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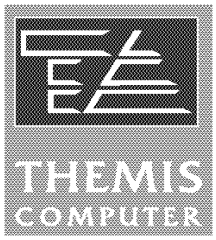
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USPIIi-3v User's Manual

Version 2.1 — September, 2000



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1

Getting Started

1.1 How to Use This Manual

Thank you for purchasing the Themis USPII*i*-3v computer. The USPII*i*-3v system is composed of two 6U VME boards and requires 3 VME slots. The USPII*i*-3v is a SPARC V9.0 compliant computer with a VMEbus interface and an UltraSPARC-II*i* processor.

Before you begin, carefully read each of the procedures in this manual and the associated CPU manual. Improper handling of the equipment can cause serious damage.

We value our customer's comments and concerns. Our Marketing department is eager to know what you think of our products. A "Reader Comment Card" is located at the end of this manual for your use. Please take the time fill it out and return it to Themis Computer.

1.2 Intended Audience

This manual is written for system integrators and programmers. The USPII*i*-3v is targeted at a technically sophisticated customer who will integrate the product as part of an overall system solution. This manual contains all necessary information for installation and configuration of the USPII*i*-3v. The OpenBoot PROM (OBP) code is installed in the system flash. The USPII*i*-3v system must run all sun4u application binaries unmodified. It must also boot a Solaris CDROM and run an unmodified sun4u kernel. Additional device drivers (such as a VME nexus driver) are required to use all the features of the board, but no part of the standard Solaris OS can be modified. Themis-supplied software for the USPII*i*-3v is installed on top of a standard Solaris installation and will minimize the potential for any conflict with Solaris patches which may be released by SunSoft.

The reader should have a working knowledge of the VMEbus specifications, SPARC processor architecture, Ethernet, and SCSI (ANSI X3.131-1986).

1.2.1 Product Warranty and Registration

Please review the Themis Computer warranty and complete the product registration card delivered with your USPII*i*-3v system. Return of the registration card is not required to activate your product warranty but, by registering your USPII*i*-3v, Themis Computer will be able to better provide you with timely updated information and product enhancement notifications.

Our Customer Support department is committed to providing the best product support in the industry. Customer Support is available 8am - 5pm (PST), Monday through Friday via telephone, fax, e-mail or our World Wide Web site.

Themis Customer Support

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1.3 Unpacking



Caution — The USPII*i*-3v contains static sensitive components. Industry standard anti-static measures must be observed when removing the USPII*i*-3v from its shipping container and during any subsequent handling.

A wrist strap (or grounding strap) provides grounding for static electricity between your body and the chassis of the system unit. Electric current and voltage do not pass through the wrist strap.

Remove the USPII*i*-3v and accessories from the shipping container and check the contents against the packing list. The package should include:

- An assembled USPII*i*-3v system consisting of:
  - Front Panel
  - Base Board
  - CPU Module
  - Memory Boards
  - OpenBoot PROM installed in the system flash
- P2 Paddle Board for I/O
- Set of cables for the Front Panel Serial Ports
- USPII*i*-3v User's Manual (if ordered)

Report any discrepancies to the Themis Computer Customer Support department immediately.

1.4 How to Start Quickly

To start quickly with the USPII*i*-3v Themis Computer recommends that you read the following sections:

- Appendix A contains vital information on configuring the USPII*i*-3v and the design and setup of VMEbus based systems.
- Consult, Chapter 11, "Jumpers and Solder Beads,", This chapter contains a complete listing of all user configurable jumpers and the default settings. Verify that the jumpers on your board are set to meet your application requirements.

1.5 Related References

The following is a list of related references.

- *PCI Local Bus Specification, Revision 2.1,* PCI Special Interest Group, Portland
- *American National Standard for VME64,* ANSI/VITA, 1994
- *IEEE Standard 1275-1994, Standard For Boot (Initialization, Configuration) Firmware,* Core Practices and Requirements
- *IEEE Standard 1275.1-1994, Standard For Boot (Initialization, Configuration) Firmware,* ISA Supplement for IEEE P1754 (SPARC)
- *IEEE Standard P1275.6/D4, Standard For Boot (Initialization, Configuration) Firmware,* 64 Bit Extensions
- *PCI Bus Binding to IEEE 1275-1994, Standard for Boot (Initialization, Configuration) Firmware,* Revision 1.0, 14 April 1994, Prepared by the Open Firmware Task Force of the PCI Alliance
- *The SPARC Architecture Manual, Version 9,* David L. Weaver and Tom Germond, editors, PTR Prentice Hall

2

Installation

2.1 OpenBOOT PROM (OBP) Configuration

The OpenBOOT PROM (OBP) code is used to boot the operating system, run diagnostics, modify system start-up parameters, and to load and execute programs. The version of the OBP code used on the USPIIi-3v is OBP Release 3.10.13 and later.

At power-up, the processor fetches instructions starting at physical address (ADDRESS) from the FLASH device, where the OBP code is stored to execute an appropriate start-up sequence.

Themis Computer provides an OBP Configuration pre-programmed in the FLASH. However, this configuration may be modified to fit an individual user's needs. OBP modifications are made using the FORTH Monitor.

2.2 Configuring The VME Interface

Themis has implemented a variable and flexible VMEbus interface using both on-board jumpers, OpenBoot PROM (OBP) commands, and environment variables specific to the USPIIi-3v board.

The USPIIi-3v is typically re-configured when VMEbus boards are added, removed, or changed in the chassis. Board configuration normally involves allocation of VMEbus master access address, interrupts, and slave base address of the USPIIi-3v.

All other VMEbus interface related options are configured using extensions to the Sun OpenBoot PROM monitor program. OBP stores system configuration parameters in non-volatile storage (NVRAM) using a `setenv` mechanism familiar to UNIX shell users.

The OBP command `setenv` must be used to set the values of the environment variables. The `printenv` command will list all supported environment variables and can be used to verify proper setting. You must be at the OpenBoot command prompt to enter and execute OpenBoot commands.

If autoboot is enabled, interrupt the boot sequence by pressing L1-A (STOP-A); on a serial terminal press BREAK.

If BOOTMON compatibility mode is enabled, you will initially see the BOOTMON prompt. Enter n to start OpenBoot:

```
Type b (boot), c (continue), or n (new command mode)
>n
ok>
```

At the ok> prompt you are now able to enter OBP commands. Use setenv to modify the environment variables necessary to configure the USPIIi-3v for your VMEbus configurations or execute the appropriate OBP commands listed above.

The following example moves the slave window for A32 accesses to 0x80000000 and enables slave accesses.

```
ok> setenv vme32-slave-base 0x8000.0000
```

The OBP automatically programs the Universe II VMEbus interface chip with the correct register values and retains your settings in NVRAM.



Warning— Unless you are familiar with the Forth Monitor and are experienced in interacting with your system PROM, restrict yourself to the most basic Forth Monitor operations. That is, to synching your disks, ejecting floppies from the diskette drive, booting your system and configuring the VME interface. More advanced commands can do damage to your system's operation.

2.3 Installing The USPIIi-3v Paddle Board

The "paddle board", also referred to as a "transition board", delivered with the USPIIi-3v attaches to the rear of the P2 backplane and provides connectors for Serial Port C & D (PS/2 KB & MS), MII 1, MII 2 (or PMC slot 1) SCSI A & B, Parallel port.

2.4 Attaching the USPIIi-3v to a Network

The USPIIi-3v features two RJ-45 for 10/100 Base-T ethernet interface connections. ethernet 1 & 2 MII interface are provided on the paddle board. The interface has auto-detection capabilities and no configuration is necessary

If only the baseboard is present, there is only a single network connection (Ethernet A) available, either through the RJ45 connector or MII. If the I/O Board is present a second ethernet (Ethernet B) is available. Both Ethernets A and B may be active.

After attaching the USPIIi-3v to a network, you can verify proper physical connection by executing the FORTH network selftest (test net). This test will indicate external loopback failure on each of the network interfaces when there is not a proper physical connection. As only one interface can be active, the inactive network interface will always return an external loopback error.

```
ok> test net (for Ethernet 1) Test net 2 (for Ethernet 2)

Using MII Ethernet Interface
Lance Register test -- succeeded
Internal loopback test -- succeeded
External loopback test -- Lost Carrier (transceiver cable problem?)
send failed

Using TP Ethernet Interface
Lance Register test -- succeeded
Internal loopback test -- succeeded
External loopback test -- succeeded
send ok
net selftest succeeded
```

2.5 Attaching a Keyboard and Mouse

A standard Sun Keyboard/Mouse combination can be attached to the front panel KB/M connector.

2.6 Attaching a TTY Terminal

A TTY display terminal can be attached to the Serial A port on the front panel. Use the serial cable from the accessories delivered with the USPIIi-3v.

3

Specification

3.1 System

The USPII*i*-3v system is an UltraSPARC-IIi based design supporting PMC PCI mezzanine cards, Sun FFB and VME64 modules. The USPII*i*-3v system consists of two 6U VME boards and occupies 3 VME slots. The design is largely based on the Panther Board design from Sun Microelectronics and the Nordica Board design from Themis Computer It has been optimized for embedded systems industries. The memory sub-system utilizes a family of proprietary, co-planar, stackable DRAM memory modules of either 64 MB, 128MB, 256MB, or 512MB per module. Memory configurations of 64 MB, 128 MB, 256 MB, 512 MB, and 1GB are supported.

The local I/O subsystem is PCI based, with separate PCI channels provided for I/O functions and external VMEbus backplane access. The front panel of the USPII*i*-3v system provides two SCSI ports, two Ethernet ports, two serial ports, and Sun Keyboard/Mouse connections.

The back panel VMEbus interface provides signals via the P2 Paddle Board, delivered with the USPII*i*-3v, for Serial Port C & D (P/S2 Kb & MS), MII 1, MII 2 (or PMC slot 1 & 2), SCSI A & B, Parallel port.

A triple PMC Carrier Board is available for vendor specific, PMC board expansions.

3.1.1 Block Diagram

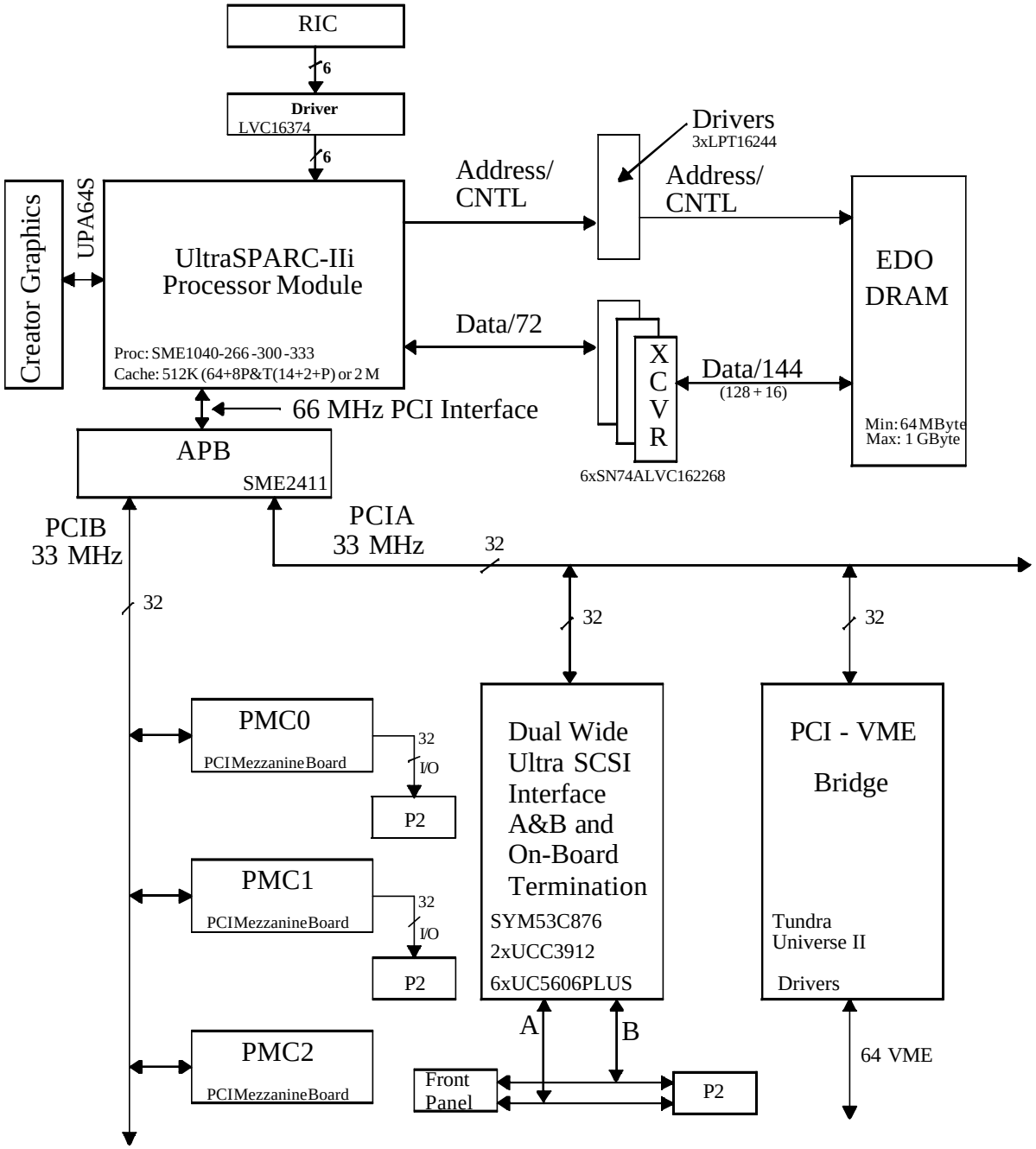


Figure 3-1. **USPII*i*-3v Block Diagram**

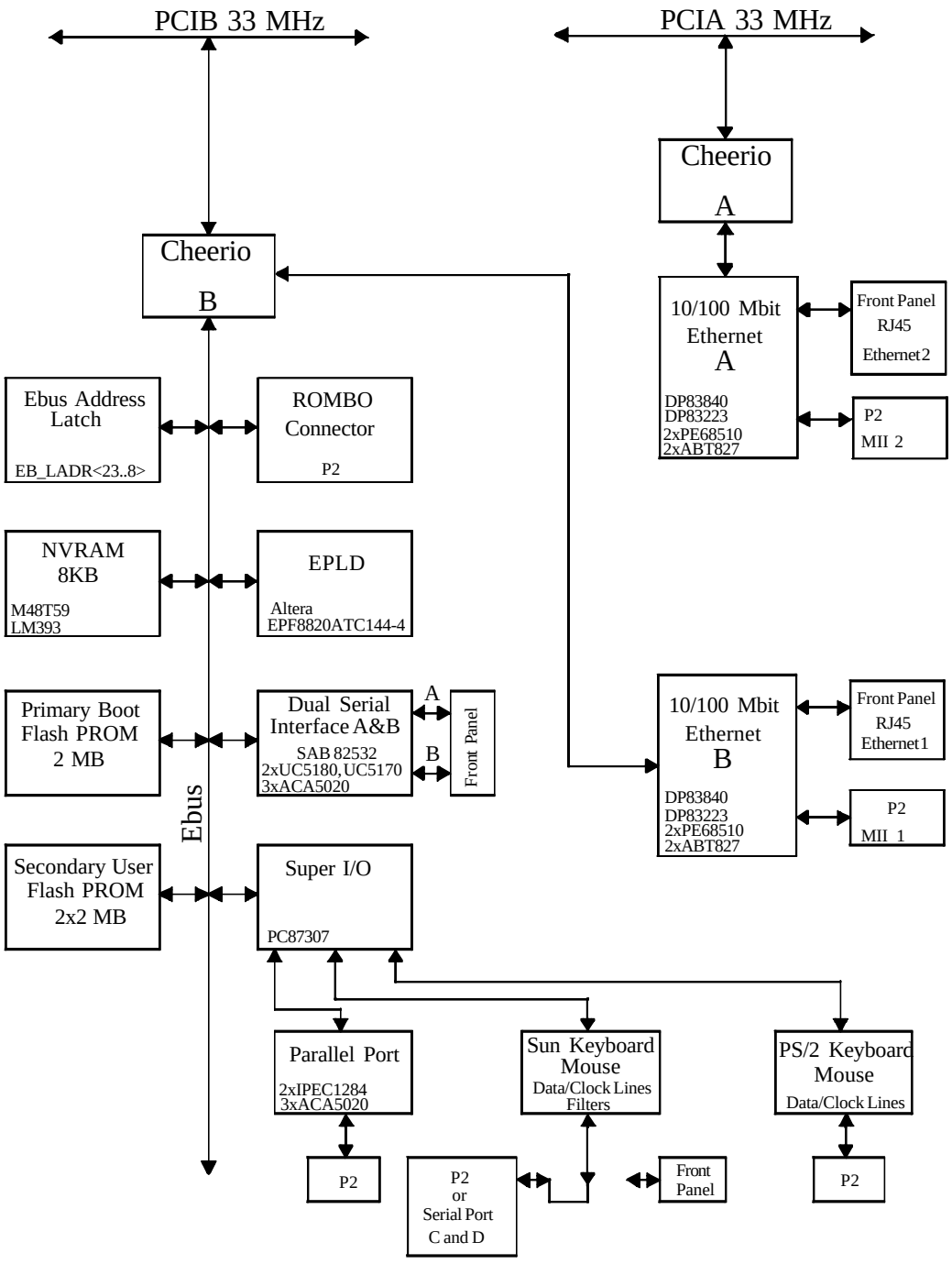


Figure B-1. **USPII*i*-3v Block Diagram**

3.2 System Specification

3.2.1 Processor Module & Memory Subsystems

Table 3-1, "Processor Specifications," on page 3-4, and Table 3-2, "Memory Specification," on page 3-4, summarize the processor and memory subsystems.

Table 3-1. **Processor Specifications**

Feature/Function	Specifications
Processor	UltraSPARC-IIi
Processor Speed	Grade 1 - 300 MHz Grade 2 - 333 MHz Grade 3 - 360 MHz
Performance	12.1 SPECint95 @ 300 MHz w/ 256KB cache (estimate) 12.9 SPECfp95 @ 300 MHz w/ 256KB cache (estimate)
External Cache	2 MB SRAM, fast Register-Latch access mode (for the 333 MHz and 360MHz)

Table 3-2. **Memory Specification**

Feature/Function	Specifications
Main Memory	Proprietary Coplanar Modules One (1) to two (2) Modules
Memory Bus Interface	72 bit Data Path from CPU, including 8 bit ECC 2 to 1 Interleave to DRAM 13 bit Address Bus 3.3V Level Interface
Memory Modules	Four Module Types 64 MB, using 9 - 4Mx16 EDO DRAMs 128 MB, using 18 - 4Mx16 EDO DRAMs 256 MB, using 36 - 4Mx16 EDO DRAMs 512 MB, using 36 - 16Mx8 EDO DRAMs
Memory Configurations	64 MB - One (1) 64 MB Module 128 MB - One (1) 128 MB Module 256 MB - One (1) 256 MB Module 512 MB - Two (2) 256 MB Modules - One (1) 512 MB Module 1 GByte - Two (2) 512 MB Modules

3.2.2 I/O Subsystem

Table 3-3, 'I/O Sub-system Specification," on page 3-5, summarizes the I/O subsystem functionality.

Table 3-3. **I/O Sub-system Specification**

Function	Location
Sun Keyboard / Mouse Port	Front Panel
PS/2 Compatible KB/Mouse Port	Paddle Board
Serial Port A (RS-232)	Front Panel (sync/asynch)
Serial Port B (RS-232/422)	Front Panel (sync/asynch)
Serial Port C (RS-232) (If Sun KB/MS is not in use)	Paddle Board (asynch)
Serial Port D (RS232) (If Sun KB/MS is not in use)	Paddle Board (asynch)
Parallel Port (Bi-Directional IEEE1284)	Paddle Board
Ethernet Port 1	RJ45:Front Panel (10/100BaseT) MII 1 Interface:Paddle Board
Ethernet Port 2[a]	RJ45:Front Panel (10/100BaseT) MII 2 Interface:Paddle Board
SCSI Port A Single Ended Ultra/Wide SCSI	Front Panel/ Paddle Board
SCSI Port B Single Ended Ultra/Wide SCSI	Front Panel/ Paddle Board
PMC 0 and PMC 1 I/O (upper 32 bits)	Paddle Board
PMC Expansion Three PMC Slots in a single VME slot.	On Carrier Board
Creator Graphics (FFB)	On Base Board

a. MII 2 and 19 of the upper 32 bits of the I/O from PMC 1 are accessible only on the P2 Paddle Board. The default selection is MII 2.

3.2.3 Auxiliary Functions

Table 3-4, "Auxiliary Functions Specifications," on page 3-5 summarizes the functional specifications of the auxiliary functions.

Table 3-4. **Auxiliary Functions Specifications**

Feature/Function	Description
Boot Flash	2 MB (2Mx8) One 29F016 Device
User Flash	4 MB (2x2Mx8) Two 29F016 Devices
NVRAM/TOD	8 KB (8Kx8), Battery Backed M48T59

Table 3-4. **Auxiliary Functions Specifications**

Feature/Function	Description
System Status LEDs	Ten different colored LED's Located on Front Panel
User LEDs	2 Red and 2 Green LED's Located on Front Panel
Reset Switches: Reset, Abort	Momentary Push-button Located on Front Panel (recessed)
Watchdog Timers	Three Level Watchdog Level One: Interrupt Level Two: XIR Level Three: POR Reset (Level Three: Solder Bead disabled/enabled)
Voltage Sensors	Monitors +5,+3.3V and 2.6VSupply Reset if out of range DC -DC converters are shut down if out of range
Temperature Sensors	Two Level Level One: warning Interrupt Level Two[a]: Fail Interrupt Jumper enabled/disabled

a. FailshutsdownDC-DCconvertersifjumpersareenabled.

3.3 EnvironmentalSpecification

When measuring the operating environment air temperature for the USPII*i*-3v, measure the air temperature as close to the air intake port on the enclosure as possible. Although the thermal characteristics of the USPII*i*-3v are quite good, the maximum air flow should be across the USPII*i*-3v board processor section.

Table 3-5. **USPII*i*-3v Operating Environmental Specifications**

Description	Minimum Value	Maximum Value
Temperature Range	0 C	55 C
Humidity Range (relative non-condensing at 104 F (40 C)	5%	95%
Altitude Range	-500 meters	9,843 feet (3,000meters)
Air Flow	300 lfm airflow at 50 C	

Table 3-6. **USPII*i*-3v Non-operating Environmental Specifications**

Description	Minimum Value	Maximum Value
Temperature Range	-40 C	150 C
Humidity Range (relative non-condensing at 104 F (40 C)	5%	95%
Altitude Range	0 feet (0 meters)	38,370 feet (12000 meters)

4

Hardware Overview

4.1 Major Components

4.1.1 UltraSPARC-IIi CPU Module

The UltraSPARC-IIi CPU Modules (SME5421MCZ-300/333/360) consist of the following components:

- UltraSPARC-IIi Processor
- 2MB E-cache (333MHJz and 360MHz) and .5MB E-cache (300MHz)
- Clock generator
- External PCI/JTAG (temperature sense interface connector)
- External Memory (UPA64S connector)

The UltraSPARC-IIi CPU Modules are high performance, SPARC V9-compliant, small form-factor processor modules based on the UltraSPARC-IIi single chip solution. They interface to the UltraSPARC Port Architecture (UPA64S) interconnect bus, main memory, and the primary PCI bus. All UltraSPARC IIi modules include fully integrated external cache. The UltraSPARC IIi microprocessor incorporates a CPU, PCI bus interface, and memory controller. The UltraSPARC IIi modules are available in three configurations 300MHz with .5MB E-cache clocked at 150 MHz; 333MHz with 2 MB E-cache clocked at 167 MHz, and 360MHz with 2MB E-cache clocked at half CPU frequency.

The 300 MHz UltraSPARC-IIi module consists of one UltraSPARC-IIi CPU microprocessor, one 64K x 18 tag SRAM, four 64K x 18 data SRAMS, and circuitry for generating the processor, and UPA64S clocks. PCI clocks are generated externally. The module runs at 300 MHz internal processor frequency. Clock synthesizer and division circuitry on the module set the UPA frequency to one third of the internal processor frequency. The module interface is implemented using two high-speed, impedance-controlled connectors.

The 333 MHz UltraSPARC-IIi module consists of one UltraSPARC-IIi CPU microprocessor, one 64K x 18 cache-tag SRAM, four 256K x 18 cache-data SRAMS, and circuitry for generating the processor, SRAM, and UPA64S interfaces. PCI clocks are generated externally. The module runs at 333 MHz internal processor frequency. The clock synthesizer sets the frequency and division circuitry operates the UPA frequency at one third of the internal processor frequency. The module interface uses two high-speed, impedance-controlled connectors.

The 360 MHz UltraSPARC-IIi module consists of one UltraSPARC-IIi CPU microprocessor, one 64K x 18 cache-tag SRAM, four 256K x 18 cache-data SRAMS, and circuitry for generating the processor, SRAM, and UPA64S interfaces. PCI clocks are generated externally. The module runs at 360 MHz internal processor frequency. The clock synthesizer sets the frequency and division circuitry operates the UPA frequency at one third of the internal processor frequency. The module interface uses two high-speed, impedance-controlled connectors.

The E-Cache (also referred to as "Level 2 Cache") is a unified, write-back, allocating-on-misses, direct mapped cache. The E-Cache is physically indexed and physically tagged (PIPT) and has no virtual or context information. Except for stable storage and error management, the operating system requires no knowledge of the E-Cache after initialization. The E-Cache always includes the content of the Instruction Cache (I-Cache) and the Data Cache (D-Cache).

The USPII*i*-3v E-cache uses a fast Register-Latch access mode. In the Register-Latched mode (also referred to as "2-2") the E-Cache Static RAMs have a cycle time equal to half of the processor cycle time. Depending on the grade of UltraSPARC-II*i* processor ordered, the SRAM cycle time will either be 1.51 nano-seconds, for the 330 MHz processor, or 1.66 nano-seconds for the 300 MHz processor. In the Register-Latched mode, two processor clocks are used to send the address and two processor clocks are used to return the E-Cache data giving a 4-cycle pin-to-pin latency. As a result of the tight control over the SRAM turn on and turn off times, no dead cycles are necessary when alternating between reads and writes.

Memory accesses to the E-Cache must be cacheable. Consequently, no E-Cache enable bit is present in the LSU_Control_Register (Refer to Table 5-4, "LSU_Control_Register,"). Instruction fetches are directed to non-cacheable PCI or UPA64S space when any of the following conditions are true:

- The I-MMU is disabled
- The UltraSPARC-II*i* is in RED_state
- The access is mapped by the I-MMU as physically non-cacheable
- Data accesses to non-cacheable PCI or UPA64S space occur when either
- The D-MMU enable bit (DM) in the LSU_Control_Register is clear, or
- The access is mapped by the D-MMU as non-physical cacheable (unless ASI_PHYS_USE-EC is used).

Note — When non-cacheable accesses are used, the associated addresses must be legal according to the UltraSPARC-II*i* physical address map.

4.1.2 SME Advanced PCI Bridge (APB)

The SME Advanced PCI Bridge (SME: SME2411) interfaces directly with the UltraSPARC-II*i* microprocessor and concentrates two (2), +5V, 33MHz PCI buses into one +3.3V, 66 MHz PCI bus that interface directly with the UltraSPARC-II*i*. The 66 MHz PCI-to-CPU can achieve a peak bandwidth of 2 GBits/sec. Within the USPII*i*-3v, the two (2), 33 MHz PCI busses are referred to as PCIA and PCIB.

4.1.3 SME Reset, Interrupt, and Clock (RIC)

The SME Reset, Interrupt and Clock (SME: STP2210QFP) ASIC provides a variety of functions on the USPII*i*-3v. The RIC manages system resets, system interrupts, system scans, and system clock control functions. These functions are divided into independent functional blocks on the RIC.

The interrupt controller on the RIC accepts all interrupts from the USPII*i*-3v sub-systems (up to 41 interrupts) and delivers encoded interrupts on the six (6) interrupt lines going into the UltraSPARC-II*i* microprocessor. Interrupts are accepted by the RIC in a round-robin priority scheme. The interrupts received by the RIC are not passed to the UltraSPARC-II*i* in the order they are received. Instead, a priority level is assigned. Eight (8) interrupt levels are implemented. For more information concerning the SME RIC ASIC, refer to Chapter 8, "Resets."

4.1.4 Tundra Universe II

The Tundra Universe II (Tundra: CA91C142) ASIC interfaces the local 32-bit PCI bus to the VMEbus. The Universe II includes a 33 MHz, 32-bit PCI bus interface, a fully compliant, high performance, 64-bit VMEbus interface as well as a broad range of VMEbus address and data transfer modes of:

- A32/A24/A16 master and slave transfer, except for A64 and A40
- D64/D32/D16/D08 master and slave transfer, except for MD32
- MBLT, BLT, ADOH, RMW, LOCK, and location monitors

The Universe II also includes support for full VMEbus System Controller, nine user programmable slave images, and seven interrupt lines. For more information on the Universe II, refer to Chapter 8, "Resets." and the *Tundra Universe II User Manual*, published by Tundra (Tundra Document Number 8091142.MD300.01).

4.1.5 SME PCI I/O Controller

The SME PCI I/O Controller (SME: STP2003QFP) is a +5 Volt ASIC that provides a Master / Slave interface bus compliant with *PCI Local Bus Specification*, Revision 2.1. The PCI I/O is connected to the SME APB via the local PCI bus. MII support for 10base-T (802.3) and 100base-T (802.30) Ethernet is provided by PCI I/O as well as an IEEE 1149.1 JTAG compliant architecture, a 40 MHz SCSI clock oscillator, a 10MHz real-time clock and an expansion bus interface (EBus2).

Support for the National PC87303 Super I/O, the Siemens SAB82532 Dual 16C550 Synchronous/ Asynchronous Serial Port controllers, the NVRAM, Time-of-Day, and a boot PROM control port is provided via the EBus2. The boot PROM control port interfaces directly to the FPGA.

4.1.6 Symbios SCSI Controller

The Symbios SCSI Controller (SYM53C876) provides two (2) UltraWide SCSI interfaces (40 MB/sec). In order to maximize speed, it is attached directly to the SME APB through local 33 MHz PCI Bus A. A maximum burst rate of up to 132 MB/sec is supported.

4.1.7 FPGA

The FPGA device on the USPII*i*-3v is the Altera EPF8820. It resides on the Ebus of the PCI I/O ASICs.The FPGA implements a voltage monitor, boot address decoder, a three-level watchdog timer, the User LED register, reset logic, and Ebus control logic. At power-on the FPGA self loads from a serial EPROM (Altera EPC1213PC8) to program itself for these features. For more information on the FPGA, refer to Chapter 9, "FPGA."

4.1.8 National Super I/O

The National Super I/O (PC87307-ICE) is an industry standard, single-chip solution that provides support for Sun KB/MS, two (2) fast full function asynchronous serial ports (Serial Ports C and D), and an IEEE 1284 bi-directional parallel port. Each component is individually configured to maximize the performance of the USPII*i*-3v.

4.1.9 Seimens SAB 82532

The Seimens SAB 82532 Enhanced Serial Communication Controller provides support for Serial Ports A and B and used for TTYA and TTYB. Serial Ports A and B are supported entirely independent of one another.

4.1.10 Boot FLASH PROM and Non-volatile Storage

The Boot FLASH PROM is the AMD 29F016. This is a 2MBit x 8 Flash Prom memory device. The access time of this device shall be at least 90 nanoseconds.

The User FLASH shall consist of two (2) erasable 16MBit (AMD 29F016) devices organized in 2Mbit x 8 configurations. The device uses a +5V power supply and a 90 nanosecond access time. The total user FLASH in the UltraIIi-3V design is 4 MBytes.

Using the RP signal of the FLASH for protection during power up and reset requires several microsecond delay after the RP goes inactive and before the first read from the FLASH. This delay normally is guaranteed because the reset to the CPU is delayed by the RIC by several ms relative to the POWER_OK signal.

4.1.11 TOD and NVRAM

The Non-Volatile Memory NVRAM and a Time of Day (TOD) clock are both contained in the NVRAM memory (SGS-Thompson, M48T59Y-70MH1). The NVRAM has its own lithium battery to operate the clock and maintain the contents of the NVRAM during power-off situations. The battery device is an SGS Thomson Microelectronics BT1402. This single lithium battery provides backup for approximately 10 years and the real-time clock circuitry provides accuracy of +/- one (1) second per day.

NVRAM and TOD are programmed using the FORTH toolkit in Open Boot Program (OBP).

4.2 Memory Subsytem

The USPII*i*-3v supports up to two (2) coplanar memory modules of either 64MB, 128MB, 256MB, or 512MB each. Each module of 64/128/128MB consists of 1, 2, or 4 banks of 64MB organized as nine (9) 4Mx16 EDO DRAMs (NEC, UP4265165). These modules provide 64MB, 128MB, 256MB of system memory. Additionally there is a 512MB memory module consisting of 36 16Mx8 EDO DRAM chips.

The memory design includes Error Correction Code (ECC). A single bit error in a 64 bit word is corrected without loss of a cycle. CAS before RAS refresh is used and CAS, RAS, and WE are buffered on the memory module.

4.2.1 Data Path and Interface to Motherboard

The memory data path contains a 144 bit data bus (128 data bit and 16 ECC bits). The data bus interfaces with the Bus Exchanger Devices on the motherboard (Texas Instruments 74LVT162244) which combine the 144 bits of memory data to 72 bits for the UltraSPARC-IIi's memory data bus.

4.2.2 Memory Addressing

The total address limitation of the memory controller is one (1) GByte.

The 16/128/256MB memory is addressed using 13 bits of ROW address and 10 bits of column address. The memory board uses the 4Mx16 memory devices and uses 12 bits for row addressing and 10 bits for column addressing. The write and read control signals are controlled by the ROW address 13.

The 512MB memory is addressed using 13 bits of ROW address and 11 bits of column address.

Note — The 10 and 11 bit column address memory modules can not be mixed within one USPII*i*-3v system. The OBP probes the memory boards for column addressing and automatically sets the proper addressing mode.

4.2.3 PMC Carrier Subsystem

The PMC Carrier Board subsystem supports up to three (3) standard PMC boards located in the third VME slot.

PMC slots 0 and 1 have the J4 I/O connectors installed and the upper 32 pins (33-64) of these connectors are routed to the P2 backplane connector and are available on the P2 Paddle Board.

The I/O lines 46-63 of PMC slot 1 share pins on the P2 backplane connector with the MII 2 signals. A set of 19 solder beads on the Carrier Board selects the source of the shared P2 backplane pins. The default setting is the MII 2 signals.

4.2.4 Creator Graphics (FFB)

The Fast Frame Buffer (FFB) is a high performance UPA based 24-bit frame buffer with an integer rendering pipeline for use in demanding graphic applications. It is a UPA slave-only, non-cached, PIO graphics output device.

4.3 Open Boot Program

The Open Boot Program (OBP) can be accessed through the EBus2. OBP code is contained in Flash Memory and provides the following functionality:

- Runs start-up diagnostic tests.
- Initializes the host machine.

- Reads non-volatile RAM (NVRAM) and executes the boot sequence. The Diagnostic Executive or standalone programs can also be executed.
- Includes the abbreviated system monitor. Entry into the system monitor is signified by the ">" prompt. If a boot attempt fails, the OBP tries to start the abbreviated system monitor.
- Supplies program code for the FORTH Toolkit; the on-board diagnostics contain the FORTH Toolkit and the FORTH language interpreter. Entry into the FORTH Toolkit is signified by the "ok" prompt.

For more information on the OBP please refer to the *OpenBoot Command Reference* from Sun Microsystems.

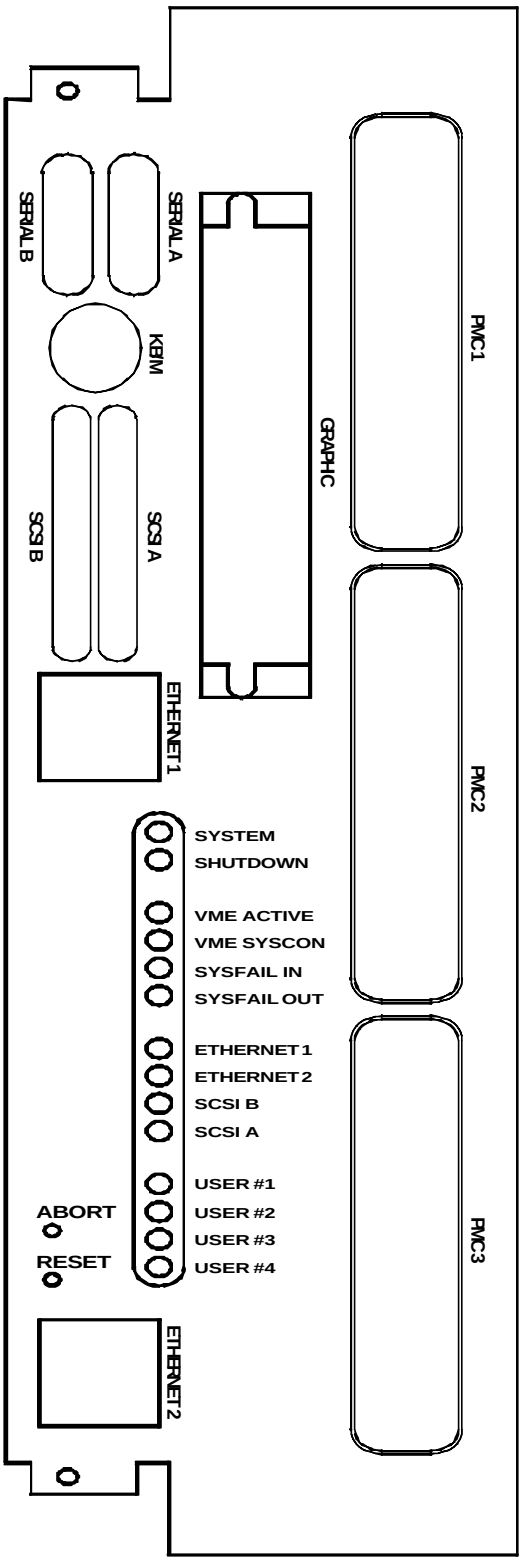
5

Connector Pinouts

5.1 Introduction

This chapter details the connector pinouts for the user interfaces on the USPII*i*-3v. The Front Panel, Paddle Board, P1/P2 Connectors, and On-Board Baseboard connector pinouts are presented as individual sections.

5.2 Front Panel



Status LED's

There are 14 LED's with the following functions (LED Color):

1) SYSTEM (Green)

2) SHUTDOWN (Red)

3) VME ACTIVE (Orange)

4) VME SYSCON (Green)

5) VME SYSFAIL IN (Red)

6) VME SYSFAIL OUT (Red)

7) ETHERNET 1 (Orange)

8) ETHERNET 2 (Orange)

9) SCSI B (Orange)

10) SCSI A (Orange)

11) USER #1 (Red)

12) USER #2 (Red)

13) USER #3 (Green)

14) USER #4 (Green)

Figure 5-1. **Front Panel Layout**

5.2.1 Serial A and Serial B

- Connector Type:
- Part Number: ITT CANNON: MDSM-30PE-Z10-VR22

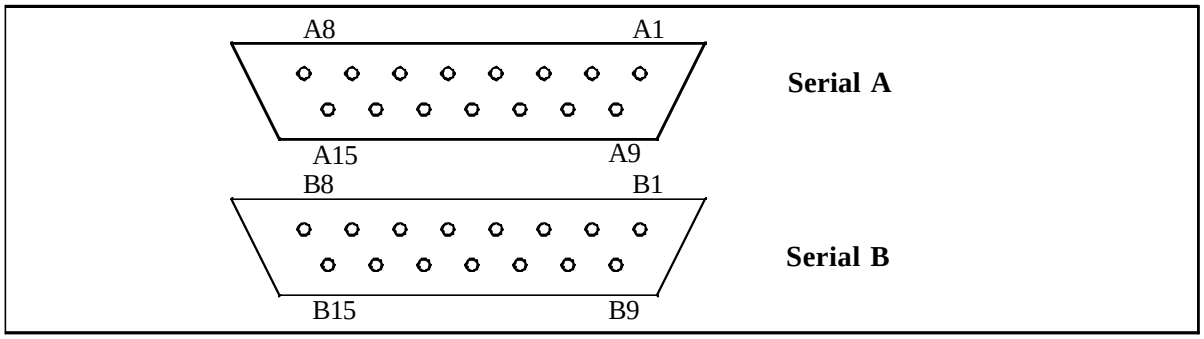


Figure 5-2. **Front Panel Serial A and Serial B Connector Orientation**

Table 5-1. **Front Panel Serial A Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	Receive Clock Port B (N)	**9**	Receive Clock Port A
2	Clear_To_Send Port B (N)	**10**	Transmit Clock Port A
3	Transmit Clock Port B (N)	**11**	Data Terminal Ready Port B (N)
4	GND	**12**	Not Used
5	Data Terminal Ready Port A	**13**	Clear_To_Send Port A
6	Transmit Data Port A	**14**	Request To Send Port A
7	Receive Data Port A	**15**	Not Used
8	Data Carrier Detect Port A		

Table 5-2. **Front Panel Serial B Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	Request To Send Port B (N)	**9**	Receive Clock Port B (P)
2	Receive Data Port B (N)	**10**	Transmit Clock Port B (P)
3	Transmit Data Port B (N)	**11**	Data Carrier Detect Port B (N)
4	GND	**12**	Not Used
5	Data Terminal Ready Port B (P)	**13**	Clear_to_Send Port B (P)
6	Transmit Data Port B (P)	**14**	Request To Send Port B (P)
7	Receive Data Port B (P)	**15**	Not Used
8	Data Carrier Detect Port B (P)		

5.2.2 Keyboard / Mouse

- Connector Type: Circular DIN-8
- Part Number: AMP-749179-1 (TH102113)

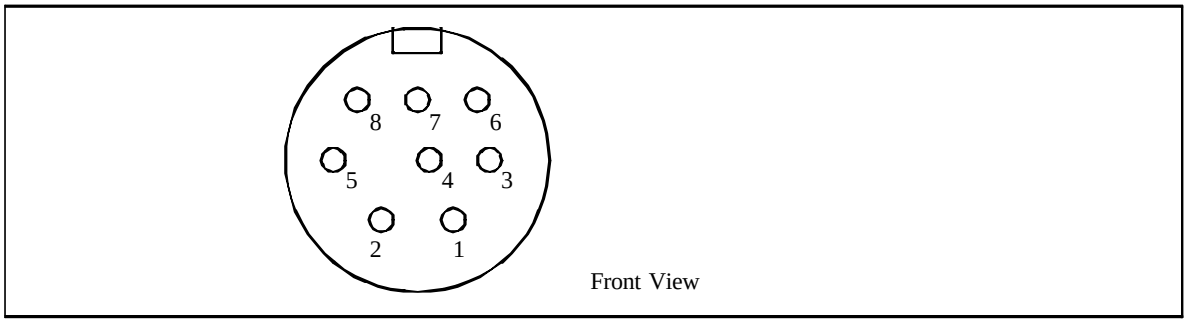


Figure 5-3. **Front Panel Keyboard / Mouse Connector Orientation**

Table 5-3. **Front Panel Keyboard / Mouse Connector Pinout**

Pin	Signal Name
1	GND
2	GND
3	+5V_KB (fused)
4	MOUSE_IN_L
5	KBD_OUT_L
6	KBD_IN_L
7	POWERON
8	+5V_KB (fused)

5.2.3 SCSI A and SCSI B

- Connector Type: Honda Dual SCSI-3 (40 MB/sec) Connector, 68 Pin, 0.8 mm Pitch
- Part Number: Honda - HDRA-E68WILfdT-SL (TH106874)

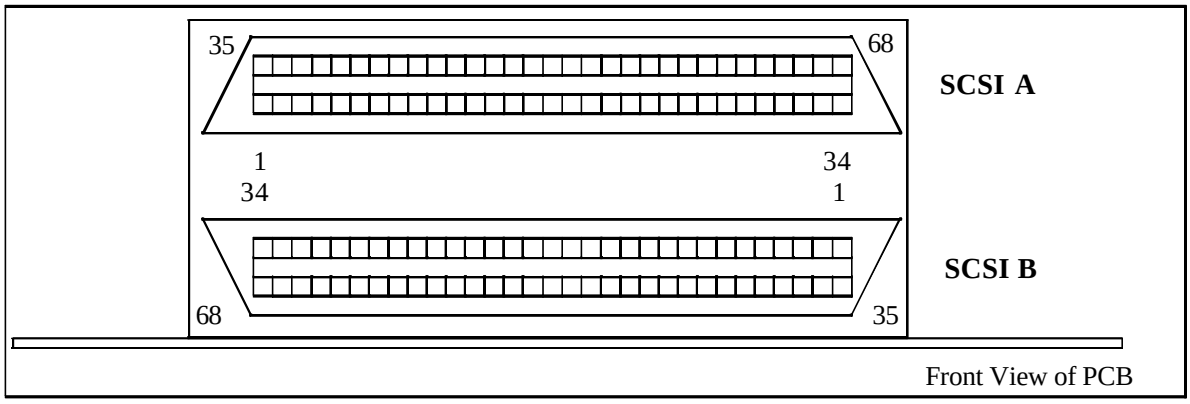


Figure 5-4. **Front Panel SCSI A and SCSI B Connector Orientation**

Table 5-4. **Front Panel SCSI A Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	GND	**35**	SCSI_A_DAT<12>
2	GND	**36**	SCSI_A_DAT<13>
3	GND	**37**	SCSI_A_DAT<14>
4	GND	**38**	SCSI_A_DAT<15>
5	GND	**39**	SCSI_A_PAR<1>
6	GND	**40**	SCSI_A_DAT<0>
7	GND	**41**	SCSI_A_DAT<1>
8	GND	**42**	SCSI_A_DAT<2>
9	GND	**43**	SCSI_A_DAT<3>
10	GND	**44**	SCSI_A_DAT<4>
11	GND	**45**	SCSI_A_DAT<5>
12	GND	**46**	SCSI_A_DAT<6>
13	GND	**47**	SCSI_A_DAT<7>
14	GND	**48**	SCSI_A_PAR<0>
15	GND	**49**	GND
16	GND	**50**	GND
17	TERMPWRA	**51**	TERMPWRA
18	TERMPWRA	**52**	TERMPWRA
19	GND	**53**	NC
20	SCSI_A FRONT_CONN_L	**54**	GND
21	GND	**55**	SCSI_A_ATN_L
22	GND	**56**	GND
23	GND	**57**	SCSI_A_BSY_L
24	GND	**58**	SCSI_A_ACK_L
25	GND	**59**	SCSI_A_RST_L
26	GND	**60**	SCSI_A_MSG_L
27	GND	**61**	SCSI_A_SEL_L
28	GND	**62**	SCSI_A_CD_L
29	GND	**63**	SCSI_A_REQ_L
30	GND	**64**	SCSI_A_IO_L
31	GND	**65**	SCSI_A_DAT<8>
32	GND	**66**	SCSI_A_DAT<9>
33	GND	**67**	SCSI_A_DAT<10>
34	GND	**68**	SCSI_A_DAT<11>

Table 5-5. **Front Panel SCSI B Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	GND	**35**	SCSI_B_DAT<12>
2	GND	**36**	SCSI_B_DAT<13>
3	GND	**37**	SCSI_B_DAT<14>
4	GND	**38**	SCSI_B_DAT<15>
5	GND	**39**	SCSI_B_PAR<1>
6	GND	**40**	SCSI_B_DAT<0>
7	GND	**41**	SCSI_B_DAT<1>
8	GND	**42**	SCSI_B_DAT<2>
9	GND	**43**	SCSI_B_DAT<3>
10	GND	**44**	SCSI_B_DAT<4>
11	GND	**45**	SCSI_B_DAT<5>
12	GND	**46**	SCSI_B_DAT<6>
13	GND	**47**	SCSI_B_DAT<7>
14	GND	**48**	SCSI_B_PAR<0>
15	GND	**49**	GND
16	GND	**50**	GND
17	SCSI_TRMPWR	**51**	SCSI_TRMPWR
18	SCSI_TRMPWR	**52**	SCSI_TRMPWR
19	FRONT_SCSI_L	**53**	GND
20	SCSI _B_FRONT _CONN_L	**54**	GND
21	GND	**55**	SCSI_B_ATN_L
22	GND	**56**	GND
23	GND	**57**	SCSI_B_BSY_L
24	GND	**58**	SCSI_B_ACK_L
25	GND	**59**	SCSI_B_RST_L
26	GND	**60**	SCSI_B_MSG_L
27	GND	**61**	SCSI_B_SEL_L
28	GND	**62**	SCSI_B_CD_L
29	GND	**63**	SCSI_B_REQ_L
30	GND	**64**	SCSI_B_IO_L
31	GND	**65**	SCSI_B_DAT<8>
32	GND	**66**	SCSI_B_DAT_<9>
33	GND	**67**	SCSI_B_DAT<10>
34	GND	**68**	SCSI_B_DAT<11>

5.2.4 Ethernet A and Ethernet B

- Connector Type: RJ-45 TPE
- Part Number: STEWART SS-6488S-A-NF

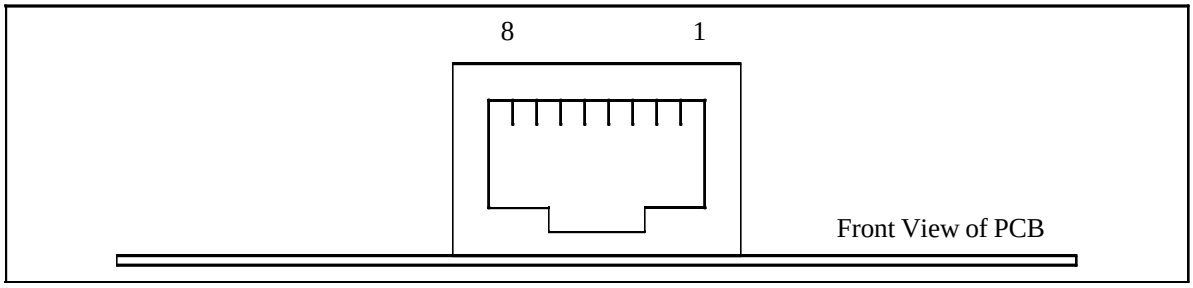
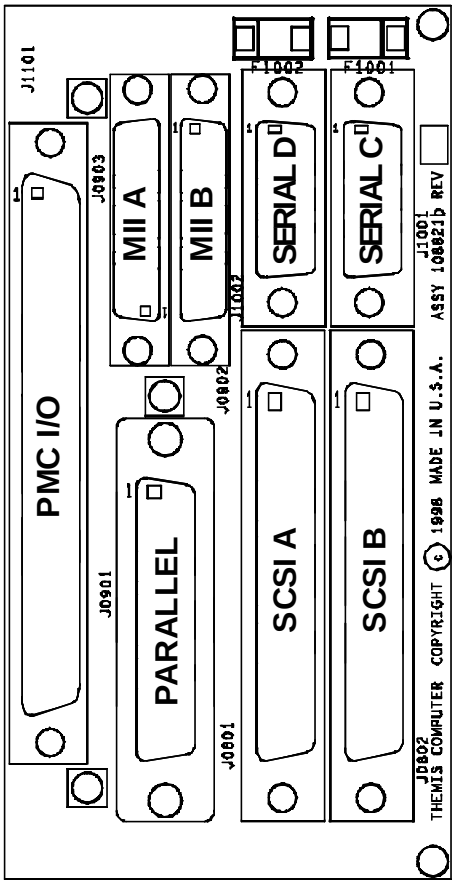


Figure 5-5. **Front Panel Ethernet A and Ethernet B Connector Orientation**

Table 5-6. **Baseboard RJ45 Ethernet A & B Pinouts**

Pin	Signal Name
1	RJ_TXD+_CONN
2	RJ_TXD-_CONN
3	RJ_RXD+_CONN
4	RJ_4T_D3P_CONN
5	RJ_4T_D3P_CONN
6	RJ_RXD-_CONN
7	RJ_4T_D4P_CONN
8	RJ_4T_D4P_CONN

5.3 P2 Paddle Board



DIMENSION 2.38" x 4.5"

CONNECTORS	
PMC I/O	AMP - 749070-9
PARALLEL	AMP - 745967-7
MII	AMP - 173279-2
SERIAL	AMP - 786554-1
SCSI	AMP - 749070-7

Figure 5-6. **P2 Paddle Board**

5.3.1 Parallel Port

- Connector Type: DB25 Female
- Connector Part Number: AMP 745967-7

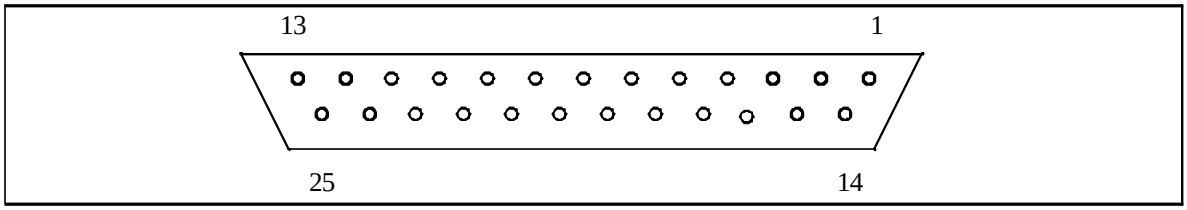


Figure 5-7. **P2 Paddle Board Parallel Port Connector Orientation**

Table 5-7. **P2 Paddle Board Parallel Connector Pinout**

Pins	Signal Name	Pins	Signal Name
1	PAR-STRB_	**14**	PP_AFXN
2	PP_DAT[0]	**15**	PP_ERROR
3	PP_DAT[1]	**16**	PP_INIT
4	PP_DAT[2]	**17**	PP_SLCT_IN
5	PP_DAT[3]	**18**	GND
6	PP_DAT[4]	**19**	GND
7	PP_DAT[5]	**20**	GND
8	PP_DAT[6]	**21**	GND
9	PP_DAT[7]	**22**	GND
10	PP_ACK	**23**	GND
11	PP_BUSY	**24**	GND
12	PP_PE	**25**	GND
13	PP_SLCT		

5.3.2 Ethernet MII A and Ethernet MII B Ports

- Connector Type: 40 Pin Mini-D
- Connector Part Number: AMP 173279-2

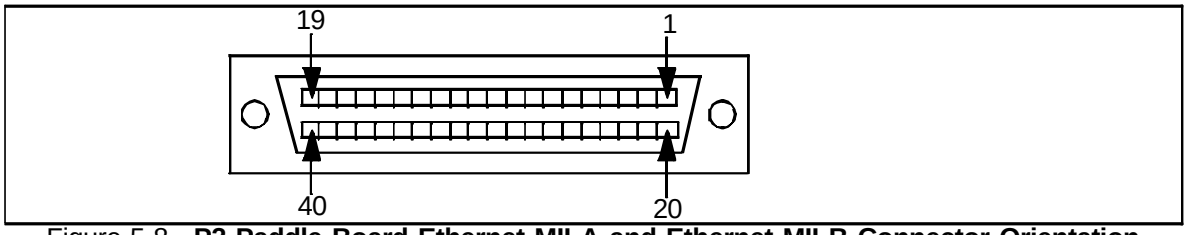


Figure 5-8. **P2 Paddle Board Ethernet MII A and Ethernet MII B Connector Orientation**

Table 5-8. **P2 Paddle Board Ethernet MII A and Ethernet MII B Connector Pinout**

Pins	Signal Name	Pins	Signal Name
1	MII_PWR (+5V)	**21**	MII_PWR(+5V)
2	MDIO	**22**	SGND
3	MDC	**23**	SGND
4	RXD[3]	**24**	SGND
5	RXD[2]	**25**	SGND
6	RXD[1]	**26**	SGND
7	RXD[0]	**27**	SGND
8	RX_DV	**28**	SGND
9	RX_CLK	**29**	SGND
10	RX_ER	**30**	SGND
11	TX_ER	**31**	SGND
12	TX_CLK	**32**	SGND
13	TX_EN	**33**	SGND
14	TXD[0]	**34**	SGND
15	TXD[1]	**35**	GND
16	TXD[2]	**36**	GND
17	TXD[3]	**37**	GND
18	COL	**38**	SGND
19	CRS	**39**	SGND
20	MII_PWR (+5V)	**40**	MII_PWR (+5V)

5.3.3 SCSI A and SCSI B Ports

- Connector Type: 68 Pin, Female, Shielded Subminiature-D
- Connector Part Number: AMP 749070-7

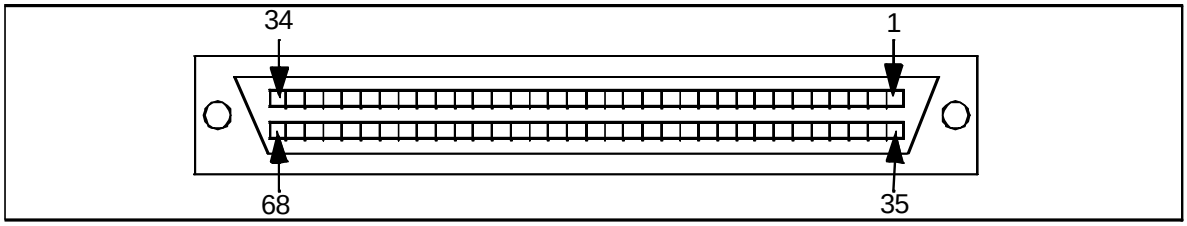


Figure 5-9. **P2 Paddle Board SCSI A and SCSI B Connector Orientation**

Table 5-9. **P2 Paddle Board SCSI A and SCSI B Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	GND	**35**	SCSI_DAT12
2	GND	**36**	SCSI_DAT13
3	GND	**37**	SCSI_DAT14
4	GND	**38**	SCSI_DAT15
5	GND	**39**	SCSI_PARH_L
6	GND	**40**	SCSI_DAT0
7	GND	**41**	SCSI_DAT1
8	GND	**42**	SCSI_DAT2
9	GND	**43**	SCSI_DAT3
10	GND	**44**	SCSI_DAT4
11	GND	**45**	SCSI_DAT5
12	GND	**46**	SCSI_DAT6
13	GND	**47**	SCSI_DAT7
14	GND	**48**	SCSI_PARL_L
15	GND	**49**	GND
16	GND	**50**	GND
17	SCSI_TERMPWR	**51**	SCSI_TERMPWR
18	SCSI_TERMPWR	**52**	SCSI_TERMPWR
19	FRONT_SCSI_L	**53**	NC
20	GND	**54**	GND
21	GND	**55**	SCSI_ATN_L
22	GND	**56**	GND
23	GND	**57**	SCSI_BSY_L
24	GND	**58**	SCSI_ACK_L
25	GND	**59**	SCSI_ RESET_L
26	GND	**60**	SCSI_MSG_L
27	GND	**61**	SCSI_SEL_L
28	GND	**62**	SCSI_CD_L
29	GND	**63**	SCSI_REQ_L
30	GND	**64**	SCSI_IO_L
31	GND	**65**	SCSI_DAT8
32	GND	**66**	SCSI_DAT9
33	GND	**67**	SCSI_DAT10
34	GND	**68**	SCSI_DAT11

5.3.4 Serial C and Serial D Ports

- Connector Type: 20 Pin SUB-D
- Connector Part Number: AMP 786554-1

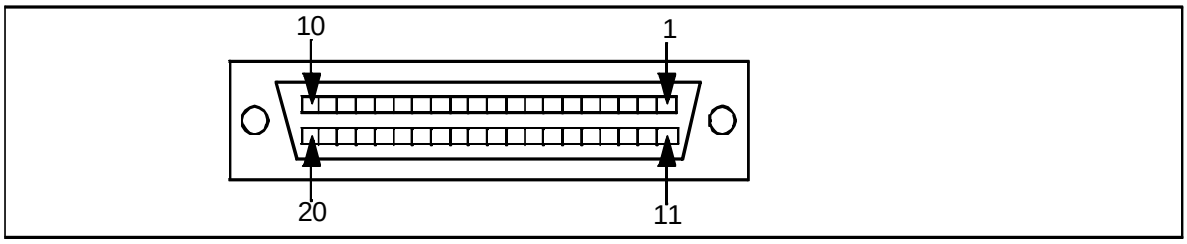


Figure 5-10. **P2 Paddle Board Serial C and Serial D Connector Orientation**

Table 5-10. **Serial Port C (PS/2 Keyboard) Connector Pinout**

Pin #	Signal Name	Pin #	Signal Name
1	TXD(C)	**2**	DTR(C)
3	GND	**4**	RXD(C)
5	DCD(C)	**6**	GND
7	RI(C)	**8**	KEYB_DATA
9	+5V(Fused)	**10**	+5V(Fused)
11	RTS(C)	**12**	GND
13	GND	**14**	DSR(C)
15	CTS(C)	**16**	GND
17	KEYB_CLK	**18**	GND
19	GND	**20**	GND

Table 5-11. **Serial Port D (PS/2 Mouse) Connector Pinout**

Pin #	Signal Name	Pin #	Signal Name
1	TXD(D)	**2**	DTR(D)
3	GND	**4**	RXD(D)
5	DCD(D)	**6**	GND
7	RI(D)	**8**	MOUSE_DATA
9	+5V(Fused)	**10**	+5V(Fused)
11	RTS(D)	**12**	GND
13	GND	**14**	DSR(D)
15	CTS(D)	**16**	GND
17	MOUSE_CLK	**18**	GND
19	GND	**20**	GND

5.3.5 PMC I/O

- Connector Type: 100 Pin
- Connector Part Number: AMP 749070-9

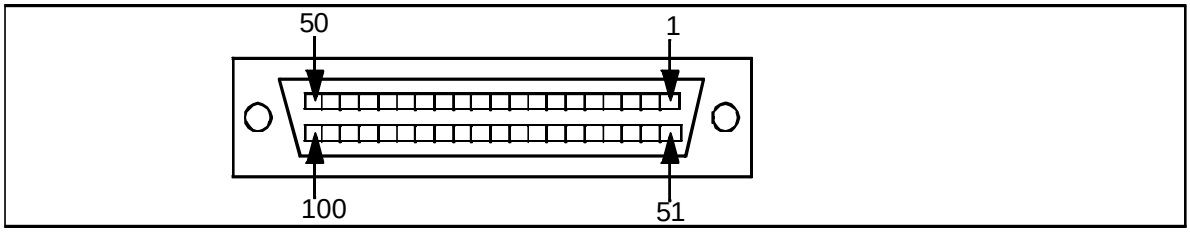


Figure 5-11. **P2 Paddle Board PMC I/O Connector Orientation**

Table 5-12. **P2 Paddle Board PMC I/O Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	PMC Slot #1 P14-34	**51**	PMC Slot #1 P14-33
2	GND	**52**	GND
3	PMC Slot #1 P14-36	**53**	PMC Slot #1 P14-35
4	PMC Slot #1 P14-38	**54**	PMC Slot #1 P14-37
5	GND	**55**	GND
6	PMC Slot #1 P14-40	**56**	PMC Slot #1 P14-39
7	PMC Slot #1 P14-42	**57**	PMC Slot #1 P14-41
8	GND	**58**	GND
9	PMC Slot #1 P14-44	**59**	PMC Slot #1 P14-43
10	MII_TXCLK(A) or PMC Slot #1 P14-46	**60**	PMC Slot #1 P14-45
11	MII_CRS(A) or PMC Slot #1 P14-48	**61**	MII_RXCLK(A) or PMC Slot #1 P14-47
12	GND	**62**	GND
13	MII_RX_ER(A) or PMC Slot #1 P14-50	**63**	MII_COLL(A) or PMC Slot #1 P14-49
14	MII_RXD0(A) or PMC Slot #1 P14-52	**64**	MII_RX_DV(A) or PMC Slot #1 P14-51
15	GND	**65**	GND
16	MII_RXD2(A) or PMC Slot #1 P14-54	**66**	MII_RXD1(A) or PMC Slot #1 P14-53
17	MII_TXD3(A) or PMC Slot #1 P14-56	**67**	MII_RXD3(A) or PMC Slot #1 P14-55
18	GND	**68**	GND
19	MII_TXD1(A) or PMC Slot #1 P14-58	**69**	MII_TXD2(A) or PMC Slot #1 P14-57
20	MII_TXEN(A) or PMC Slot #1 P14-60	**70**	MII_TXD0(A) or PMC Slot #1 P14-59
21	GND	**71**	GND
22	MII_TX_ER(A) or PMC Slot #1 P14-62	**72**	MII_MDC(A) or PMC Slot #1 P14-61
23	MII_PWR(A) or PMC Slot #1 P14-64	**73**	MII_MDIO(A) or PMC Slot #1 P14-63
24	GND	**74**	GND

Table 5-12. **P2 Paddle Board PMC I/O Connector Pinout**

Pin	Signal Name	Pin	Signal Name
25	PMC Slot #0 P14-34	**75**	PMC Slot #0 P14-33
26	PMC Slot #0 P14-36	**76**	PMC Slot #0 P14-35
27	GND	**77**	GND
28	PMC Slot #0 P14-38	**78**	PMC Slot #0 P14-37
29	PMC Slot #0 P14-40	**79**	PMC Slot #0 P14-39
30	GND	**80**	GND
31	PMC Slot #0 P14-42	**81**	PMC Slot #0 P14-41
32	PMC Slot #0 P14-44	**82**	PMC Slot #0 P14-43
33	GND	**83**	GND
34	PMC Slot #0 P14-46	**84**	PMC Slot #0 P14-45
35	PMC Slot #0 P14-48	**85**	PMC Slot #0 P14-47
36	GND	**86**	GND
37	PMC Slot #0 P14-50	**87**	PMC Slot #0 P14-49
38	PMC Slot #0 P14-52	**88**	PMC Slot #0 P14-51
39	GND	**89**	GND
40	PMC Slot #0 P14-54	**90**	PMC Slot #0 P14-53
41	PMC Slot #0 P14-56	**91**	PMC Slot #0 P14-55
42	GND	**92**	GND
43	PMC Slot #0 P14-58	**93**	PMC Slot #0 P14-57
44	PMC Slot #0 P14-60	**94**	PMC Slot #0 P14-59
45	GND	**95**	GND
46	PMC Slot #0 P14-62	**96**	PMC Slot #0 P14-61
47	PMC Slot #0 P14-64	**97**	PMC Slot #0 P14-63
48	GND	**98**	GND
49	GND	**99**	GND
50	GND	**100**	GND

5.4 P1 / P2 Connectors

5.4.1 Base Board P1 / P2 Connectors

- Connector Type:
- Part Number: ROBINSON NUGENT P08-100SL-B-TG

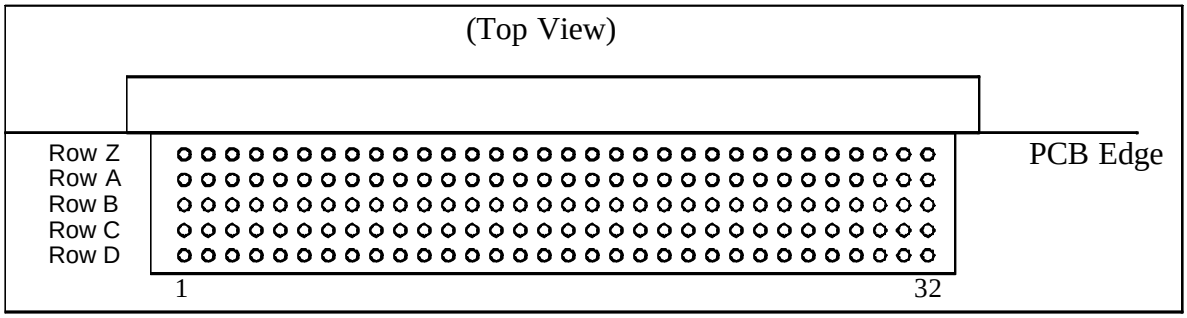


Figure 5-12. **Base Board P1 and P2 Connector Orientation**

Table 5-13. **Base Board P1 Connector Pinout**

Pin	Signal Name				
	Row Z	Row A	Row B	Row C	Row D
1	NC	VME_<D00>	VME_BBSY_L	VME_<D08>	NC
2	GND	VME_<D01>	VME_BCLR_L	VME_<D09>	NC
3	NC	VME_<D02>	VME_ACFAIL_L	VME_<D10>	NC
4	GND	VME_<D03>	VME_BGIN_L<0>	VME_<D11>	NC
5	NC	VME_<D04>	VME_BGOUT_L<0>	VME_<D12>	NC
6	GND	VME_<D05>	VME_BGIN_L<1>	VME_<D13>	NC
7	NC	VME_<D06>	VME_BGOUT_L<1>	VME_<D14>	NC
8	GND	VME_<D07>	VME_BGIN_L<2>	VME_<D15>	NC
9	NC	GND	VME_BGOUT_L<2>	GND	NC
10	GND	VME_SYSCLK	VME_BGIN_L<3>	VME_SYSFAIL_L	NC
11	NC	GND	VME_BGOUT_L<3>	VME_BERR_L	NC
12	GND	VME_DS_L<1>	VME_BR_L<0>	VME_SYSRESET_L	NC
13	NC	VME_DS_L<0>	VME_BR_L<1>	VME_LWORD_L	NC
14	GND	VME_WRITE_L	VME_BR_L<2>	VME_AM<5>	NC
15	NC	GND	VME_BR_L<3>	VME_A<23>	NC
16	GND	VME_DTACK_L	VME_AM<0>	VME_A<22>	NC
17	NC	GND	VME_AM<1>	VME_A<21>	NC

Table 5-13. **Base Board P1 Connector Pinout**

Pin	Signal Name				
	Row Z	Row A	Row B	Row C	Row D
18	GND	VME_AS_L	VME_AM<2>	VME_A<20>	NC
19	NC	GND	VME_AM<3>	VME_A<19>	NC
20	GND	VME_IACK_L	GND	VME_A<18>	NC
21	NC	VME_IACKIN_L	NC	VME_A<17>	NC
22	GND	VME_IACKOUT_L	NC	VME_A<16>	NC
23	NC	VME_AM<04>	GND	VME_A<15>	NC
24	GND	VME_A<07>	VME_IRQ_L<7>	VME_A<14>	NC
25	NC	VME_A<06>	VME_IRQ_L<6>	VME_A<13>	NC
26	GND	VME_A<05>	VME_IRQ_L<5>	VME_A<12>	NC
27	NC	VME_A<04>	VME_IRQ_L<4>	VME_A<11>	NC
28	GND	VME_A<03>	VME_IRQ_L<3>	VME_A<10>	NC
29	NC	VME_A<02>	VME_IRQ_L<2>	VME_A<09>	NC
30	GND	VME_A<01>	VME_IRQ_L<1>	VME_A<08>	NC
31	NC	-12V	NC	+12V	NC
32	GND	VCC	VCC	VCC	NC

Table 5-14. **Base Board P2 Connector Pinout**

Pin	Signal Name				
	Row Z	Row A	Row B	Row C	Row D
1	NC	+5V *	+5V	+5V *	NC
2	GND	GND *	GND	GND *	NC
3	NC	SCSI_TRMPWR (B)	RETRY_L	SCSI_TRMPWR (A)	NC
4	GND	SCSI_ATN(B)	A24	SCSI_ATN(A)	NC
5	NC	SCSI_BSY(B)	A25	SCSI_BSY(A)	NC
6	GND	SCSI_ACK(B)	A26	SCSI_ACK(A)	NC
7	NC	SCSI_RESET(B)	A27	SCSI_RESET(A)	NC
8	GND	SCSI_MSG(B)	A28	SCSI_MSG(A)	NC
9	NC	SCSI_SEL(B)	A29	SCSI_SEL(A)	NC
10	GND	SCSI_CD(B)	A30	SCSI_CD(A)	NC
11	NC	SCSI_REQ(B)	A31	SCSI_REQ(A)	NC
12	GND	SCSI_IO(B)	GND	SCSI_IO(A)	NC
13	NC	SCSI_DAT0(B)	+5V	SCSI_DAT0(A)	NC

Table 5-14. **Base Board P2 Connector Pinout**

Pin	Signal Name				
	Row Z	Row A	Row B	Row C	Row D
14	GND	SCSI_DAT1(B)	D16	SCSI_DAT1(A)	NC
15	NC	SCSI_DAT2(B)	D17	SCSI_DAT2(A)	NC
16	GND	SCSI_DAT3(B)	D18	SCSI_DAT3(A)	NC
17	NC	SCSI_DAT4(B)	D19	SCSI_DAT4(A)	NC
18	GND	SCSI_DAT5(B)	D20	SCSI_DAT5(A)	NC
19	NC	SCSI_DAT6(B)	D21	SCSI_DAT6(A)	NC
20	GND	SCSI_DAT7(B)	D22	SCSI_DAT7(A)	NC
21	NC	SCSI_PAR0(B)	D23	SCSI_PAR0(A)	NC
22	GND	SCSI_DAT8(B)	GND	SCSI_DAT8(A)	NC
23	NC	SCSI_DAT9(B)	D24	SCSI_DAT9(A)	NC
24	GND	SCSI_DAT10(B)	D25	SCSI_DAT10(A)	NC
25	NC	SCSI_DAT11(B)	D26	SCSI_DAT11(A)	NC
26	GND	SCSI_DAT12(B)	D27	SCSI_DAT12(A)	NC
27	NC	SCSI_DAT13(B)	D28	SCSI_DAT13(A)	NC
28	GND	SCSI_DAT14(B)	D29	SCSI_DAT14(A)	NC
29	NC	SCSI_DAT15(B)	D30	SCSI_DAT15(A)	NC
30	GND	SCSI_PAR1(B)	D31	SCSI_PAR1(A)	NC
31	NC	SCSI_REAR(B)	GND	SCSI_REAR(A)	NC
32	GND	5V *	5V	5V* *	NC

5.4.2 Middle Board P2 Connector

- Connector Type:
- Part Number: FUJITSU FCN234J096-G/V

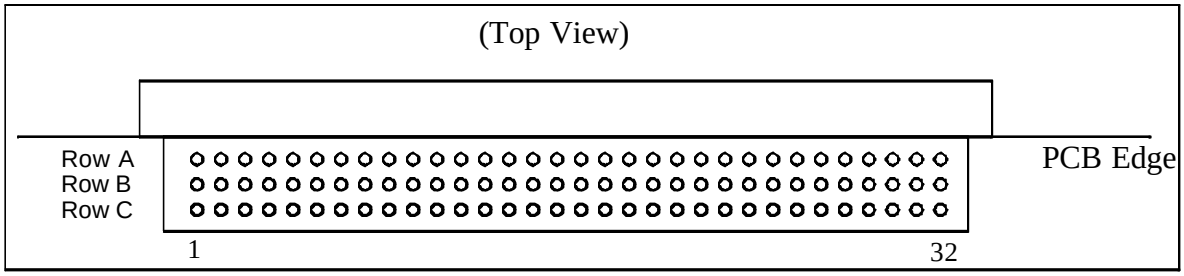


Figure 5-13. **Middle Board P2 Connector Orientation**

Table 5-15. **Middle Board P2 Connector Pinout**

Pin	Signal Name		
	Row A	Row B	Row C
1	+5V *	+5V	+5V *
2	GND *	GND	GND *
3	TXD(C)	RETRY_L	TXD(D)
4	RTS(C)	A24	RTS(D)
5	DTR(C)	A25	DTR(D)
6	RXD(C)	A26	RXD(D)
7	DSR(C)	A27	DSR(D)
8	DCD(C)	A28	DCD(D)
9	CTS(C)	A29	CTS(D)
10	RI(C)	A30	RI(D)
11	MOUSE(PS2) CLK	A31	KEYB(PS2) CLK
12	MOUSE(PS2) DATA	GND	KEYB(PS2) DATA
13	GND	+5V	MII_TXCLK(B)
14	PP_STROBE	D16	MII_RXCLK(B)
15	PP_DATA0	D17	MII_CRS(B)
16	PP_DATA1	D18	MII_COLL(B)
17	PP_DATA2	D19	MII_RX_ER(B)
18	PP_DATA3	D20	MII_RX_DV(B)
19	PP_DATA4	D21	MII_RXD0(B)
20	PP_DATA5	D22	MII_RXD1(B)
21	PP_DATA6	D23	MII_RXD2(B)
22	PP_DATA7	GND	MII_RXD3(B)
23	PP_ACK	D24	MII_TXD3(B)
24	PP_BUSY	D25	MII_TXD2(B)
25	PP_PAPER_EMPTY	D26	MII_TXD1(B)
26	PP_SELECT	D27	MII_TXD0(B)
27	PP_AUTOFEED	D28	MII_TXEN(B)
28	PP_ERROR	D29	MII_MDC(B)
29	PP_INIT	D30	MII_TX_ER(B)
30	PP_SELECTIN	D31	MII_MDIO(B)
31	GND *	GND	MII_PWR(B)
32	5V*	5V	5V*

5.4.3 PMC Carrier Board Connectors

- Connector Type:
- Part Number: FUJITSU FCN234J096-G/V

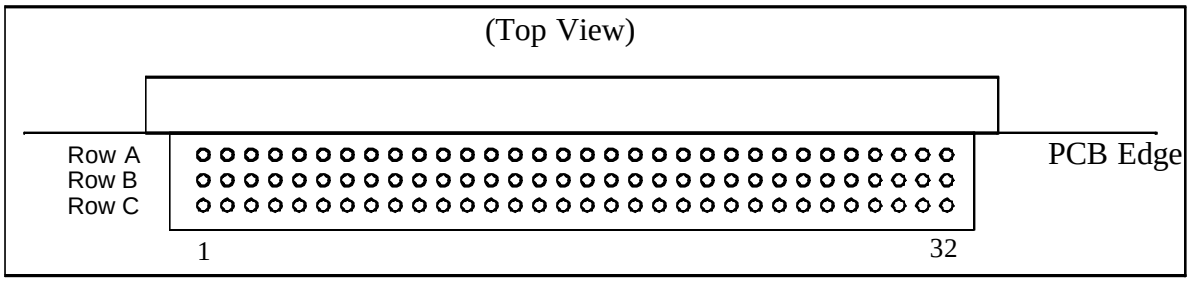


Figure 5-14. **PMC Carrier Board P1 and P2 Connector Orientation**

Table 5-16. **PMC Carrier Board P1 Connector Pinout**

Pin	Signal Name		
	Row A	Row B	Row C
1	NC	NC	NC
2	NC	NC	NC
3	NC	NC	NC
4	NC	DAISY_CHAIN_BG0#	NC
5	NC	DAISY_CHAIN_BG0#	NC
6	NC	DAISY_CHAIN_BG1#	NC
7	NC	DAISY_CHAIN_BG1#	NC
8	NC	DAISY_CHAIN_BG2#	NC
9	GND	DAISY_CHAIN_BG2#	GND
10	NC	DAISY_CHAIN_BG3#	NC
11	GND	DAISY_CHAIN_BG3#	NC
12	NC	NC	NC
13	NC	NC	NC
14	NC	NC	NC
15	GND	NC	NC
16	NC	NC	NC
17	GND	NC	NC
18	NC	NC	NC
19	GND	NC	NC
20	NC	NC	NC
21	DAISY_CHAIN_IACK#	NC	NC
22	DAISY_CHAIN_IACK#	NC	NC

Table 5-16. **PMC Carrier Board P1 Connector Pinout**

Pin	Signal Name		
	Row A	Row B	Row C
23	NC	NC	NC
24	NC	NC	NC
25	NC	NC	NC
26	NC	NC	NC
27	NC	NC	NC
28	NC	NC	NC
29	NC	NC	NC
30	NC	NC	NC
31	-12V	NC	+12V
32	VCC	VCC	VCC

Table 5-17. **PMC Carrier Board I/O P2 Connector Pinout**

Pin	Signal Name		
	Row A	Row B	Row C
1	PMC Slot #1 P14-34	+5V	PMC Slot #1 P14-33
2	PMC Slot #1 P14-36	GND	PMC Slot #1 P14-35
3	PMC Slot #1 P14-38	RETRY	PMC Slot #1 P14-37
4	PMC Slot #1 P14-40	A24	PMC Slot #1 P14-39
5	PMC Slot #1 P14-42	A25	PMC Slot #1 P14-41
6	PMC Slot #1 P14-44	A26	PMC Slot #1 P14-43
7	MII_TXCLK(A) or PMC Slot #1 P14-46	A27	PMC Slot #1 P14-45
8	MII_CRS(A) or PMC Slot #1 P14-48	A28	MII_RXCLK(A) or PMC Slot #1 P14-47
9	MII_RX_ER(A) or PMC Slot #1 P14-50	A29	MII_COLL(A) or PMC Slot #1 P14-49
10	MII_RXD0(A) or PMC Slot #1 P14-52	A30	MII_RX_DV(A) or PMC Slot #1 P14-51
11	MII_RXD2(A) or PMC Slot #1 P14-54	A31	MII_RXD1(A) or PMC Slot #1 P14-53
12	MII_TXD3(A) or PMC Slot #1 P14-56	GND	MII_RXD3(A) or PMC Slot #1 P14-55
13	MII_TXD1(A) or PMC Slot #1 P14-58	+5V	MII_TXD2(A) or PMC Slot #1 P14-57
14	MII_TXEN(A) or PMC Slot #1 P14-60	D16	MII_TXD0(A) or PMC Slot #1 P14-59
15	MII_TX_ER(A) or PMC Slot #1 P14-62	D17	MII_MDC(A) or PMC Slot #1 P14-61
16	MII_PWR(A) or PMC Slot #1 P14-64	D18	MII_MDIO(A) or PMC Slot #1 P14-63
17	PMC Slot #0 P14-34	D19	PMC Slot #0 P14-33
18	PMC Slot #0 P14-36	D20	PMC Slot #0 P14-35

Table 5-17. **PMC Carrier Board I/O P2 Connector Pinout**

Pin	Signal Name		
	Row A	Row B	Row C
19	PMC Slot #0 P14-38	D21	PMC Slot #0 P14-37
20	PMC Slot #0 P14-40	D22	PMC Slot #0 P14-39
21	PMC Slot #0 P14-42	D23	PMC Slot #0 P14-41
22	PMC Slot #0 P14-44	GND	PMC Slot #0 P14-43
23	PMC Slot #0 P14-46	D24	PMC Slot #0 P14-45
24	PMC Slot #0 P14-48	D25	PMC Slot #0 P14-47
25	PMC Slot #0 P14-50	D26	PMC Slot #0 P14-49
26	PMC Slot #0 P14-52	D27	PMC Slot #0 P14-51
27	PMC Slot #0 P14-54	D28	PMC Slot #0 P14-53
28	PMC Slot #0 P14-56	D29	PMC Slot #0 P14-55
29	PMC Slot #0 P14-58	D30	PMC Slot #0 P14-57
30	PMC Slot #0 P14-60	D31	PMC Slot #0 P14-59
31	PMC Slot #0 P14-62	GND	PMC Slot #0 P14-61
32	PMC Slot #0 P14-64	5V	PMC Slot #0 P14-63

5.5 Base Board Connectors

5.5.1 JTAG Connector

- Connector Type: Dual Row 0.1 Socket
- Part Number: BERG 92084-308

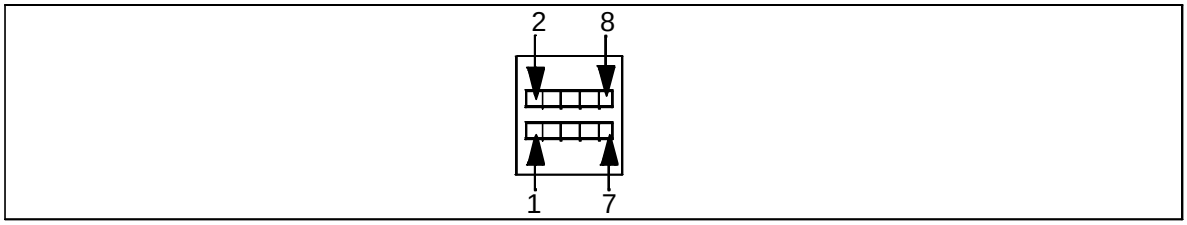


Figure 5-15. **Base Board JTAG Connector Orientation**

Table 5-18. **Base Board JTAG Connector Pinout**

Pin	Signal Name
1	JTAG_TDI
2	JTAG_TAS
3	JTAG_TMS
4	JTAG_MPR_L
5	JTAG_TDO
6	JTAG_TCLK
7	JTAG_RESET_L
8	GND

5.5.2 ROMBO Connector

- Connector Type: Two Straight Line 18 Pin Connectors
- Part Number: BERG 92084-318

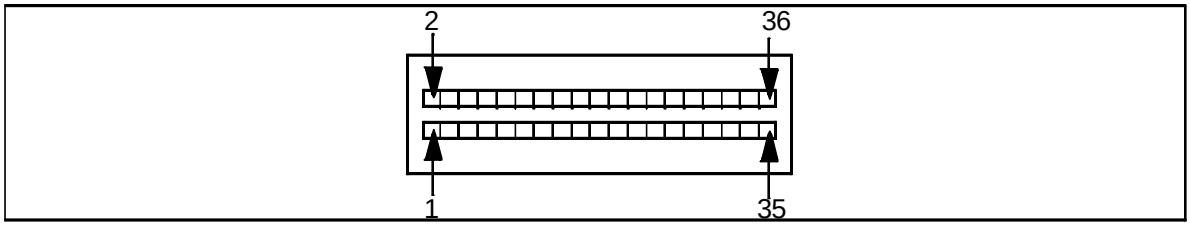


Figure 5-16. **Base Board ROMBO Connector Orientation**

Table 5-19. **Base Board ROMBO Connector Pinout**

Pin	Signal Name	Pin	Signal Name
1	B_EB_LADR20	**2**	B_EB_LADR21
3	B_EB_LADR19	**4**	VCC
5	B_EB_LADR16	**6**	B_EB_LADR18
7	B_EB_LADR15	**8**	B_EB_LADR17
9	B_EB_LADR12	**10**	B_EB_LADR14
11	B_EB_ADR7	**12**	B_EB_LADR13
13	B_EB_ADR6	**14**	B_EB_LADR08
15	B_EB_ADR5	**16**	B_EB_LADR09
17	B_EB_ADR4	**18**	B_EB_LADR11
19	B_EB_ADR3	**20**	B_EB_RD_L
21	B_EB_ADR2	**22**	B_EB_LADR10
23	B_EB_ADR1	**24**	ROMBO_CS_L
25	B_EB_ADR0	**26**	B_EB_DAT7
27	B_EB_DAT0	**28**	B_EB_DAT6
29	B_EB_DAT1	**30**	B_EB_DAT5
31	B_EB_DAT2	**32**	B_EB_DAT4
33	GND	**34**	B_EB_DAT3
35	B_EB_CS_L2	**36**	B_EB_WR_L

6

Universe-II

6.1 Features

Tundra's Universe II (CA91C142) interfaces the local 32-bit PCI bus to the VMEbus. The following lists some of the Universe II's features on the USPII*i*-3v board:

- 33 MHz, 32-bit PCI bus interface
- Fully compliant, high performance 64-bit VMEbus interface
- Integral FIFOs buffer with multiple transactions from the PCI bus to the VMEbus and from the VMEbus to the PCI (both directions)
- Programmable DMA controller with linked list support
- A broad range of VMEbus address and data transfer modes of:
  - A32/A24/A16 master and slave transfer, except for A64 and A40
  - D64/D32/D16/D08 master and slave transfer, except for MD32
  - MBLT, BLT, ADOH, RMW, LOCK, and location monitors
- Support for full VMEbus System Controller
- Nine user programmable slave images on the VMEbus and the PCI bus ports
- Seven interrupt lines
- Auto initialization for the slave only applications
- Programmable registers from both the VMEbus and the PCI bus
- Support for four mailbox registers
- Support for four location monitors
- Support for eight semaphores
- Support for RMW cycles and lock cycles

This chapter is intended to outline the VMEbus to PCI Bus interface on the USPII*i*-3v. If more detailed information is need, please refer to the Tundra "Universe II User's Manual"

Note — All registers on the Universe II are little-endian.

6.2 VMEbus Configuration

The following lists the initial configuration of the VMEbus system:

- VMEbus First Slot Detector
- Two methods of Auto Slot ID
- Register Access at the power up

6.3 Universe II as the VMEbus Slave

The Universe II's VMEbus Slave Channel supports all of the addressing and data transfer modes which are documented in the VME64 specification. The Universe II does not support the A64 mode and the ones that are intended to augment the 3U applications, i.e. A40 and MD32. The Universe II becomes a slave when one of its eight programmed slave images or register images are accessed by a VMEbus master (not that the Universe II cannot reflect a cycle on the VMEbus and access itself). Depending on the programmed values of the VMEbus slave images or the incoming write transaction from the VMEbus may be treated as either posted or coupled. If the post write operation is selected then the data is written to a Posted Write Receive FIFO (RXFIFO), and then the VMEbus master receives the data acknowledgment from the Universe II. The Universe II transfers the write data from the RXFIFO without the involvement of the initiating VMEbus master (refer to "Posted Writes" on page 2-15 of the Universe II manual for a complete explanation of this operation). If the coupled cycle operation is selected, the transaction is completed on the PCI bus first, and then the data acknowledgment is sent to the VMEbus master. With the coupled cycle, the VMEbus is not available to other masters while the PCI bus is executing the transaction.

Read transactions may either be pre-fetched or coupled. A pre-fetched read is initiated when it is enabled by the user and when a VMEbus master requests for a block read transaction (BLT or MBLT). When the Universe II receives a request for the block transfer, using burst transactions from the PCI bus resource, it begins to fill its Read Data FIFO (RDFIFO). The initiating VMEbus master then obtains its block read data from the RDFIFO of the Universe II rather than the PCI resources directly.

A RMW cycle allows a VMEbus master to read from a VMEbus slave and then write to the same resource without releasing the bus between the two operations. Each one of the Universe II slave images can be programmed to map RMW cycles to the PCI Locked cycles. RWM cycles are not supported with the unaligned or D24 Cycles.

In order to support the VMEbus broadcast capability, Universe II has four Location Monitors. The location monitor's image consist of a 4Kbyte image in A32, A24, or A16 space on the VMEbus. If the Location Monitor is enabled, an access to a Location Monitor would cause the PCI Master Interface to issue an interrupt.

The Universe II supports the VMEbus lock commands as they are described in the VME64 Specification. The ADOH cycles are used to execute the lock command with a special AM code. A locked resource can not be accessed by any other resource as long as the VMEbus master has the bus ownership. It Target-Abort or Master-Abort occurs during a locked transaction on the PCI bus, the Universe II will reliquaries its lock on the bus, in accordance with the PCI Specification.

6.3.1 Universe II as the VMEbus Master

The Universe II becomes the VMEbus master when the VMEbus Master Interface is internally requested by the Interrupt Channel, the PCI Bus Target Channel, or the DMA channels. The Interrupt Channel always has the highest priority over the other two channels and will request the VMEbus Master Interface when it receives an enabled VMEbus interrupt request.

The PCI Bus Target Channel and the DMA Channel compete for the VMEbus Master Interface and are awarded it in a fair manner. There are several methods available for user to configure the relative priority that the DMA channel and the PCI Bus Target Channel have over the ownership of the VMEbus Master Interface. The PCI Target Channel requests the VMEbus Master Interface when:

- the TXFIFO contains a completed transaction
- if there is a coupled cycle request.

The DMA Channel requests the VMEbus Master Interface when:

- the DMAFIFO has 64 bytes available when reading from the VMEbus
- the DMAFIFO has 64 bytes in its FIFO when writing to the VMEbus
- the DMA block is complete.

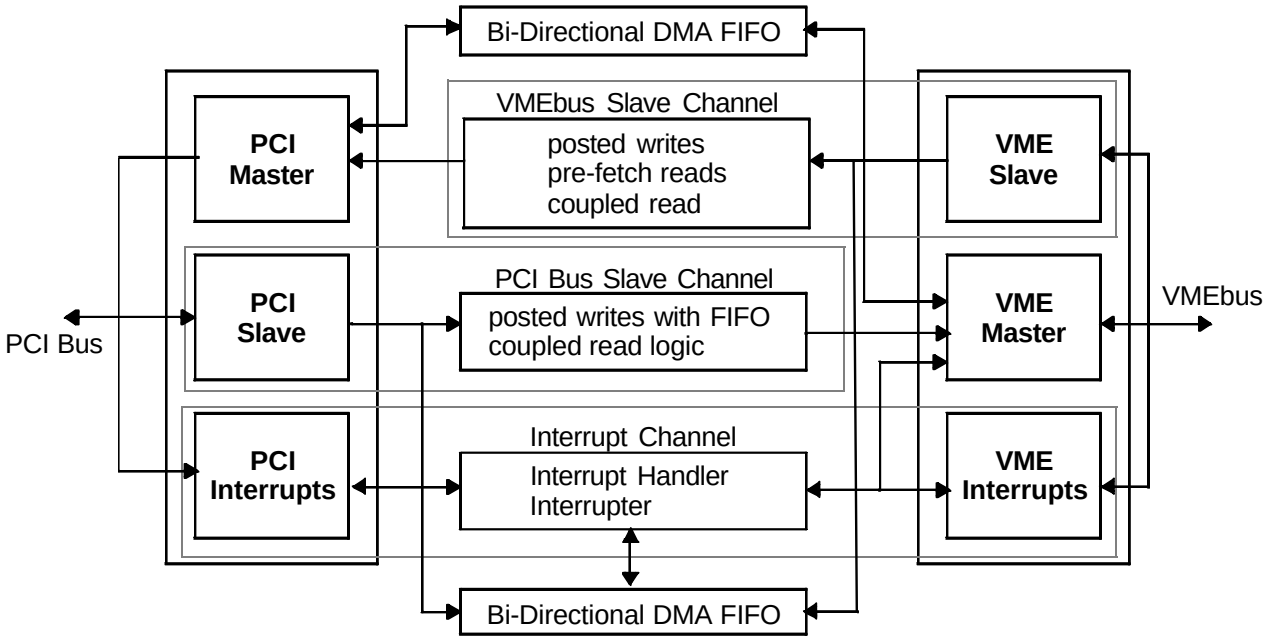


Figure 6-1. **Universe II Architectural Diagram**

The Universe II's VMEbus Master Interface supports all of the addressing and data transfer modes as specified by the VME64 specification. The Universe II does not support the A64 mode and modes intended to augment the 3U applications, i.e. A40 and MD32. The Universe II is compatible with all the VMEbus modules that conform to pre-VME64 specification. The Universe II as the VMEbus Master supports RMW, and ADOH. The Universe II accepts BERR# and DTACK# as cycle terminations from the VMEbus.The

Universe II does not accept the RETRY# as a termination from the VMEbus Slave. DTACK# indicates the successful completion of a transaction. The Universe II utilizes the ADOH cycle to implement the VMEbus Lock command allowing a PCI bus master to lock the VMEbus resources.

6.3.2 VMEbus First Slot Detector

As defined by the VME64 specification, the Universe II samples the BG3IN# right after the reset to determine if the USPII*i*-3v resides in slot 1. If the BG3IN# is sampled low right after the reset, then the USPII*i*-3v board becomes the SYSCON otherwise the SYSCON Module of the Universe II is disabled. The software can set or clear the SYSCON bit the MISC_CTL register of the Universe II. The offset of this register is 0x404.

Table 6-1. **Universe II Miscellaneous Control Register (MISC_CTL)[a]**

BIts	Name	Description	Reset State	Access
[31:28]	VBTO	VMEbus Time-out: 0000 = Disable; 0001 = 16 µs; 0010 = 32 µs; 0011 = 64 µs; 0100 = 128 µs; 0101 = 256 µs; 0110 = 512 µs; 0111 = 1024 µs; Others = RESERVED	0011	R/W
26	VARB	VMEbus Arbitration Mode: 0 = Round Robin; 1 = Priority	0	R/W
[25:24]	VARBTO	VMEbus Arbitration Time-out 00 = Disable Timer; 01 = 16 µs (minimum value of 8 µs, due to the 8 µs clock granularity); 10 = 256 µs; others - RESERVED	01	R/W
23	SW_LST	PCI Reset: 0 = no effect; 1 = initiate PCI bus LRST#	0	W
22	SW_SYSRST	Software VMEbus SYSRESET: 0 = no effect; 1 = Initiate VMEbus SYSRST	0	W
20	BI	BI- Mode: 0 = Universe II is in BI-mode; 1 = Universe II is not in BI mode	Power-up Option	R/W
19	ENGBI	Enable Global BI-mode Initiator: 0 = Assertion of VIRQ1 ignored; 1 = Assertion of VIRQ1 puts the Universe II in BI-mode	0	R/W
18	RESCIND	Unused on the Universe II	1	R/W
17	SYSCON	SYSCON: 0 = Universe II is not a VMEbus System Controller; 1 = Universe II is a VMEbus System Contoller	Power-up Option	R/W
16	V64AUTO	VME64 Auto ID: Write: 0 = no effect; 1 = Initiate sequence This bit initiates the Universe II VME64 Auto ID Slave participation.	Power-up Option	R/W

a. All unspecified bits in this table are RESERVED for the Universe II and should not be accessed by the user.

When the Universe II is configured as the System Controller, it provides the following functions on the VMEbus:

- A 16MHz Clock Driver
- An Arbitration Module

– A bus timer

– An IACK Daisy Chain Driver (DCD).

The USPII*i*-3v supports Round-Robin arbitration. The VMEbus arbitrator time out is also controlled by the MISC_CNT register described above. The timer may be set to either 16 µs, 256 µs, or disabled. The default setting is 16 µs. The arbitration timer has a granularity of 8 µs; setting the timer to 16 µs means the timer may expire in as little as 8 µs or as much as 24 µs. It should also be noted that disabling the arbitration timer means that the Universe II will not recover from an access error. Disabling the arbitration timer is not recommended.

6.3.2.1 Automatic Slot Identification

The Universe II supports two types of Auto ID functionality:

- Auto Slot ID as described by the VME64 specification
- Proprietary Method which is developed by Tundra

Refer to the following sections for a detailed description of “Auto Slot ID: VME64 Specified”, on page 2-24, and “Auto-ID: A Proprietary Tundra Method”, on page 2-25 of the Universe II Manual for more information.

6.3.2.2 Registered Access at the power up

Register access at the power up is used in a system where either the Universe II is independent of the local CPU or there a CPU is not present. Since the Universe II and the UltraSPARC-II*i* are present on the USPII*i*-3v, registered access at power up is not supported.

6.3.3 Universe II’s hardware Power -Up Options

The Universe II power up options are determined right after the PWRRST# based on the level of VMEbus Address VA[31..1] and VMEbus Data VD[31..27]. Refer to Table F-2 for the Universe II’s power up options on the USPII*i*-3v.

The Universe II is automatically configured at power up to operate in the default configuration. It should be noted that all power up options are latched only at the positive edge of PWRRST#; they are loaded when SYSRST#, PWRRST#, and RST# are negated.

Table 6-2. **Universe II Power Up Options**

Option	Register	Field	Default	Pins
VMEbus Register Access Slave Image	VRAI_CTL	EN	Disabled	VA[31]
		VAS	A16	VA[30..29]
	VRAI_BS	BS	0x00	VA[28..21]
VMEbus CR/CSR Slave Image	VCSR_CTL	LAS[0][a]	Memory	VA[20]
	VCSR_TO	TO	0x00	VA[19..15]

Table 6-2. **Universe II Power Up Options**

Option	Register	Field	Default	Pins
Auto-ID	MISC_STAT	DY4AUTO	Disabled	VD[30]
	MISC_CTL	V64AUTO	Disabled	VD[29]
	VINT_EN	SW_INT	0	
	VINT_STAT	SW_INT	0	
	VINT_MAP1	SW_INT	000	
BI-Mod)	MISC_CTL	BI	Disabled	VD[28]
AUTO_SYSCON Detect	MISC_CTL	SYSCON	Enabled	VBG3IN#
SYSFAIL# Assertion	VCSR_SET	SYSFAIL	Asserted	VD[27]
	VCSR_CLR	SYSFAIL	--	--
PCI Target IMAGE	LSI0_CTL	EN	Disabled	VA[13]
		LAS[0]	Memory	VA[12]
		VAS	A16	VA[11..10]
	LSI0_BS	BS	0x0	VA[9..6]
	LSI0_BD	BD	0x0	VA[5..2]
PCI Bus Size[b]	MISC_STAT	LCLSIZE	32-bit	REQ64#
PCI CSR Image Space	PCI_CSR	BM	Disabled	VA[14]
PCI Register Access	PCI_BS0 PCI_BS1	SPACE	Refer to table F-3 and table F-4.	VA[1]
PCI Bus Size[c]	MISC_STAT	LCLSIZE	32-bit	REQ64#
PCI CSR Image Size	PCI_CSR	BM	disabled	VA[14]

a. The LAS field will enable the PCI_CSR registers IOS or MS field if the ENFIELD of the LSIO_CTL register is set.

b. As per PCI 2.1 Specification, the PCI Bus Size is loaded on any RST# event.

c. Following the PCI 2.1 Specification, the PCI Bus Size is loaded on any RST# event.

The PCI Configuration Base Address 0 and Base Address 1 Registers offsets are 0x010 and 0x014, respectively. The registers specify the 4KB aligned base address of the 4 KB Universe II register space on PCI. The power-up options determine if the registers are mapped into Memory or I/O space.

Table 6-3. **PCI Configuration Base Address 0 Register (PCI_BS0)[a]**

BIts	Name	Description	Reset State	Access
[31:12]	BS	Base Address	0	R/W
00	SPACE	PCI Bus Address Space: 0 = Memory; 1 = I/O	Power-up Options	R

a. All other bits are Read 0.

Table 6-4. **PCI Configuration Base Address 1 Register (PCI_BS1)[a]**

BIts	Name	Description	Reset State	Access
[31:12]	BS	Base Address	0	R/W
00	SPACE	PCI Bus Address Space: 0 = Memory; 1 = I/O	Power-up Options	R

a. All other bits are Read 0.

6.4 Slave Image Programming

The Universe II recognizes two types of accesses on its bus interfaces: accesses destined for the other bus, and accesses decoded for its own register space.

6.4.1 VME Slave Images

A VMEbus slave image is used to access the resources of the PCI bus when the Universe II is not the VMEbus master. The user may control the type of accesses by programming specific attributes of the VMEbus slave image. The Universe II will only accept accesses to the VMEbus from with the programmed limits of the VMEbus slave image.

Note — The Bus Master Enable (BM) bit of the PCI_CS register must be set in order for the image to accept posted writes from an external VMEbus master. If this bit is cleared while there is data in the VMEbus Slave Posted Write FIFO, the data will be written to the PCI bus. No further data is accepted into this FIFO until the bit is set.

6.4.1.1 VMEbus Fields

Before the Universe II responds to a VMEbus Master (other than itself), the address must lie between the base and bound addresses and the address modify must match modifier specified by the address space, access mode, and type fields. A description of the VMEbus fields for VMEbus Slave Images in presented in *Table 6-5, "VMEbus Fields for VMEbus Slave Image,"* on page 6-8.

The Universe II eight VMEbus slave images (0-7) are bounded by A32 space. Slave images 0 and 5 have a 4 KB resolution. Typically, these images would be used as an A16 image since they provided the finest granularity. Slave images 1 to 3 and 6 to 8 have a 64-KB resolution. The maximum image size of 4 GB.

Table 6-5. **VMEbus Fields for VMEbus Slave Image**

Field	Register Bits	Description
base	BS[31:12] or BS[31:16] in VSIx_BS	Multiples of 4 or 64 KBytes (base to bound: maximum of 4 GB)
bound	BD[31:12] or BD[31:16] in VSIx_BD	
address space	VAS in VSIx_CTL	A16, A24, A32, User 1, User 2
mode	SUPER in VSIx_CTL	Supervisor and /or non-privileged
type	PGm in VSIx_CTL	Program and/or data

Warning— The address space of a VMEbus slave image must not overlap with the address space for the Universe II's control and status registers.

6.4.1.2 PCI Bus Fields

The PCI bus fields specifies the mapping of a VMEbus transaction to the appropriate PCI bus transaction and allows users to translate a VMEbus address to a different address on the PCI bus. the translation of VMEbus transactions beyond 4 GB results in a wrap-around to the low portion of the address range.

Table 6-6. **PCI Bus Fields for VMEbus Slave Image**

Field	Register Bits	Description
Translation Offset	TO[31:12] or TO[31:16] in VSIx_TO	Offsets VMEbus slave address to a selected PCI address
Address space	LAS in VSIx_CTL	Memory, I/O, Configuration
RMW	LLRMW in VSIx_CTL	RMW enable bit

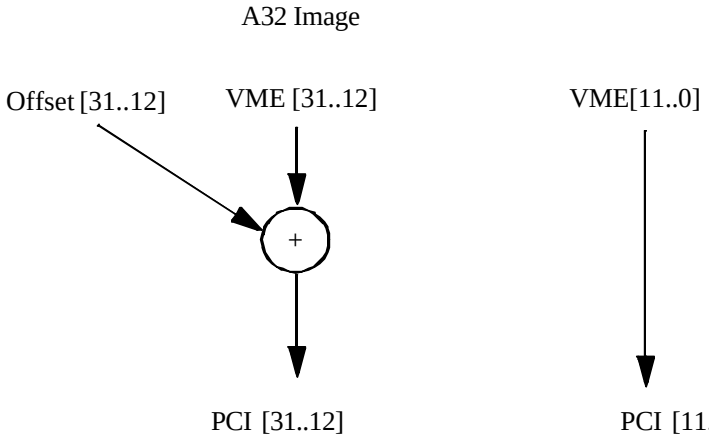


Figure 6-2. **Address Translation for VMEbus to PCI Bus Transfers**

6.4.1.3 Control Fields

A VMEbus slave image is enabled using the EN bit of the control field. The control field also specifies how reads and writes are processed: either as a coupled transfer or a posted write. At power up, all images are disabled and configured for coupled reads and writes.

Table 6-7. **Control Fields for VMEbus Slave Image**

Field	Register Bits	Description
image enable	EN in VSIx_CTL	enable bit
posted write	PWEN in VSIx_CTL	posted writed enable bit
prefetched read	PREN in VSIx_CTL	prefetched read enable bit
enable PCI64	LD64EN in VSIx_CTL	enables 64-bit PIC bus transactions

Note — For a VMEbus slave image to respond to an incoming cycle, the PCI Master Interface must be enabled (bit BM in the PCI_CSR register).

6.4.2 PCI Bus Target Images

The Universe II accepts accesses from the PCI bus with specific programmed PCI target images that open windows to the VMEbus and control to the type of access to the VMEbus. There are eight (0-7) standard PCI target images and one special PCI target image. The special PCI target image may be used for A16 and A24 transaction, freeing the other 8 images for standard A32 transactions.

6.4.2.1 PCI Bus Fields

Decoding for VMEbus accesses is based on the address and command information produced by a PCI bus master. The PCI Target Interface claims a cycle if there is an address match and if the command matches certain criteria.

The PCI target images are A32-capable only. For accesses other than A32 the Special PCI Target Image may be used (refer to Section 6.4.2.4, "Special PCI Target Image," on page 6-11). Of the eight standard PCI target images, the first and fifth (PCI target images 0 and 4) have a 4 KB resolution. PCI target images 1 to 3 and 5 to 8 have a 64 KB resolution

.

Table 6-8. **PCI Bus Fields for PCI Bus Target Image**

Field	Register Bits	Description
base	BS[31:12] or BS[31:16] in LSIx_BS	Multiples of 4 or 64 KBytes (base to bound: maximum of 4 GB)
bound	BD[31:12] or BD[31:16] in LSIx_BD	
address space	LAS in LSIx_CTL	Memory or I/O



Warning — The address space of a VMEbus slave image must not overlap with the address space for the Universe II's control and status registers.

6.4.2.2 VMEbus Fields

The VMEbus fields cause the Universe II to generate the appropriate VMEbus address, AM code, and cycle type, allowing PCI transactions to be mapped to a VMEbus transaction. It is possible to use invalid combinations, such as block transfers in A16 space. This may cause illegal transactions on the VMEbus. All accesses beyond the 4 GB limit will wrap around to the low address range.

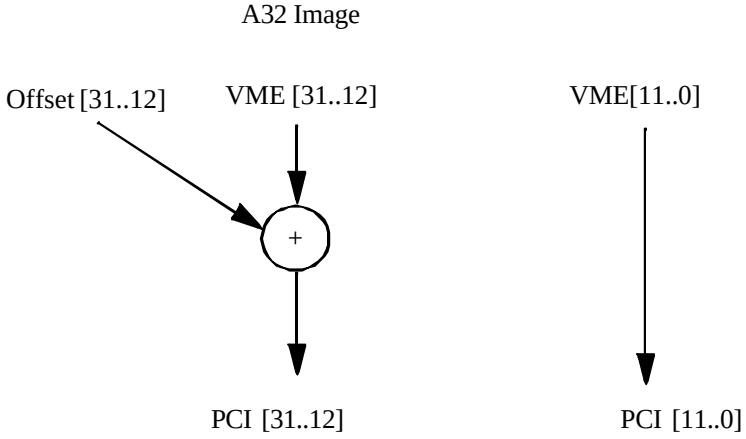


Figure 6-3. **Address Translation for PCI Bus to VMEbus Transfers**

Table 6-9. **PCI Bus Fields for PCI Bus Target Image**

Field	Register Bits	Description
base	BS[31:12] or BS[31:16] in LSIx_BS	Translates PCI Bus Address to VMEbus Address
bound	BD[31:12] or BD[31:16] in LSIx_BD	8, 16, 32, or 64 bits
address space	LAS in LSIx_CTL	A16, A24, A32, User 1, User 2
mode	SUPER in LSIx_CTL	Supervisor or non-privileged
type	PGM in LSIx_CTL	Program or data
cycle	VCT in LSIx_CTL	Single or Block

6.4.2.3 Control Fields

Through the control fields, the user specify how writes are processes and enable a PCI target image. The PCI target image is enabled by setting the EN bit.

Posted Writes are performed when the PWEN bit is set and the particular PCI target image is accessed. Posted writes are only decoded within PCI Memory space. Access from other memory spaces are performed with coupled cycles, regardless of the setting of the PWEN bit.

Table 6-10. **Control Fields for PCI Bus Target Image**

Field	Register Bits	Description
image enable	EN in LSIx_CTL	enable bit
posted write	PWEN in LSIx_CTL	posted write enable bit

Note — For a VMEbus slave image to respond to an incoming cycle, the PCI Master Interface must be enabled (bit BM in the PCI_CSR register).

6.4.2.4 Special PCI Target Image

A special PCI target image is provided to expedite A16 and A24 transaction. The other eight, standard, PCI target images are typically programmed to access A32 space. The special PCI target image is a 64 MB space, located either within memory or I/O space, that is decoded using PCI address lines [31:26]. Its base address is aligned on 64 MB boundaries and no offsets are provided. Therefore, PCI address information is mapped directly to the VMEbus. The special PCI target image has a lower priority than any other PCI target image.

The 64 MB space is divided into four (4), 16 MB spaces that are selected using AD[25:16]. For each region, the upper 64 KB map to VMEbus A16 space, while the remaining portion map to VMEbus A24 space. The addressing of this slave image is depicted in *Figure 6-2 "Address Translation for VMEbus to PCI Bus Transfers,"* on page 6-8.

Table 6-11. **PCI Bus Fields for Special PCI Bus Target Image**

Field	Register Bits	Description
base	BS[05] in	64 MB aligned base address for the image
address space	LAS in	Places Image in Memory or I/O

Table 6-12. **PCI Bus Fields for Special PCI Bus Target Image**

Field	Register Bits	Description
maximum data width	VDW in	separately set each region for 16 or 32 bits
mode	SUPER in	separately set each region for supervisor or non-privileged
type	PGM in	Program or data
cycle	VCT in	Separately sets each region as program or data

.

Table 6-13. **Control Fields for Special PCI Bus Target Image**

Field	Register Bits	Description
image enable	EN in	enable bit
posted write	PWEN in	posted write enable bit

The special PCI target image register is described below.

Table 6-14. **Special PCI Target Image Register (Offset 188)**

Bits	Name	Type	Reset State	Description
31	EN	R/W	0	Image Enable 0 = Disable, 1 = Enable
30	PWEN	R/W	0	Posted Write Enable 0 = Disable, 1 = Enable
29:24	Reserved			
23:20	VDW [3..0]	R/W	0	VMEbus Maximum Datawidth. Each of the four bits specifies a data width for the corresponding 16 MB regions. The lower order bits correspond to the lower order address regions. 0 = 16 bit, 1 = 32 bit
19:16	Reserved			
15:12	PGM [3..0]	R/W	0	Program/Data AM Code Each of the four bits specifies Program/Data AM code for the corresponding 16 mB region. The lower order bits correspond to the lower order address regions. 0 = Data, 1 = Program
11:8	SUPER [3..0]	R/W	0	Supervisor/User AM Code Each of the four bits specifies Supervisor/User AM code for the corresponding 16 MB region. Lower order bits correspond to the lower address regions. 0 = Non-Privileged, 1 = Supervisor
07-02	BS [5..0]	R/W	0	Base Address Specifies a 64 MB aligned base address for this 64 MB image
01	Reserved			
00	LAS	R/W	0	PCI Bus Address Space 0 = PCI Bus Memory Space, 1 = PCI Bus I/O Space

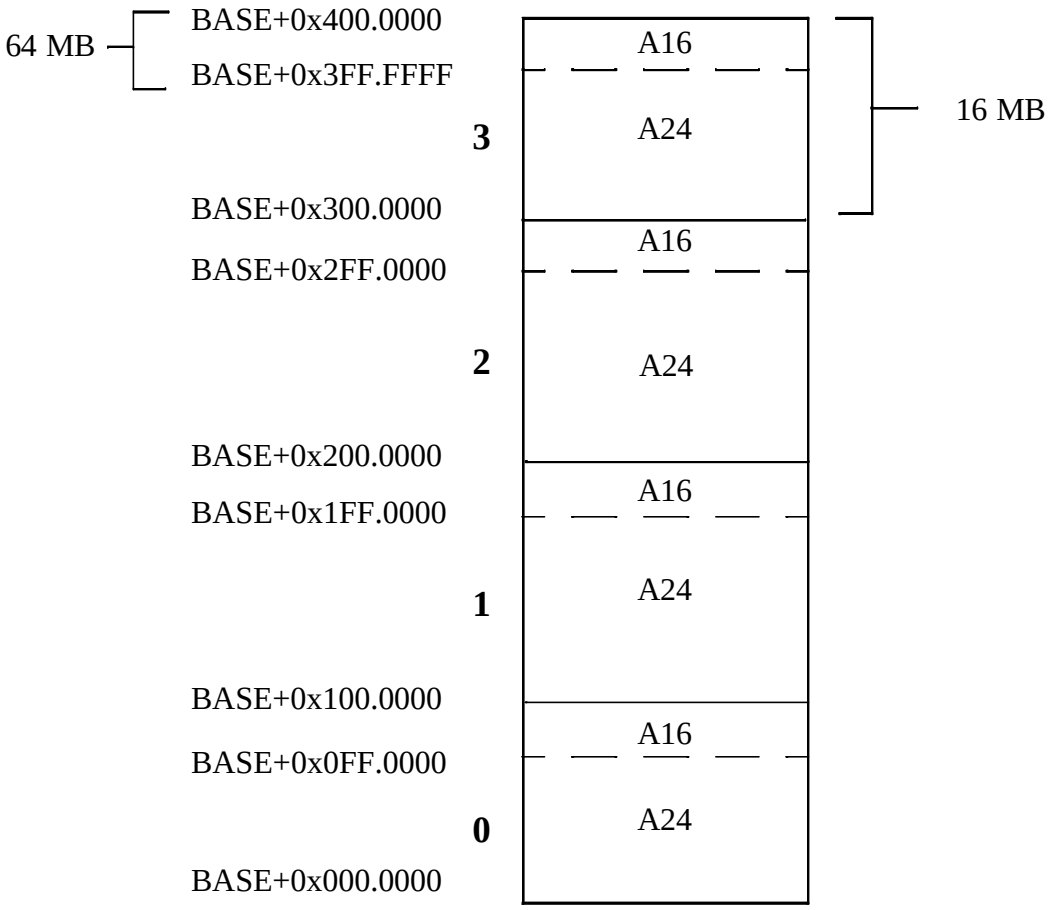


Figure 6-4. **Memory Mapping in the Special PCI Target Image**

6.5 Universe II's Interrupt and Interrupt Handler

6.5.1 VME and PCI Interrupters:

For the VMEbus, the interrupt source can be mapped to any of the VMEbus interrupt output pins such as VIRQ#[7..0]. If a hardware and software source are assigned to the same VMEbus VIRQn# pin, the software source always has higher priority. Interrupt sources mapped to the PCI bus interrupts are generated via the PCI Interrupt pin, INT#0.

For the VMEbus interrupt outputs, the Universe II interrupter provides an 8-bit STATUS/ID to a VMEbus interrupt handler. Optionally, the Universe II generates an internal interrupt to signal that the interrupt vector has been provided.

Interrupts mapped to the PCI bus interrupt output pin (INT0#) are serviced by the PCI Interrupt Controller. The UltraSPARC-II*i* determines which interrupt sources are active by reading the interrupt status register in the Universe II. The interrupt is negated after being serviced by the UltraSPARC-IIi.

6.5.2 VMEbus Interrupt Handling:

A VMEbus interrupt causes the Universe II to issue a normal VMEbus IACK cycle and to generate the specified interrupt output. When the IACK cycle is completed, the Universe II relinguishes the VMEbus. The interrupt vector is read by the PCI resource servicing the interrupt output. Hardware and internal interrupts are RORA. Software interrupts are ROAK.

6.5.3 Universe II's Mailbox Registers:

Universe II contains four 32-bit mailbox registers that provide an additional communication path between the PCI bus and the VMEbus. The mailboxes support read and write accesses from either bus. The mailboxes may be enabled to generate interrupts on either bus whenever written to. The mailboxes are accessed from the same address spaces and in the same method as other Universe II registers.

6.5.4 Universe II's Semaphores

The Universe II contains two general purpose semaphore registers such as SEMA0 and SEMA1; each register contains four semaphores. To obtain the ownership of a semaphore, a processor writes a logic one to the semaphore bit and an unique pattern to the associated tag field; if a subsequent read of the tag field returns the same pattern, then the processor has gained the ownership of the semaphore. In order to release the semaphore, the processor writes a value of 0 to it.

6.5.5 Programmable slave images on the VMEbus and PCI bus:

There are two types of accesses that the Universe II recognizes on its bus interfaces: accesses for its own register space and accesses destined for elsewhere.

For the VME Slave Images, the Universe II accepts accesses from the VMEbus within specific programmed slave images. Each one of the VMEbus slave image opens a window to the resources on the PCI bus, and through the specific attributes, the VMEbus slave images allow the user to control the type of access to the PCI resources. The VMEbus slave images are divided into VMEbus, PCI bus, and Control fields

For the PCI Slave Images, the Universe II accepts accesses from the PCI bus with the specific programmed PCI target images. Each one of the PCI bus slave image opens a window to the resources on the VMEbus, and it allows the user to control the type of access to the VMEbus resources. The PCI bus slave images are divided into VMEbus, PCI bus, and control fields. There is one special PCI target image which is separate from the VMEbus, PCI bus, and the control fields DMA Controller

The Universe II utilizes an internal DMA controller for high performance data transfer between the VMEbus and the PCI bus. Universe II's parameters for the DMA transfer are software configurable. DMA operations between the source and destination bus are decoupled via the use of a single bidirectional FIFO (DMAFIFO).

There are two modes of operation for the DMA: Linked List Mode and Direct Mode. In Linked List Mode, the Universe II loads the DMA registers from PCI memory and executes the transfers described by these registers. In the direct mode, the PCI master directly programs the DMA registers.

The DMA controller also utilizes the command packet. A command packet is a block of DMA registers stored in PCI memory. A command packet may be linked to another command packet so that when the DMA has finished the operations described by one command packet, the DMA controller can automatically move on to the next command packet in the linked-list of command packets.

7

Resets

7.1 Overview

This chapter presents a brief discussion of the reset structure of the USPII*i*-3v. The various types of resets, some possible reset sources, and reset effects are explained.

Resets are used to force all or part of the system into a known state. A Reset is defined as any action or signal that places the UltraSPARC-II*i* in Reset, Error, and Debug State (RED_State). This state will be entered under any of the following conditions:

- A Trap is taken when:
  - Trap_Level = Max_Trap_Level - 1
- One of the Reset request signals (POR, XIR, WDR) becomes active
- A reset request, SIR, is issued when the Trap_Level < Max_Trap_Level (If Trap_Level = Max_Trap_Level, the UltraSPARC-II*i* enters and error_state)
- *Internal_processor_error* exception or *catastrophic_error exception* occurs
- The setting of PSTATE.RED by system software

The RED_state is indicated by the PSTATE.RED bit being set. For more information on the RED_state consult Section 17.3, RED_state, of the UltraSPARC-II*i* User's Manual.

The system, or part of the system, may also be reset by a Watchdog Reset (WDR) or a Software-Initiated Reset (SIR). These resets originate within the UltraSPARC-II*i* core and are only observed by the processor core. Depending on the conditions and type of the reset, the processor may propagate the reset throughout the system, in the case of a POR, or reset part of the system, i.e.: the processor core itself.

Note that, unlike other UltraSPARC based systems, the UltraSPARC-II*i* does not support a wake-up reset for power management.

7.2 Reset Generation

The block diagram of the reset system for the Ultra IIi-3V can be seen in *Figure 7-1 "USPIIi-3v Reset Block Diagram,"* on page 7-3.

7.2.1 Resets

The RIC chip detects 5 different resets: POWER_OK from power supply voltage monitoring system, Push-button POR (Power-On-Reset), Push-button XIR (eXternally Initiated Reset), ScanPOR and ScanXIR. The RIC chip combines the 5 reset conditions into 3 signals to the UltraSPARC-IIi. A table describing the effects of resets is provided in *Table 7-1 Effects of Resets* on page 7-5.

7.2.1.1 Push-button POR

Push-button POR reset is equivalent to the POWER_OK except some minor effects. Both reset force the CPU to generate RESET_L signal which is the general reset signal used by the system components.

7.2.1.2 Push-button XIR

Push-button XIR allows a user-reset of the processor without resetting the entire system. It is a non-maskable interrupt.

7.2.1.3 Scan Power On Reset

Scan POR, generated in the RIC, has the same effect as Push-button POR.

7.2.1.4 Scan XIR

Scan XIR, generated in the RIC, has the same effect as Push-button XIR.

There is an additional source of reset at the Ultra IIi-3V: the VME_SYSRST_L signal. Correct handling of this reset source is extremely important because this signal is also a target

during power up sequence. To break a possible latching loop, extra logics are inserted between the VME reset signal and the CPU reset inputs. This logics blocks the VME reset signal from the CPU reset inputs during POR or SYS reset whenever RESET_L signal is generated by the CPU. The multiple reset capability of the Universe II PCI-VME bridge gives more complications to the correct realization of the USPII*i*-3v reset system.

To facilitate the correct handling of the 3-level reset system of the CPU a FPGA is used to implement the necessary logics. A jumper set is added to select between the RIC and the FPGA outputs. During diagnostic period using directly the RIC outputs can be convenient.

The notes in the reset block diagram are very important to consider.

7.2.2 Reset related functions in the FPGA

Here only those functions are listed which are in relation with the reset procedure.

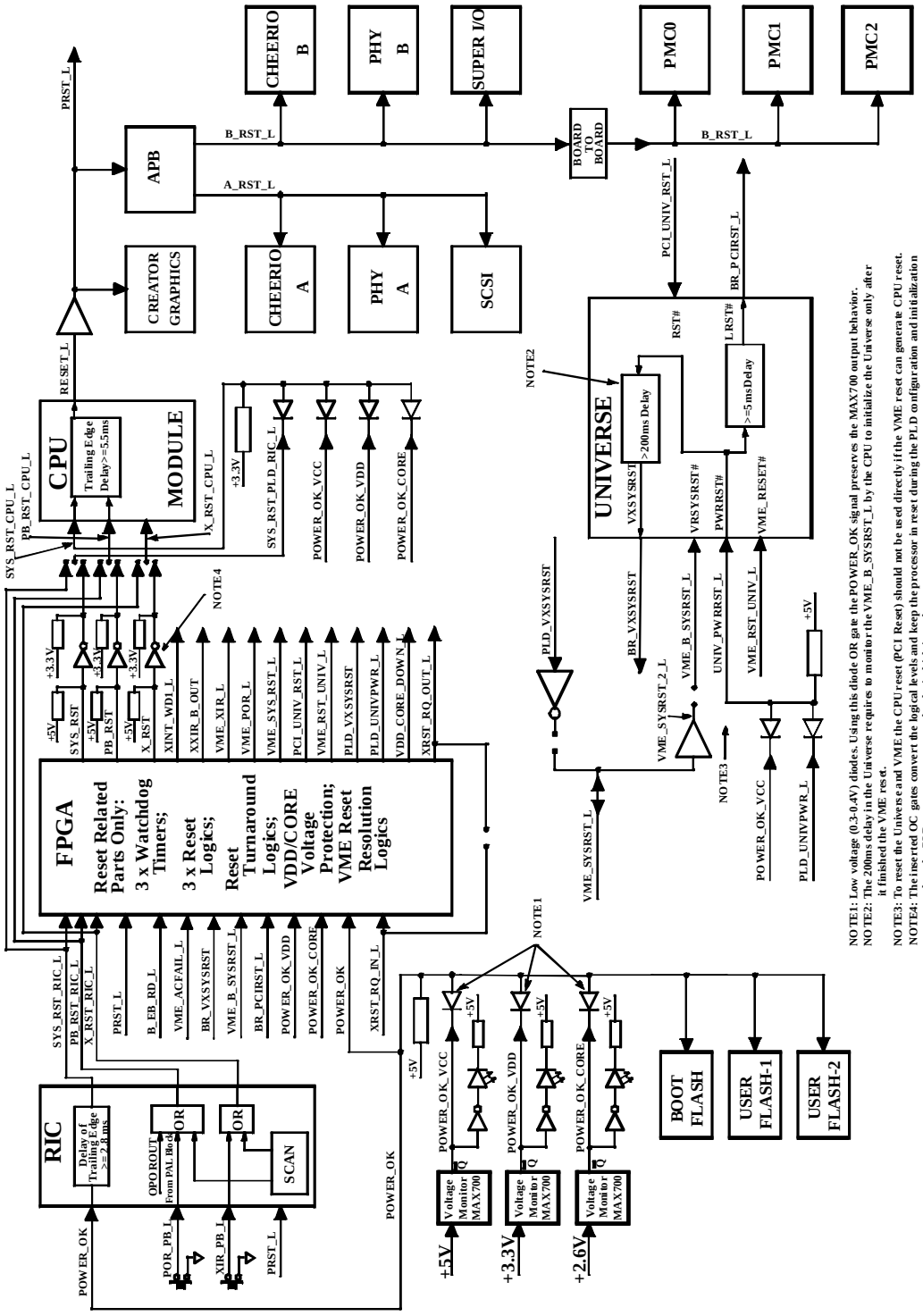


Figure 7-1. **USPII*i*-3v Reset Block Diagram**

7.2.2.1 Watchdog timer level 3 interrupt

When the level 3-Watchdog expires, both level 2 and level 1-Watchdog have previously expired.

If the jumper between XRST_RQ_OUT_L Output and XRST_RQ_IN_L input is connected, the Watchdog timer level 3 interrupt generates a reset being equivalent to the POR push-button reset.

The only difference between these two resets is that the level 3-watchdog expired bit in the timer status register is set if the reset was initiated by the watchdog timer. This bit must be cleared during the initialization after a reset recovery.

7.2.2.2 Watchdog timer level 2 interrupt

Watchdog timer level 2 interrupt has the same effect as Push-button XIR. The only difference between these two resets is that the level 2-watchdog expired bit in the timer status register is set if the reset was initiated by the watchdog. This bit must be cleared during the initialization, after a XIR reset recovery.

Note — When the level 2 Watchdog Timer expires, both the corresponding internal bit of the USPII*i*-3v and the status bit of the Watchdog are set. When the level 2 Watchdog expires, the level 1 Watchdog should have previously expired.

7.2.2.3 FPGA Reset Logics

For each level of reset the FPGA contains logics to combine all the reset sources into three possible groups. Additionally to the actual signal sources there are programmable register bits as inputs/outputs to the reset logics. Detailed description can be found in "Chapter 9, FPGA".

7.2.2.4 Reset Turnaround Logics

This is a patch to assure the start of the system when the processor can not come out from the reset procedure. In this case this logics re-resets the processor.

7.2.2.5 VDD/CORE Voltage Protection

As part of the reset/power management this logics shuts off the DC-DC converters for the VDD and CORE whenever any of the voltages (VCC, VDD or CORE) fails.

7.2.2.6 VME Reset Resolution Logics

The complexity of the reset of the UNIVERSE PCI-VME bridge requires special handling of its reset inputs/ outputs to be able to integrate the bidirectional VME reset smoothly into the USPII*i*-3v reset system.

When the UltraSPARC-IIi asserts its reset output, the reset is propagated to the whole board.

After a reset, all the components are in a known state. Note that for many of these components, the presence of one or multiple clocks is required.

Table 7-1. **Effects of Resets**

Reset Sources	Bit Set	Memory Refresh[a]	Reset PCI Devices	Reset UPA64S	Effect on UltraSPARC-IIi CPU / PCI
POWER_OK	POR	Disable	Yes	Yes	POR
Push-button POR	B_POR	NC	Yes	Yes	POR
Push-button XIR[b]	B_XIR	NC	No	No	XIR
Soft POR	SOFT_POR	NC	Yes	Yes	POR
Soft XIR	SOFT_XIR	NC	No	No	XIR

a.NC = No Change.
b.causes jump to XIR trap vector

Note — The USPII*i*-3v system can behave as either Master or slave in the VME environment. From a reset point of view the USPII*i*-3v system can initiate a VME reset and as a slave has to accept a VME reset. The default setup programmed in the FPGA for power on. By this setup the system sends out a VME reset as long as the processor outputs the reset plus the time by the reset is extended in the Universe-II chip. The FPGA blocks the incoming reset from the VME to avoid the latch up condition. On the other hand the USPII*i*-3v system has to accept a VME reset as a slave if it was generated by some other device on the VMEbus. As a result the slave has to pull down the reset until the slave becomes ready. This behavior is also default to the USPII*i*-3v system. The default behavior of the USPII*i*-3v system obeys the VME specification, however it can result in a serious problem if more than one USPII*i*-3v is connected to the same VMEbus. During the power up sequence the two systems can reset each other continuously thereby blocking the boot up of the USPII*i*-3v systems. At the present time we have not found a solution to this problem which also satisfies the VME specification. For applications which use multiple USPII*i*-3v systems in a single enclosure the FPGA can be modified to avoid this continuous reset situation. The FPGA can be modified though the NVRAM which takes effect during boot up. The continuous reset problem is the result of an extra reset from the CPU which appears between the POST and the OBP. The POST executes at slightly different speeds on different systems and therefore the reset appears at different times on the different systems. The quickest system will reset the reset of the systems and then the next quickest will reset the reset of the systems, and so on. The reset related part of the FPGA will be described in more detail in "Chapter 9, FPGA".

8

Interrupts

8.1 Interrupt System

There are two main sources for the interrupts in the Ultra IIi-3V system:

- The standard peripheral devices which have inputs in the RIC already assigned by Sun. (The new interrupt lines of the additional “standard” devices have to be assigned to the available inputs of the RIC.)
- The slot-type PCI devices (PMCs) which may have maximum 4 interrupts per slot. Sun produced an assignment rule for these interrupt lines using the Sbus interrupt inputs of the RIC *Table 8-1 Interrupt inputs to RIC* shows this assignment together with the selections for the Ultra IIi-3V additional interrupt lines.

Table 8-1. **Interrupt inputs to RIC**

RIC pin name	RIC Pin #	Source at Ultra IIi-3V	Sabre/Panther[a] PCI slot	PCI ID Select
SB3_IRQ7	35		--	--
SB3_IRQ6	34	PMC3_A	B3/B1	B_AD13
SB3_IRQ5	33	Serial C/Sun Keyboard	(A1/A2)[b]	--
SB3_IRQ4	32	PMC3_B	B3/B1	B_AD13
SB3_IRQ3	30	PMC3_C	B3/B1	B_AD13
SB3_IRQ2	29		--	--
SB3_IRQ1	28	PMC3_D	B3/B1	B_AD13
SB2_IRQ7	27	SCSI_B	--	A_AD12
SB2_IRQ6	25	PMC2_A	B2/B3	B_AD15
SB2_IRQ5	24	Ethernet_A	(A0/A1)[b]	A_AD13
SB2_IRQ4	23	PMC2_B	B2/B3	B_AD15
SB2_IRQ3	22	PMC2_C	B2/B3	B_AD15
SB2_IRQ2	20		--	--
SB2_IRQ1	19	PMC2_D	B2/B3	B_AD15
SB1_IRQ7	18	Temperature_Fail	(A1/A2)[b]	--

Table 8-1. **Interrupt inputs to RIC**

RIC pin name	RIC Pin #	Source at Ultra IIi-3V	Sabre/Panther[a] PCI slot	PCI ID Select
SB1_IRQ6	17	PMC1_A	B1/B2	B_AD14
SB1_IRQ5	15	Serial D/Sun Mouse	(A1/A2)[b]	--
SB1_IRQ4	14	PMC1_B	B1/B2	B_AD14
SB1_IRQ3	13	PMC1_C	B1/B2	B_AD14
SB1_IRQ2	12	VME_L(0)	(A1/A2)[b]	A_AD14
SB1_IRQ1	10	PMC1_D	B1/B2	B_AD14
SB0_IRQ7	9		--	--
SB0_IRQ6	8	PMC0_A	B0/A3	B_AD16[c]
SB0_IRQ5	7		--	--
SB0_IRQ4	5	PMC0_B	B0/A3	B_AD16[c]
SB0_IRQ3	4	PMC0_C	B0/A3	B_AD16[c]
SB0_IRQ2	3	Watchdod_Level1	(A0/A1)[b]	--
SB0_IRQ1	2	PMC0_D	B0/A3	B_AD16[c]
SCSI_INT	42	SCSI_A	--	A_AD12
ETHERNET_INT	43	Ethernet_B		B_AD12
FLOPPY_NT	52			
KEYBOARD_INT	50			
PARALLEL_INT	44	Parallel_Port		
AUDIO_INT	47			
GRAPHIC2_INT	49			
GRAPHIC1_INT	45	FFB		
SPARE_INT	53	Temperature_Warning		
POWER_FAIL_INT	48	Power_Fail		
SKEY_INT_L	54	PS/2 Keyboard		
SMOU_INT_L	55	PS/2 Mouse		
SSER_INT_L	57	Serial_Port A and B		

a. "Sabre" refers to "Sabre PRM: Additions to the US-II, SUN Microelectronics, Rev. 1.1, 8 Jan., 1997" as source for PCI slot definition. "Panther" refers to the Sun Panther schematic as source for PCI slot definition.

b. The slot-pair closed into () means that the source is actually is not a "slot" type device but uses one interrupt input from that particular group.

c. In the Sun Panther design A_AD15 is used for ID select. USPII*i*-3v uses only B_AD* signals on the PMC carrier board.

8.1.1 Interrupt Description

The interrupt controller is the RIC ASIC. The RIC accepts all interrupts from the USPII*i*-3v. It delivers encoded interrupts on the six (6) interrupt lines (INT_NUM<5..0>) presented to the UltraSPARC-IIi microprocessor. The interrupts are sampled on the rising edge of the PCI_CLK.

The Mondo Interface, which is integrated in the UltraSPARC-IIi CPU implements 8 interrupt priority levels. The Mondo Interface does not pass interrupts to the CPU core in the same order as received. The interrupt priorities assigned to at the Mondo Interface are described in the Interrupt Mapping Section. For more information on the priority scheme of the Mondo Interface see Chapter 8 of the Sabre PRM.

All interrupts except X_RESET_L input are maskable. X_RESET_L resets only the CPU core and does not effect the rest of the system.

8.1.2 RIC Implementation

The RIC component, a round robin priority binary encoder, accepts up to 41 interrupts and delivers encoded interrupts to the 6 interrupt lines of the UltraSPARC-IIi CPU.

9

FPGA

9.1 Introduction

The FPGA device on the USPII*i*-3v is the Altera EP8820ATC144-4 and resides on the Ebus2 of the PCI I/O ASIC (Cheerio B). The FPGA implements a voltage and temperature monitor/controller, boot address decoder, three-level watchdog timer, user LEDs control register, reset logics, Ebus2 interface (internal), clock generators (internal) and CPU reset workaround logics.

At boot-up the FPGA self-loads from a serial EPROM (Altera EPC1213PC8) to program itself for the features above.

The FPGA base address is 1FF.F120.0000 (the Audio CS from the Cheerio B). In the rest of the chapter the addresses are given as an offset in hex format relative to the base address.

9.2 ROMBO and Flash Selection Signals

The ROMBO connector on the USPII*i*-3v (J2201 and J2202 adjacent connectors together) allows the system to boot from external boot source. Additional boot sources are the System Flash PROM and the two User Flash PROMs.

The 2MB initial boot space starts at 1FF.F000.000. Depending on the JP2902 and JP2901 jumpers the initial boot space address selects the ROMBO (11), Flash0 (00), Flash1 (01) and Flash2 (10) sources for boot.

Independently from the jumper settings the following mapping is valid:

- Flash0 can be accessed at 1FF.F020.0000 (2MB long);
- Flash1 can be accessed at 1FF.F040.0000 (2MB long);
- Flash2 can be accessed at 1FF.F060.0000 (2MB long).

9.3 User LEDs

The lower four bits of the Register 0x4C control the User LEDs. Bit 0 corresponds to USER #1 LED.

9.4 Watchdog Timers

Note — At the time of this writing there is no supporting software for the three Watchdog Timers. The use of these timers is up to user discretion.

The watchdog counters are 10 bit wide and the clock is 10 Hz. The longest time for one watchdog is 102.4 second.

When the Level1 Watchdog (Wdg1) expires it initiates a Watchdog Interrupt and starts Level2 Watchdog (Wgd2) if it is enabled.

When Wdg2 expires it generates an XIR interrupt and initiates Level3 Watchdog (Wdg3) if it is enabled. When Wdg3 expires it generates a POR interrupt if the SD0803 solder bead is shorted.

9.4.1 Watchdog Registers

There is a common register for the three watchdogs:

0x30: Interrupt Mask Register. The access to this register is controlled by SB2902 solder bead.

- Bit0: 0/1 disable/enable Wdg1;
- Bit1: 0/1 disable/enable Wdg2;
- Bit2: 0/1 disable/enable Wdg3.

Table 9-1. **Watchdog Registers**

Address	Register Name and Function	Register Length
0x00	Wdg1 Down Counter (Big-endian)	10 bits
0x04	Wdg1 Limit register (Big-endian)	10 bits
0x08	Wdg1 Status Register	2 bits
0x10	Wdg2 Down Counter (Big-endian)	10 bits
0x14	Wdg2 Limit register (Big-endian)	10 bits
0x18	Wdg2 Status Register	2 bits
0x20	Wdg3 Down Counter (Big-endian)	10 bits
0x24	Wdg3 Limit register (Big-endian)	10 bits
0x28	Wdg3 Status Register	2 bits

9.5 Reset Logics

The main function of the Reset Logics is to prevent the “latch-up” situation what the system prone to owing to the closed reset loop between the CPU and the VME.

According to the default behavior (after the boot) of the USPII*i*-3v the reset from the CPU (PCI Reset) propagates to the VME backplane and the VME reset from the backplane forces the CPU to reset. The Reset Logics prevents closing the loop and the latch-up.

After boot different reset behavior can be programmed using the reset registers.

9.5.1 Reset Control Register (RCR)

– Address: 0x44.

Table 9-2. **Reset Control Register**

Bit	Function	Default Value
7	Clears XIR bit in RSR	WR/RD 1/0
6	Reset VME bridge on POR	1
5	Reset VME through the bridge on POR	1
4	Reset CPU on VME Reset	1
3	Send XIR to CPU on VME Reset	0
2	Send POR to CPU on Universe Soft Reset	1
1	Send XIR to CPU on Universe Soft Reset	0
0	Reset VME on Universe Soft Reset	1

9.5.2 Reset Status Register (RSR)

– Address: 0x48.

Table 9-3. **Reset Status Register (RSR)**

Bit	Function
5	POR resulted from VME Reset
4	XIR resulted from VME Reset
3	Too long VME Reset is present (VME Reset stucked)
2	POR resulted from Universe soft reset
1	XIR resulted from Universe soft reset
0	VME Reset resulted from Universe soft reset

9.6 Voltage and Temperature Monitoring and Shutdown

During the +5V power up the system is not protected. Monitoring starts when the +5V reaches the working range. From the start of the monitoring within 500 ms all voltages (+5V, +3.3V, +2.6V) must be above the minimum allowable value otherwise the monitor shuts down the 3.3V and 2.6V DC-DC converters after 500 ms.

If the system comes up normally and later one of the 3.3V and 2.6V voltages drops below the minimum value, the monitor shuts down both DC-DC converters within 100 ms.

The monitor also shuts down the DC-DC converters if the temperature around the CPU exceeds the failure level and the jumper enables the temperature shut down.

If a shut down happens for any reason the system remains in this state until a power cycle is executed to avoid oscillation.

9.7 Reset Workarounds

According to Sun experience the CPU not always comes out from the reset state when the reset inputs are deactivated. If it happens the CPU needs an additional reset at the input. The Reset Workaround monitors the input reset to the CPU and the Read signal from the CPU. If the read signal does not appear within 100 ms after the reset input has been deactivated, the Workaround circuit repeats the reset to the CPU input.

10

Temperature Sensing and Monitoring

10.1 Introduction

The CPU Module contains a thermistor placed on the opposite side of the PCB relative to the processor to monitor the temperature. A series of measurements showed that the temperature difference between the thermistor and the processor heat sink is about 5-10 Celsius degree depending on the airflow intensity. The purpose of these measurements were to find a relation between the processor heat sink (ultimately the junction) and the thermistor temperature. The result allows only estimation as you see above. Using a conservative estimation the Warning temperature is set to 70 Celsius degree and the Critical or Fail temperature is set to 75 Celsius degree.

10.1.1 Temperature Sensing and Monitoring Hardware

A resistance-to-voltage converter amplifier generates a voltage level proportional to the temperature at the thermistor. Two EEPROM-based digital potentiometer are used to set the Warning and Fail levels. These levels are compared to the amplifier output level by two comparators.

The output of the Warning level comparator goes to the JP3203 jumper. If the jumper is in position 1-2, the low level of the comparator generates the Temperature Warning interrupt.

The output of the Fail level comparator goes to the JP3202 and JP3201 jumpers. If the JP3202 jumper is in 1-2 position, the low level of the Fail comparator generates the Temperature Fail interrupt. If the JP3201 jumper is in 1-2 position, the low comparator output shuts down the 3.3V and 2.6V DC-DC converters.

Note — Before using the temperature interrupts consult with Themis Computer.

10.1.2 Temperature Sensing and Monitoring in the OBP

There are two environmental variables in the OBP to set the Warning and Fail temperatures in Celsius degree: *temp-warning* and *temp-critical*.

After the boot the following OBP command reads back the two values from the digital potentiometer: *read-ds1867-setting.*

Even if the digital potentiometers save the settings at power down, the OBP rewrites the potentiometers at each boot. At power up the potentiometers must have good values not to shut down the system immediately if the JP3201 jumper is in position 1-2.

The shut down state is visible by the red SHUTDOWN LED on the front panel.

11

Jumpers and Solder Beads

11.1 Overview

This chapter provides a listing of the jumper settings and solder bead configurations used on the USPII*i*-3v. Jumpers are considered 'user configurable' and may be altered by a user on site. Solder beads are considered factory settings and may not be altered by the user. If solder beads require a configuration other than the default settings, please contact the Customer Service department.



Warning— Attempting to alter solder bead configurations could seriously damage the USPII*i*-3v. DO NOT ATTEMPT TO ALTER SOLDER BEAD CONFIGURATIONS - CONTACT CUSTOMER SERVICE.

11.2 Jumpers

The USPII*i*-3v has fourteen user configurable jumper settings. Location of the jumpers is shown below in *Figure 11-1 USPIIi-3v Baseboard with Jumper Locations*. These jumpers provide the following functionality:

Table 11-1. **USPII*i*-3v Jumpers**

Function	Reference	Default
SCSI Termination	JP1202 / JP1203	2 - 3 Closed
VME SYSCLK Source	JP1701	1 - 2 Closed
Flash 0 Write Enable	JP2201	1 - 2 Closed
Flash 1 and Flash 2 Write Enable	JP-2301	1 - 2 Closed
Keyboard / TTYC	JP2401	2 - 3 Closed
Mouse / TTYD	JP2402	2 - 3 Closed
Serial Port B Transciever Mode	JP2601	1 - 2 Closed
Serial Port B Loop Back Mode	JP2602	2 - 3 Closed
ROMBO / PROM Boot Source	JP2901 / JP2902	2 - 3 Closed
Temperature Shut Down	JP3201	1 - 2 Closed

Table 11-1. **USPII*i*-3v Jumpers**

Function	Reference	Default
Temperature Fail Interrupt	JP3202	1 - 2 Closed
Temperature Warning Interrupt	JP3203	1 - 2 Closed

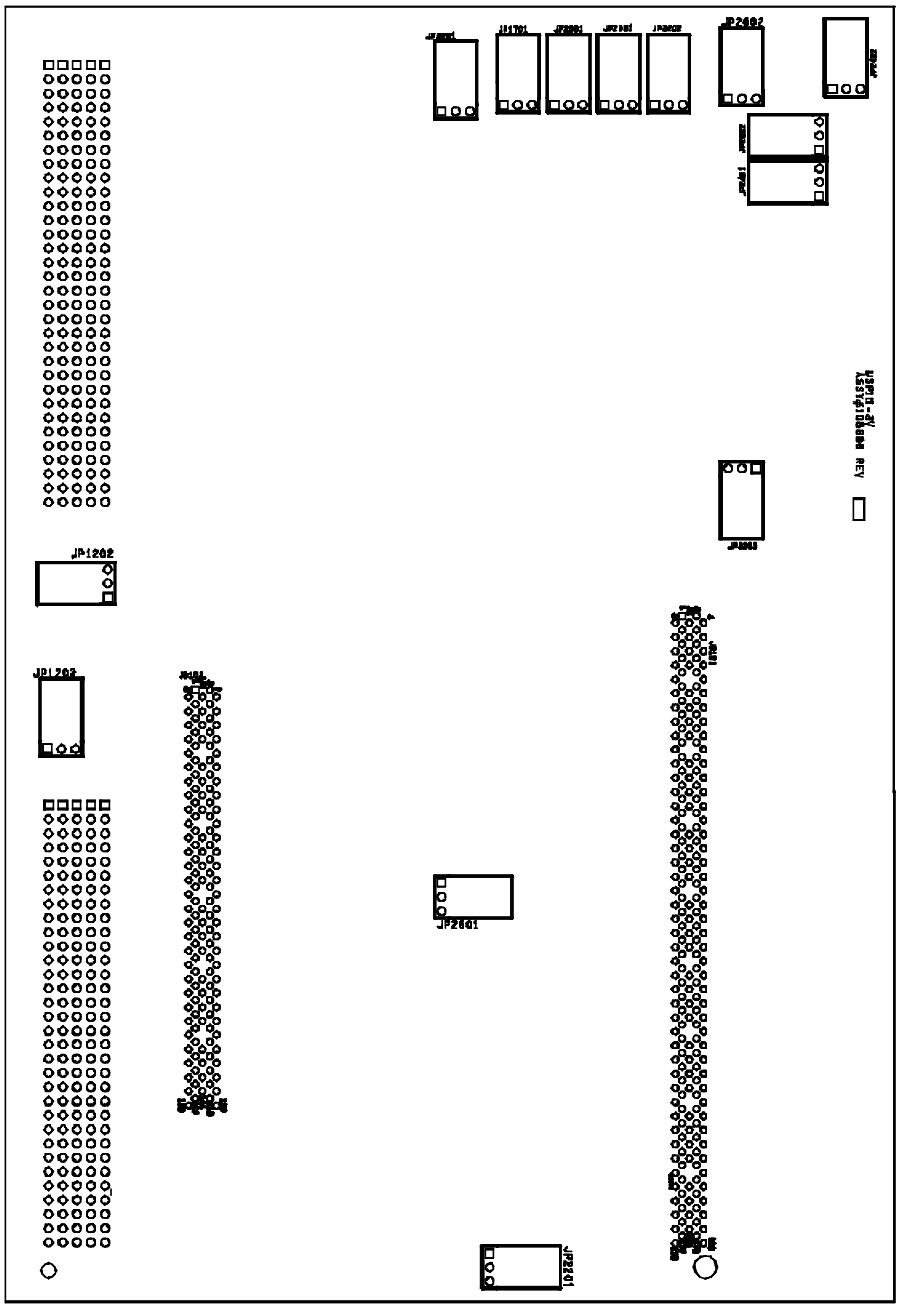
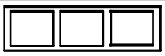


Figure 11-1. **USPII*i*-3v Baseboard with Jumper Locations**

11.2.1 SCSI Termination

SCSI termination is controlled by jumpers JP1202 (SCSI Channel A) and JP1203 (SCSI Channel B) as described below. The settings for jumpers JP1202 and JP1203 are identical.

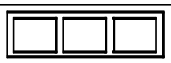
Table 11-2. **SCSI Termination Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	On-board SCSI termination is disabled.	Autosensing logic automatically disables on-board SCSI termination when a SCSI device is attached via the front panel connectors or the P2 Paddle Board.
		Factory Default

11.2.2 VME SYSCLK Source

The current VME-PCI bridge does not deliver a VME SYSCLK during reset. The function of jumper JP1701 is to provide a continuous VME SYSCLK source from the clock divider.

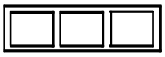
Table 11-3. **VME SYSCLK Source Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Clock signal comes from clock divider (16MHz) for the SYSCLK.	Clock signal comes from the Universe-II. Not valid during reset.
	Factory Default	

11.2.3 Flash 0 Write Enable

The function of jumper JP2201 is to enable or disable the write function to the Flash 0 device.

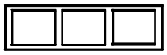
Table 11-4. **Flash 0 Write Enable Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Write to Flash 0 is disabled.	Write to Flash 0 is enabled.
	Factory Default	

11.2.4 Flash 1 and Flash 2 Write Enable

The function of jumper JP2301 is to enable or disable the write function to the Flash 1 and Flash 2 devices.

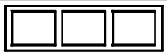
Table 11-5. **Flash 1 and Flash 2 Write Enable Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Write to User's Flash 1 and Flash 2 is disabled.	Write to User's Flash 1 and Flash 2 is enabled.
	Factory Default	

11.2.5 Keyboard / TTYC

The function of jumper JP2401 is to select between serial input from the keyboard connector located on the front panel or from TTYC located on the P2 Paddle Board.

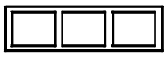
Table 11-6. **Keyboard / TTYC Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Serial input source is TTYC on the P2 Paddle Board.	Serial input source is the keyboard connector on the front panel.
		Factory Default

11.2.6 Mouse / TTYD

The function of jumper JP2402 is to select between serial input from the mouse connector located on the front panel or from TTYD located on the P2 Paddle Board.

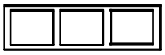
Table 11-7. **Mouse / TTYD Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Serial input source is TTYD on the P2 Paddle Board.	Serial input source is the mouse connector on the front panel.
		Factory Default

11.2.7 Serial Port B Transceiver Mode

The function of jumper JP2601 is to select the transceiver mode for Serial Port B.

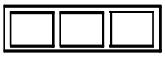
Table 11-8. **Serial Port B Transceiver Mode Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	RS232 Mode.	RS422 Mode.
	Factory Default	

11.2.8 Serial Port B Loop Back Mode

The function of jumper JP2602 is to select the loop back mode for Serial Port B.

Table 11-9. **Serial Port B Loop Back Mode Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Loop Back Mode.	Normal Mode.
		Factory Default

11.2.9 ROMBO / PROM Boot Source

The function of jumpers JP2901 and JP2902 is to select the boot source. Proper selection of the boot source requires that JP2901 and JP2902 be set in conjunction with one another.

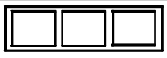
Table 11-10. **ROMBO / PROM Boot Source Jumper Settings**

Positions 1-2 Closed	Positions 2-3 Closed	Positions 1-2 Closed & Positions 2-3 Closed	Positions 2-3 Closed & Positions 1-2 Closed
JP2901  JP2902 	JP2901  JP2902 	JP2901  JP2902 	JP2901  JP2902 
ROMBO is Boot Source (via connector pair J2201 and J2202).	Flash 0 is Boot Source.	Flash 1 is Boot Source.	Flash 2 is Boot Source.
	Factory Default		

11.2.10 Temperature Shut Down

The function of jumper JP3201 is to connect / disconnect the Temperature Shut Down signal during normal system operation. During initial power-up and system diagnostics the signal is always disconnected

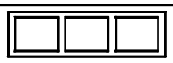
Table 11-11. **Temperature Shut Down Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Temperature Shut Down signal is connected.	Temperature Shut Down signal is disconnected.
	Factory Default	

11.2.11 Temperature Fail Interrupt

The function of jumper JP3202 is to connect / disconnect the Temperature Fail Interrupt Request signal during normal system operation. During initial power-up and system diagnostics the signal is always disconnected

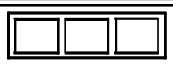
Table 11-12. **Temperature Fail Interrupt Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Temperature Fail Interrupt Request signal is connected.	Temperature Fail Interrupt Request signal is disconnected.
	Factory Default	

11.2.12 Temperature Warning Interrupt

The function of jumper JP3203 is to connect / disconnect the Temperature Warning Interrupt Request signal during normal system operation. During initial power-up and system diagnostics the signal is always disconnected

Table 11-13. **Temperature Warning Interrupt Jumper Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Temperature Warning Interrupt Request signal is connected.	Temperature Warning Interrupt Request signal is disconnected.
	Factory Default	

11.3 Solder Beads

The USPII*i*-3v has fourteen factory configurable solder bead settings. The Customer Service department should be contacted if something other than default functionality is desired. Location of the solder beads is shown below in *Figure 11-2 USPIIi-3v Baseboard with Solder Bead Locations*. These solder beads provide the following functionality:

Table 11-14. **USPII*i*-3v Solder Beads**

	Function	Reference	Default
Reset Related Solder Beads:			
	FPGA Bypass for SYS_RST (System Reset)	SB0102	1 - 2 Closed
	FPGA Bypass for PB_RST (Push Button POR Reset)	SB0103	1 - 2 Closed
	FPGA Bypass for X_RST (Push Button XIR Reset)	SB0104	1 - 2 Closed
	Reset from VME to CPU	SB1601	Closed
	Reset from CPU to VME	SB1602	Closed
Primary PCI Processor Bus Speed Solder Beads:			
	Primary PCI Processor Bus Speed	SB0602 / SB0603	1 - 2 Closed
Serial Port C and Serial Port D Solder Beads:			
	Serial Port C	SB2501	2 - 3 Closed
	Serial Port D	SB2502	2 - 3 Closed
Watchdog Control Solder Beads:			
	Watchdog Control Mask	SB2902	Open
	Watchdog Control Mode	SB2903	Open
	Watchdog Control Request	SB0803	Open
JTAG Solder Beads (See *Table 11-26*)			
Power Board Solder Beads:			
	VDD Core Voltage	SB3101 / SB3102	Open
Carrier Board Solder Beads (See *Table 11-28*)			

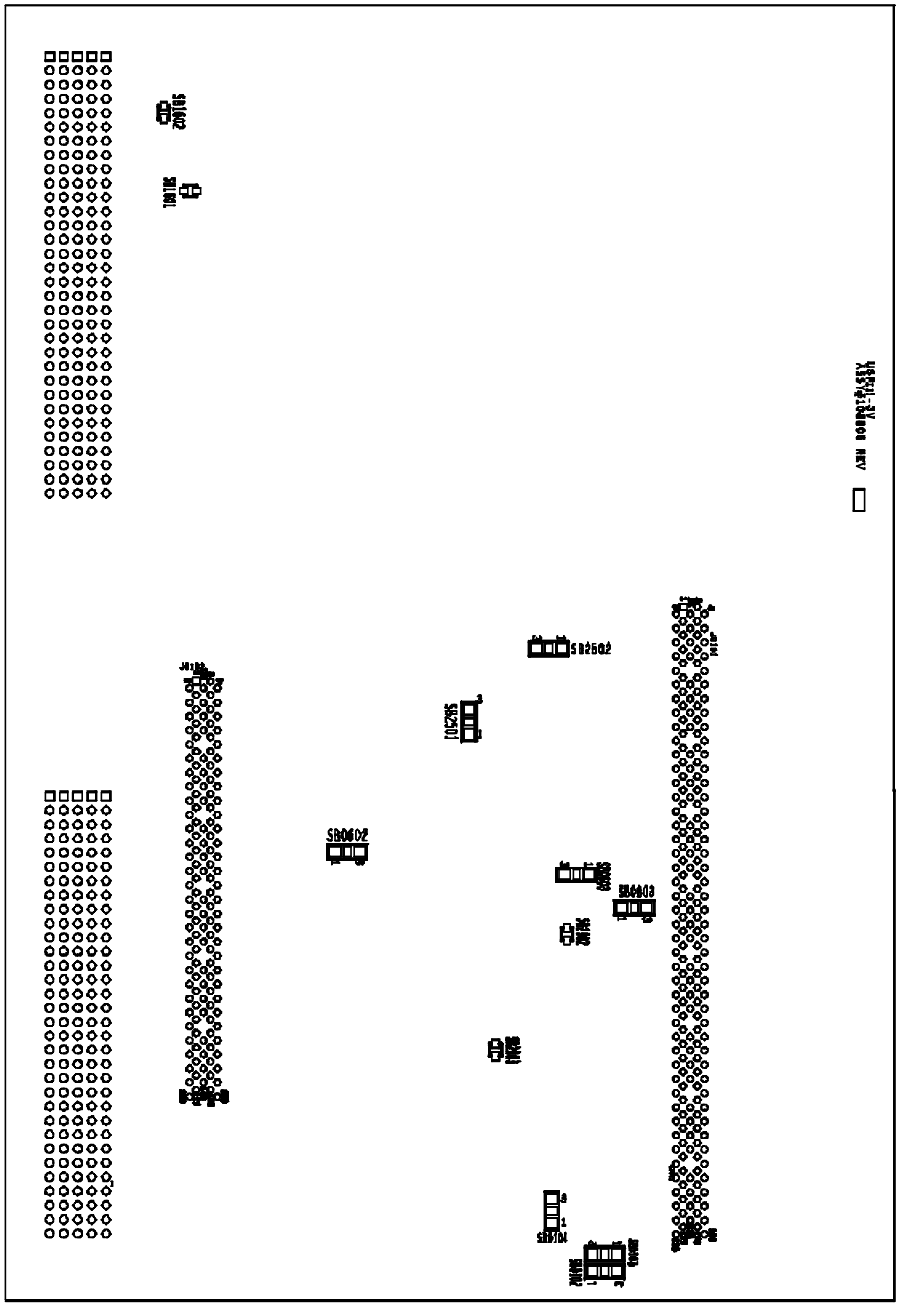
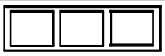


Figure 11-2. **USPII*i*-3v Baseboard with Solder Bead Locations**

11.3.1 FPGA Bypass for SYS_RST (System Reset)

The function of solder bead SB0102 is to select whether a System Reset to the CPU is passed through the FPGA or comes directly from the RIC. For diagnostic purposes the FPGA should be bypassed.

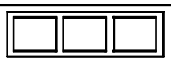
Table 11-15. **FPGA Bypass for SYS_RST (System Reset) Solder Bead Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Reset to the CPU module from the RIC is passed through the FPGA.	Reset to the CPU module comes directly from the RIC.
	Factory Default	

11.3.2 FPGA Bypass for PB_RST (Push Button POR Reset)

The function of solder bead SB0103 is to select whether a Push Button POR Reset to the CPU is passed through the FPGA or comes directly from the RIC. For diagnostic purposes the FPGA should be bypassed.

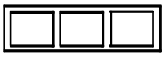
Table 11-16. **FPGA Bypass for PB_RST (Push Button POR Reset) Solder Bead Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Reset to the CPU module from the RIC is passed through the FPGA.	Reset to the CPU module comes directly from the RIC.
	Factory Default	

11.3.3 FPGA Bypass for X_RST (Push Button XIR Reset)

The function of solder bead SB0104 is to select whether a Push Button XIR Reset to the CPU is passed through the FPGA or comes directly from the RIC. For diagnostic purposes the FPGA should be bypassed.

Table 11-17. **FPGA Bypass for X_RST (Push Button XIR Reset) Solder Bead Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	Reset to the CPU module from the RIC is passed through the FPGA.	Reset to the CPU module comes directly from the RIC.
	Factory Default	

11.3.4 Reset from VME to CPU

The function of solder bead SB1601 is to select whether the reset line from the VME to the CPU is continuous or broken.

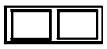
Table 11-18. **Reset from VME to CPU Solder Bead Settings**

Open	Closed
	
Reset line from VME to CPU is broken.	Reset line from VME to CPU is continuous.
	Factory Default

11.3.5 Reset from CPU to VME

The function of solder bead SB1602 is to select whether the reset line from the CPU to the VME is continuous or broken.

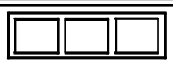
Table 11-19. **Reset from CPU to VME Solder Bead Settings**

Open	Closed
	
Reset line from CPU to VME is broken.	Reset line from CPU to VME is continuous.
	Factory Default

11.3.6 Primary PCI Processor Bus Speed

The function of solder beads SB0602 and SB0603 is to select the Primary PCI Processor Bus Speed of 66MHz or 33MHz. Proper selection of the Primary PCI Processor Bus Speed requires that SB0602 and SB0603 have identical settings.

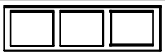
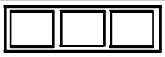
Table 11-20. **Primary PCI Processor Bus Speed Solder Bead Settings**

Open	Positions 1-2 Closed	Positions 2-3 Closed
		
Reserved	PPCI Bus Speed is 66MHz.	PPCI Bus Speed is 33MHz.
	Factory Default	

11.3.7 Serial Port C

The function of solder bead SB2501 is to select between normal mode or shut down mode for the Serial Port C Drivers / Receivers.

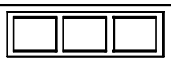
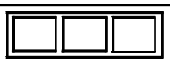
Table 11-21. **Serial Port C Solder Bead Settings**

Open	Open	Positions 2-3 Closed
		
Serial Port C Drivers / Receivers are in shutdown mode.	Pin 1 is not used.	Serial Port C Drivers / Receivers are in normal mode.
		Factory Default

11.3.8 Serial Port D

The function of solder bead SB2502 is to select between normal mode or shut down mode for the Serial Port D Drivers / Receivers.

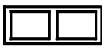
Table 11-22. **Serial Port D Solder Bead Settings**

Open	Open	Positions 2-3 Closed
		
Serial Port D Drivers / Receivers are in shutdown mode.	Pin 1 is not used.	Serial Port D Drivers / Receivers are in normal mode.
		Factory Default

11.3.9 Watchdog Control Mask

The function of solder bead SB2902 is to enable or disable the Watchdog Control Mask.

Table 11-23. **Watchdog Control Mask Solder Bead Settings**

Open	Closed
	
Watchdog Control Mask enabled.	Watchdog Control Mask disabled.
Factory Default	

11.3.10 Watchdog Control Mode

The function of solder bead SB2903 is to select normal mode or test mode for the Watchdog Control Mode.

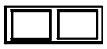
Table 11-24. **Watchdog Control Mode Solder Bead Settings**

Open	Closed
	
Normal Mode.	Test Mode.
Factory Default	

11.3.11 Watchdog Control Request

The function of solder bead SB0803 is to select whether the Request Feedback signal is connected or disconnected.

Table 11-25. **Watchdog Control Request Solder Bead Settings**

Open	Closed
	
Request Feed Back is disconnected.	Request Feed Back is connected.
Factory Default	

11.3.12 JTAG

This information is provided for reference only. These solder bead settings are only for Themis Engineering staff use.

Table 11-26. **JTAG[a] Solder Bead Settings**

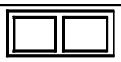
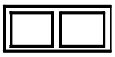
Solder Bead	Function	Positions 1-2 Closed Included in JTAG Chain	Positions 2-3 Closed Not Included in JTAG Chain
SB0101	CPU Module		**Default**
SB0401	Memory		**Default**
SB0501	Creator Graphics		**Default**
SB0601	PCI Bridge		**Default**
SB0801	Cheerio A (PCIO)		**Default**
SB1001	Ethernet PHY A		**Default**
SB1201	Dual SCSI Controller	**Default**	
SB1501	Universe PCI-VME Bridge		**Default**
SB1801	Cheerio B (PCIO)		**Default**
SB2001	Ethernet PHY B		**Default**
SB0804	PLD		**Default**

a. When the Carrier Board is not connected the following temporary connection must be made. SB0804 pin 2(3) to SB0401 pin 3(2)

11.3.13 VDD Core Voltage

The function of solder beads SB3101 and SB3102 is to select the VDD Core Voltage setting. Proper selection of the VDD Core Voltage setting requires that SB3101 and SB3102 be set in conjunction with one another.

Table 11-27. **VDD Core Voltage Solder Bead Settings**

Open	Closed
SB3101  SB3102 	SB3101  SB3102 
2.6 V	Reserved
Factory Default	

11.3.14 Carrier Board

There are 19 signals on the P2 connector of the Carrier Board which can be configured to one of two sources, sending Ethernet MII B signals or sending the PMC1 I/O signal. These solder points and jumpers are configured at the factory. For more information please contact customer service.se.

Table 11-28. **Carrier Board Jumper Settings**

	Function / References
Ethernet MII B (Default)	
	R0201 R0203 R0204 R0207 R0208 R0211 R0212 R0214 R0216 R0218 R0221 R0222 R0225 R0226 R0228 R0230 R0232 R0235 R0236
PMC1I/O	
	R0202 R0205 R0206 R0209 R0210 R0213 R0215 R0217 R0219 R0220 R0223 R0224 R0227 R0229 R0231 R0233 R0234 R0237 R0238

A

Glossary

A.1 Terminology

The terminology used in this manual generally follows industry conventions. The following list defines the specific meanings of words and terms as used in this section.

A16: Addressing on address line A[15..1], as specified in ANSI VME64 Specification.

A24: Addressing on address line A[24..1], as specified in ANSI VME64 Specification.

A32: Addressing on address line A[32..1], as specified in ANSI VME64 Specification.

A40: Addressing on address line A[40..1], as specified in ANSI VME64 Specification.

A64: Addressing on address line A[64..1], as specified in ANSI VME64 Specification.

Arbitration: The process of assigning the data transfer bus to a Master or Slave.

ASI: An abbreviation for "Address Space Identifier."

Boot: The process of initializing the hardware to execute and run an operating System such as Solaris 2.6.

CPI: Cycles per Instruction. The number of clock cycles required to execute one instruction.

Devicetree: The OBP probing process constructs a hierarchal representation of the hardware devices that are found on the bus, the host-bus being the root. The device tree includes several device nodes, (PCI bus is a device-node).

DMA: Accesses by a master on the secondary bus to a target on the primary bus. DMA is equivalent to "Upstream."

Firmware: This is software which stays with the hardware usually in a PROM or similar device. Referred to as OBP in IEEE 1275 standards. In the USPIIi-3v implementation, release version 3.10.x and later are supported. This version comes with the motherboard. The user may upgrade the OBP to a newer version if needed.

Hardware: On the USPIIi-3v, CPU module, cables, peripheral devices are typical examples of hardware.

may: A keyword indicating flexibility of choice with no impied preference.

MMU: Memory Management Unit.

NVRAMRC: Acronym for *N*on-*V*olatile *R*andom-*A*ccess *M*emory *R*un *C*ommand. This refers to the executable OBP script that is written in the NV-RAM. Other text information or binary data may exist in the NVRAM, but is not referred as NVRAMRC.

OBP: Acronym for *O*pen *B*oot *P*rogram. This refers to a memory device which consists of executable code by the UltraSPARCII*i* CPU. The Code is responsible for initialization of the hardware and booting the system to bring up the Solaris operating system.

PCI: Peripheral Component Interconnect (bus). A high-performance 32- or 64-bit bus with multiplexed address and data lines, as specified in the PCI Local Bus Specification, Revision 2.1, June 1, 1995.

PhysicalAddress: An address that maps to real physical memory or I/O device space.

PIO: Accesses by a Master on the primary bus to a Slave on the secondary bus. PIO is equivalent to "Downstream."

Probing: A process implemented in the firmware and software to identify onboard hardware devices and add-on cards on the PCI bus. The probing process creates the device-tree.

R0: An abbreviation used to indicate "Read Zero." When software attempts to read an R0 area, zero will be returned. Writes to R0 are not permitted.

ReadCycle: A VMEbus cycle used to transfer 1, 2, 3, 4, or 8 bytes from a Slave to a master.

Read-Modify-WriteCycle: A VMEbus cycle used to read from, and then write to, a Slave location without permitting any other Master to access that location during that cycle.

RED_state: The **R**eset, **E**rror, and *D*ebug state of the UltraSPARC-II*i* processor. The UltraSPARC-II*i* enter the RED_state when PSTATE.RED=1.

Software: A collection of machine readable information, instructions, data and procedures that enable the computer to perform specific functions. Typically stored on removable media.

Solaris: The best known operating system from Sun.

TLB: Translation Lookaside Buffer. A hardware cache that contains copies of recently used translations. Separate TLBs reside both in the MMU and the IOM.

TSB: Translation Storage Buffer. A one-level, software data structure that maintains address translation information. Separate TSBs reside both in the MMU and the IOM.

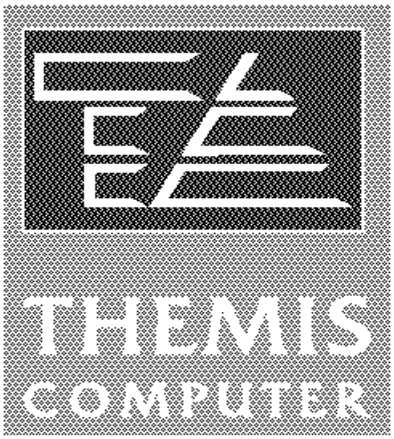
VirtualAddress: An address produced by a processor that maps all system-wide, program-visible memory. Virtual addresses usually are translated by a combination of hardware and software to physical addresses, which can be used to access physical memory.

WriteCycle: A VMEbus cycle used to transfer 1, 2, 3, 4 or 8 bytes from a Master to a Slave.

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