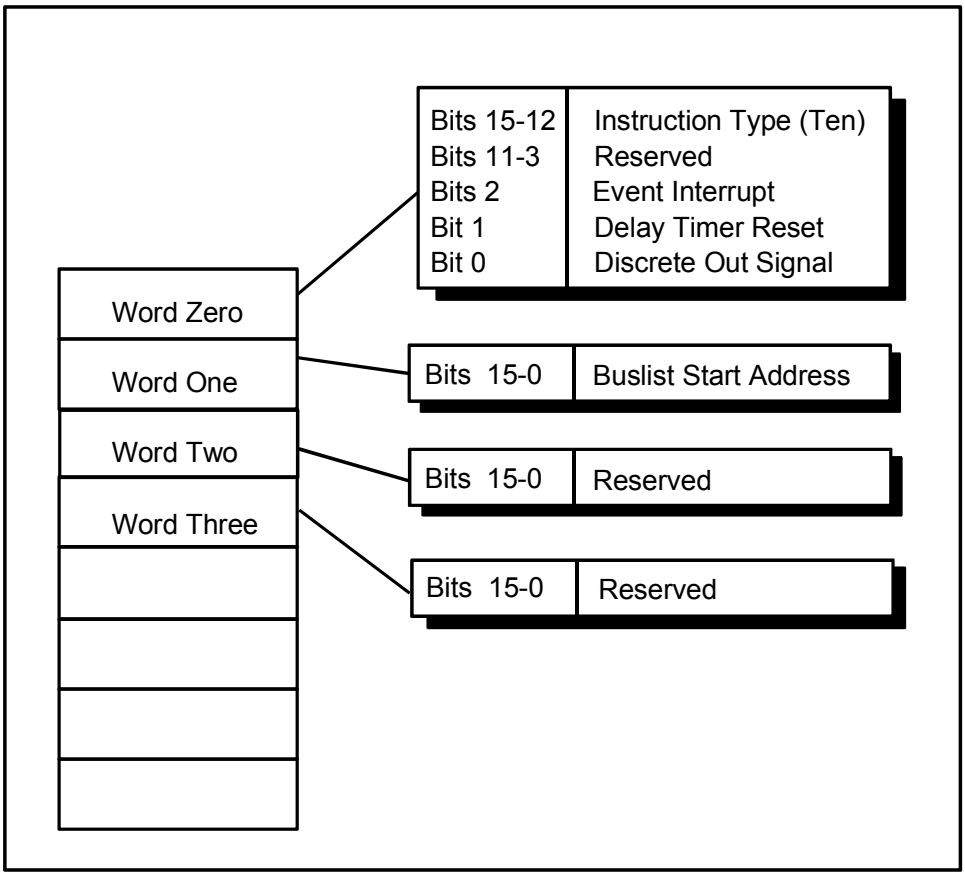


Figure 4-12 PAUSE Instruction (Instruction 0A hex)

Word Zero

Bits 15-12	Instruction Type (0A *hex*)
Bits 11-3	Reserved
Bit 2	Event Interrupt
Bit 1	Delay Timer Reset
Bit 0	Discrete Out Signal

Word One

Starting address of the bus controller's buslist is to be executed upon receiving a BC Start Trigger.

4.4 Message Block Structure

The GLD+ boards record the message blocks to indicate the addresses of the last buffer to receive data and the last buffer to transmit data (Figure 4-13).

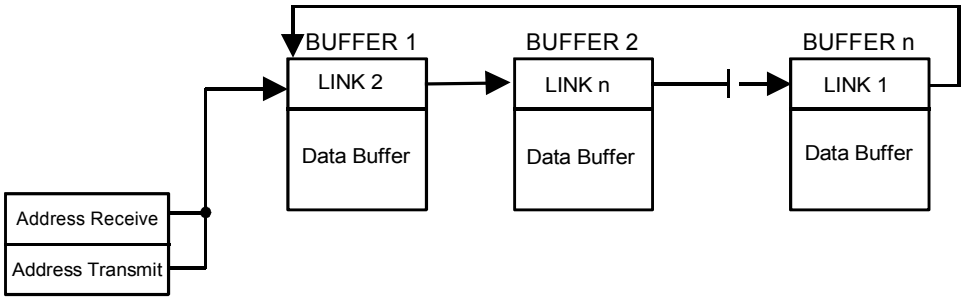


Figure 4-13 Message Block

The only words of the 1553 message stored in the buffer are the data words (Figure 4-14). Initially, the software loads both pointers with the address of the last buffer in the message block. The microcode modifies the pointers as the data in the buffers is transmitted and received.

Link
Header 1
Header 2
Data Word 1
Data Word 2
Data Word 3
etc.

Figure 4-14 Message Buffer

4.4.1 Message Buffer Link Word

The first word of a message buffer is a link word containing the address of the next buffer in the message block. The link word of the last buffer holds the address of the first buffer (Figure 4-15). The software loads the correct value into the link word of each buffer.

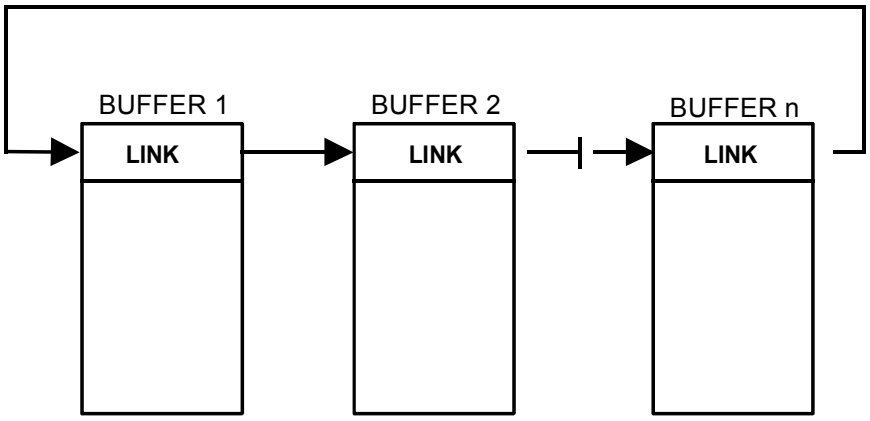


Figure 4-15 Message Buffer Link Words

Header Word 1

The header word contains control bits and the word count for the message in the buffer. An overwrite control scheme is contained within the control bits. A message can overwrite the current buffer contents when the new data bit is set in the next buffer. Overwrite Current Buffer bit, Missed Data and New Data bits are set to '1' in this buffer to indicate the overwrite occurred (Figure 4-16). The software also writes to several of the bits to control interrupts and error handling.

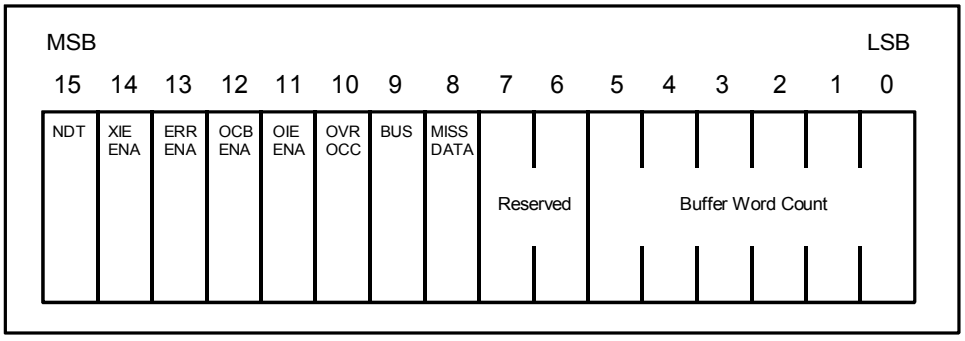


Figure 4-16 Header Word 1

Bit 15 New Data (NDT)

Set to '1' by software before transmit.
Set to '0' by software before receive.
Set to '1' by microcode after receive.
Set to '0' by microcode after transmit.

This bit indicates when data is placed in the buffer or removed from the buffer. It is the handshake between software and microcode for real time processing. For a receive buffer, the microcode **writes** into the buffer

and software **reads** data out of the buffer. Therefore, the microcode sets this bit when storing data, and software clears this bit when the host has read the buffer.

Conversely, for transmit buffers, the software **writes** into the buffer and microcode **reads** out of the buffer. Therefore, the software sets this bit when writing 'newdata' to transmit and the microcode clears this bit after it reads the data for transmit to the 1553 bus.

Bit 14 — Transfer Interrupt Enable (XIE ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 13 — Error Interrupt Enable (ERR ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 12 — Overwrite Current Buffer (OCB ENA)
Set to '1' by software to allow overwrite.
Set to '0' by software to prevent overwrite.
The Overwrite Buffer Bit is not restricted to use with single-buffer message blocks. If the New Data bit is reset in the next buffer, the data words are stored in the next buffer. If the New Data bit is set in the next buffer and the Overwrite Current Buffer bit is set in the current buffer, the data is written to the current buffer. Otherwise, the data is not stored in the buffer and the Missed Data bit is set in the current buffer.

Bit 11 — Overwrite Interrupt Enable (OIE ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 10 — Overwrite Condition Occurred (OVR OCC)
Set to '0' by software initially.
Set to '1' by microcode when overwrite occurs.

Bit 9 — Bus Traffic (Bus)
Set by microcode to indicate which 1553 bus the data was received from or transmitted to.
Set to '1' for Bus A
Set to '0' for Bus B.

Bit 8 — Missed Data Condition Occurred (MISS DATA)
Set to '0' by software initially and after it is set by microcode.
Set to '1' by microcode when missed data occurs.
If the New Data bit is set in the next buffer and the Overwrite Current buffer is cleared in this buffer, then the Missed Data bit will be set and the data will not be stored.

Bits 7-6 — Reserved

Bits 5-0 — Buffer Word Count (0-3F *hex*)

Header Word 2

The received word-count field is stored by the microcode in Header Word 2 and reflects the number of data words received from the bus and stored in the buffer (Figure 4-17). If this same buffer is involved in a transmit message, the received word-count field is set to '0' by the microcode. Bits 15-6 are reserved and may be non-zero.

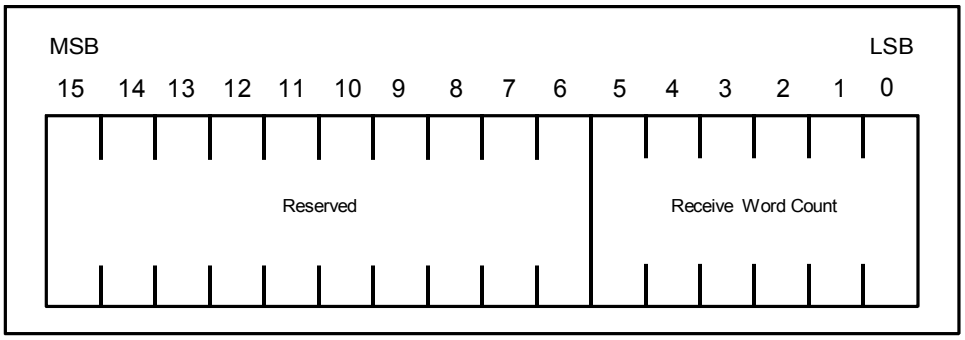


Figure 4-17 Header Word 2

Data Words

The data words transacted in the 1553 message follow Header Word 2.

4.5 BC Mode Code Data Block

Mode Commands with data are stored in the BC Mode Code Data Block. This Block is located at the fixed memory location 1430 *hex* - 143F *hex*.

When a Mode Command (with Data Word) is issued by the BC, the MODE CODE Instruction in the buslist instruction block contains an offset (0 - F) from address 1430 *hex*, which is used to transmit a data word or store a received data word (Figure 4-18).

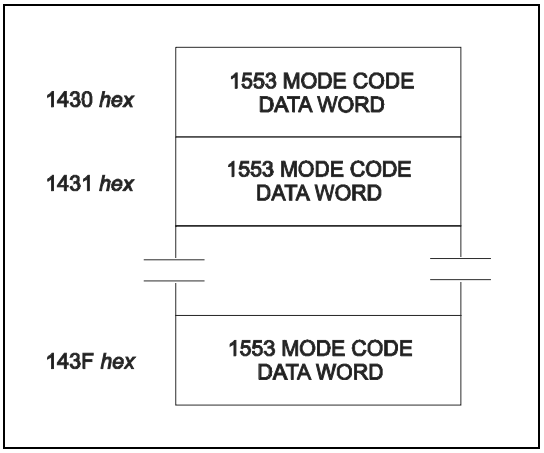


Figure 4-18 BC Mode Code Data Block

4.6 Error Injection (GLD+ Multi-Function Board Only)

Error Injection capability is based on an error index field in the error control pointer. This index is an offset from the starting address of the Error Table (1440 *hex*), and points to the user-programmed Error Control Word. This provides a high degree of flexibility when programming various errors to be injected.



NOTE: The area of memory from 1440 through FFFF *hex* is free memory. If error injection is enabled, "n" unique errors can be configured between addresses 1440 through 1440 + (N-1). Free memory then begins at 1440 + n. If no errors are injected, free memory begins at 1440.

The Error Index is specified in the second word of all applicable BC buslist instructions, as well as Word Zero of the Subaddress Response Word Pair and Mode Code Response Word. If Error Injection is enabled, the Error Index field is automatically added to the Error Table and the desired error is injected.

4.6.1 Error Control Word

The 16 bits of the Error Control Word specify the type of error created by the GLD+ multi-function board (Figure 4-19).

Bits 0-3	Error Bit Gap Field
Bits 4-9	Error Word
Bits 10-14	Error Code
Bit 15	Clear Error/Continuous Error

Figure 4-19 Error Control Word

Bit 15 Clear Error/Continuous Error
0 = Error once then clear
1 = Continuous Error

Bits 14-10 Error Code

Bits 9-4 Error Word
The word the error is injected upon, such as command word, second data word, etc. With the command always word 0 and all others incremented after.

Bits 3-0 Error Bit/Gap Field



NOTE: The GLD+ multi-function board uses the Error Control Word only if "BC Error" is enabled in the BC error Control Register 14 or if the Error Interrupt Enable Bit is set in Word 0 of the Subaddress Response Word Pair or Mode Code Response Word.

4.6.2 Error Codes

The Error Control Word provides 11 types of errors:

- Mid-Sync Zero Crossing
- Mid-Bit Zero Crossing
- Sync Encoding
- Bi-Phase Encoding
- Bit Count Low
- Bit Count High
- Parity
- Gap Injected
- Set Status Bit
- No Response
- Word Count

One error per message can be injected with the error on the command or data word, before the message is transmitted on the multiplex data bus (see Error Injection Codes Table 4-2).

MID-SYNC ZERO CROSSING

The typical mid-sync zero crossing occurs at 1.5 microseconds from start of sync. When this error is injected, the mid-sync zero crossing is skewed left or right ±150 nanoseconds.

MID-BIT ZERO CROSSING

The typical mid-bit zero crossing occurs 500 nanoseconds from the start of the bit time. When this error is injected, the mid-bit zero crossing is skewed left or right ±150 nanoseconds.

SYNC ENCODING

Sync encoding injects an encoding error into the sync field.

BI-PHASE ENCODING

During a bit time, the bit does not make a zero-crossing transition.

BIT COUNT LOW

Qualified word is transmitted with 18 or 19 bits instead of 20 bits.

BIT COUNT HIGH

Qualified word is transmitted with 21, 22 or 23 bits instead of 20 bits.

PARITY

Qualified MIL-STD-1553A or B word bits are transmitted with even parity.

GAP INJECTED

A programmable gap of 2.0 to 9.5 microseconds can be injected between contiguous words within a message stream (Table 4-2 and Table 4-3).

SET STATUS BITS

A qualified bit is set in the 1553 status response word. Only one bit can be set at a time.

NO RESPONSE

A qualified RT/SA that is addressed and does not respond to the valid command or mode command transmitted on the 1553 bus.

WORD COUNT

A qualified message transmitted with 0 - 63 data words.

Table 4-2 Error Injection Codes

Error Type	Err Code Setting	Err Word	Err Bit/Gap Count
No Error	0 *hex*	N/A	N/A
Mid-Sync Zero Crossing			
<-150 nanoseconds	3 *hex*	0-20 *hex*	N/A
>+150 nanoseconds	1 *hex*	0-20 *hex*	N/A
Mid-Bit Zero Crossing			
<-150 nanoseconds	1C *hex*	0-20 *hex*	F-0 *hex*
>+150 nanoseconds	17 *hex*	0-20 *hex*	F-0 *hex*
Sync Encoding			
111100	2 *hex*	0-20 *hex*	N/A
111010	4 *hex*	0-20 *hex*	N/A
110000	5 *hex*	0-20 *hex*	N/A
011000	6 *hex*	0-20 *hex*	N/A
000011	7 *hex*	0-20 *hex*	N/A
000110	A *hex*	0-20 *hex*	N/A
001111	C *hex*	0-20 *hex*	N/A
100111	D *hex*	0-20 *hex*	N/A
000111	E *hex*	0-20 *hex*	N/A
111000	F *hex*	0-20 *hex*	N/A
Bi-Phase Encoding			
Bits 0-15	1D *hex*	0-20 *hex*	F-0 *hex*
Parity Bit	1E *hex*	0-20 *hex*	N/A
Bit Count Low			
1 Bit	11 *hex*	0-20 *hex*	N/A
2 Bits	12 *hex*	0-20 *hex*	N/A
Bit Count High			
1 Bit	13 *hex*	0-20 *hex*	N/A
2 Bits	14 *hex*	0-20 *hex*	N/A
3 Bits	19 *hex*	0-20 *hex*	N/A
Parity	16 *hex*	0-20 *hex*	N/A
Gap Injected	15 *hex*	1-1F *hex*	F-0 *hex*
Status Bit Injection (RT Mode only)	8 *hex*	N/A	F-0 *hex*
No Response Error (RT Mode only)	9 *hex*	N/A	N/A
Word Count Error	B *hex*	0-3F *hex*	N/A

Table 4-3 Gap Count Field in Microseconds

Gap Count	Number of Microseconds
0	2.0
1	2.5
2	3.0
3	3.5
4	4.0
5	4.5
6	5.0
7	5.5
8	6.0
9	6.5
A	7.0
B	7.5
C	8.0
D	8.5
E	9.0
F	9.5

Each value is measured from mid-bit to mid-bit crossing.

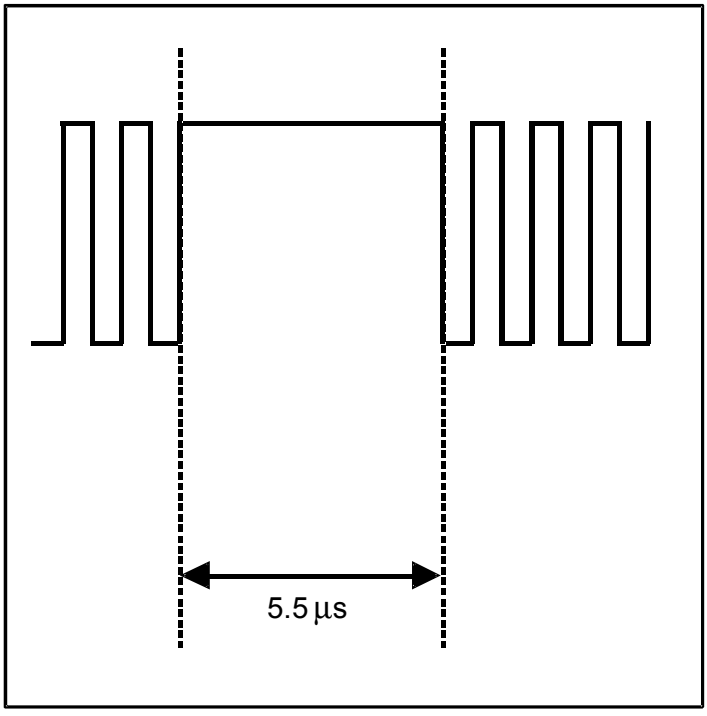


Figure 4-20 Sample Gap Injection of 5.5 Microseconds

4.7 BC Start Trigger

This feature allows the Bus Controller to be automatically started when an external RS-422 pulse is received on the 25-pin connector on the front panel. The board must also be configured properly as a Bus Controller, and bit 15 (BC STA TRG ENA) of the BC Start Trigger Control Function Register (1F *hex*) must be set to a '1'.

Write the Bus Controller's buslist start address to the BC Start Trigger Address Register (141A *hex*) as opposed to writing the BC Control Function Register (10 *hex*) with the starting address of the buslist.

5. MRT MODE OPERATION

5.1 Overview

The MRT mode allows emulation of up to 32 RTs in 1553A mode and 31 RTs and one Broadcast RT in 1553B mode. Up to 32 subaddresses may be configured for each RT. Subaddresses 0 (for both 1553A and B protocol) and 31 (for 1553B mode only) are allowed as **mode code subaddresses**. Subaddresses 1 through 30 (and 31 for 1553A mode only) can only be configured as **data subaddresses**. This mode can operate simultaneously with the BC and CM modes on the GLD+ multi-function board.



NOTE: The GLD+ boards do not handle the superseding valid commands in the MRT mode.

5.2 Status Block

In the MRT mode, each RT address is associated with a Status Block (located in Dual-Port RAM), which contains a control word, status word and other data relating to its configuration (Figure 5-1). The RT Status Blocks occupy a space in memory from 1000 *hex* - 11FF *hex*.

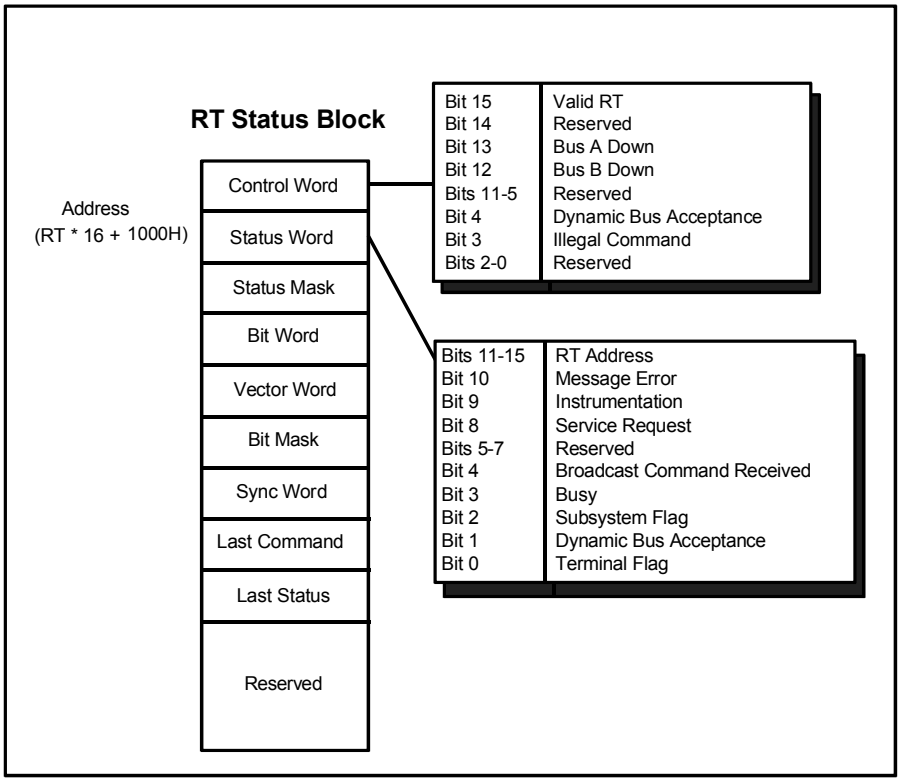


Figure 5-1 RT Status Block

The status block contains:

- A control word for enabling and configuring RT characteristics.
- The status response word of the RT
- A mask to be ANDed with the RT's status word before it is sent out
- The RT's BIT word
- The RT's vector word
- A mask that is ANDed with the BIT word if a Reset RT mode code is received
- Sync word
- The last command word to the RT
- The last status response word of the RT

Table 5-1 RT Status Block Words

Words	Block Offset
Control Word	0000
Status Word	0001
Status Mask	0010
Bit Word	0011
Vector Word	0100
Bit Mask	0101
Sync Word	0110
Last Command	0111
Last Status	1000

During operation, each RT's status word is recalculated and the last command word and status word are updated as each message is received. Appropriate bits in the status word are set by the microcode. The RT receiving the command is a MIL-STD-1553A or B compliant RT.

Control Word

Bit 15 Valid RT

Bit 14 Reserved

Bit 13 Bus A Down
Indicates the Primary Bus is shut down. Bit 13 is affected by the Transmitter Shutdown and Override transmitter Shutdown mode commands. To have the host activate this function you must also select the corresponding RT bit in the RT Shutdown Enable Register (140D *hex* and 1410 *hex*).

Bit 12 Bus B Down
Indicates the Secondary Bus is shut down. The Transmitter Shutdown and Override Transmitter Shutdown mode commands affect bit 12. To have the host activate this function you must also select the corresponding RT bit in the RT Shutdown Enable Register (140D *hex* and 1410 *hex*).

Bits 11-5 Reserved

Bit 4	Dynamic Bus Acceptance Controls the RT's response to an Accept BC mode command. If Bit 4 is set to '1', the RT sets the BC Acceptance Bit in its status, in response to that mode code.
Bit 3	Illegal Command If set to '1', the RT responds to illegal mode commands by returning a status word with the Message Error Bit set, with no data words. If set to '0', the RT does not respond to illegal commands.
Bits 2-0	Reserved

Status Word

The Status word is ANDed with the RT Status Mask Word and sent as the RT's status response to all legal commands except a Transmit Last Status or Transmit Last Command mode code.

Bits 15-11	RT Address Per MIL-STD-1553A or B, Bits 15-11 indicate the RT address (0-31).
Bit 10	Message Error Bit 10 indicates a sync, length, parity or Manchester error. In 1553A mode, in the event of a Manchester error on the received data, the RT will properly respond with this bit set to '1'.
Bit 9	Instrumentation Bit 9 distinguishes a Status Word from a Command Word. Command Word = 0 Status Word = 1
Bit 8	Service Request (Optional) Bit 8 indicates the RT has requested service.
Bits 7-5	Reserved
Bit 4	Broadcast Command Received
Bit 3	Busy Bit 3 indicates the RT is unable to move data.
Bit 2	Subsystem Flag Bit 2 indicates a fault in an RT (specifically, invalid data).
Bit 1	Dynamic Bus Acceptance Controls the RT's response to an Accept BC mode command. If Bit 1 is set to '1', the RT sets the BC Acceptance bit in its status, in response to that mode code.
Bit 0	Terminal Flag Set bit 0 to '1' when there is a fault in an RT.

Status Mask Word

When the Status Mask Word contains a '1' in any bit position, the corresponding bit in the Status Word is transmitted. A '0' causes the corresponding Status Bit to be transmitted as a zero regardless of the state of the bit in the Status Word. For most conditions, this word should be FFFF *hex*.

Bit Word

This user-defined Bit Word is transmitted in response to a Transmit Bit Word mode command. This word is reset by a Reset RT mode code, depending on the mask value in the RT Bit Mask Word (ANDed with bit mask on Reset RT mode code).

Vector Word

The user-defined Vector word is transmitted in response to a Transmit Vector Word mode command. The Vector word notifies the BC that the RT requires service over and above the Service Request Bit being set.

Bit Mask Word

When the bit mask word has a '0' in any bit position, the corresponding bit in the Bit Word is reset upon reception of a Reset RT mode command. For most conditions this word should be FFFF *hex*.

Synchronization Word

The received data word with a Synchronize-with-Data mode command stored by the RT.

Last Command Word

The last valid command word received by this RT. This word is meaningless, if the Transmit Last Command mode code is the first command to the RT.

Last Status Word

This word is the Status Word associated with the last valid command addressed to the RT.

5.2.1 Addressing the Status Block

To address the status block, follow this formula:

RT#
0001 000 _ _ _ _ _ 0000 *bin*

Enter the appropriate binary RT number (0-31) in the five-bit space reserved for RTs.

EXAMPLE

To enter RT 2:

To calculate the origin of RT 2's status block, enter a binary '2' in the RT field (Bits 4-8).

RT#
0001 000 0 0 0 1 0 0000 *bin*

1 0 2 0 *hex* Convert to hexadecimal to arrive at the address of the status block.

5.3 Subaddress Response Word Pairs

Each RT's Subaddress Response word pair is located at pre-defined addresses. The GLD+ boards compute the address of the RT's Subaddress Response word pair from the command word received by the emulated RT. If the subaddress field of the command word is 1 - 30 (and subaddress 31 for MIL-STD-1553A protocol), the GLD+ board uses the pointer in the second word to identify the message block's address. This message block's data buffer is used for the transfer on the MIL-STD-1553A or B bus. If the command word references subaddress 0 or 31 (MIL-STD-1553B protocol only), the GLD+ board uses the pointer in the second word to identify the address of the RT Mode Code Response Block.

5.3.1 Error Injection (GLD+ Multi-Function Board Only)

Protocol and electrical errors can be injected at the subaddress level. This is done in the subaddress-response word pairs. The types and method of error injection are identical to the Bus Controller mode. Refer to Table 4-2, page 4-28 for Error Injection Codes.

5.3.2 Extracting Address from the Command Word

The subaddress response word pairs are located in memory between addresses 0000 *hex* and 0FFF *hex*. There is one pair for the receive direction and one pair for the transmit direction for each RTSA combination.

To address the RECEIVE subaddress response word pairs:

RT		SA		
0000	0		0	Word One - Control Word
0000	0		1	Word Two - Pointer

To address the TRANSMIT subaddress response word pairs:

RT		SA		
0000	1		0	Word One - Control Word
0000	1		1	Word Two - Pointer

EXAMPLES

Example 1
To address Word One of RT 3, with SA1 to receive:

0000 00011 0 00001 0
RT3 SA 1

To access the second word, enter a '1' in Bit 0 of the address formula to calculate the address.

0000 00011 0 00001 1

Example 2
To address Word One of RT5, SA 10 to transmit:

0000 00101 1 01010 0
RT5 SA10

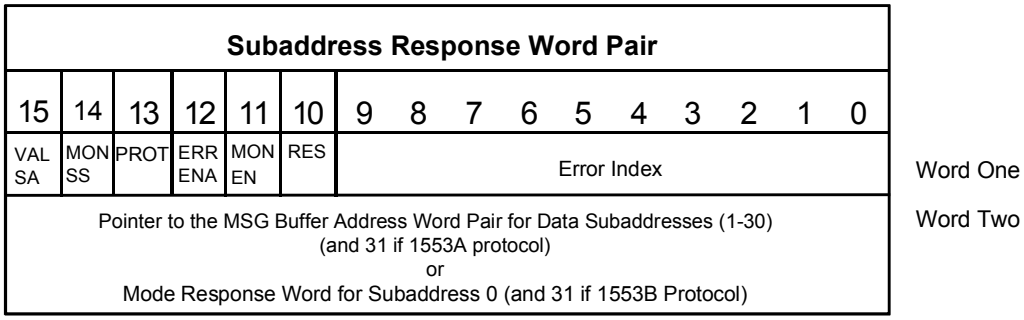


Figure 5-2 Subaddress Response Word Pair

Word One - Control Word

Bit 15 Valid Subaddress (VAL SA)

Set to '1' by software if this is a valid subaddress.
Set to '0' by software if it is not a valid subaddress.

Bit 14 Monitor Snapshot (MON SS)

Set to '1' by software if message to this subaddress should generate a Snapshot Interrupt.
Set to '0' by software if Snapshot Interrupt is not used.

Bit 13 1553 Protocol (PROT)

Set to '0' declares subaddress a 1553B type.
Set to '1' declares subaddress to be a 1553A protocol device.

Bit 12 Enable RT Error Injection (ERR ENA) (GLD+ multi-function board only)

Set to '1' to enable error-injection capability and signal microcode to use the error index.

Bit 11 Monitor Enable (MON EN)

Set to '1' by software if subaddress is to be monitored.
Set to '0' by software if this subaddress is not monitored.

Bit 10 Reserved

Bits 9-0 Error Index (GLD+ multi-function board only)

See Table 4-2, page 4-28 for error-injection codes.

If the Monitor Bit (Bit 11) of the first word of Data Subaddress Response Word Pair is set to '1', a message directed to this RT/direction/SA combination is captured by the monitor (Figure 5-2). The subaddress does not have to be enabled for the message to be captured (Bit 15 can be zero).

Word Two - Data Subaddress Pointer

Word Two points to the Message Buffer Address Word Pair located in the Message Block (Figure 5-3). This word pair contains the address in free memory of the last buffer used (one for receive and one for transmit).

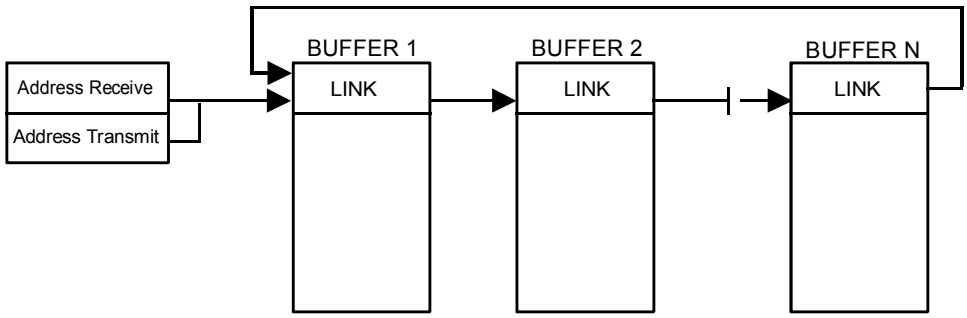


Figure 5-3 Message Block

When setting up a message block, the routine loads both the receive and transmit address pointers with the same address, that of the last buffer in the message block. These pointers are automatically updated by the microcode to the next buffer in the linked list as data is received or transmitted into or out of a buffer. The only words of the 1553 message stored in the buffer are the data words (Figure 5-4).

Link
Header 1
Header 2
Data Word 1
Data Word 2
Data Word 3
etc.

Figure 5-4 Message Buffer

Word Two - Mode Response Pointer

If the transmitted or received subaddress is ‘0’ (or ‘31’ for 1553B protocol), Word Two of the SA Response Word Pair points to the Mode Code Response Block. The on-board Configuration data adds the Mode Code number to contents of Word Two; thus, pointing to the proper Mode Code Response Word within the Mode Code Response Block.

5.4 Message Buffers

5.4.1 Message Buffer Link Word

The first word of a message buffer is a link word containing the address of the next buffer in the message block. The link word of the end buffer must contain the address of the first buffer (Figure 5-5). The software loads the correct value into the link word of each buffer.

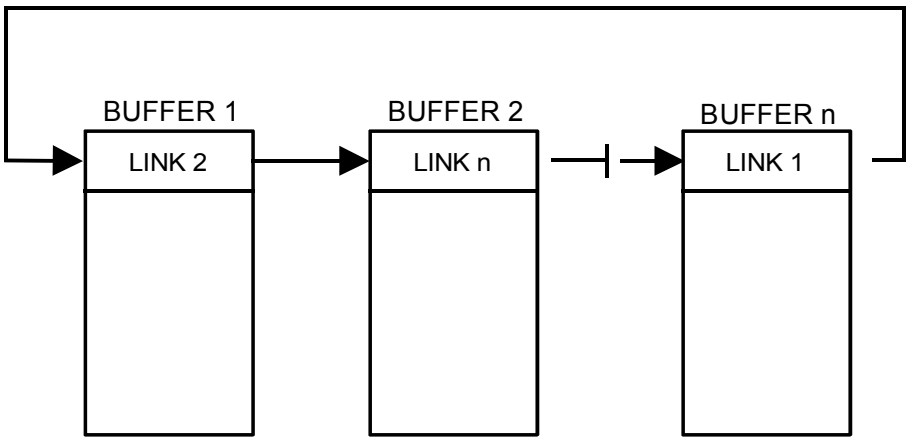


Figure 5-5 Message Buffer Link Words

5.4.2 Header Words

Header Word 1

The header word contains control bits and the word count for the message in the buffer. An overwrite control scheme is contained within the control bits. A message can overwrite the current buffer contents when the new data bit is set in the next buffer. Overwrite Current Buffer bit, Missed Data and New Data bits are set to '1' in this buffer to indicate the overwrite occurred (Figure 5-6). The software also writes to several of the bits to control interrupts and error handling.

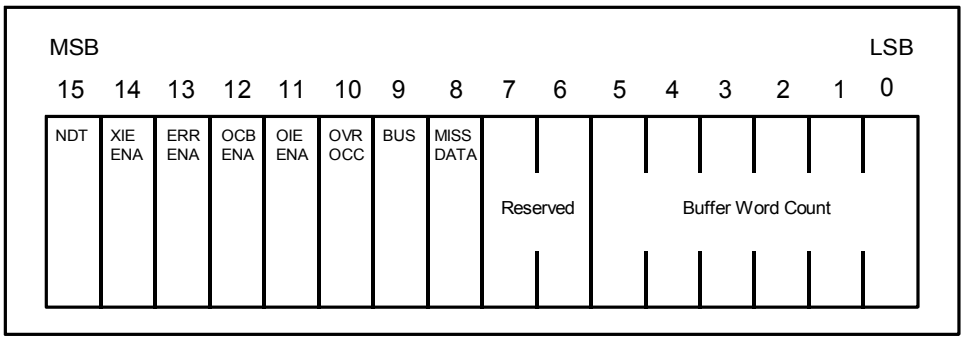


Figure 5-6 Header Word 1

Bit 15 New Data (NDT)

Set to ‘1’ by software before transmit.
Set to ‘0’ by software before receive.
Set to ‘1’ by microcode after receive.
Set to ‘0’ by microcode after transmit.

This bit indicates when data is placed in the buffer or removed from the buffer. It is the handshake between software and microcode for real time processing. For a receive buffer, the microcode **writes** into the buffer and software **reads** data out of the buffer. Therefore, the microcode will set this bit when storing data and software will clear this bit when the host has read the buffer.

Conversely, for transmit buffers, the software **writes** into the buffer and microcode **reads** out of the buffer. Therefore, the software sets this bit when writing ‘newdata’ to transmit and the microcode clears this bit after it reads the data for transmit to the 1553 bus.

Bit 14 Transfer Interrupt Enable (XIE ENA)

Set to ‘1’ by software to enable interrupt.
Set to ‘0’ by software to disable interrupt.

Bit 13 Error Interrupt Enable (ERR ENA)

Set to ‘1’ by software to enable interrupt.
Set to ‘0’ by software to disable interrupt.

Bit 12 Overwrite Current Buffer (OCB ENA)
Set to ‘1’ by software to allow overwrite.
Set to ‘0’ by software to prevent overwrite.
The Overwrite Buffer bit is not restricted to use with single buffer message blocks. If the New Data bit is reset in the next buffer, the data words are stored in the next buffer. If the New Data bit is set in the next buffer and the Overwrite Current Buffer bit is set in the current buffer, the data is written to the current buffer. Otherwise, the data is not stored in the buffer and the Missed Data bit is set in the current buffer.

Bit 11 Overwrite Interrupt Enable (OIE ENA)

Set to ‘1’ by software to enable interrupt, when overwrite has occurred.
Set to ‘0’ by software to disable interrupt.

Bit 10 Overwrite Condition Occurred (OVR OCC)

Set to ‘0’ by software initially and after it is set by microcode.
Set to ‘1’ by microcode when overwrite occurs.

Bit 9 Bus Traffic (Bus)
Set by microcode to indicate which 1553 bus the data was received from or transmitted to.
Set to ‘1’ for Bus A.
Set to ‘0’ for Bus B.

Bit 8 Missed Data Condition Occurred (MISS DATA)

Set to ‘0’ by software initially and after it is set by microcode.
Set to ‘1’ by microcode when missed data occurs.
If the New Data bit is set in the next buffer and the Overwrite Current Buffer bit is cleared in this buffer, then the Missed Data bit will be set and the data will not be stored.

Bits 7-6 Reserved

Bits 5-0 Buffer Word Count (0-63)

Header Word 2

The received word count field is stored by the microcode in Header Word 2 and reflects the number of data words received from the bus and stored in the buffer. If this same buffer is involved in a transmit message, the received word count field is set to '0' by the microcode (Figure 5-7). Bits 15-6 are reserved and may be non-zero.

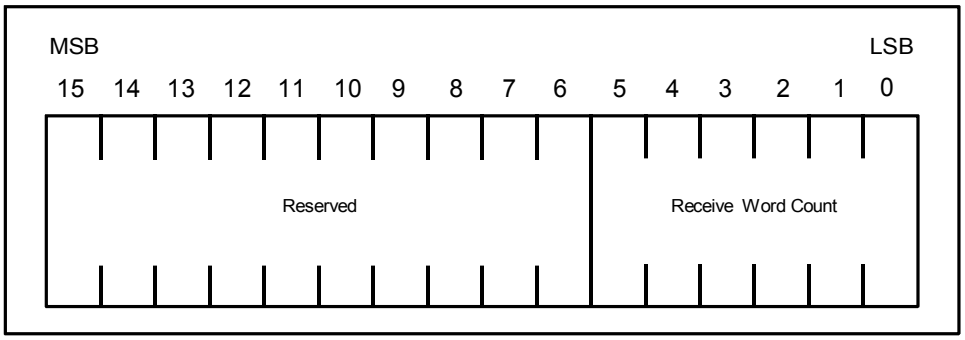


Figure 5-7 Header Word 2

5.4.3 Data Words

All data words transmitted in the 1553 message follow Header Word 2.

5.5 RT Mode Code Response Word Block

The Mode Code Response Word Block (Figure 5-8) is group of 32 words, one for each Mode Code, that specify the operation the mode codes perform. The Mode Code Response Block also specifies if the receipt of any particular mode code causes the GLD+ multi-function or GLD+ single-function board to interrupt the host. The first word in the block is placed in free memory between 1440 *hex*- End of Memory. The remaining words are offset from the initial address by n, where n = mode code.

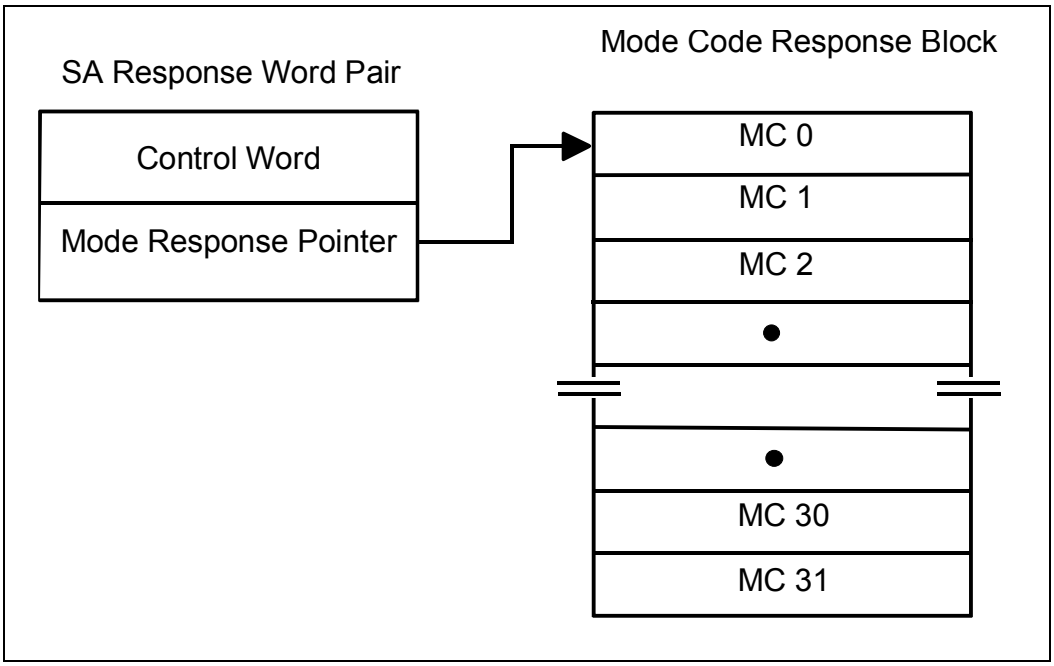


Figure 5-8 Mode Code Response Block

5.6 Mode Code Response Word

For a mode SA, the message is monitored only if the Monitor Bit (Bit 11) is set in the corresponding Mode Code response word (Figure 5-9).

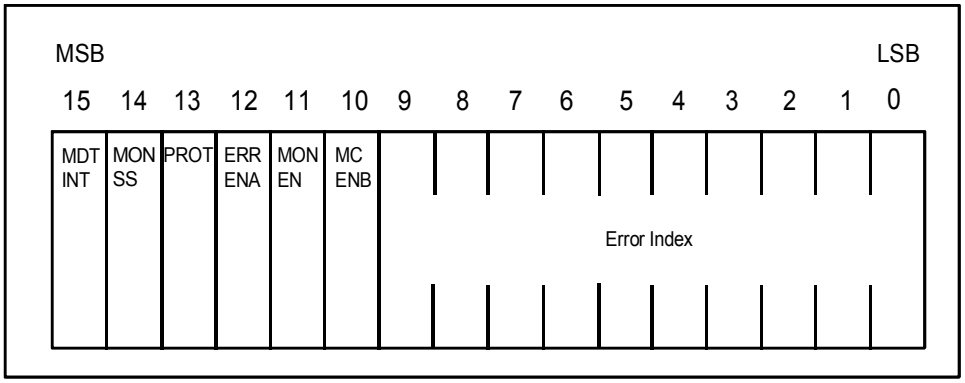


Figure 5-9 Mode Code Response Word

Bit 15 Interrupt on Reception of MODE CODE (MDT INT)

Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 14 Monitor Snapshot (MON SS)

Set to '1' by software if message to this subaddress should generate a Snapshot Interrupt.
Set to '0' by software if Snapshot Interrupt is not used.

Bit 13 1553 Protocol (PROT)

Set to '0' declares mode a 1553B type.
Set to '1' declares mode to be a 1553A protocol device.

Bit 12 Enable RT Error Injection (ERR ENA) (GLD+ multi-function board only)

Set to '1' to enable error injection capability and signal microcode to use the error index.

Bit 11 Monitor Enable (MON EN)

Set to '1' by software if subaddress is to be monitored.
Set to '0' by software if this subaddress is not monitored.

Bit 10 Mode Code Enable (MC ENB)

Set to '1' by software to enable this mode code.

Bits 9-0 Error Index (GLD+ multi-function board only)

See Table 4-2, page 4-28 for error-injection codes.

5.7 Description of Mode Code Microcode Operations

The only valid Mode Code for 1553A operation is zero. Table 5-2 describes the Mode Code operations for 1553B.

Table 5-2 MIL-STD-1553B Non-Broadcast Mode Code Microcode Operations (RT 0-30)

MC Number	T/R	Operations Performed By Microcode
0	1	Dynamic Bus Control - Read RT Status Word as Status - If Dynamic Bus Acceptance (DBA) flag set in RT Control Word: Set DBA Bit in Status Word - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
1	1	Synchronize Without Data Word - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
2	1	Transmit Last Status Word - Read Last Status Word as Status - AND Status with Status Mask - Transmit Status onto Bus - Write Command into Last Command Word
3	1	Initiate Self-Test - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
4	1	Transmitter Shutdown - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Set Bit in RT Control Word to disable opposite bus - Write Status into Last Status Word - Write Command into Last Command Word

MC Number	T/R	Operations Performed By Microcode
5	1	Override Transmitter Shutdown - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Clear bit in RT Control Word to enable opposite bus - Write Status into Last Status Word
6	1	Inhibit Terminal Flag - Read RT Status Word as Status - Clear Terminal Flag Bit in Status - Mask to inhibit terminal flag - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
7	1	Override Inhibit Terminal Flag - Read RT Status Word as Status - Set Terminal Flag Bit in Status Mask to enable terminal flag - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
8	1	Reset Remote Terminal - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Logically AND the BIT Word with the BIT Mask then place the result back in the BIT Word - Clears bits in Control Word to enable both transmitters - Set the Terminal Flag Bit in the Status Mask to enable the Terminal Flag Bit
9-15	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing

MC Number	T/R	Operations Performed By Microcode
16	1	Transmit Vector Word - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Transmit Vector Word onto bus - Write Status into Last Status Word - Write Command into Last Command Word
17	0	Synchronize with Data Word - Read RT Status Word as Status - Write the received data to Sync Word - AND Status with Status Mask - Transmit Status onto bus - Write Status into Last Status Word - Write Command into Last Command Word
18	1	Transmit Last Command - Read Last Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Transmit Last Command Word onto bus
19	1	Transmit BIT Word - Read RT Status Word as Status - AND Status with Status Mask - Transmit Status onto bus - Transmit BIT Word onto bus - Write Status into Last Status Word - Write Command into Last Command Word
20-31	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing

Table 5-3 MIL-STD-1553B Broadcast Mode Code Microcode Operations (RT=31)

MC Number	T/R	Operations Performed By Microcode
0	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing
1	1	Synchronize - Read RT Status Word as Status - Set BRC Bit in Status - AND Status with Status Mask - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT
2	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing
3	1	Initiate Self Test - Read RT Status Word as Status - Set BRC Bit in Status - AND Status with Status Mask - Write Status into Last Status - Write Command into Last Command Word - Link to next broadcast RT

MC Number	T/R	Operations Performed By Microcode
4	1	Transmitter Shutdown - Read RT Status Word as Status - Set BRC Bit in Status - Set bit in Master Shutdown Control Register to disable opposite bus - AND Status with Status Mask - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT
5	1	Override Transmitter Shutdown - Read RT Status Word as Status - Set BRC Bit in Status - Clear bit in Master Shutdown Control Register to enable opposite bus - AND Status with Status Mask - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT
6	1	Inhibit Terminal Flag - Read RT Status Word as Status - Set BRC bit in Status - Clear Terminal Flag Bit in status Mask to inhibit Terminal flag - AND Status with Status Mask - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT
7	1	Override Terminal Flag - Read RT Status Word as Status - Set BRC Bit in Status - Set Terminal Flag Bit in Status Mask to enable terminal flag - AND Status with Status Mask - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT

MC Number	T/R	Operations Performed By Microcode
8	1	Reset RT - Read RT Status Word as Status - Set BRC Bit in Status - AND Status with Status Mask - Clear bit in RT Control Word to enable opposite bus - Set Terminal Flag Bit in Status Mask to enable terminal flag - Logically AND the BIT Word with the BIT Mask. Place the result in the BIT Word - Write Status into Last Status Word - Write Command into Last Command Word - Link to next broadcast RT
9-16	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing
17	0	Synchronize with Data - Read RT Status Word as Status - Set BRC Bit in Status - AND Status with Status Mask - Write received data to Sync Word - Write Status into Last Status Word - Write Command into Last Command Word - Link to Next Broadcast RT
18-31	0	Illegal Mode Command - Read RT Status Word as Status If illegal flag set in RT control word, set Message Error Bit in Status. - AND Status with Status Mask - Transmit Status on bus - Write status in last status word - Write Command into Last Command Word - If flag clear in RT control word, do nothing

5.8 Interrupts

The RT mode may post hardware interrupts to the host including:

- Mode Code Execution
- Message Transmission or Reception to or from a Message Block
- Message Buffer Overflow Condition
- Valid Transfer
- Receiver Error Detected

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6. CM MODE OPERATION

6.1 Overview

The Chronological Monitor (CM) Mode allows the capture of all or selected 1553 bus traffic regardless of other modes enabled at the same time. The GLD+ multi-function or GLD+ single-function board is able to monitor 1553A, 1553B and mixed-bus-traffic systems. The GLD+ single-function board can only operate in one mode at a time.

6.2 Data Capturing Methods

The CM mode operates in one of two methods:

- Record all (with and without snapshot).
- Filtered.

Both methods involve setting bits in the Data Subaddress Word Pairs and Mode Code Response Words. These are described in detail in Chapter 5: MRT MODE OPERATION.

6.2.1 Record All

To record all bus traffic, set bit 11 (Monitor Enable) in every Transmit and Receive Data Subaddress Word Pair for each RT, and also set bit 11 in each Mode Code Response Word. During active-bus monitoring a Snapshot Interrupt may be generated for a particular message based on the RT number, subaddress and direction of transmission.

The Snapshot Interrupt causes an interrupt packet to be put into the interrupt queue. This packet contains the memory address within the Monitor Buffer of the first command word in the message. The Snapshot Interrupt is generated by setting bit 14 (Monitor Snapshot) in the appropriate Receive or Transmit Data Subaddress Word Pair. Snapshot interrupts can also be generated for any particular mode code. See Appendix B: INTERRUPTS for details.

6.2.2 Filter

To filter bus traffic and record only specific messages, set only bit 11 as described above for the particular messages of interest.

6.3 Monitoring 1553A Devices

The default setting for all Subaddress Response Word Pairs is for 1553B devices. To monitor any 1553A devices, bit 13 must be set in the Subaddress Response Word Pair for each 1553A subaddress to be monitored.

6.4 Chronological-Monitor Elapsed Timer (ELT)

This timer is used to time-tag messages in the monitor mode. It is a 32-bit value with one-microsecond resolution when using the internal 1 MHz pulse as input. The ELT can be triggered and reset by internal and external clocks or signals. The Elapsed Timer Control Register (Function register 17 *hex*) controls the 32-bit timer for the CM mode. Writing to this register will do any of the following:

- Enable/disable the ELT
- Read the ELT
- Enable the internal/external clock input
- Reset the ELT

The current status of the ELT can be determined by reading the ELT state (1417 *hex*), ELT HIWD (140A *hex*), and ELT LOWD (140B *hex*) registers. The ELT HIWD and LOWD registers are only updated when the "Read" bit is set in the value written to the Elapsed Timer Control Register.

The external elapsed-timer-reset signal is an RS-422 input which resets the ELT to zero upon receipt. The external elapsed-timer-clock input is also an RS-422 signal. This signal allows the user to supply an external clock source for the ELT.

See Appendix C: REGISTERS for details.

6.5 Monitor Block

The monitor block consists of one or more monitor buffers (Figure 6-1). The monitor block requires that the address of the first monitor buffer be written to reserved-memory location 1408 *hex* before monitoring begins. To start monitoring, write a value of 0008 *hex* to the Chronological Monitor Control Register. This will capture all messages selected for monitoring with valid command words. Writing a value of 18 *hex* allows the monitor to record 1553 command words containing protocol errors.

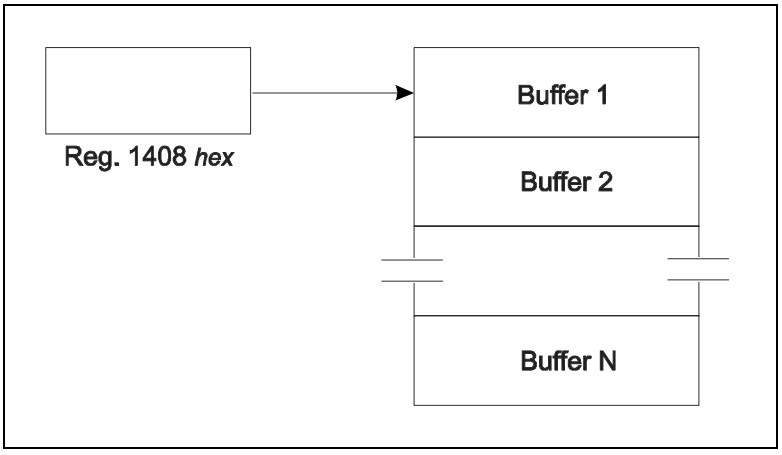


Figure 6-1 Monitor Block

To control the monitor mode:

1. To capture all bus traffic, write a value of 0018 *hex* to Chronological Monitor Control Register.
2. To capture only bus traffic with valid commands, write a value of 0008 *hex* to Chronological Monitor Control Register.

3. To stop operation of the bus monitor mode at any time, write 0000 *hex* to the Register. This will not affect operation of the BC or MRT modes.

6.6 Monitor Buffer

The size of a monitor buffer ranges from 16 to 4096 (255*16) words (Figure 6-2). The buffer begins with a link word and a header word and ends with two reserved words. The remainder of the buffer (Message Records) is used to store 1553 messages and information related to the message, regarding error and time tagging.

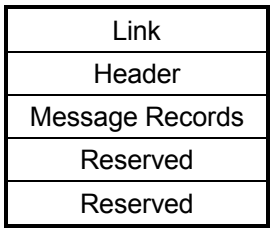


Figure 6-2 Monitor Buffer

6.6.1 Monitor Buffer Link Word

The first word of a monitor buffer, the link word, contains the address of the next monitor buffer. The link word of the last buffer must hold the address of the first buffer (Figure 6-3) to ensure a circular queue. User software is responsible for loading the correct value into the link word of each buffer.

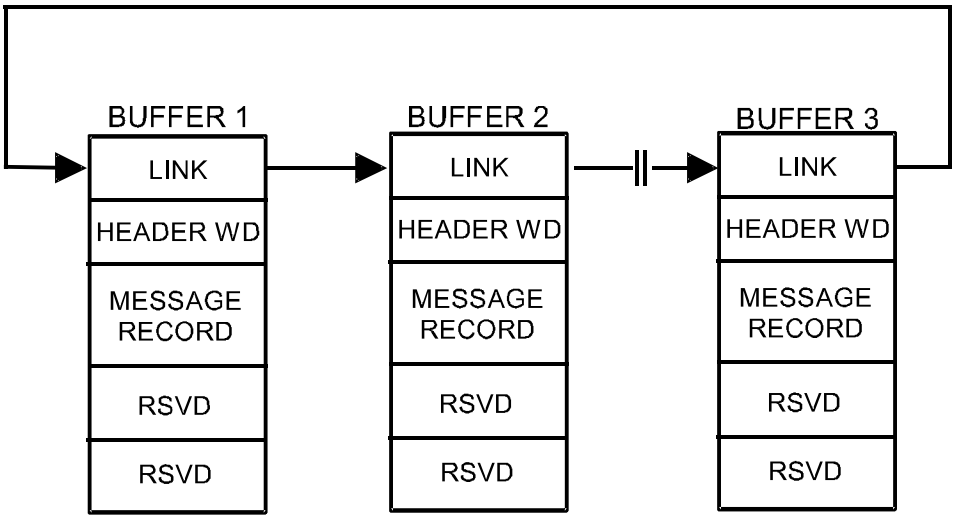


Figure 6-3 Monitor Buffer Link Word

6.6.2 Header Word

The header word (Figure 6-4) contains the control and status bits and buffer-block count.

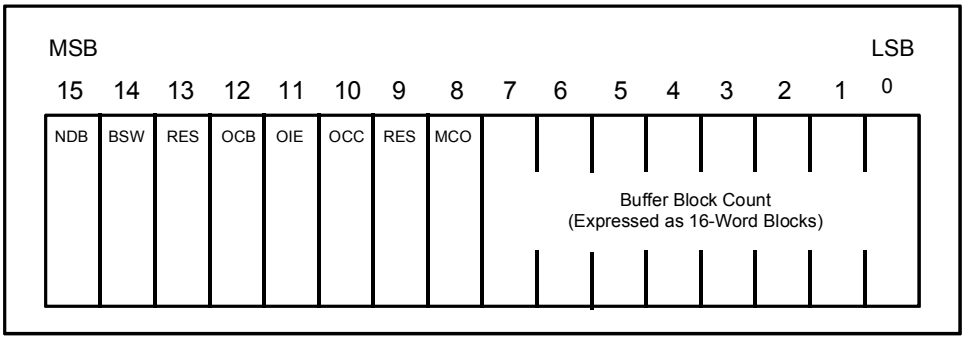


Figure 6-4 Header Word

Bit 15 New Data Bit (NDB)

Set to '1' by microcode to indicate new data recorded.
Set to '0' by software after data is read to indicate buffer is available for message receipt.

Bit 14 Buffer Switch Interrupt Enable (BSW)

If set to '1', the GLD+ board generates an interrupt when switching from current buffer to next buffer.

Bit 13 Reserved

Bit 12 Overwrite Current Buffer (OCB)

Set to '1' by software to allow overwrite.
Reset to '0' by software to prevent overwrite.
The Overwrite Buffer bit is not restricted to use with single buffer message blocks. If the New Data bit is set in the next buffer and the Overwrite Current Buffer bit is set in this buffer, the data is written into this buffer.

Bit 11 Overwrite Interrupt Enable (OIE)

Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 10 Overwrite Condition Occurred (OCC)

Reset to '0' by software initially.
Set to '1' by microcode when an overwrite condition occurs.

Bit 9 Reserved

Bit 8 Missed Data Condition Occurred (MCO)

Set to '0' by software initially.
Set to '1' by microcode when missed data occurs.
If the overwrite Current Buffer is not set and the new data bit in the next buffer is set, then data is not stored and this bit is set in this buffer.

Bits 7-0 Buffer Word Count (0-255)

Multiply this number by 16 to get actual buffer size.

6.7 Message Record

When a message is monitored, it is stored in a message record (Figure 6-5). Each message will be stored in its own message record. There can be many message records in one message buffer, depending on the length of the buffer. A word of the message followed by its tag word alternates until the message is finished.

Start of Message
ELT (MSW)
ELT (LSW)
First Word Of Message
Tag Word
Second Word of Message
Tag Word
Third Word of Message
Tag Word
• • •
Last Word Of Message
Tag Word

Figure 6-5 Message Record Format

The words of a message will vary, depending on the message types. For example:

Message Type	First Word of Message	Second Word of Message	Third Word. Of Message	Fourth Word of Message
BC - RT	Receive Cmd	Data Word 1	Data Word 2	- - -
RT - BC	Transmit Cmd	Status Word	Data Word 1	- - -
RT - RT	Receive Cmd	Transmit Cmd	Transmit Status Word	Data Word 1
Mode (no data)	Mode Cmd.	Status Word	0000 *hex*	
Transmit Mode (data)	Mode Cmd.	Status Word	Data Word	
Receive Mode (data)	Mode Cmd.	Data Word	Status Word	

START OF MESSAGE WORD

Microcode stores the hex word CODE, indicating this is the start of the message.

ELAPSED TIMER WORD ELT (MSW)

The most-significant 16 bits of the elapsed timer.

ELAPSED TIMER WORD ELT (LSW)

The least-significant 16 bits of the elapsed timer are stored next.

TAG WORD

Figure 6-6 shows the format of the tag word.

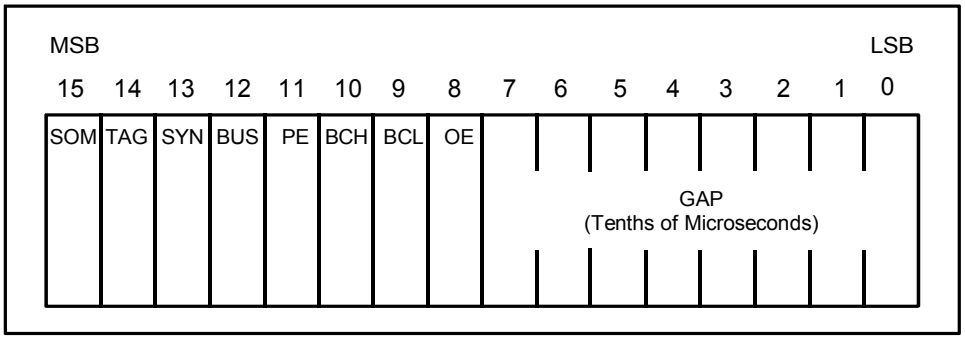


Figure 6-6 Tag Word

Bit 15 Start of Message (SOM)

Bit 15 is set if this is the first word of the message.

Bit 14 Tag (TAG)

Bit 14 is set in every tag word, including start of message tag.

Bit 13 Sync of Word (SYN)

Bit 13 is set if command or status word and reset if data word.

Bit 12 Data Received From Bus (BUS)

Bit 12 is set if tag word appeared on Bus A and reset if tag word appeared on Bus B.

Bit 11 Parity Error (PE)

Bit 11 is set if parity error appeared in this word.

Bit 10 Bit Count High (BCH)

Bit 10 is set if bit count high error occurred in this word.

Bit 9 Bit Count Low (BCL)

Bit 9 is set if bit count low error occurred in this word.

Bit 8 Other Error (OE)

Bit 8 is set if another error (sync, bi-phase, etc.) occurs in this word.

Bits 7-0 Gap Time (+/-400 nanoseconds)

Expressed as tenths of microseconds (For example, if value = 34 *hex* or 52 decimal, gap time = 5.2 microseconds).

6.8 Buffer Switching

The microcode will switch buffers if there is no room to record a 78-word message as shown in Figure 6-7. This is the maximum size of a 1553 RT-to-RT message including tag words (76 words) and two reserved words.

Link1	→→→	Link N
Header 1		Header N
Reserved (0000 *hex*)		Reserved (0000 *hex*)
Start of Message (C0DE *hex*)		Start of Message (C0DE *hex*)
ELT (MSW)		ELT (MSW)
ELT (LSW)		ELT (LSW)
First Word Of Message 1		First Word Of Message 1
Tag Word		Tag Word
Second Word of Message 1		Second Word of Message 1
•		•
•		•
Last Word Of Message 1		Last Word Of Message 1
Tag Word		Tag Word
Reserved (0000 *hex*)		Reserved (0000 *hex*)
Start of Message (C0DE *hex*)		Start of Message (C0DE *hex*)
ELT (MSW)		ELT (MSW)
ELT (LSW)		ELT (LSW)
First Word Of Message n		First Word Of Message n
Tag Word		Tag Word
Second Word of Message n		Second Word of Message n
•		•
•		•
Last Word Of Message n		Last Word Of Message n
Last Tag Word		Last Tag Word
Reserved (0000 *hex*)		Reserved (0000 *hex*)
0000 *hex*		0000 *hex*
• 78 Words or less •		• 78 Words or less •

Figure 6-7 Microcode Buffer-Switch Mechanism



NOTE: The chronological-monitor buffers must be at least 80 words long.



NOTE: In Chronological Monitor mode the start of a command signals the microcode to begin storage of a record. This involves writing the first four words of a record (reserved, start of message, ELT MSW ELT LSW) in preparation for the 1553 command word. If the monitor is not to store the message (SA is disabled for monitoring), then the end of buffer words will have been overwritten.

To avoid confusion, enable all RT Subaddresses when using monitor mode. This will also give a more accurate record of the 1553 bus activity for off-line data analysis.

6.9 CM Start Trigger

This feature allows the Chronological Monitor to be automatically started when an external RS-422 pulse is received on the 25-pin connector on the front panel. The board must also be configured properly as a CM, and bit 5 (CM START TRIGGER ENABLE) of the Chronological Monitor Control Register (Function Register 18) must be set to '1'.

APPENDIX A

SPECIFICATIONS

TABLE OF CONTENTS

A.1 Hardware Specifications A-1
A.2 Board Dimensions A-2

FIGURES

Figure A–1 GLD+ VME Dimensions A-2

A.1 Hardware Specifications

Hardware Compatibility:	Mil-Std-1553
Physical Dimensions:	
GLD+VME Board Size:	160 mm x 233 mm (B-size)
Dual Channel Weight:	16 oz.
Electrical Requirements:	
Single Channel Max Power	5 V @ 2.4 Amps +12 V @ .19 Amps -12 V @ .0125 Amps
Dual Channel Max Power	5 V @ 4.2 Amps +12 V @ .38 Amps -12 V @ .05 Amps
Temperature Range:	
Storage	-40° to 85° Celsius
Operation	0° to 55° Celsius
Humidity Range:	
Storage	0% to 95%, (noncondensing)
Operation	10% to 90%, noncondensing
Communication:	MIL-STD-1553A or B protocol
Data Size Supported:	Memory: D16, D32 Registers: D16 only
Addressing Modes Supported:	Memory: A24, A32 Registers: A16
Interface to Bus:	Transformer or direct coupling
Memory:	64 K words of Dual-Port RAM per channel

MTBF	Single Channel	Dual Channel	Single Channel (VA)	Dual Channel (VA)
GLD+VME	157,302	96,948	152,088	94,977
GLD+VME/S	157,302	96,948	152,088	94,977

A.2 Board Dimensions

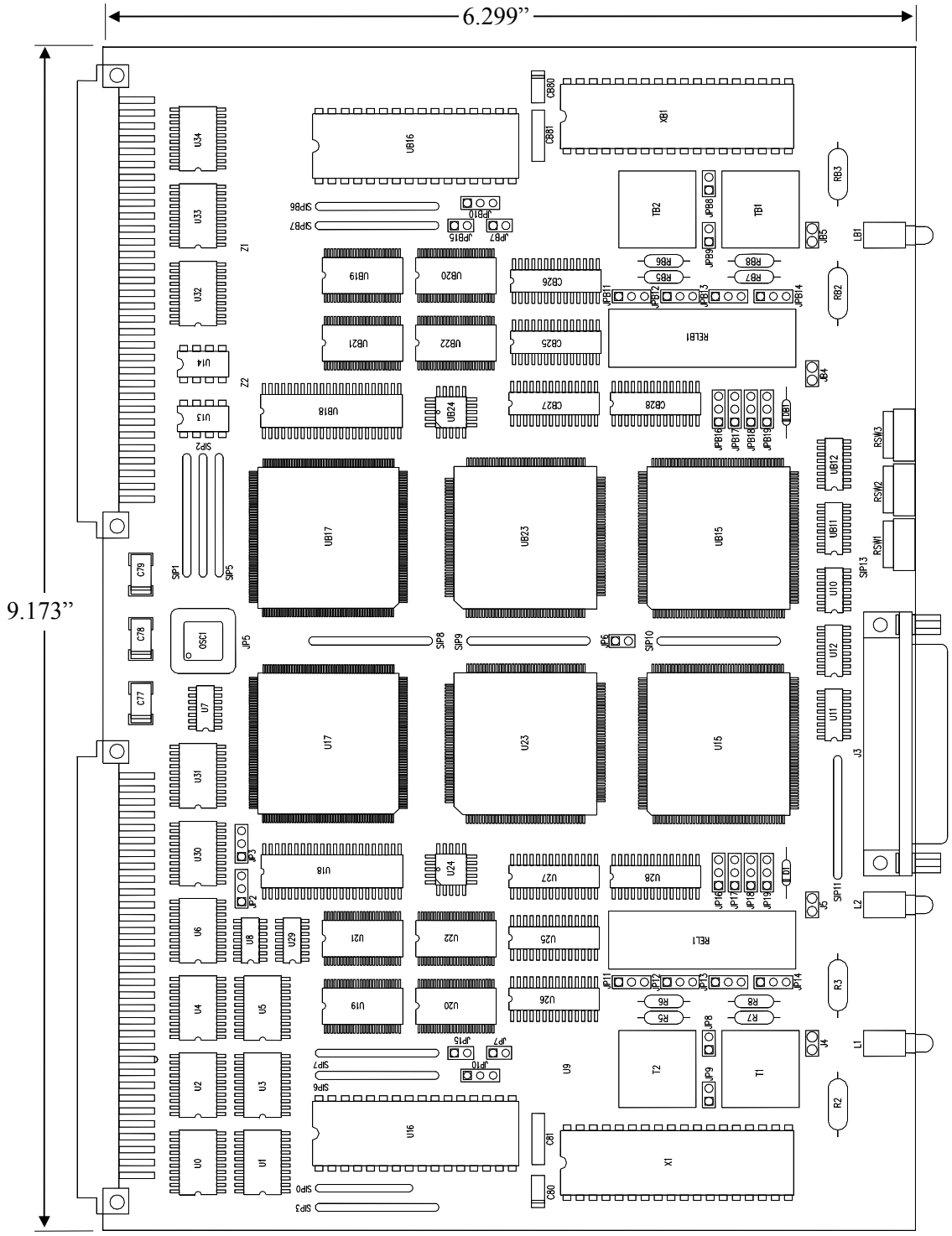


Figure A-1 GLD+ VME Dimensions

APPENDIX B

INTERRUPTS

TABLE OF CONTENTS

B.1 Overview B-1
B.2 Interrupt Packet B-2
B.3 Algorithm for Interrupt Processing B-6

FIGURES

Figure B-1 Trailer Word B-4

TABLES

Table B-1 GLD+ Board Interrupts B-1
Table B-2 Interrupt Packet B-2
Table B-3 Bus Controller Interrupts B-5

B.1 Overview

Table B-1 lists the GLD+ board interrupt types and identifies the operational modes upon which the interrupts may be enabled.

Table B-1 GLD+ Board Interrupts

Event	Mode
Protocol Error	MRT/BC
Buffer Overflow	MRT/BC
Mode Code	MRT/BC
Receive Transfer	MRT/BC
Transmit Transfer	MRT/BC
Monitor Buffer Switch	CM
Snapshot	CM
Asynchronous Halt	BC
Instruction Complete	BC
Halt	BC
Status Exception	BC

When an interrupt occurs, the board generates an interrupt packet and places it at the bottom of the interrupt queue (Table B-2). Read the Interrupt Queue Control Real-Time Control Register 1409 *hex* to determine the beginning of the linked list from which to de-queue interrupts. Once the application software reads this pointer it must write a '0' to the Interrupt Queue Control Real-Time Control Register 1409 *hex*. This instructs the microcode not to add interrupt packets to the linked list under process and to start a new list.

The trailer word is used to determine the modes and events that generated the packet. If the interrupt queue is filled, the Queue Full bit is set in the Trailer Word and no more interrupts are stored in the queue. When the application software processes existing packets a '0' must be written to the Valid Interrupt Word in each packet to return the packet to the queue.



NOTE: A hardware interrupt is only generated when the Microcode writes the address of a valid interrupt packet to the Interrupt Queue Control Register 1409 *hex*.

B.2 Interrupt Packet

The GLD+ board adds packets to the interrupt queue without generating a hardware interrupt, as long as the Interrupt Queue Control Register has a non-zero value (indicating the software has not begun processing interrupt packets).

Table B-2 Interrupt Packet

Word	Definition	Notes
0	Forward Link Word	
1	RCV Command	
2	XMIT Command	
3	XMIT Data Buffer Address	
4	XMIT Status or Mode Code Receive Data Word	
5	RCV Status or Mode Code Transmit Data Word	
6	RCV Error Word or Data Word	→ Reserved for mode codes and monitoring only
7	Bus Controller Instruction Address	→ BC mode only
8	Buffer Switch Monitor Address	→ Monitor mode only
9	Command Word Address Pointer	→ Monitor mode snapshot pointer
10	Trailer Word	
11	Valid (FFFF)	
12	Reserved	
13	Reserved	

Word 0 **Forward Link Word**

This word stores the address of the next interrupt contained in the linked list of interrupts. A '0' indicates this is the last interrupt in the linked list.

Word 1 **1553 Receive Command Word**

If the message doesn't contain a Receive Command Word, a value of FFFF is written to this word.

Word 2 **1553 Transmit Command Word**

If the message doesn't contain a Transmit Command Word, a value of FFFF is written to this word.

Word 3 **Transmit Data Buffer Address**

Contains the address of the first word of the transmit buffer. A value of FFFF indicates that this word is unused.

Word 4 **1553 Transmit Status or Mode Code Receive Data Word**

Stores a 1553 status word if one exists. If this message is a Mode Code 17 (Sync with Data), this is the data sent to the RT. If there is no Transmit Status word and this message is not a Mode Code 17, the value FFFF is stored in this word.

Word 5 **1553 Receive Status or Mode Code Transmit Data Word**

Stores a 1553 receive status word or the data word received from a Mode Code transfer. If there is no receive status or transmitted mode data word a value of FFFF is written.

Word 6 **Receive Error Word or Data Buffer**

Address points to Word 1 of Receive Data Buffer or Receive Error Word, if an error was detected. A value of FFFF indicates this word is unused. The value is reserved for all transmit Mode Codes.

MRT Receive Error Word

Bit 15 No Response

Bit 15 is set if the RT detects an error in data reception and does not respond with its status.

Bit 14 Word Count High

Actual word count exceeds command word count.

Bit 13 Word Count Low

Actual word count is less than command word count.

Bit 12 Wrong Sync

The 1553 receive logic expected a sync other than what was received.

Bit 11 Wrong Bus

A word has been received on the opposite bus from the command.

Bit 10 Manchester Error

A Manchester or parity error has occurred on the message received.

Bit 9 Mode of Operation

If Bit 9 is set, the receiver is the BC. If clear the receiver is an emulated RT.

Bit 8 Buffer Overflow

Indicates that a buffer-overflow condition occurred and the Interrupt Overflow Error bit was set in the receiving Message Block header. See description of overwrite current buffer bit (header Bit 12) in message block header. For details, refer to Chapter 4 BC MODE OPERATION, Message Block Structure section, Header Word 1 definition.

Bit 7-0 Reserved

BC Receive Error Word

Bit 15 No Response

Bit 15 is set if the RT detects an error in data reception and does not respond with its status.

Bit 14 Word Count High

Actual word count exceeds command word count.

Bit 13 Word Count Low

Actual word count is less than command word count.

Bit 12 Wrong Sync

The 1553 receive logic expected a sync other than what was received.

Bit 11 Wrong Bus

A word has been received on the opposite bus from the command.

Bit 10 Manchester Error

A Manchester or parity error has occurred on the message received.

Bits 9-0 Reserved

Word 7 Bus Controller Instruction Address

If in BC mode, Word 7 points to Word 1 of the current four-word BC instruction. If not in BC mode, this word is reserved.

Word 8 Buffer Switch Monitor Address

If 78 words or less remain in the current monitor buffer and the Buffer Switch Interrupt is enabled, a Buffer Switch Interrupt occurs during the last word to be stored. Word 8 points to the first word of the monitor buffer just filled.

Word 9 Command Word Address Pointer

If a Snapshot Interrupt is enabled for this command, Word 9 contains the address for the first Command Word of the transfer within the Monitor Buffer per the corresponding 1553 transfer.

Word 10 Trailer Word

As the last word in an interrupt packet (Figure B-1), the Trailer Word defines valid interrupt types and sources for the corresponding 1553 message.

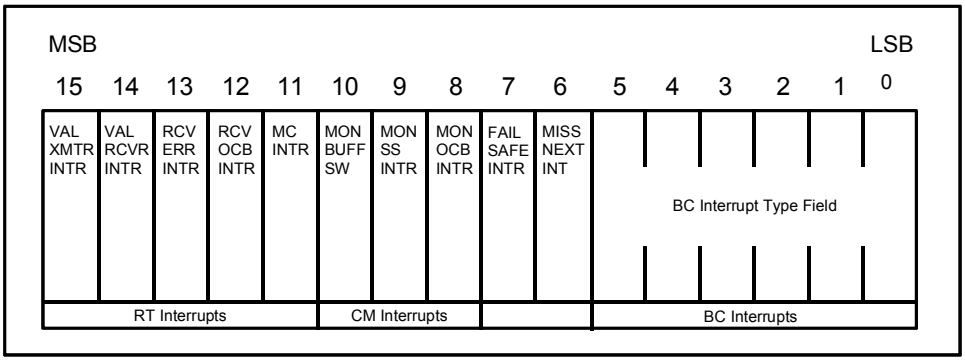


Figure B-1 Trailer Word

MRT Interrupts (Bits 15-11)

If any of the interrupt bits are enabled in the Message Buffer Header or the Mode Interrupt is enabled in the Mode Code Response Word, the corresponding bit is set in the Trailer Word. The MRT Interrupts are defined below:

Bit 15 Valid Transmitter Interrupt

The transmit RT and SA were emulated for the transfer.

Bit 14 Valid Receiver Interrupt

The Receive RT and SA were emulated for the transfer.

Bit 13 Receiver Error Interrupt

The RT Mode detected an error on the received data.

Bit 12 Receiver Overwrite Current Buffer Interrupt

When bit 12 is set, bit 14 is never set.
The message's New Data bit was set but no empty buffers were found. Therefore, since the Overwrite Current Buffer bit was also set in the emulated RT buffer, the existing data was overwritten and an interrupt was generated.

Bit 11 Mode Code Interrupt

The RT emulated the Mode Code transfer.

Bits 10-8 Monitor Interrupts

If any of the interrupt bits are enabled in the Monitor Buffer Header Word or any of the monitor interrupt bits are enabled in the Mode Code Response Word, the corresponding bit is set in the Trailer Word.

Bit 10 Monitor Buffer Switch Interrupt

A buffer switch occurred during this message.

Bit 9 Monitor Snapshot Interrupt

Posts the address of the Command Word for the corresponding message in the second to the last word of the packet. If the transfer was RT-to-RT, the address of the Transmit Command is written.

Bit 8 Monitor Overwrite Current Buffer Interrupt

Bits 7-0 Other Interrupts

Bit 7 Fail-safe Interrupt

Bit 7 is set if a continuous 1553 transmission of greater than 720 microseconds occurs causing a transmitter shutdown. Jumper J7 must also be removed.

Bit 6 Miss Next Interrupt

1 = Interrupt queue overflowed after this block.
0 = No interrupt overflow occurred.

Bits 5-0 BC Interrupts

Bits 5-0 specify a six-bit field that displays the BC interrupt type in the hexadecimal format (Table B-3).

Table B-3 Bus Controller Interrupts

Hex Value	Interrupt Type
2	BC Mode Code Instruction Complete
3	BC Transfer Data
4	Instruction Complete (Includes Jump, HUE, etc.)
6	BC Halt
7	BC Transfer/Instruction Complete
8	Status Exception
A	BC-MC/Status Exception
B	BC Transfer/Status Exception
C	Instruction Complete/Status Exception
F	BC Transfer/Instruction Complete/Status Exception
10	Protocol Error
14	Instruction Complete/Protocol Error
18	BC Overrun
1F	BC Over/BC Transfer/Instruction Complete
2X	Asynchronous Halt/ etc.

Word 11 **Valid Interrupt (FFFF)**

Word 11 is set to a non-zero value when the GLD+ board adds the packet to the interrupt queue. Your application must write a zero to this word when it has finished processing this packet.

Word 12 **Forward Link**

Reserved for microcode use.

Word 13 **Reverse Link**

Reserved for microcode use.

B.3 Algorithm for Interrupt Processing

To process interrupts, follow the steps outlined below:

1. Read the value of the Interrupt Control Register to a variable in your program.
2. Write a '0' to the Interrupt Control Register.
3. Process the packet (application dependent).
4. Read the Link Word in the packet.
5. Write a '0' to the Valid Interrupt Word to return the packet.
6. Repeat Steps 3 through 5 until the Link Word equals zero.
7. Re-enable system interrupts.

APPENDIX C

REGISTERS

TABLE OF CONTENTS

C.1 Overview C-1
C.2 Configuration Registers C-1
C.2.1 ID Register 00 *hex*, 20 *hex* C-3
C.2.2 Device Type Register 01 *hex*, 21 *hex* C-4
C.2.3 Status/Control Register 02 *hex*, 22 *hex* C-5
C.2.4 Memory Base Register 03 *hex*, 23 *hex* C-6
C.2.5 Interrupt Level Register 15 *hex*, 35 *hex* C-6
C.2.6 Interrupt Vector Register/Status ID Register 17 *hex*, 37 *hex* C-7
C.3 Real-Time Control Registers C-7
C.3.1 Alignment Register 1400 *hex* C-8
C.3.2 Board Type Register 1401 *hex* C-8
C.3.3 Firmware Version Register 1402 *hex* C-8
C.3.4 Master Control Register 1403 *hex* C-8
C.3.5 Register Control Register 1404 *hex* C-8
C.3.6 Register Value Register 1405 *hex* C-8
C.3.7 BCMRT Status 1406 *hex* C-9
C.3.8 Monitor Status Register 1407 *hex* C-10
C.3.9 Monitor Buffer Control Register 1408 *hex* C-10
C.3.10 Interrupt Queue Control Register 1409 *hex* C-10
C.3.11 ELT HIWD Register 140A *hex* C-10
C.3.12 ELT LOWD Register 140B *hex* C-10
C.3.13 Broadcast Enable Registers (140C *hex*, 140F *hex*) C-11
C.3.14 Shutdown Enable Registers (140D *hex*, 1410 *hex*) C-12
C.3.15 BC Trigger Status Register 1413 hex C-13
C.3.16 Amplitude State Register 1415 *hex* C-13
C.3.17 Relay State Register 1416 *hex* C-14
C.3.18 ELT State Register 1417 *hex* C-14
C.3.19 Current Buslist Instruction Address Register 1418 *hex* C-15
C.3.20 BC Start Trigger Address Register 141A *hex* C-15
C.3.21 Master Shutdown Register 142E *hex* C-15
C.4 Function Registers C-16
C.4.1 Writing to the Function Registers C-16
C.4.2 Start Loopback Test Register 0E *hex* C-17
C.4.3 BC Control Register 10 *hex* C-17
C.4.4 MRT Control Register 11 *hex* C-17
C.4.5 Fail-safe Timer Register 12 *hex* C-18
C.4.6 Gap Counter Control Register 13 *hex* C-18
C.4.7 BC Error Control Register 14 *hex* C-19
C.4.8 AND Register 15 *hex* C-20
C.4.9 OR Register 16 *hex* C-21
C.4.10 Elapsed Timer (ELT) Control Register 17 *hex* C-22
C.4.11 Chronological Monitor Control Register 18 *hex* C-23
C.4.12 Amplitude Register 19 *hex* C-24
C.4.13 Relay Register 1A *hex* C-25
C.4.14 Chronological Monitor Dynamic Buffer Switch 1B *hex* C-25
C.4.15 Reset Register 1C *hex* C-26
C.4.16 Memory Address Register 1D *hex* C-26
C.4.17 Buslist Instruction Address Register 1E *hex* C-26
C.4.18 BC Start Trigger Control Register 1F *hex* C-27

FIGURES

Figure C-1 Types of Register Controls C-1
Figure C-2 ID Register C-3
Figure C-3 Device Type Register C-4
Figure C-4 Status/Control Register C-5
Figure C-5 Interrupt Level Register C-6
Figure C-6 BCMRT Status Real-Time Register C-9
Figure C-7 RT 0-15 Broadcast Enable Register 140C hex C-11
Figure C-8 RT 16-31 Broadcast Enable Register 140F *hex* C-11
Figure C-9 RT 0-15 Shutdown Enable Register 140D hex C-12
Figure C-10 RT 16-31 Shutdown Enable Register 1410 hex C-12
Figure C-11 BC Trigger Status Register 1413 *hex* C-13
Figure C-12 Amplitude State Register C-13
Figure C-13 Relay State Register C-14
Figure C-14 ELT State Register C-14
Figure C-15 BC Error Control Register C-19
Figure C-16 Elapsed Timer (ELT) Control Register C-22
Figure C-17 Chronological Monitor Control Register C-23
Figure C-18 Amplitude Register C-24
Figure C-19 Relay Register C-25
Figure C-20 CM Dynamic Buffer Switch Register C-25
Figure C-21 BC Start Trigger Control Register C-27

TABLES

Table C-1 Initialization Registers C-2
Table C-2 Real-Time Control Registers C-7
Table C-3 Function Registers C-16
Table C-4 Register 17 Values and Actions C-22

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C.1 Overview

Three types of registers control GLD+ board operation:

- The I/O-mapped Configuration Registers
- Real-Time Control Registers
- Function Registers.

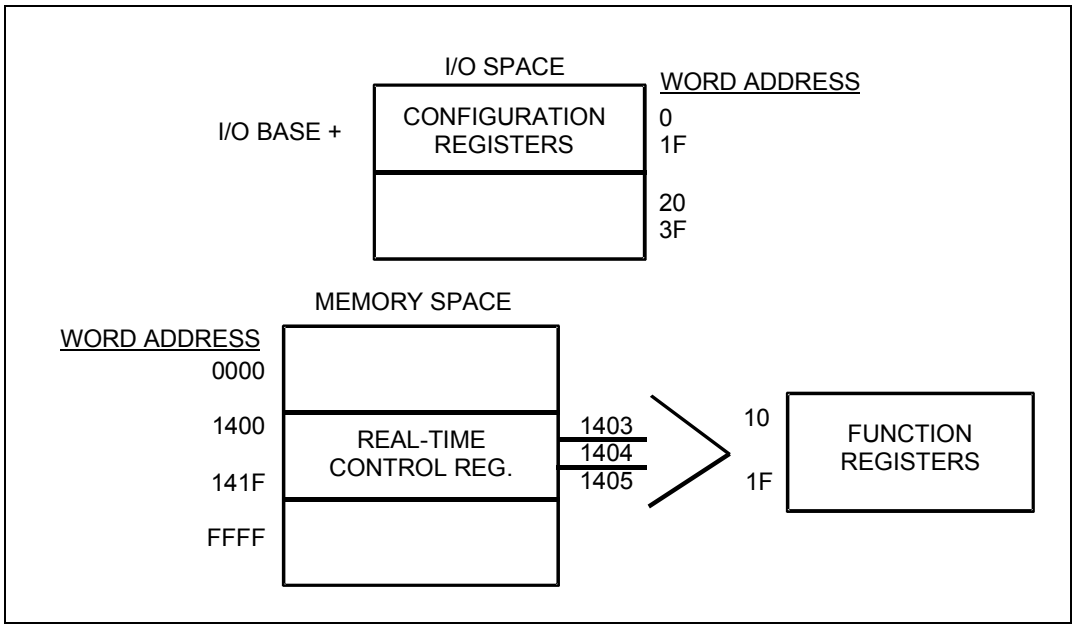


Figure C-1 Types of Register Controls

C.2 Configuration Registers

The Configuration Registers should be initialized when the board in powered on. These registers are controlled by user I/O functions and must be mapped into the host I/O space.

Thirty-two registers are defined at the selected host I/O address for each channel. This I/O address is selected using Switch Banks 1, 2 and 3 (See Chapter 3 INSTALLATION for more information on I/O addressing.) The first 32 locations are reserved for Channel 1. These register definitions are duplicated in the next 32 locations for Channel 2 (the second channel is an option and might not be installed on your board). Set up all write registers for both channels for correct dual-channel operation.



NOTE: Do not write to reserved registers from an application program.

Table C-1 Initialization Registers

Register Number	Register Name	Access Method	Channel
0	ID	READ	1
1	Device Type	READ	1
2	Status/Control	READ/WRITE	1
3	Memory Base	READ/WRITE	1
4-14	Reserved	----------	1
15	Interrupt Level	READ/WRITE	1
16	Reserved	----------	1
17	Interrupt Vector/Status	READ/WRITE	1
18-1F	Reserved	----------	1
20	ID	READ	2
21	Device Type	READ	2
22	Status/Control	READ/WRITE	2
23	Memory Base	READ/WRITE	2
24-34	Reserved	----------	2
35	Interrupt Level	READ/WRITE	2
36	Reserved	----------	2
37	Interrupt Vector/Status	READ/WRITE	2
38-3F	Reserved	----------	2



NOTE: Register numbers are in hexadecimal. The actual byte address of a register is calculated as:
(Base I/O Address) + (Register Number) X 2.
Registers are word registers and must be accessed on even bytes.



NOTE: Unused/undefined bits of any Initialization register are read as ones. Reserved bits may be read as zeros.

C.2.1 ID Register 00 *hex*, 20 *hex*

Reading this register allows the system to identify the board manufacturer and the selected address space. This register can also be used to verify the board is based correctly.

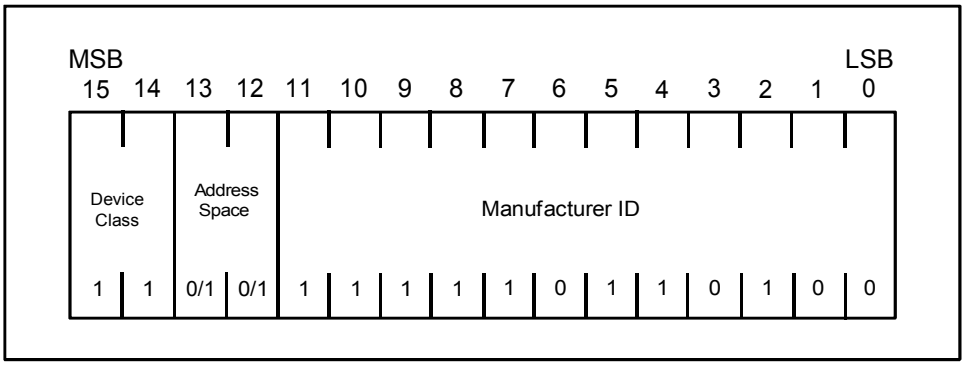


Figure C-2 ID Register

Bits 15-14 Device Class

The GLD+ Register-Based boards set these bits to '1'.

Bits 13-12 Address Space

00 = A24 Address Space
01 = A32 Address Space

Bits 11-0 Manufacturing ID = FB4 *hex*

C.2.2 Device Type Register 01 *hex*, 21 *hex*

Reading this register identifies the memory space and the device type required by the board. You can also use the Device Type Register to verify that the board is based correctly and to identify the GLD+ board as a single- or dual-channel board.

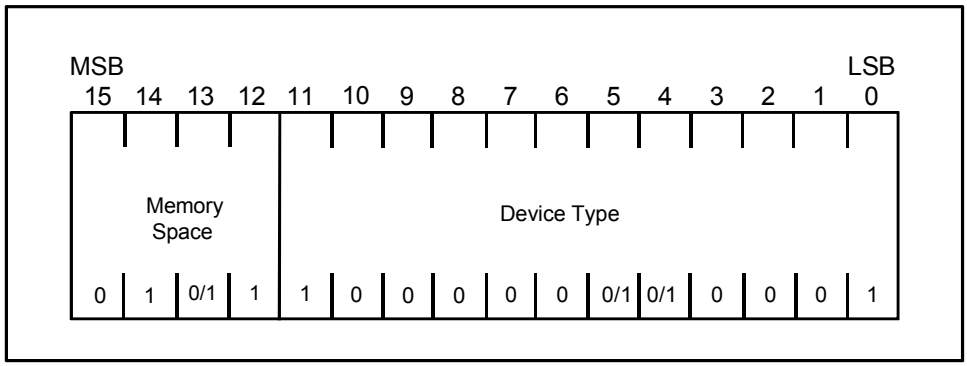


Figure C-3 Device Type Register

Bits 15-12 Memory Space Required

A24 Space = 0110. Indicates 64 K words
A32 Space = 1110. Indicates 64 K words.

Bits 11-0 Device Type

811 *hex* = Single Channel
821 *hex* = Dual Channel

C.2.3 Status/Control Register 02 *hex*, 22 *hex*

This Read/Write register controls board operation in the VME environment.

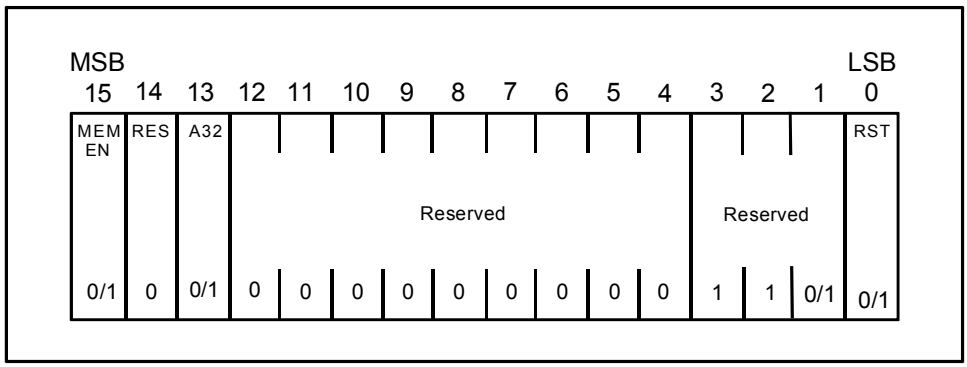


Figure C-4 Status/Control Register

Bit 15 MEM EN (Memory Enable)

Set to ‘1’ to enable memory accesses.
Set to ‘0’ to disable the memory.
Zero is also the power-up default.

Bit 14 MOD ID (Module Identification)

Reading a zero indicates the system is selecting the appropriate VMEbus module identification line for the GLD+ board slot.

Bit 13 A32 (A32 Select)

Set to ‘1’ to select A32 memory space address decoding.
Set to ‘0’ to select A24 memory space address decoding.
I/O registers are always located in A16 address space.

Bits 12-4 Reserved - Always ‘0’

Bits 3-2 Reserved - Always ‘1’

Bit 1 Reserved

Bit 0 RST (Reset)

Set to ‘1’ to generate a board reset. The reset does not affect memory but does reset operational registers. The board is held in reset as long as this bit position remains a ‘1’.
Set to ‘0’ before another reset operation can occur.

C.2.4 Memory Base Register 03 *hex*, 23 *hex*

This register sets up the memory base address. The least-significant bits must be zero because the channel memory must be on a 128 KB boundary.

EXAMPLE

The following example demonstrates how to set up the memory base address for A32 space or A24 space.

A32 Address Space

Assume the memory base address is located at Address F0360000 *hex*. Write the most-significant 15 bits into the most-significant bits of the Memory Base Register. For example, left justify the address bits:

```
15                              0
 1 1 1 1 0 0 0 0 0 0 1 1 0 1 1 0
```

A24 Address Space

Assume the memory base address is located at address 360000 *hex*. Write the most significant seven bits into the most-significant bits of the Memory Base Register. For example, left justify the address bits:

```
15                              0
 0 0 1 1 0 1 1 0 0 0 0 0 0 0 0 0
```

C.2.5 Interrupt Level Register 15 *hex*, 35 *hex*

This register sets the interrupt level and enables interrupts.

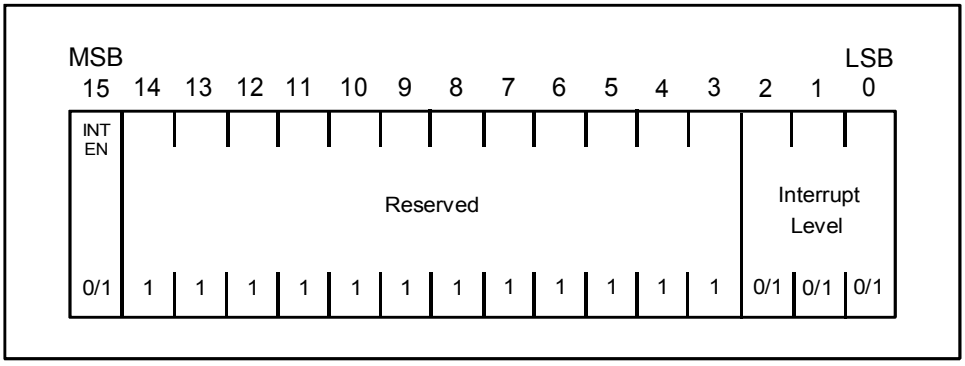


Figure C-5 Interrupt Level Register

Bit 15 INT EN (Interrupt Enable)

Set to ‘1’ to enable interrupts if the programmed interrupt level is not zero.
Set to ‘0’ to disable interrupt generation.

Bits 14-3 Reserved - Always ‘1’

Bits 2-0 Interrupt Level

These bits define the VME interrupt level. For example, writing a value of ‘011’ to these bits selects Interrupt Level 3. A value of ‘0’ prohibits an interrupt from occurring.

C.2.6 Interrupt Vector Register/Status ID Register 17 *hex*, 37 *hex*

This register identifies the interrupt vector response to be placed on the data bus during an interrupt acknowledge cycle. All 16 bits are driven to the data bus during the acknowledge cycle. If eight-bit interrupt vectors are required, program the upper eight bits of this register to '1's, and program the lower eight bits to the vector address. For 16-bit vectors, program all 16 bits of the register.

If the GLD+ board is interfaced via the VISA transitional libraries, this register will be a status/ID Register. The eight most-significant bits of this register (bits 15-8) are the cause/status bits. These bits are not used and must be set to zero. The eight least-significant bits (bits 7-0) are the logical address of the Interrupter. Ensure these bits are set to the same logical address assigned to the card.

C.3 Real-Time Control Registers

The Real-Time Control Registers, located in on-board memory, supply important information, such as operating mode status (Table C-2). These registers can be accessed at any time (even when traffic exists on the 1553 bus) without degrading the performance of the board. The memory-base address for these registers is at offset 1400 *hex* words.

To calculate the register address in bytes:

Channel Base Memory Address + (1400 *hex* + Register Number) X 2

Table C-2 Real-Time Control Registers

Memory Address	Register Name	Access Method
1400 *hex*	Alignment	READ *
1401 *hex*	Board Type	READ *
1402 *hex*	Firmware Version	READ *
1403 *hex*	Master Control	READ/WRITE
1404 *hex*	Register Control	READ/WRITE
1405 *hex*	Register Value	WRITE
1406 *hex*	BCMRT Status	READ
1407 *hex*	Monitor Status	READ
1408 *hex*	Monitor Buffer Control	READ/WRITE
1409 *hex*	Interrupt Queue Control	READ/WRITE
140A *hex*	ELT HIWD	READ
140B *hex*	ELT LOWD	READ
140C *hex*	RT 0-15 Broadcast Enable	READ/WRITE
140D *hex*	RT 0-15 Shutdown Enable	READ/WRITE
140F *hex*	RT 16-31 Broadcast Enable	READ/WRITE
1410 *hex*	RT 16-31 Shutdown Enable	READ/WRITE
1413 *hex*	BC Trigger Status	READ
1415 *hex*	Amplitude State	READ
1416 *hex*	Relay State	READ
1417 *hex*	ELT State	READ
1418 *hex*	Current Buslist Inst. Address	READ
141A *hex*	BC Start Trigger Address	READ/WRITE
142E *hex*	Master Shutdown	READ/WRITE

* These registers are only updated after a microcode download. Any accidental write to these memory locations will result in incorrect read values.

C.3.1 Alignment Register 1400 *hex*

When read, a value of 1553 *hex* is returned, indicating that the board has been successfully mapped.

C.3.2 Board Type Register 1401 *hex*

When read, a value of 4200 *hex* is returned, identifying the board type as a GLD+ multi-function board. A value of 4201 *hex* identifies the board as a GLD+ single-function board.

C.3.3 Firmware Version Register 1402 *hex*

When read, the current version of the on-board firmware is returned.



NOTE: The Master Control, Register Control and the Register Value Registers are used to access the Function Registers. For more information on how to access the Function Registers, see page C-16.

C.3.4 Master Control Register 1403 *hex*

This register acts as a safeguard against any unintentional accesses to the Function Registers. A value of 1553 *hex* must be written to this address by the software prior to all register accesses. If the 1553 *hex* value has been changed, you cannot access any of the GLD+ board Function Registers.

C.3.5 Register Control Register 1404 *hex*

The Register Control register identifies the Function Register to be accessed and indicates when the access is in progress. The user software loads the function register offset into the Register Number Field (Bits 5-0) of this register and writes a '1' to Bit 15.

Bit 15	Register Access Pending Bit Bit 15 indicates if a register access is in progress. The software polls Bit 15 for a value of '1' or '0'. If the value is '1', the microcode examines Bits 5-0 of the Register Control Register and performs the register function loaded by the user. When the register access is completed, the microcode clears this bit to allow another register access to occur.
Bits 14-6	Reserved
Bits 5-0	Register Number Field Bits 5-0 indicate the function register number to be accessed.

C.3.6 Register Value Register 1405 *hex*

This register contains the data value to be written into the register number specified in Bits 5-0 of the Register Control Register 1404 *hex*.

C.3.7 BCMRT Status 1406 *hex*

A read of this register allows the user to view the current operating modes and status of execution.

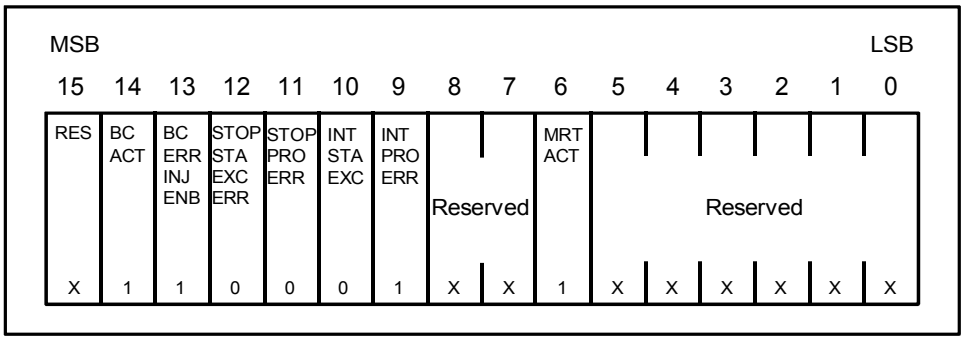


Figure C-6 BCMRT Status Real-Time Register

Bit 15 Reserved

Bit 14 BC Active (BC ACT)

If '1', the BC is active and executing buslist instructions. Bit 14 is reset by the firmware when the BC executes a Halt instruction or the user writes zeroes to the BC Control Register.

Bit 13 BC Error Injection Enabled (BC ERR INJ ENB) (GLD+VME Only)

If '1', error injection for the BC is enabled.

Bit 12 Stop On Status Exception Error (STOP STA EXC ERR)

If '0', the BC stops if it receives a status response from an RT with any Bits 0-10 set.

Bit 11 Stop On Protocol Error (STOP PRO ERR)

If '0', the BC stops if it detects a protocol error.

Bit 10 Interrupt On Status Exception (INT STA EXC)

If '1', the BC generates an interrupt when it receives a status response from an RT with any Bits 0-10 set.

Bit 9 Interrupt On Protocol Error (INT PRO ERR)

If '1', the BC generates an interrupt when a protocol error is detected.

Bits 8 & 7 Reserved

Bit 6 MRT Active (MRT ACT)

If '1', the MRT mode is activated. Bit 6 reflects accesses to the MRT Control Register and is reset by the firmware when the user writes zeroes to the MRT Control Register.

Bits 5-0 Reserved

C.3.8 Monitor Status Register 1407 *hex*

Reading this register returns the operational status of the Chronological Monitor. The possible values, set in the Chronological Monitor Control Register, are:

0000 *hex* - Monitor is not active.
0008 *hex* - Monitor is active, will only capture all messages with valid commands.
0018 *hex* - Monitor is active, will capture all bus traffic.
0020 *hex* - Monitor is not active, External CM Start bit is set.
0028 *hex* - Same as 0008 *hex* and External CM Start bit is set.
0038 *hex* - Same as 0018 *hex* and External CM Start bit is set.
0030 *hex* - Monitor is not active, External CM Start bit and Capture All Bus Traffic bits are set

C.3.9 Monitor Buffer Control Register 1408 *hex*

Reading this register returns the starting memory address of the current monitor buffer.

C.3.10 Interrupt Queue Control Register 1409 *hex*

When read, a '0' indicates the interrupt queue is empty. If the microcode writes any other value to the packet, this value represents the address of the first packet to be processed by the software. Software writes a '0' to this register to notify microcode that processing of the queue has started.

C.3.11 ELT HIWD Register 140A *hex*

The ELT HIWD is loaded into this location after a value is written to the ELT Control Function Register 17 *hex* with bit 11 set to '1'.

C.3.12 ELT LOWD Register 140B *hex*

The ELT LOWD is loaded into this location after a value is written to the ELT Control Function Register 17 *hex*, with bit 11 set to '1'.

C.3.13 Broadcast Enable Registers (140C *hex*, 140F *hex*)

An RT is notified of broadcast commands if the RT is enabled and the bit corresponding to this RT is set in the appropriate Broadcast Notification Word. Two words of BIU memory, at memory addresses 140C *hex* (Figure C-7) and 140F *hex* (Figure C-8), indicate the RTs to be notified of broadcast messages.

To notify RTs 0, 5, 10, 15, 20, 25 and 30 of broadcast messages, the value of 8421 *hex* is loaded into BIU address 140C *hex* and 4210 *hex* is loaded into BIU address 140F *hex*. It is not necessary to set the bit corresponding to RT31.

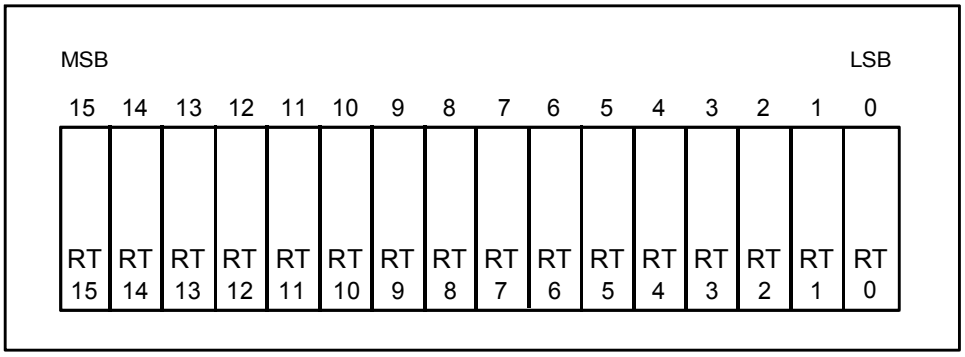


Figure C-7 RT 0-15 Broadcast Enable Register 140C hex

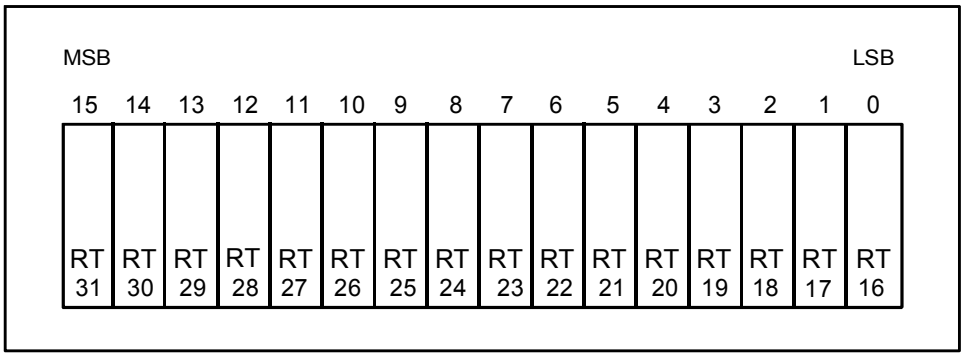


Figure C-8 RT 16-31 Broadcast Enable Register 140F *hex*

To determine if an enabled RT is participating in the transmitted broadcast message, a Mode Code 2 (Transmit Last Status) or Mode Code 18 (Transmit Last Command) must be transmitted on the 1553 bus. If the specified RT used in the mode code is enabled for broadcast, the Broadcast Message Received (BRC) bit is set in the 1553 status response.

C.3.14 Shutdown Enable Registers (140D *hex*, 1410 *hex*)

An RT bus shutdown will occur if the RT is enabled and the bit corresponding to this RT is set in the appropriate shutdown Enable Register. These two words of BIU memory, at 140D *hex* (Figure C-9) and 1410 *hex* (Figure C-10), indicate the RTs to be shutdown on a specific bus.

To notify RTs 0, 5, 10, 15, 20, 25 and 30 to be shutdown on Bus B, the value of 8421 *hex* is loaded into BIU memory address 140D *hex* and 4210 *hex* is loaded into BIU memory address 1410 *hex*. It is also necessary to set the corresponding Bus-B-down bit in each of the RT Control Words.

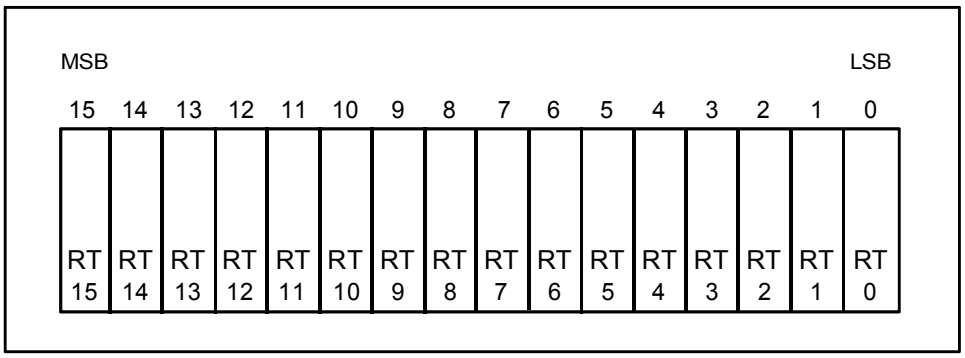


Figure C-9 RT 0-15 Shutdown Enable Register 140D hex

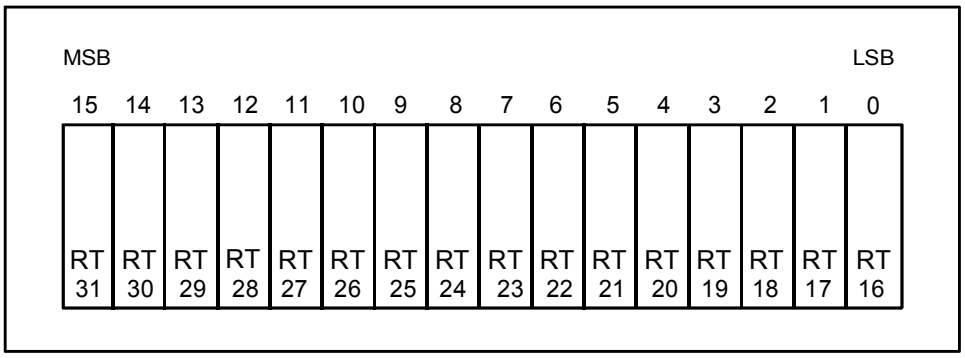


Figure C-10 RT 16-31 Shutdown Enable Register 1410 hex

C.3.15 BC Trigger Status Register 1413 hex

This register indicates if the BC Trigger is enabled.

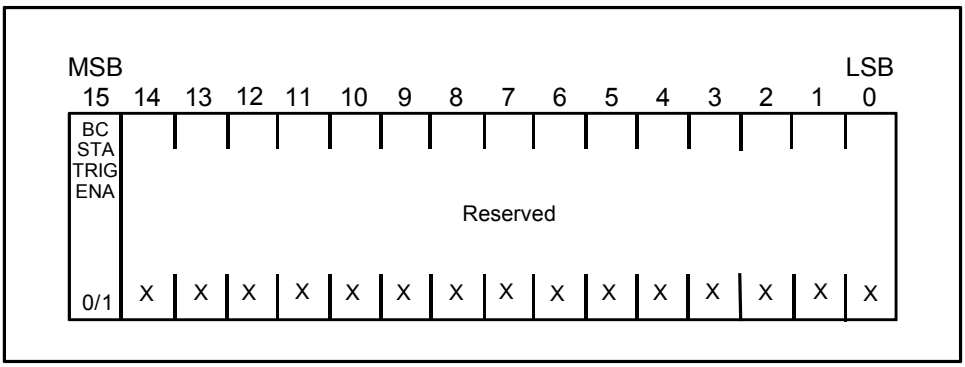


Figure C-11 BC Trigger Status Register 1413 *hex*

Bits 15 Set to '1' if BC Trigger was enabled by writing to the BC Start Trigger Control Function Register (1F *hex*).
Set to '0' if BC Trigger is disabled.

Bits 14-0 Reserved

C.3.16 Amplitude State Register 1415 *hex*

Reading this register provides the current variable amplitude setting. The default setting is the maximum value (00FF *hex*). This value is set when the microcode is uploaded.

NOTE: The standard products do not support this feature. Different transceivers are required and must be ordered as an option.

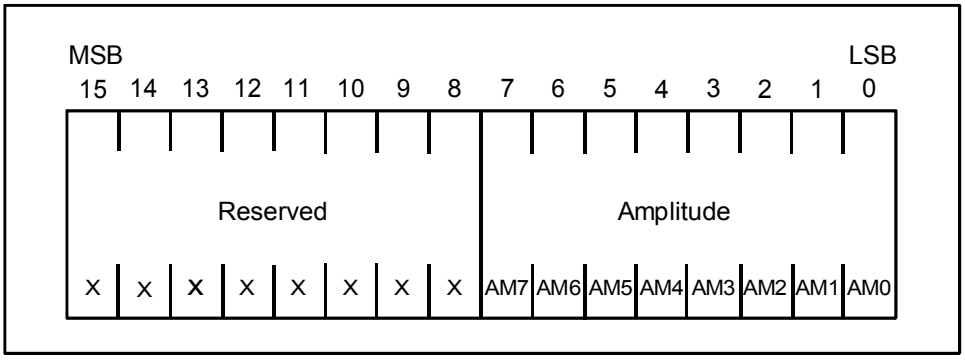


Figure C-12 Amplitude State Register

Bits 15-8 Reserved

Bits 7-0 Amplitude in hexadecimal

C.3.17 Relay State Register 1416 *hex*

This register contains the current value written to the Relay Function Register, which determines external bus connection. The default setting is isolated from the 1553 bus (0001 *hex*).

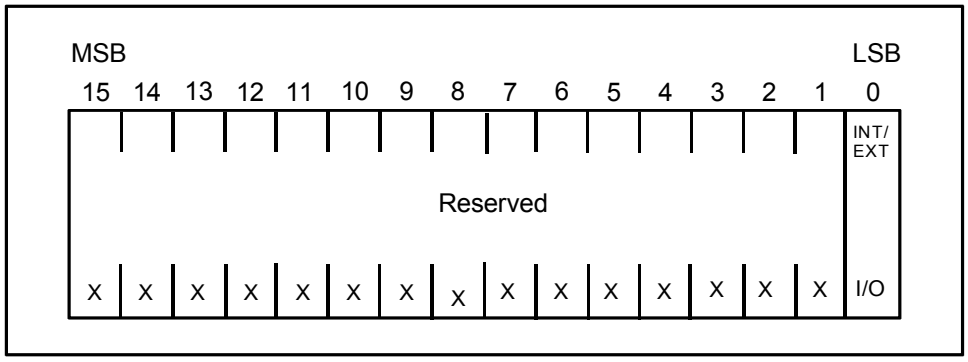


Figure C-13 Relay State Register

Bits 15-1 Reserved

Bit 0 Internal/External Bus Connection.
Set to '1' for Internal Bus Connection.
Reset to '0' for External Bus Connection.

C.3.18 ELT State Register 1417 *hex*

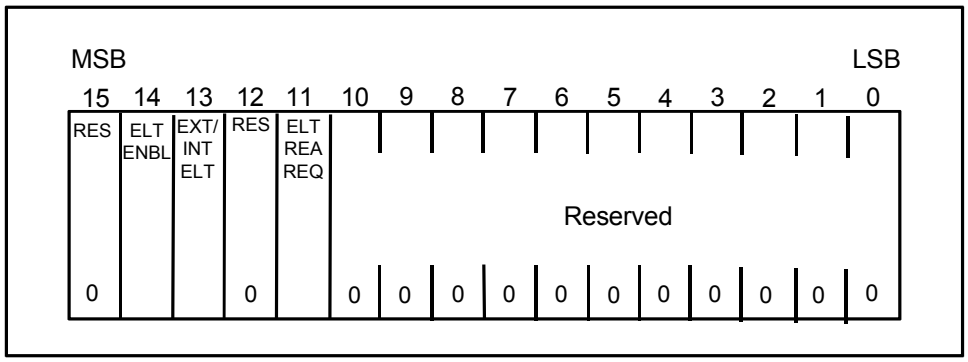


Figure C-14 ELT State Register

Bit 15 Reserved

Bit 14 ELT Enable
If '1', ELT is enabled.
If '0', ELT is disabled.

Bit 13 ELT External/Internal Select
If '1', external ELT is selected.
If '0', internal ELT is selected.

Bit 12 ELT Reset
If '0', reset the ELT.
If '1', do not set the ELT.

Bit 11 ELT Read Request
If '1', ELT READ has been requested.
If '0', ELT READ has not been requested.

Bits 10-0 Reserved

C.3.19 Current Buslist Instruction Address Register 1418 *hex*

A read of this register returns the location of the Buslist instruction under execution when the Buslist Instruction Address Function Register was last written.

C.3.20 BC Start Trigger Address Register 141A *hex*

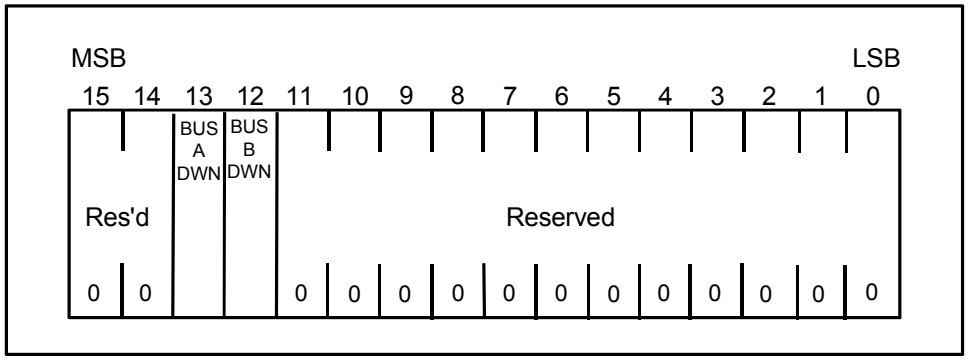
This register holds the pointer for the first instruction only when the BC Start Trigger is enabled. Otherwise, the BC Control-Function Register (10 *hex*) holds the starting address of the buslist. This value is written by software and read by microcode.



NOTE: Write to this register before enabling the BC Start Trigger option to avoid accidental starts.

C.3.21 Master Shutdown Register 142E *hex*

Writing to this register will shut down the specified bus for all remote terminals enabled for shutdown in registers 140D *hex* and 1410 *hex*. write 2000 *hex* to shut down bus A for all shutdown-enabled remote terminals. write 1000 *hex* to shut down bus B for all shutdown-enabled remote terminals. A value of 3000 *hex* will shut down both busses. This location is logically ORed with the RT control word Bus Down bits (for all shutdown-enabled remote terminals) to determine if the bus is indeed shut down.



Bit 15-14 Reserved

Bit 13 Bus A Down
If '1', shut down Bus A for all shutdown-enabled remote terminals.

Bit 12 Bus B Down
If '1', shut down Bus B for all shutdown-enabled remote terminals.

Bit 11-0 Reserved

C.4 Function Registers

The Function registers control certain board functions, such as buslist execution. Access to the Function Registers is controlled via the Real-Time Control Registers 1403 through 1405. The GLD+ board firmware accesses these registers when no traffic exists on the bus.



NOTE: None of the Function Registers are readable. All read accesses are performed via the Real-Time Control Registers located in memory starting at address 1400 *hex*.

Table C-3 Function Registers

Register Number	Register Name	Access Method
E	Start Loopback Test	WRITE
F	Reserved	N/A
10	BC Control	WRITE
11	MRT Control	WRITE
12	Fail-safe Timer	WRITE
13	Gap Counter Control	WRITE
14	BC Error Control	WRITE
15	AND	WRITE
16	OR	WRITE
17	Elapsed Timer Control	WRITE
18	Chronological Monitor Control	WRITE
19	Amplitude	WRITE
1A	Relay	WRITE
1B	CM Dynamic Buffer Switch	N/A
1C	Reset	WRITE
1D	Memory Address	WRITE
1E	Buslist Instruction Address	WRITE
1F	BC Start Trigger Control	WRITE

C.4.1 Writing to the Function Registers

To write to the Function Registers:

1. If the Master Control Register memory address 1403 *hex* contains the value 1553 *hex* and Bit 15 of the Register Control 1404 *hex* is set, wait for Bit 15 of the Register Control Register to be reset.
2. Write the value 1553 *hex* to the Master Control Register.
3. Write the value to be loaded into the desired Function Register into the Register Value Register 5 at memory address 1405 *hex*.
4. Write the desired Function Register number into Bits 5-0 and set Bit 15 of the Register Control Register 4 at memory address 1404 *hex*.

5. When Bit 15 of the Register Control Register 4 is reset by the onboard microcode, the operation has completed.

C.4.2 Start Loopback Test Register 0E *hex*

Writing a '0' to the write-only Start Loopback Test Register causes the microcode to configure Remote Terminal 2 and Subaddress 2 in the transmit direction. A transmit command is sent to this subaddress which responds by sending the hexadecimal data values 1111, 2222, 3333, 4444 and 5555 to the Bus Controller on bus A. Writing an 800 *hex* to this register generates the same traffic on bus B.

C.4.3 BC Control Register 10 *hex*

The write-only BC Control Register controls three functions. These are:

START

Load the address of the first buslist instruction to be executed. The offset cannot be less than 1440 *hex*, if the RTs are emulated.

HALT

To halt the buslist, write 0. The BC completes the current instruction, halts and generates an asynchronous halt interrupt, and does not update the instruction counter.

CONTINUE

To continue the buslist, write FFFF *hex*. The BC increments the instruction counter then starts the BC. The Continue instruction can be used to restart the BC after asynchronous errors, exceptions or a HALT BC instruction. When evident that another buslist instruction will immediately follow the HALT instruction, the Continue instruction restarts the BC.



NOTE: Writing to this register automatically resets and enables the BC elapsed timer. If using the external BC trigger, the timer is held reset until a trigger is received.

C.4.4 MRT Control Register 11 *hex*

The write–only MRT Control Register enables or disables the emulation of RTs for the MRT structures set up in memory.



NOTE: Initial MRT structures must be in place before the MRT is started.

After the MRT is started, RTs can be enabled or disabled by setting or clearing Bit 15 of the RT Status Block Control Word for the desired RT.

START MRT

To start the MRT, write a non-zero value.

HALT MRT

To halt the MRT, write a '0'.

C.4.5 Fail-Safe Timer Register 12 *hex*

In the event of a runaway transmitter (continuously transmitting greater than 720 μsec) the GLD+ board will activate the Fail-Safe Timer to disable the transmit circuitry and queue an interrupt to indicate the event. This write–only Fail-Safe Timer Register resets the Fail-Safe Timer and enables both transmitters.

During simulation any write to the Fail-Safe Timer Register will reset the timer and re-enable both transmitters. Also, a hardware or software reset to the card will have the same effect.

When a Transmitter Shutdown Interrupt occurs (that is, Bit 5 of the Trailer Word in the Interrupt Packet is set), the Fail-Safe Timer Register can be written to re–enable transmitters.



NOTE: A word-count-high error greater than 32 words indicates a transmitter hardware failure. If the transmitter is not emulated on this channel, then do not write to register 12 for resetting.

C.4.6 Gap Counter Control Register 13 *hex*

This register enables the BC to accept different response times other than the 1553 spec allows.

To use the Gap Counter Control Register:

- Determine the length of time the BC allows for the RT to respond. Calculated as tenths of microseconds. (14 μs = 140 tenths μs)
- Subtract this value from 256.
- Convert to Hexadecimal.
- Load the new value into the Gap Counter Control Register.

EXAMPLE

To set the BC time-out to 18 microseconds, multiply 18 by 10 (to convert 18 to tenths of microseconds) and subtract the result from 256:

256 - 180 = 76 *decimal*

Convert to Hexadecimal:

76 *decimal* = 4C *hex*

Write this value (4C *hex*) into the Gap Register.



NOTE: Since the time-out value is subtracted from 256, the maximum time-out is 25.6 microseconds.

C.4.7 BC Error Control Register 14 *hex*

The write-only BC Error Control Register modifies BC reaction to 1553 errors. The BC may be set up to halt or interrupt for both status exception- and protocol-error events. (Figure C-15). Bit 2 is used to activate error injection for the BC mode (GLD+ multi-function board only). The defined error word (word 2 of instruction) in any buslist instruction is used on transmission.

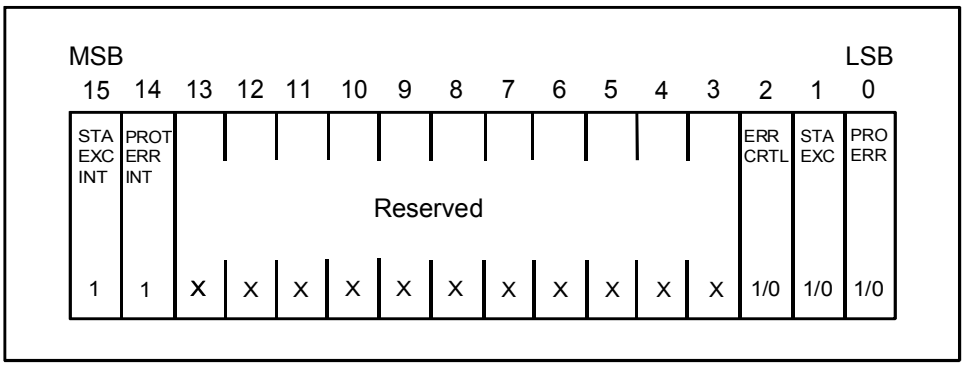


Figure C-15 BC Error Control Register

Bit 15 — Status Exception Interrupt (STA EXC INT)

Set to '1', to post an interrupt when the BC encounters a Status Exception.

Bit 14 — Protocol Error Interrupt (PROT ERR INT)

Set to '1', to post an interrupt when the BC encounters a protocol error.

Bits 13-3 — Reserved

Bit 2 — Error Control (ERR CRTL) (GLD+ multi-function board only)

Set to '1', to use the error-injection information in each individual buslist instruction on transmission.
Set to '0' to disable all BC error injection capabilities.

Bit 1 — Status Exception (STA EXC)

Set to '1', to continue the BC after a status exception is encountered.
Reset to '0' to halt the BC after a status exception is encountered.

Bit 0 — Protocol Error (PRO ERR)

Set to '1' to continue the BC.
Reset to '0' to the halt BC after a protocol error occurs.

C.4.8 AND Register 15 *hex*

As a write-only register, Register 15 *hex* works together with the Memory Address Register 1D *hex* to AND the value in Register 15 with the value pointed to by the memory address contained in Register 1D *hex*. The GLD+ boards modify the memory content after the AND value is written to this register.

EXAMPLE

Masking out the upper byte of a value using the AND Register 15 *hex*, AAAA ANDed with 00FF results in 00AA.

Operation	Address	Data
Write a value of AAAA *hex* into address 0528 *hex*.	Memory 0528 *hex*	AAAA *hex*
Write 0528 *hex* into Memory Address Register 1D *hex*.	Memory Address Register 1D *hex*	0528 *hex*
Write 00FF *hex* to the AND Register 15 *hex*.	AND Register 15 *hex*	00FF *hex*
Read back new data value.	Memory 0528 *hex*	00AA *hex*



NOTE: The AND/OR Registers provide compatibility with previous BIU products and are not used in most cases, since memory access via these registers takes five to ten times longer than a direct access to memory.

C.4.9 OR Register 16 *hex*

The OR Register works together with the Memory Address Register 1D *hex* to OR the value in Register 16 *hex* with the value pointed to by the memory address contained in Register 1D *hex*. Memory content is modified after the OR value is written to this register.

EXAMPLE

To set the upper byte of the value using the Register 16 *hex*, 00AA *hex* ORed with 5555 results in 55FF *hex*.

Operation	Address	Data
Write a value of 00AA *hex* to Memory Location 1359 *hex*.	Memory 1359 *hex*	00AA *hex*
Write 1359 to Memory Address Register 1D *hex*.	Memory Address Register 1D *hex*	1359 *hex*
Write 5555 to OR Register 16 *hex*.	OR Register 16 *hex*	5555 *hex*
Read back new data value.	Memory 1359 *hex*	55FF *hex*



NOTE: The AND/OR Registers provide compatibility with previous BIU products and are not used in most cases, since memory access via these registers takes five to ten times longer than a direct access to memory.

C.4.10 Elapsed Timer (ELT) Control Register 17 *hex*

The write–only ELT Control Register controls the 32-bit Elapsed Timer for MRT and CM modes (Figure C-16, Table C-4). A write to Register 17 enables/disables the ELT, selects the external signal or internal clock source, resets the ELT and READs the ELT. (See the Real-Time Control Registers 140A *hex* and 140B *hex*.) The ELT contains a resolution of 1 microsecond. The ELTCLK (external clock) resolution is user-defined.



NOTE: READ the Real time control ELT STATE register to verify configuration before changing.

Table C-4 Register 17 Values and Actions

Write Value	Action
0 *hex*	HALT and Reset the ELT
1000 *hex*	HALT the ELT
1800 *hex*	HALT and Read the ELT
2000 *hex*	Enable the external clock input and reset the ELT
4000 *hex*	Enable and Reset the ELT
5000 *hex*	Enable the ELT
5800 *hex*	Read the ELT without HALT

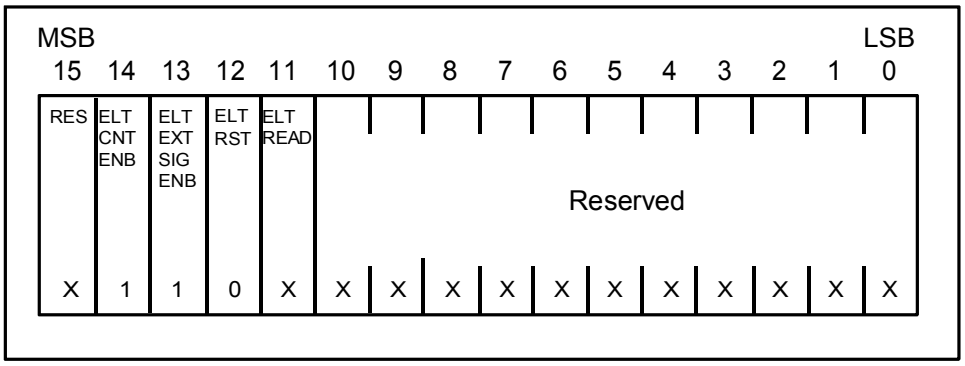


Figure C-16 Elapsed Timer (ELT) Control Register

Bit 15 Reserved

Bit 14 Elapsed Timer Count Enable (ELT CNT ENB)

Reset to '0' to halt the Elapsed timer.
Set to '1' to resume count of Elapsed timer from the current value.

Bit 13 ELT External Signal Enable (ELT EXT SIG ENB)

Set to '1' to enable the external signal for the Elapsed Timer Clock. Set to '0' to select the internal 1 MHz clock.



NOTE: The external clock may not exceed 1 MHz as unpredictable timing will occur.

Bit 12	Reset Elapsed Timer (RST ELT) Reset to '0' to clear the Elapsed Timer. Set to '1' to write to this register without resetting the ELT.
Bit 11	ELT Write Control (ELT READ) Set to '1' to load the ELT LOWD and ELT HIWD Real-Time Control Registers with the current ELT value.
Bits 10-0	Reserved

C.4.11 Chronological Monitor Control Register 18 *hex*

The Chronological Monitor Control Register starts and stops the monitor. Writing a value of 8 to this register starts the monitor.



NOTE: Before the monitor can be started, the address of the first monitor buffer must be loaded into the Real-Time Register at 1408 *hex*.

Writing a value of '0' to this register stops the monitor. Writing a value of 18 *hex* allows the monitor to record 1553 command words that may contain protocol errors and permits the capture of all bus traffic. If Bit 4 is not set, only messages with valid commands can be monitored.

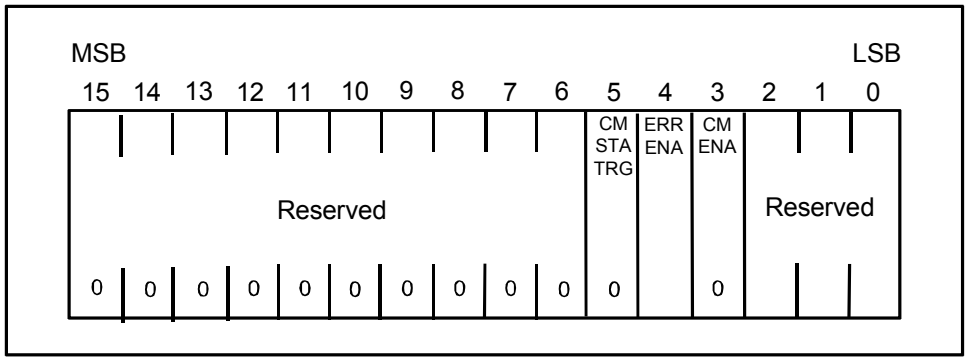


Figure C-17 Chronological Monitor Control Register

Bits 15-6	Reserved
Bit 5	External Chronological Monitor Start Trigger Enable This bit is used to enable and disable the external RS-422 CM Start Trigger option. All other CM mode data structures must be set up properly before using this feature.
Bit 4	Error Enable. Set to '1' to monitor all traffic. Reset to '0' to monitor only those messages with valid command words.
Bit 3	CM Start. Set to '1' to start recording data in the buffer pointed to by the Real-Time Control Register 0-8 *hex*.
Bits 2-0	Reserved

C.4.12 Amplitude Register 19 *hex*



NOTE: The standard products do not support this feature. Different transceivers are required and must be ordered as an option.

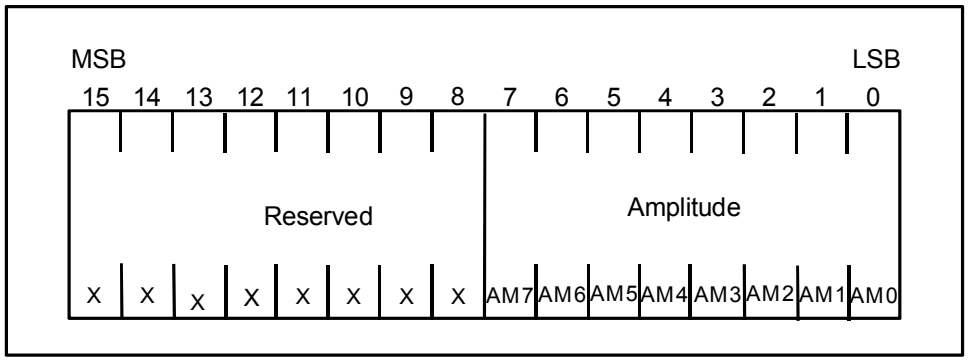


Figure C-18 Amplitude Register

Bits 15-8 Reserved

Bits 7-0 Amplitude

Vary the waveform amplitude by writing an eight-bit hexadecimal value (0-FF) to Register 19. Set to FF *hex* by configuration data at power-up.

C.4.13 Relay Register 1A *hex*

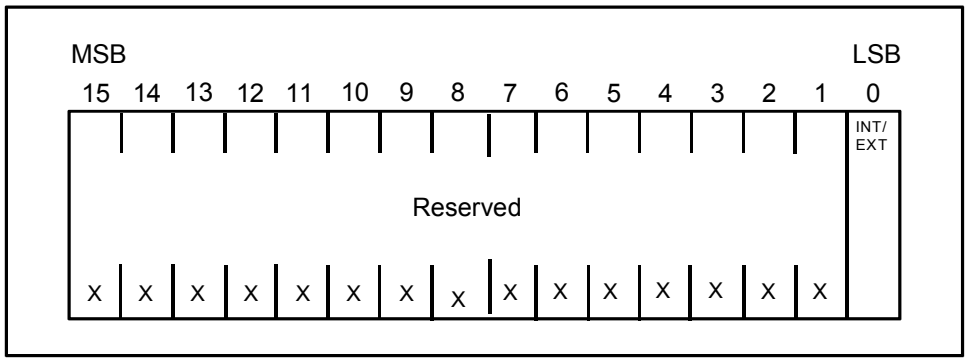


Figure C-19 Relay Register

Bits 15-1 Reserved

Bit 0 External Bus Connection

Set to '0' for external 1553 bus connection.
Set to '1' for internal 1553 bus connection.

The internal connection is used during self-test and should be used by software while configuring the channel to avoid unwanted 1553 effects during setup. When the internal 1553 bus connector is selected, the board is automatically internally terminated.



NOTE: When communicating with external devices, start the CM and RT before connecting this relay. Start the BC after connecting the relay.

C.4.14 Chronological Monitor Dynamic Buffer Switch 1B *hex*

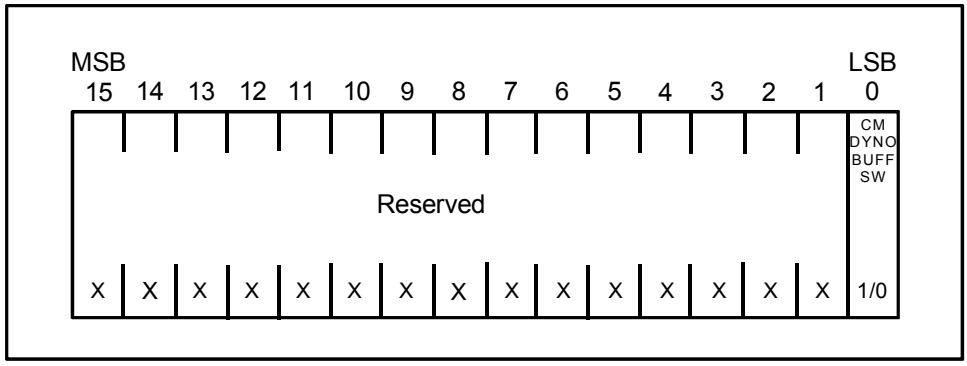


Figure C-20 CM Dynamic Buffer Switch Register

Bits 15-1 Reserved

Bit 0 CM Dynamic Buffer Switch Enable

Set to '1' to enable Dynamic Buffer Switch.
Bit is reset to '0' by hardware.
This function is used to change Chronological Monitor Buffers after any specified 1553 message in real time. After accessing this buffer, the CM switches buffers when the current message is complete.

This function can also be used to enable a Buffer Switch Interrupt. The CM Dynamic Switch Enable bit is automatically reset to '0' by the hardware after the buffer switch occurs.

C.4.15 Reset Register 1C *hex*

The Reset Register resets the GLD+ board, affecting only register data structures set up in the processor. All memory structures are left alone.

RESETTING THE GLD+ BOARD:

- Halts BC, RT and CM operations
- Resets BC Error Control Register bits to their default values:
  - Stop on Protocol Error
  - Stop on Status Exception
  - Do not interrupt on Protocol Error
  - Do not interrupt on Status Exception
  - Disable BC error injection
- Resets the Terminal Fail-safe Timer
- Ignores the remainder of a message in progress on the 1553 data bus
- Turns off any pending interrupts
- Resets the interrupt queue to 1200 *hex*, writes 0000 to each word of the interrupt queue, and writes the forward and reverse links to the interrupt queue

To perform a RESET, write any hexadecimal value (0-FFFF).

C.4.16 Memory Address Register 1D *hex*

Use Register 1D *hex* to address memory and, in conjunction with the AND or the OR Register, to set or reset bits. The Memory Address Register contains the value of the address to be modified. Perform a write to Register 1D *hex* before performing the appropriate "AND" or "OR" function. For example usage, see the definitions for Function registers 15 *hex* (AND) and 16 *hex* (OR).

C.4.17 Buslist Instruction Address Register 1E *hex*

Any write to this register will cause the currently executing buslist instruction pointer to be written to the Real-Time Control Buslist Instruction register (at memory location 1418 *hex*).

C.4.18 BC Start Trigger Control Register 1F *hex*

This register is used to enable and disable the BC Start Trigger option. The user must also write the bus controller's buslist start address to the BC Start Trigger Address Register (141A *hex*).

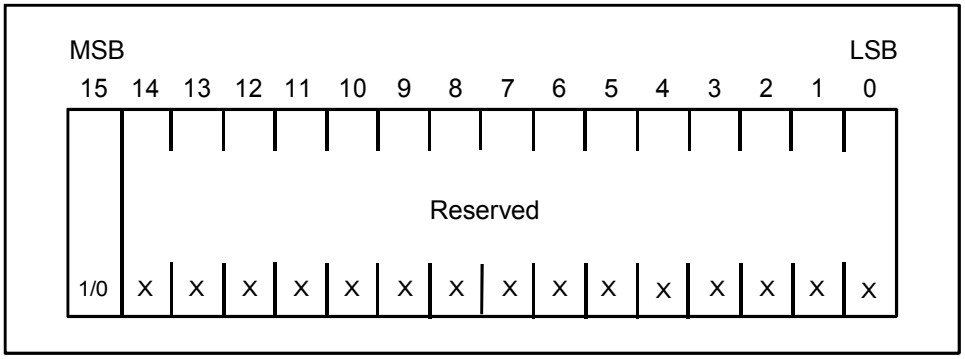


Figure C-21 BC Start Trigger Control Register

Bit 15 BC Start Trigger Enable (BC STA TRIG ENA)
Set to '1' to enable the start-trigger option
Set to '0' to disable the start-trigger option

Bits 14-0 Reserved

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APPENDIX D

GLD+ DYNAMIC TAGWORDS

TABLE OF CONTENTS

D.1 Overview D-1
D.2 Dynamic Tagwords D-1
D.3 Message Buffers D-1
D.4 Message Buffer Link Word D-1

FIGURES

Figure D-1 Message Buffer Link Words D-1
Figure D-2 Header Word 1 ..... D-2
Figure D-3 Header Word 2 ..... D-3
Figure D-4 Header Word 2 With Dynamic Tagword Control Bits D-4

D.1 Overview

This appendix explains the implementation of Dynamic Tagwords as used in the GLD+ product family.

D.2 Dynamic Tagwords

Dynamic Tagwords are used primarily on avionics programs related to the EFABUS Eurofighter. They are 8-bit or 16-bit data patterns that are incremented every time a specific transmitting RT/SA sends a MIL-STD-1553 data message. The Dynamic Tagwords can be polled at the subsystem level to confirm that correct transfers are occurring within a specified time frame.

D.3 Message Buffers

Header Word 2 of the transmitting message buffer for Bus Controller and Multiple Remote Terminals supports the necessary "hooks" required for implementation of Dynamic Tagwords.



NOTE: All Header Word 1 information is provided for information only.

D.4 Message Buffer Link Word

The first word of a message buffer is a link word containing the address of the next buffer in the message block. The link word of the last buffer holds the address of the first buffer (Figure D-1). The software loads the correct value into the link word of each buffer.

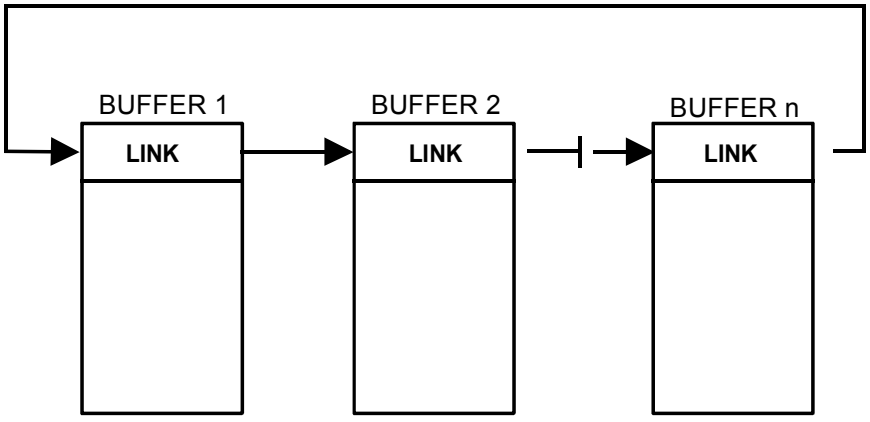


Figure D-1 Message Buffer Link Words

Header Word 1

The header word contains control bits and the word count for the message in the buffer. An overwrite control scheme is contained within the control bits. A message can overwrite the current buffer contents when the new data bit is set in the next buffer. Overwrite Current Buffer bit, Missed Data and New Data bits are set to '1' in this buffer to indicate the overwrite occurred. (Figure D-2). The software also writes to several of the bits to control interrupts and error handling.

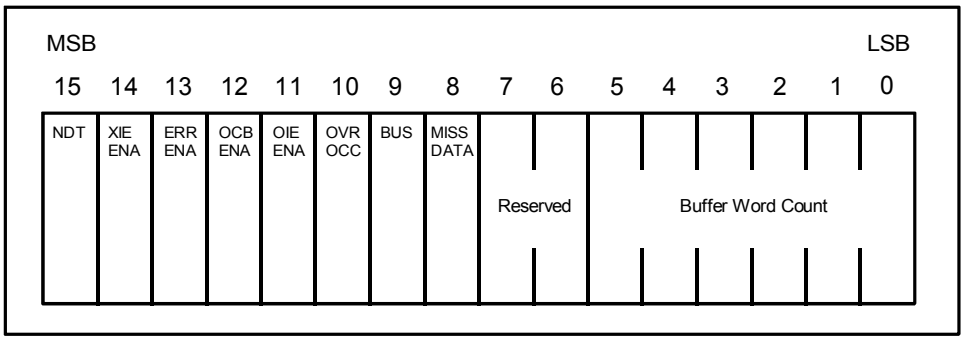


Figure D-2 Header Word 1

Bit 15 New Data (NDT)

Set to '1' by software before transmit.
Set to '0' by software before receive.
Set to '1' by microcode after receive.
Set to '0' by microcode after transmit.

This bit indicates when data is placed in the buffer or removed from the buffer. It is the handshake between software and microcode for real time processing. For a receive buffer, the microcode **writes** into the buffer and software **reads** data out of the buffer. Therefore, the microcode will set this bit when storing data and software will clear this bit when the host has read the buffer.

Conversely, for transmit buffers, the software **writes** into the buffer and microcode **reads** out of the buffer. Therefore, the software sets this bit when writing 'newdata' to transmit and the microcode clears this bit after it reads the data for transmit to the 1553 bus.

Bit 14 Transfer Interrupt Enable (XIE ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 13 Error Interrupt Enable (ERR ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 12 Overwrite Current Buffer (OCB ENA)
Set to '1' by software to allow overwrite.
Set to '0' by software to prevent overwrite.
The Overwrite Buffer Bit is not restricted to use with single buffer message blocks. If the new Data Bit is reset in the next buffer, the data words are stored in the next buffer. If the New Data Bit is set in the next buffer and the Overwrite Current Buffer Bit is set in the current buffer, the data is written to the current buffer. Otherwise, the data is not stored in the buffer and the Missed Data Bit is set in the current buffer.

Bit 11 Overwrite Interrupt Enable (OIE ENA)
Set to '1' by software to enable interrupt.
Set to '0' by software to disable interrupt.

Bit 10 Overwrite Condition Occurred (OVR OCC)
Set to '0' by software initially.
Set to '1' by microcode when overwrite occurs.

Bit 9	Bus Traffic (Bus) Set by microcode to indicate which 1553 bus the data was received from or transmitted to. Set to '1' for Bus A. Set to '0' for Bus B.
Bit 8	Missed Data Condition Occurred (MISS DATA) Set to '0' by software initially and after it is set by microcode. Set to '1' by microcode when missed data occurs. If the new data bit is set in the next buffer and the Overwrite Current buffer is cleared in this buffer, then the Missed Data bit is set and the data will not be stored.
Bits 7-6	Reserved
Bits 5-0	Buffer Word Count (0-3F *hex*)

Header Word 2

The received word count field is stored by the microcode in Header Word 2 and reflects the number of data words received from the bus and stored in the buffer (Figure D-3). If this same buffer is involved in a transmit message, the received word count field is set to 0 by the microcode. Figure D-3 represents Header Word 2 when Dynamic Tagwords are disabled (Bit 15 = 0).

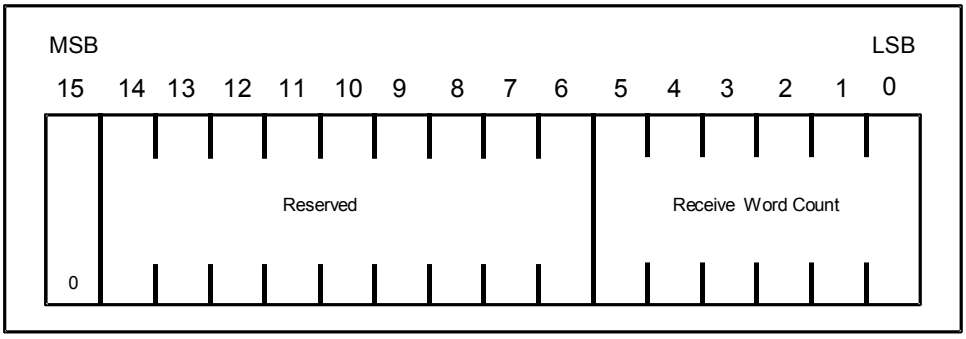


Figure D-3 Header Word 2

Dynamic Tagwords

Header Word 2 also contains the control bits to enable/disable all EFABUS Dynamic Tagword functions. The Dynamic Tag is an incrementing 8- or 16-bit data pattern that is sent by a MIL-STD-1553B transmitter, and is specified in any 1553 data word (0 - 32). Every time the same RT/SA transmits data on the 1553 bus and Dynamic Tagwords are enabled, the specified tagword is incremented by '1' after data transmission. Upon receiving the data, the valid 1553 receiver must verify the Dynamic Tagword has changed. If the Dynamic Tag has not changed then the receiving RT should ignore the data. This feature is only used with single-message buffers in the transmit direction.

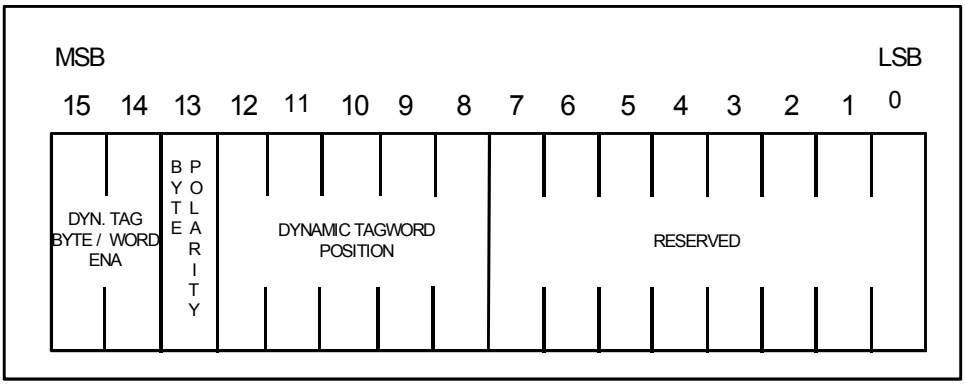


Figure D-4 Header Word 2 With Dynamic Tagword Control Bits

Bits 15 - 14 Dynamic Tag Byte/Word Enable Field
The 2-bit value specifies the Dynamic Tagword type:
00 Reserved
01 Reserved
10 Enable Byte Size Dynamic Tagwords
11 Enable Word Size Dynamic Tagwords

Bit 13 Byte Polarity

If byte-size Dynamic Tagwords are enabled:
set to a '1' to select bits 15-8 of the specified 1553 data word as the Dynamic Tag.
Set to '0' to select bits 7-0 of the specified 1553 data word as the Dynamic Tag.



NOTE: All even byte-size Dynamic Tags (byte 0, 2, 4, etc.) map to bits 7-0 of the specified 1553 data word. All odd byte-size Dynamic Tags (byte 1, 3, 5, etc.) map to bits 15-8 of the specified 1553 data word.

Bits 12 - 8 Dynamic Tag Location per 1553 data word
Byte-size Tagword: 0 -63

CMD	...	STAT	DTA0	DTA1	DTA2	...	DTA31
		Byte location:	[1,0]	[3,2]	[5,4]	...	[63,62]

Word-size Tagword: 0 -31

CMD	...	STAT	DTA0	DTA1	DTA2	...	DTA3
		Word location:	[0]	[1]	[2]	...	[31]

Bits 7 - 0 Reserved

Data Words

The data words transacted in the 1553 message follow Header Word 2.

GLOSSARY

BC	Bus Controller; provides the capability of defining, storing, and executing comprehensive lists of bus instructions.
BC Start Trigger	An external RS-422 pulse used to control the execution of the buslist.
BC-delay timer	Used to control timing of buslist major and minor frames.
BIU	Bus Interface Unit (see channel).
buslist	A sequence of commands to be executed by the BC mode. Multiple buslists may be constructed and called up by the host in real-time.
channel	A single 1553 data-bus interface board; contains 64 K of dual-port RAM and may be mapped to one area of memory or two different areas of memory.
CM	Chronological Monitor; captures all or selected bus traffic.
direct coupling	A 1553 bus connection using a T-connector when the distance between the board and the 1553 bus measures 12 inches or less.
DOS	Discrete Output Signal; a signal transmitted out the RS-422 port that may be used to signal the start of a buslist instruction. The signal is active for two microseconds before the command is placed on the bus.
dual channel	Dual-channel configuration provides all of the functionality of two single 1553 data-bus interface boards and twice the amount of on-board dual-port RAM. Each channel is fully independent sharing only the host-bus-buffering chips.
dynamic tagwords	8-bit or 16-bit data patterns that are incremented every time a specific transmitting RT/SA sends a MIL-STD-1553 data message. The Dynamic Tagwords can be polled at the subsystem level to confirm that correct transfers are occurring within a specified time frame.
EC	European Community.
elapsed timer	An on-board, 32-bit timer with one-microsecond resolution.
ELT	Chronological-Monitor Elapsed Timer
fail-safe timer	A timer that allows an interrupt to be generated after 720 µs of continuous bus transmission.
FCC	Federal Communication Commission.
header word	A section of the monitor buffer containing the control and status bits and buffer-block count.
MRT	Multiple Remote Terminal; able to receive, store and count bus messages.
RAM	Random Access Memory.
snapshot interrupt	An interrupt packet placed on the interrupt queue containing the memory address within the monitor buffer of the first command word in the message. Snapshot interrupts can also be generated for any particular mode code.
sublist	A set of buslist instructions subordinate to the primary buslist.
transformer coupling	A 1553 bus connection using a transformer coupler when the distance between the board and the 1553 bus measures exceeds 12 inches but not 20 feet.

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INDEX

B

BC start trigger 2-3, 3-6, 4-1, 4-21, C-7, C-13, C-15, C-16, C-27
buslist instruction 2-2, 2-3, 3-6, 4-1, 4-2, 4-3, 4-4, 4-5, 4-6, 4-7, 4-10, 4-12, 4-14, 4-16, 4-17, 4-25, 4-26, C-9, C-17, C-19, C-26

D

Delay Timer 4-1, 4-2, 4-4, 4-6, 4-8, 4-10, 4-12, 4-14, 4-16, 4-17, 4-18, 4-19, 4-20, 4-21
direct coupling 3-4, A-1
Discrete Output Signal 2-3, 3-6, 4-1
dual-channel 2-2, 2-4, 3-2, C-1, C-4
dynamic tagwords D-1, D-3, D-5, D-6

E

error detection 2-2, C-9, C-19, C-26
Error Index 4-10, 4-12, 4-14, 4-16, 4-26, 5-6, 5-12
error injection.....2-1, 2-2, 4-10, 4-12, 4-14, 4-16, 4-26, 5-5, 5-12
external elapsed timer 2-3

H

header word..... 4-23, 5-8, 6-3, 6-4

I

interrupt level C-2, C-6
interrupt packet 2-3, 2-5, 6-1, B-1, B-2, B-4

M

message buffer D-3
mode code response block 5-5, 5-7
mode code response word 2-4, 4-26, 5-7, 6-1, B-4, B-5
mode command 2-3
monitor buffer 6-2, 6-3, 6-7, B-4, C-10, C-23

O

operating modes 2-2, C-9
override transmitter shutdown.....5-2, 5-14, 5-17

R

register spaces 2-5
rotary switches 3-1

S

single-channel 2-2, C-4
snapshot interrupt.....5-6, 5-12, 6-1, B-4, B-5
start trigger 2-3
status exception 4-2

T

tag word 2-3
tag word 6-5, 6-6, 6-7
time stamping 2-3
trailer word..... B-1
transformer coupling 3-4, 3-5
transmitter shutdown 5-2, 5-13, 5-14, 5-17, C-18

V

variable amplitude.....C-13

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