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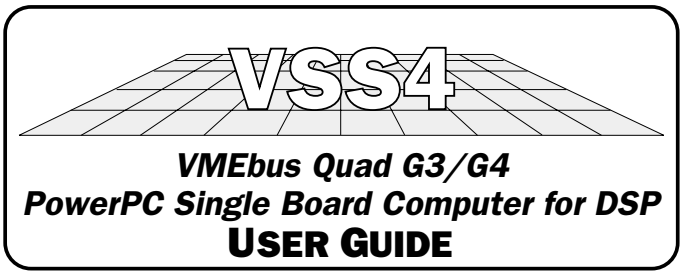
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VMEbus Quad G3/G4 PowerPC Single Board Computer for DSP

USER GUIDE

Revision 4.0 **April 29, 2003**



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VSS4 User Guide

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Manual revision summary

Revision level	Revision date	Section	Affected chapter/description
1.0a	3/16/99		1st Preliminary Release
1.0b	5/28/99		2nd Preliminary Release
1.0c	11/10/99		Pre-GA Release
1.0	3/28/00		GA Release
2.0	2/27/01	All	Cleaned up various items as required.
		Section 1	***VSS4 features***/Updated User Flash capacity.
		Section 4	***User Flash Memory***/Updated User Flash capacity.
		Section 7	Added Slave image programming caveat.
		Appendix C	Added VSS4 Rev. D and E to revision summary.
		Appendix D	Deleted P0•PCI references.
3.0	6/18/01	All	Cleaned up various items as required.
		Section 2/App. B	Updated ±12V specification.
		Section 2	***Installation notes***/Added slot installation recommendations.
		Section 3	***PCI bus***/Revised PCI bus discussion (configuration). ***SCSI bus***/Added SCSI-3 info, expanded SCSI types table.
		Section 4	***Address Map***/Revised address map information.
4.0	4/29/03	All	Cleaned up various items as required.
		Section 2/App. B	Added typical power consumption data for 7410/500 MHz board.
			Installing PMC cards/All PEX3 info moved to Appendix D.
			Installing a monitor PROM/Revised J902 configuration jumper diagram to include Boot Flash Write Protect jumper function (see next item below).
		Section 4	***Boot Flash ROM/DIP EPROM***/Added info describing J902 jumper settings for Boot Flash Write Enable/Disable (applicable only to boards that incorporate ECO specifying this change).
			User Flash Memory/Corrected bank address ranges in User Flash bank selection table.
		Appendix C	Added VSS4 Rev. F to revision summary.
		Appendix D	Revised PCI 9080 basic setup info. Added info on VxWorks BSP PEX3 driver. Revised PMC connector pin assignments. Added info previously in Section 2.

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1 Overview

This section introduces the **VSS4** single board computer.

- VSS4 features
- Manual conventions

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VSS4 features

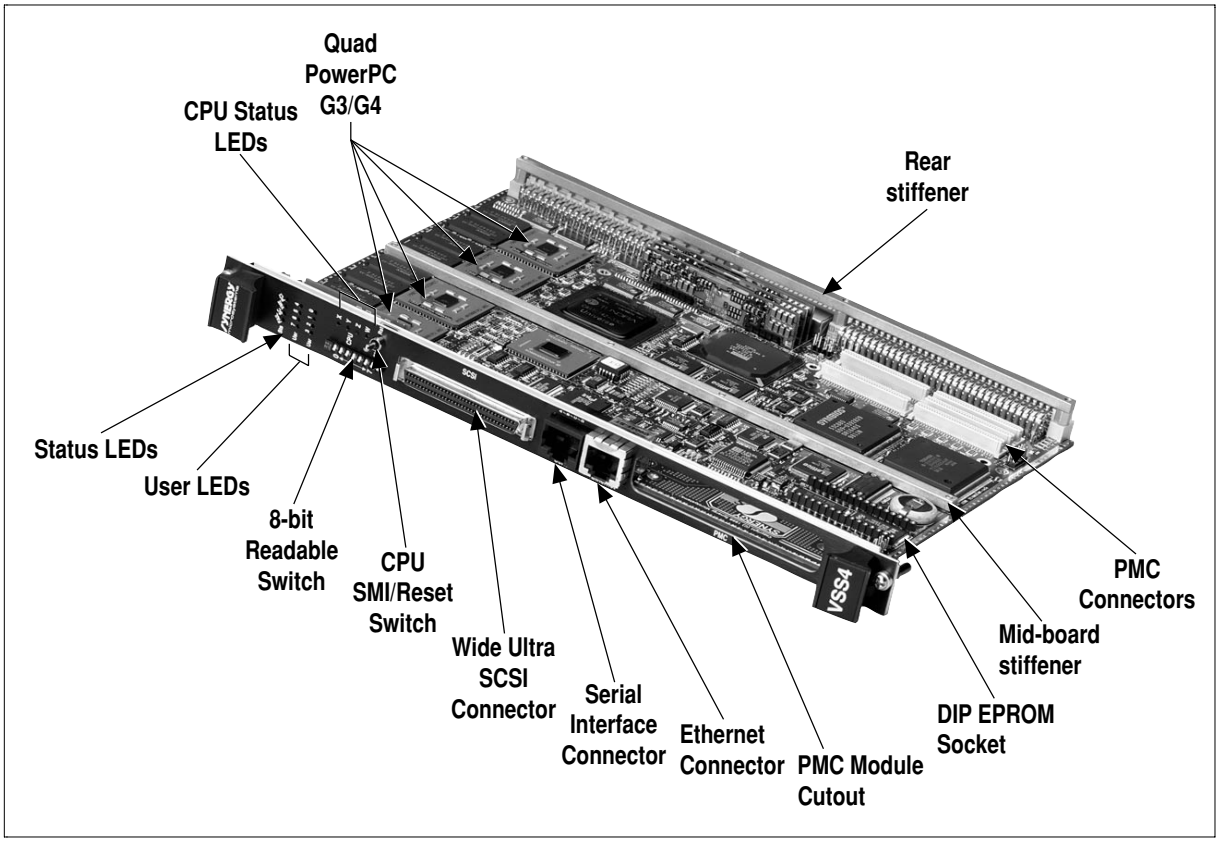
Synergy Microsystems' VSS4 is a 6U VMEbus Single Board Computer (SBC) designed for digital signal processing (DSP) applications. The VSS4 comes bundled with Synergy's library of 450+ scientific subroutines (SSSL, Synergy Scientific Subroutine Library) that are hand-coded for optimum performance specifically for running on the VSS4. The SSSL library is compatible with MATLAB® and provided in VxWorks and PowerPC Linux (with realtime extensions) versions.

The VSS4 SBC is based on quad G3/G4 (750/7400/7410) PowerPC microprocessors running at up to 533 MHz (7410). (A dual CPU version of the board is also available.) Each processor is provided with a performance-boosting 2 MB (or 1 MB for G3) backside L2 cache as standard. An upgradeable DRAM module provides 32–512 MB of high performance SDRAM memory. SCSI, Ethernet, a PMC slot, up to 64 MB of 8-bit User Flash and 128 KB NVRAM give the VSS4 the flexibility to meet almost any requirement.

Multiprocessing support includes: quad CPUs with shared high bandwidth DRAM memory, a private mailbox for each CPU, and the OpenPIC™ interrupt controller.

Onboard peripherals include a Wide Ultra SCSI (8/16-bit wide) interface, Fast Ethernet (10Base-T/100Base-TX) RJ-45 interface, four RS-232D serial ports, and a real time, clock/calendar with four digits for the year.

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VSS4 single board computer for DSP

An industry-standard PMC slot provides optional daughterboard I/O connection to the PCI bus. The VSS4 also provides Synergy Microsystems' P0•PCI™ interface which is a secondary PCI bus accessed through the P0 connector. P0•PCI™ provides support for additional PCI I/O expansion and board-to-board communications.

A full line of system monitor, kernel, and operating system software/ firmware is also available from Synergy and leading developers.

Optional PEX3 expansion module

The expansion module option provides the VSS4 with additional single-width PMC slots and additional Flash and SDRAM memory. Refer to Appendix D (page 269) for details on the PEX3 PMC expansion option.

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VSS4 physical configuration

VSS4 has onboard connectors for:

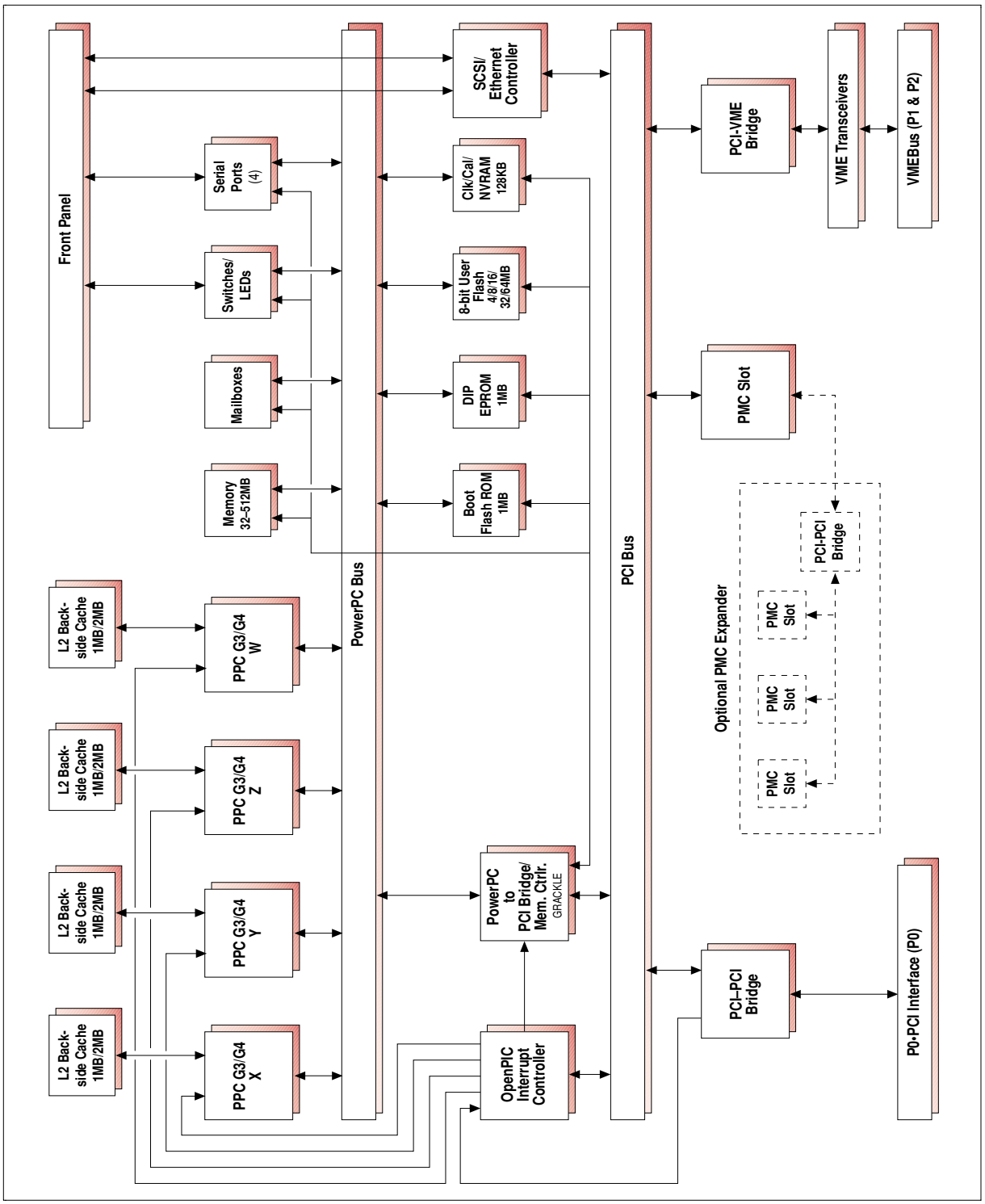
- Modular memory card
- PMC I/O card and/or PMC carrier board expansion
- Secondary PCI (P0•PCI™ interface) via P0 connector

VSS4's front panel includes:

- Modular RJ-45 jack for Fast Ethernet
- Modular RJ-50/RJ-69 jack for quad serial ports (A, B, C and D)
- Processor SMI & reset switch
- 8 user LEDs
- 8 status LEDs
- Software-readable 8-bit DIP switch
- For SCSI option, 68-pin Wide Ultra SCSI connector (single-ended)

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Functional block diagram



VSS4 functional block diagram

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Feature summary

The VSS4 provides the following list of powerful features and functions:

- SMP compliant
- PCI to VME64 bridge (with auto-system controller) rated at 50MB/sec
- OpenPIC™ compliant — any interrupt source can be routed to any CPU at any priority
- Four 32-bit counters can be read at any time as well as generate interrupts
- Quad G3 750 PowerPC processors or Quad G4 7410 PowerPC processors (Rev. C or higher assy.). Dual versions available.
- 2 MB backside L2 cache (1 MB backside L2 cache, Rev. B or lower assy.)
- 32-512 MB of high performance SDRAM supporting parity
- 1 MB of system boot Flash loadable via a 32-pin JEDEC socket
- Four RS-232D serial ports up to 115.2Kbps
- Four 8-bit CPU mailboxes
- Real time clock/calendar (4-digit year)
- 128 KB of NVRAM
- 4–64 MB 8-bit User Flash memory
- Fast-20 SCSI (8/16-bit wide)
- Fast Ethernet 10Base-T/100Base-TX
- 64-bit PMC compliant slot with front panel and rear VME P2 I/O access
- Optional 6U expansion board provides up to 3 additional PMC slots
- Geographical addressing support (Rev. C or higher assy.)
- Eight status LEDs, eight user-programmable LEDs, an 8-bit software-readable switch, one CPU reset/interrupt switch
- P0•PCI™ sub-bus interface goes beyond VMEbus bandwidth limitations by providing an aggregate 266 MB/sec (theoretical maximum) transfer rate for up to 8 boards (4 pair) in a system

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Manual conventions

Typographical conventions

This manual observes the following typographical conventions:

❶ The term **PowerPC Series** is used in conjunction with information that applies to **ALL** models of Synergy's PowerPC-based SBCs. When differences among models exist, specific model numbers are used to describe any special features.

❷ In diagrams and descriptions in this manual, signal names followed by a backslash (\) are **active low**.

Notes chapter

Within this manual, a **notes chapter** is provided in select sections. Some or all of the following notes chapters may be found in this manual:

- *Programming notes* — deals with programming issues
- *Installation notes* — deals with installation issues
- *Operating notes* — deals with operating/usage issues

Refer to this special information for any notes or caveats for the device or topic under discussion.

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Bit numbering conventions

To avoid confusion, be aware that there are two bit numbering conventions.

The PowerPC architecture was invented by IBM, who number their bits with 0 on the left (most-significant bit or MSB) and 31 on the right (least-significant bit or LSB). This zero-on-the-left numbering convention is reflected in the IBM PowerPC documentation.

PCI bus and VMEbus both number the bits with 0 on the right (LSB) and 31 on the left (MSB). This zero-on-the-right numbering convention is used in the bit descriptions contained in this manual.

Bit numbering conventions

Binary bits of data	**1**	**0**	**1**	**1**	**0**	**0**	**1**	**0**
Zero-on-the-right	7	6	5	4	3	2	1	0
Zero-on-the-left	0	1	2	3	4	5	6	7

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Manual comments

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2 Getting Started

This section provides configuration, setup and general information for the VSS4 SBC.

- Minimum system requirements
- Front panel
- Setting up the VSS4 hardware
- Installing a monitor PROM
- Installing the RGS3 memory module
- Installing PMC cards
- Installing the P0 overlay
- Installation notes

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Minimum system requirements

The following system components are required to install and test VSS4 boards:

- **6U VMEbus-compatible card cage with VME64x-compatible P1 and P2 backplanes installed (with P0 connector)** — A card cage with forced air cooling is required:
  - minimum, 400 LFM
  - recommended, 600 LFM

  Note the recommended airflow rating in linear ft./min. This is the rate of air flowing over the component side of the SBC in its chassis and not the air moved through the chassis (CFM rating). LFM can be measured using a hand-held anemometer such as the Kestrel 1000 Pocket Wind Meter by Nielsen-Kellerman (**www.nkelectronics.com**).

  VSS4 boards feature state-of-the-art, high-speed, transfers across the VME-bus that in some cases may approach the maximum VME specifications for transfer speeds. To support these transfers, the underlying connectors, circuitry, and printed circuit boards used in the VME card cage must be constructed of high-quality materials that are fully compliant with VME specifications.

  For example, VME card cages containing 10-layer, PCB boards are normally re-

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quired to support high-speed VME transfers. Older style card cages containing 6-layer boards may have some difficulty conducting these signals without generating excessive noise.



Pin row **B** of the P2 backplane is defined by VMEbus specifications and is bussed across the entire backplane. Pin rows **A** and **C** are user configured and, if connected at all, are normally connected to adjacent slots via wirewrap or special cables.

Because the P2 and P0 pinout may vary between backplanes or even slots in the same backplane, **DO NOT INSTALL the VSS4 into a system slot whose backplane is not compatible with the VSS4's P2 and P0 pinout. Failure to observe this warning can cause the complete destruction of many on-board components and also voids the product warranty.**

The VSS4 pinout meets standard VME specifications for row ***B***, but rows ***A*** and ***C*** (and for 5-row boards, the majority of pins on row ***D*** and half the pins on row ***Z***) will vary according to the PMC card installed. Synergy PMC card pinouts are shown in the associated manual. If no PMC card is present, P2 backplane rows ***A*** and ***C*** (and ***D*** & ***Z***) are defined as ***no-connects***.

For a complete list of the VSS4 P2 assignments, see ***VMEbus connectors*** in Appendix A, page 233.

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- **Power supply** — VSS4 boards typically require the following power supply voltage levels (with no PMC installed):

G4 7400/466 MHz	+5.0V +/-5%, 15.7 A typical @ 5.00V (78.5 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7400/433 MHz	+5.0V +/-5%, 11.0 A typical @ 5.00V (55 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7400/366 MHz	+5.0V +/-5%, 9.5 A typical @ 5.00V (47.5 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7410/500 MHz	+5.0V +/-5%, 8.37 A typical @ 5.00V (41.9 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V



Ensure that the power supply is capable of meeting the above requirements plus the requirements of any additional boards in the system. An extra 20% margin of current capacity should be factored in for safety.

- **One modular quad serial I/O port adapter cable/assembly —** The VSS4 serial ports share a 10-pin modular RJ-50/RJ-69 front panel connector. The **CRJ4** serial interface adapter, available from Synergy, allows access to all four serial ports. Refer to ***Serial I/O cabling*** in Appendix A, page 259, for more information.

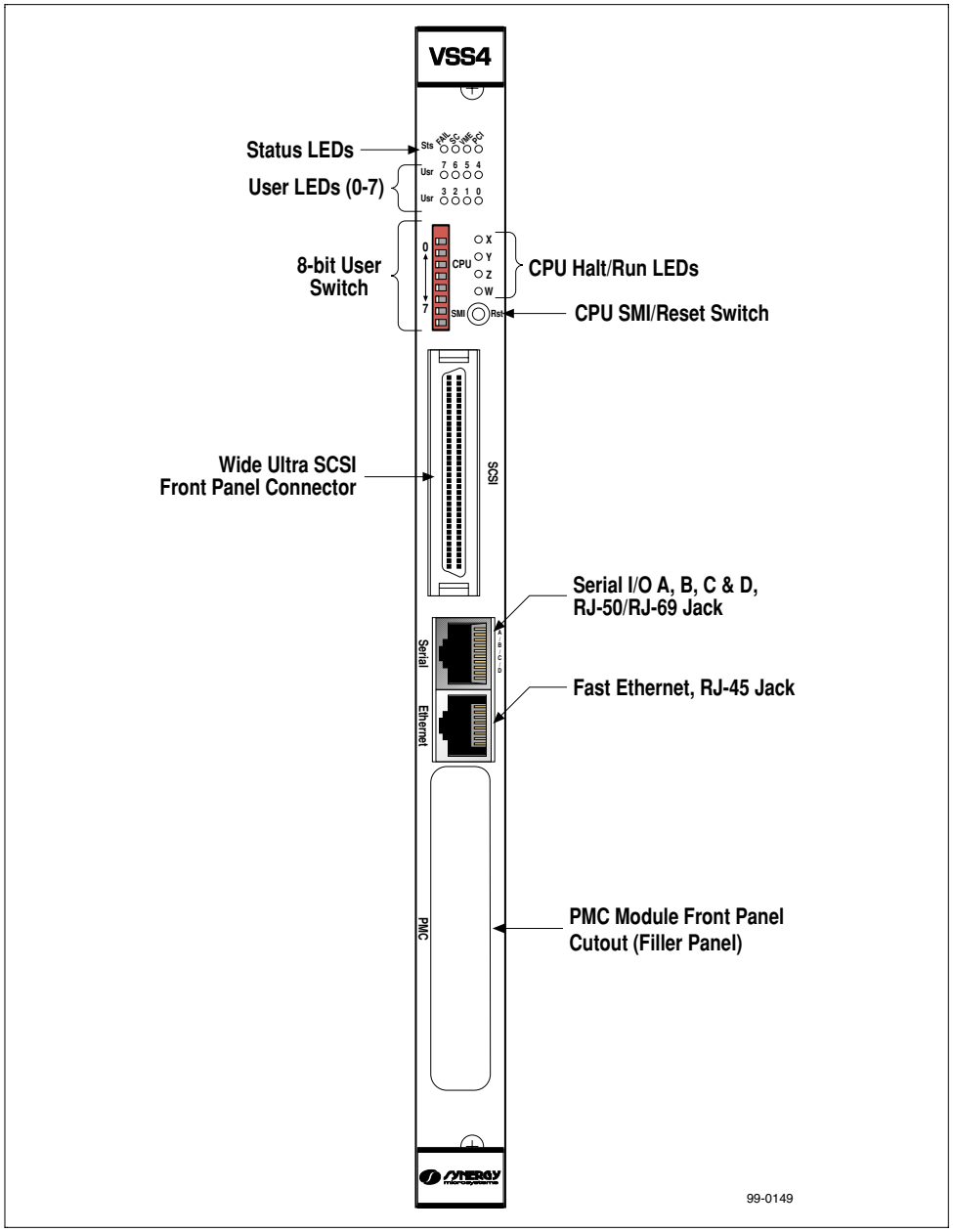
- **RS-232 compatible video display terminal or a PC with a COM port and terminal emulator software**

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Front panel

The drawing below shows the layout of the connectors, controls, and indicators on the VSS4 front panel.



VSS4 front panel

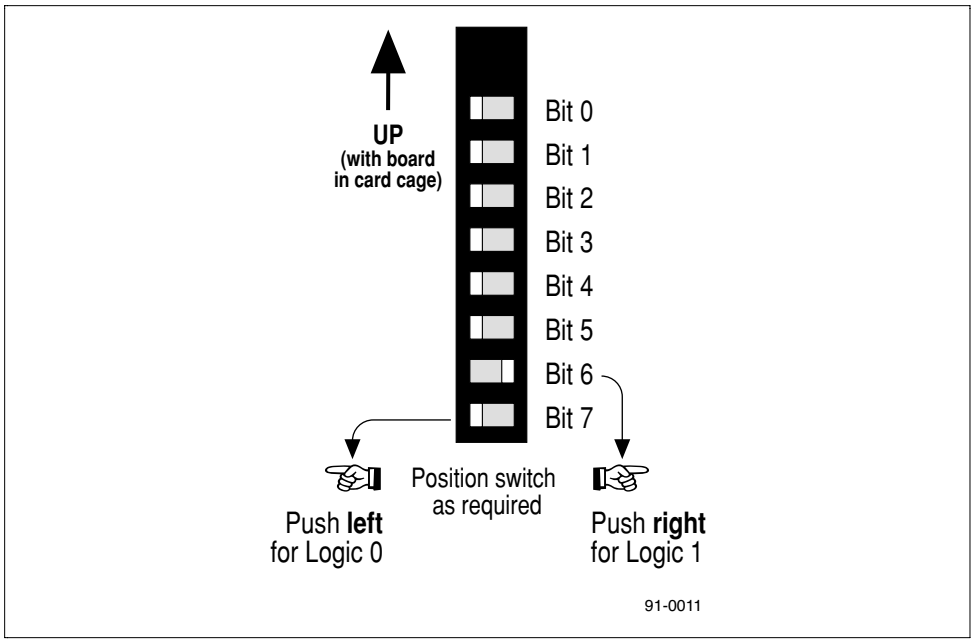
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8-bit user switch

The eight position switch on the front panel of the VSS4 provides an 8-bit software-readable switch.

Readable switches can be very useful in target applications where applications programs can read the switch to discover what their function should be, the nature of their peripherals, etc.

The CPU reads the switch setting by performing a byte-wide read from the 8-bit User Switch register at memory location **0xFFEF_FD00.** The figure below shows the register bits corresponding to each of the eight switch positions.



8-bit user switch polarity

Numbering may appear on the switch component itself that conflicts with the numbering shown above. Ignore all numbering schemes except what is shown above and on the ***Quick Reference Card***.

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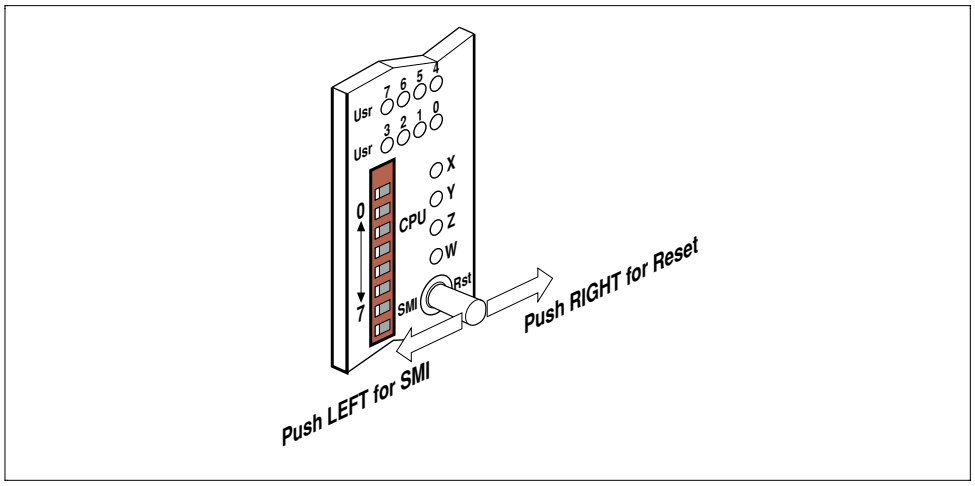
Toggle switch

The VSS4 is provided with a toggle switch for RESET and SMI interrupt:

RESET Pushing the switch to the **right** asserts a **board-level** RESET that:

- Resets the CPUs.
- Resets all on-board components that have such a function and clears all on-board control registers.
- Asserts a VME RESET if the board is serving as the System Controller.

SMI Pushing the toggle switch to the **left** asserts an SMI interrupt to all CPUs on the board.

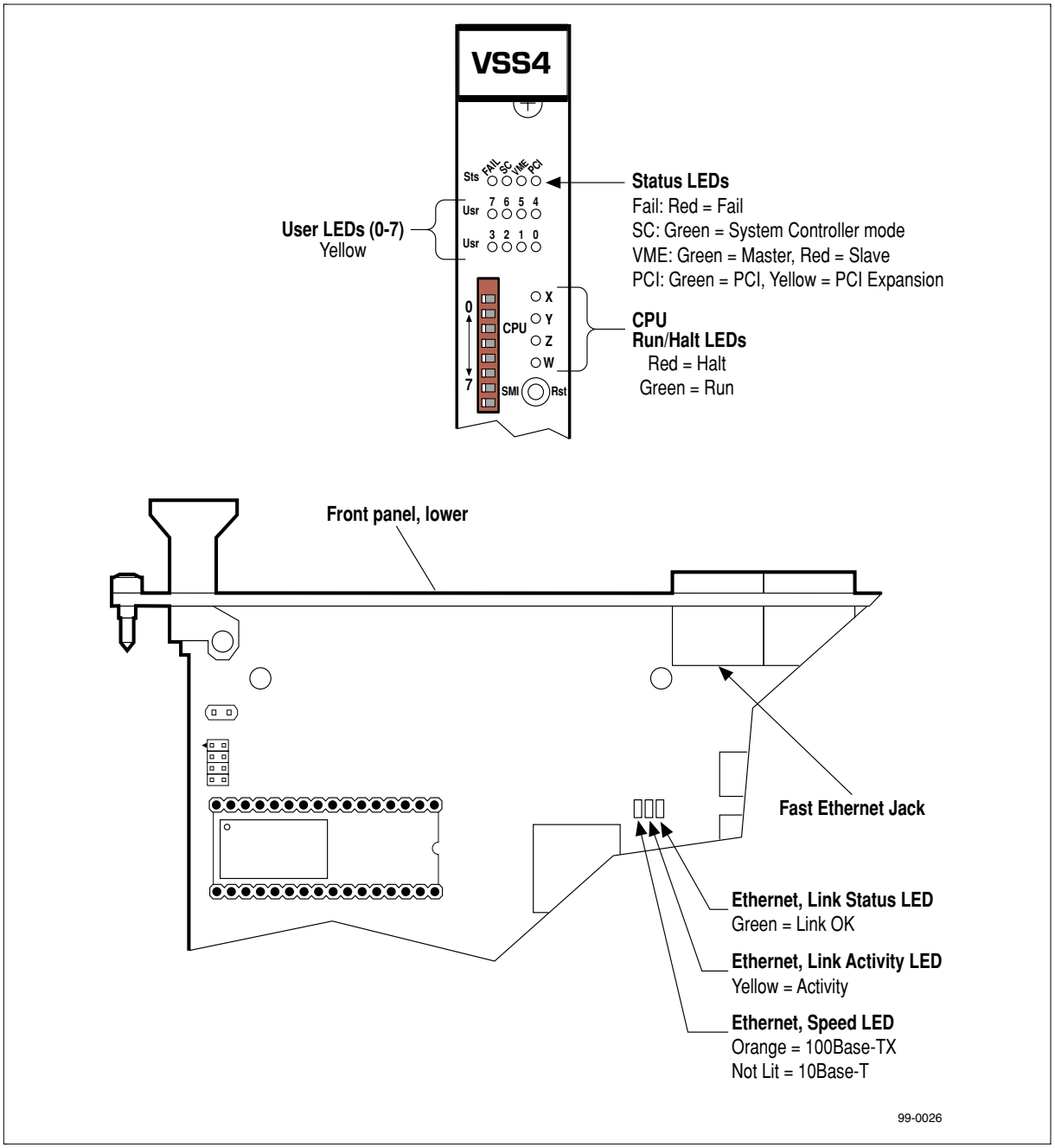


Close-up of RESET and SMI switch

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LEDs

Shown below are the VSS4 front panel and onboard LEDs that provide a quick indication of board activity. The following describes the function of these LEDs.



VSS4 LEDs

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The eight **User** LEDs indicate **application events**:

0 - 7 Software-programmable LEDs are controlled by the User LED registers. They indicate the current **operating mode** of the board as defined by the software currently running.

For more information on the registers that control these LEDs, refer to the ***Onboard registers*** chapter in Section 4.

The **Status** LEDs indicate various status items:

LED Label	Indication	
FAIL	Red	
	When on, indicates a condition that caused the CPU to reset (VMEbus SysRst\ line or the front panel RESET toggle). During normal operation, the system boot software clears this condition shortly after RESET.	
SC	Green	
	When on, indicates System Controller function assumed by board.	
VME	Dual-color LED, VMEbus Activity	
	Green (VME Master)	Red (VME Slave)
	Flickers green in response to VME Master activity. When the VMEbus interface is idle, the VME LED lights up green on the last release-on-request (ROR) VMEbus master to have used the bus.	Flickers red in response to VME Slave activity.
PCI	Dual-color LED, PCI Bus Activity	
	Green (PCI Bus)	Yellow (PCI Expansion)
	Flickers green in response to PCI bus activity.	Flickers yellow in response to PCI expansion (PMC) activity.

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The **CPU** LEDs indicate the **run status** of the CPUs:

LED Label	Indication	
CPU X **CPU Y** **CPU Z** **CPU W**	Dual-color LED, CPU-X/Y/Z/W Run Status	
	Green (Run)	Red (Halt)
	Flickers green in response to PowerPC bus activity by CPU-X/Y/Z/W. If not on, indicates CPU is not executing bus cycles as it executes instructions in cache or waits for an interrupt.	Lights red when CPU has halted.

The three LEDs on the VSS4 motherboard indicate Ethernet port status as follows:

Green — **Link OK** – lit when 10Base-T/100Base-TX cable is properly plugged into a functioning Ethernet network and onboard software has initialized the Ethernet interface.

Yellow — **Link Activity** – flickers whenever data is being received or transmitted. If the VSS4 is connected to a repeater-type hub instead of a switch-type hub, this LED may still flicker even when the VSS4 is not transferring data since packets sent over the network to other nodes will also be sent to the VSS4.

Orange — **Link Speed** – lit when operating as 100Base-TX. LED is OFF when operating as 10Base-T.

Lamp test feature

During board level reset, all LEDs are illuminated to provide a lamp test. You can confirm proper operation of the LED indicators as you do a board level reset by observing the LEDs and pushing the CPU reset switch to the right. Hold switch in this position and wait 2 seconds for LED illumination.

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Setting up the VSS4 hardware

This chapter describes the general hardware configuration of VSS4 boards. This configuration is done via jumper block **J02L**.

Additional jumpers are provided on jumper block **J902** for EPROM configuration. Refer to the next chapter on ***Installing a monitor PROM*** for details on EPROM configuration.

Default configuration

The table shown below lists VSS4's default hardware configuration before the installation of any jumpers on **J02L**.

Default hardware conditions

Jumpers (presumes no jumper installed)		Default
J02L	— Boot ROM Enable	Disabled
	— SCSI Termination	Enabled
	— Force VME System Controller	Disabled
	— VME64 Auto System Controller	Enabled
	— User Defined Slot Number *	None
	— Flash Write Protect	Disabled

* For Rev. C or higher boards only.

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Installing jumpers

No jumpers need to be set for most applications. However, the **J02L** user configuration jumpers let you change the default conditions listed in the table above if necessary. Note that the jumper shunts used are of the smaller 2 mm size and not the larger .100" size commonly found on older SBCs. The jumpers are summarized below.

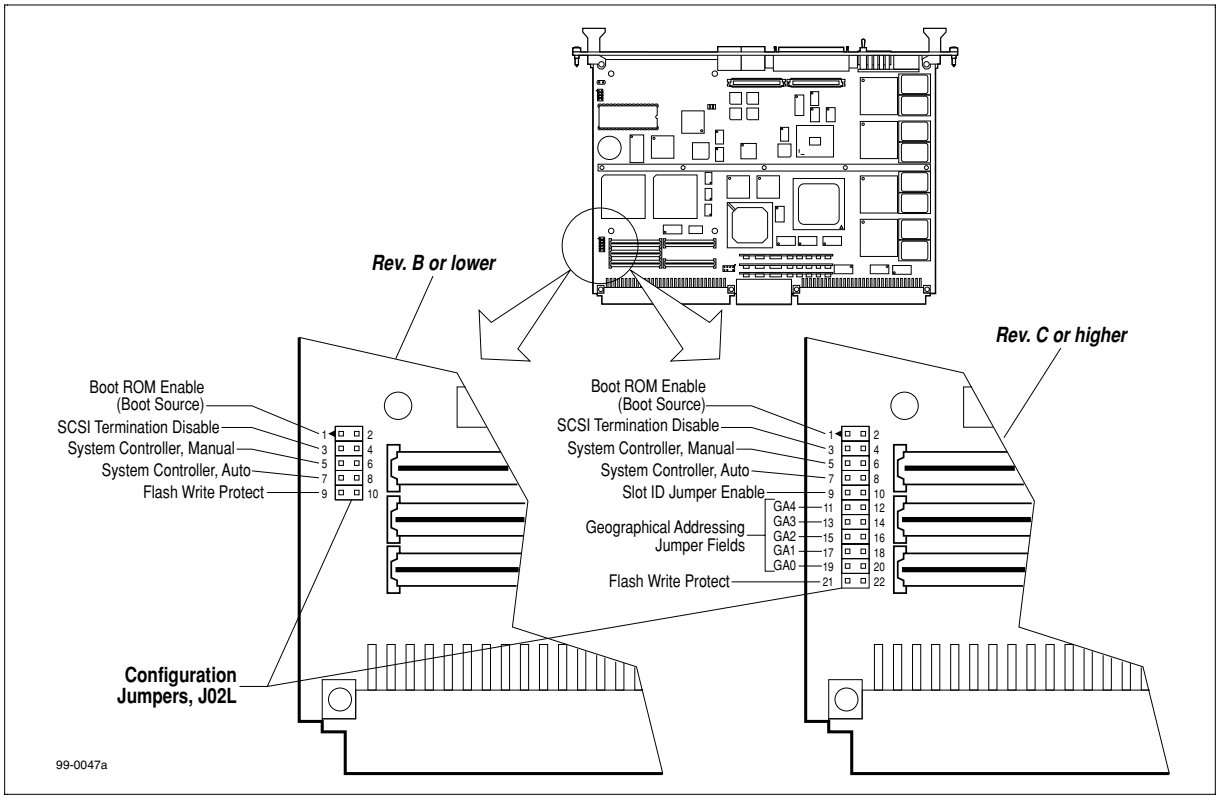
> Note VSS4 Rev. C or higher boards have additional jumpers for manual slot number/geographical address select.

- Verify that the board has a monitor EPROM and memory module installed.
- Verify/install shunt at J02L 1 & 2 to boot from DIP EPROM.
- Install a shunt at J02L 3 & 4 to unterminate the SCSI bus.
- Install a shunt at J02L 5 & 6 to force VME System Controller.
- Install shunt at J02L 7 & 8 to disable Auto System Controller function.
- Rev. B or lower boards: Install a shunt at J02L 9 & 10 for global Flash write protection.
- Rev. C or higher boards: Install a shunt at J02L 9–20 for manual slot number configuration.
- Rev. C or higher boards: Install a shunt at J02L 21 & 22 for global Flash write protection.

> Note Some boards have an ECO modification to provide extra write protection of Boot Flash. See page 150 for more information

The drawing below shows the location and pinout of jumper block **J02L**.

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Configuration jumpers, J02L

Jumper J02L functions

Jumper Pins	Function	For more info, see Section, Chapter
1 & 2	Boot ROM Enable: When installed, the board will boot from the DIP EPROM instead of Boot Flash ROM.	Section 4, Boot Flash ROM/DIP EPROM
3 & 4	SCSI Termination Disable: When installed, the on-board SCSI termination is disabled	Section 3, SCSI bus
5 & 6	VME System Controller: When installed, the on-board VME system controller function is active regardless of the VME64 auto-system controller function or the actual VME slot in which the board is installed.	Section 3, VME64 bus
7 & 8	VME64 Auto-System Controller Disable: When installed, the on-board auto-system controller function is disabled.	
9 & 10 †	Flash Write Protect: When installed, all Flash (Boot Flash, User Flash, DIP Flash EPROM) is protected from writes.	Section 4, Onboard registers; Section 4, Boot Flash ROM/DIP EPROM; Section 4, User Flash memory

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Jumper J02L functions (continued)

9 & 10 ††	User Defined Slot Number: When installed, indicates that the slot number has been set by the user installing jumpers in positions 6-10. When not installed, the slot number is determined from the geographical address pins on VME64x P1.	See text below.
11 & 12 ††	Jumper for GA4, slot number	See Table Below For Jumper Settings
13 & 14 ††	Jumper for GA3, slot number	
15 & 16 ††	Jumper for GA2, slot number	
17 & 18 ††	Jumper for GA1, slot number	
19 & 20 ††	Jumper for GA0, slot number	
21 & 22 ††	Flash Write Protect: When installed, all Flash (Boot Flash, User Flash, DIP Flash EPROM) is protected from writes.	Section 4, Onboard registers; Section 4, Boot Flash ROM/DIP EPROM; Section 4, User Flash memory

Notes:

† This jumper present on Rev. B or lower boards.

†† This jumper present on Rev. C or higher boards.

Setting the slot number manually (Rev. C or higher)

On a VME64x backplane (5-row connectors), a board can automatically sense which slot it is plugged into by reading special pins on P1. These geographical address pins are encoded on the backplane. Boards that can read these pins present the geographical address in the VME64 Slot register. These boards also check the geographically addressing parity and signal its validity in the same register.

In some cases the VSS4 will not be able to read these pins because the board is configured with 3-row VME connectors or it may be plugged into an old VME64 backplane (3-row connectors). For these situations, jumpers on J02L (pins 9–20) are provided to set the board's slot number manually.

To set a slot number, install jumpers over the appropriate pair of pins as shown with a bullet (●) in the table below. Pins with no jumper installed are shown with a dash (—). This is a binary encoded scheme with pins 11 & 12 MSB and pins 19 & 20 LSB.

Install the User Defined Slot Number jumper (pins 9 & 10) to let hardware/software read the user defined slot number from the VME64 Slot register. The value in this register is set by the 5 slot number jumpers.

Note that user defined slot number jumpers must not be used if both the board and backplane have 5-row connectors.

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J02L jumper settings for slot number selection

Slot No.	Pins 11 &12 (GA4)	Pins 13 & 14 (GA3)	Pins 15 & 16 (GA2)	Pins 17 & 18 (GA1)	Pins 19 & 20 (GA0)
1	—	—	—	—	●
2	—	—	—	●	—
3	—	—	—	●	●
4	—	—	●	—	—
5	—	—	●	—	●
6	—	—	●	●	—
7	—	—	●	●	●
8	—	●	—	—	—
9	—	●	—	—	●
10	—	●	—	●	—
11	—	●	—	●	●
12	—	●	●	—	—
13	—	●	●	—	●
14	—	●	●	●	—
15	—	●	●	●	●
16	●	—	—	—	—
17	●	—	—	—	●
18	●	—	—	●	—
19	●	—	—	●	●
20	●	—	●	—	—
21	●	—	●	—	●

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Installing a monitor PROM

The VSS4 comes with one, 32-pin, 8-bit monitor DIP EPROM socket that accepts any of the following devices†:

- 27C010 1 Mbit (128 KB) DIP EPROM
- 27C020 2 Mbit (256 KB) DIP EPROM
- 27C040 4 Mbit (512 KB) DIP EPROM
- 28F020 2 Mbit (256 KB) Flash DIP EPROM
- 29C040 4 Mbit (512 KB) Flash DIP EPROM

Some boards ship from the factory with the appropriate monitor PROM already installed. However, a new or updated PROM is easily added or changed in the field.

The paragraphs below describe a field installation of a new DIP EPROM and all of the potential configuration changes you may need to make to the VSS4 CPU board as a result.



If the desired monitor PROM is already present on the VSS4 board or if the monitor ROM is programmed into Boot Flash (e.g. VxWorks), proceed to the next chapter in this section.

† TI brand EPROMs cannot be used. Their requirement for Vcc on unused pins prevents a TI PROM from being used in a general purpose socket. EPROMs from other manufacturers such as Intel, AMD, etc. work without problem.

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Materials

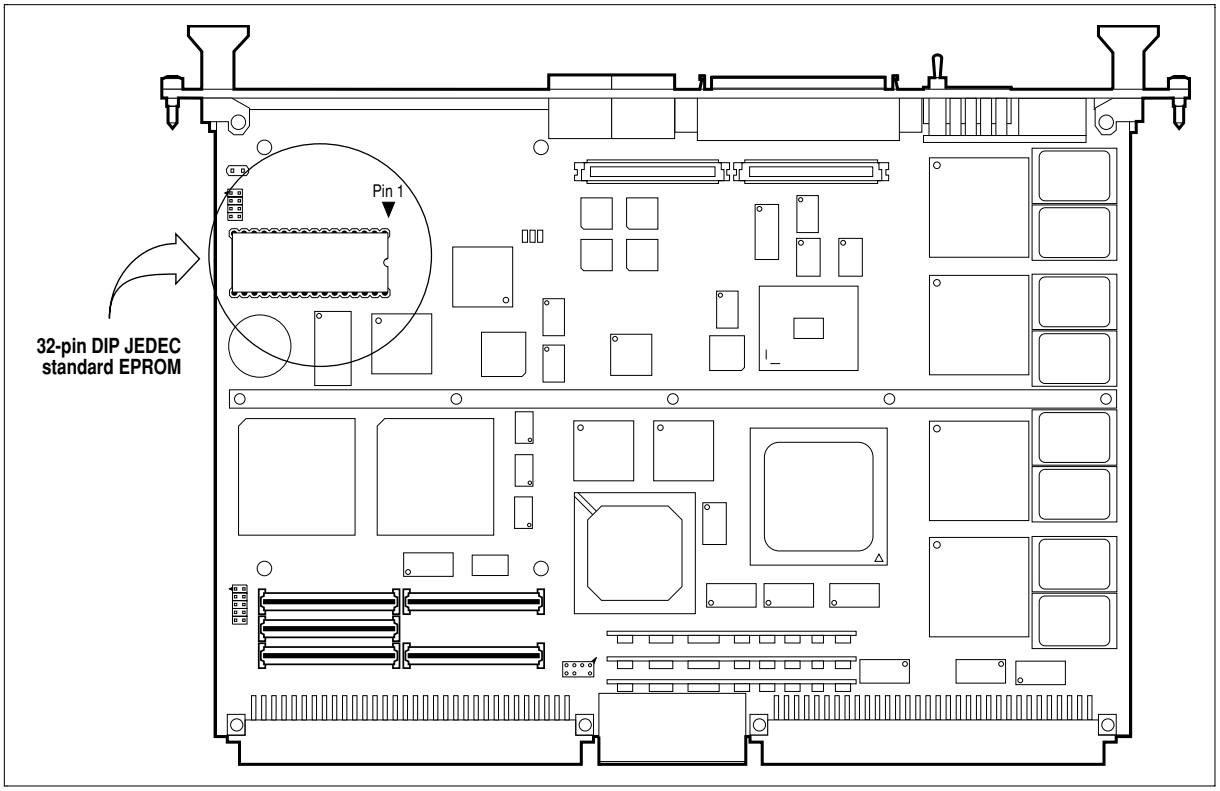
To complete this procedure, you will need the following materials:

- The desired monitor firmware PROM
- A 32-pin, 0.6" wide DIP extractor tool to remove the current PROM (if necessary)
- The manual for the software product on the new EPROM.

Procedural steps

To install a monitor EPROM, complete the following procedure:

1. **Verify proper operation of the motherboard** (if replacing an existing monitor PROM) — Before attempting to install a new EPROM on an existing board, ensure that the motherboard (and any attached mezzanine cards) are operating properly.



VSS4 DIP EPROM socket location

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❷ **Power-down and remove the CPU motherboard from the card cage** (if necessary) — Power-down the system and remove the VSS4 CPU board from the card cage.

> ⚠ Synergy SBCs contain static-sensitive devices. Make sure you are properly grounded (by putting on a ground-strap, touching a system ground such as a metallic chassis or case, etc.) before removing and handling the board. Use an ESD-protected workstation for module removal and installation work.

❸ **Locate the current monitor PROM or DIP socket on the CPU board and remove the current monitor PROM** (if necessary) — The figure on the previous page shows the location of the DIP EPROM socket on the VSS4 board.

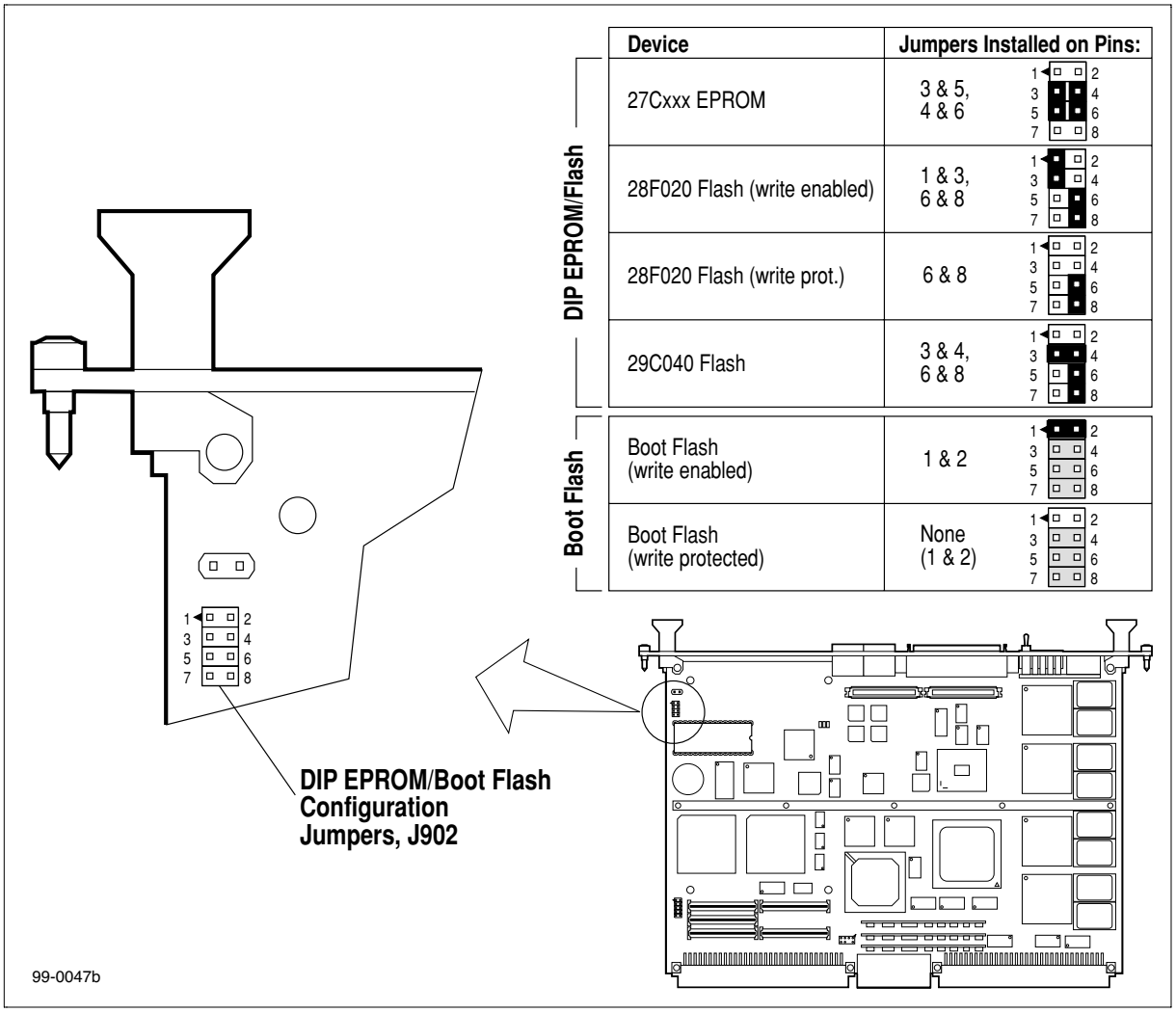
> ⚠ **Use a chip extraction tool to remove the DIP EPROM from the socket to avoid damaging parts underneath.**

❹ **Install the DIP EPROM** — Install the DIP EPROM in the socket. The VSS4 EPROM socket accepts 32-pin DIP EPROM devices. The figure above shows the orientation of the DIP EPROM after proper installation (note orientation of notch end).

❺ **Install DIP EPROM configuration jumpers (J902)** — Place a pair of jumpers at **J902** to configure the board for the device used in the DIP EPROM socket as shown in the drawing below.

> Note Some VSS4 boards include an ECO that adds a Boot Flash write protect function to the J902 jumper block, pins 1 and 2. Refer to the ***Additional write protection of Boot Flash*** discussion in Section 4 (page 150) for more information on this jumper.

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DIP EPROM/Boot Flash configuration jumpers, J902

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Installing the RGS3 memory module

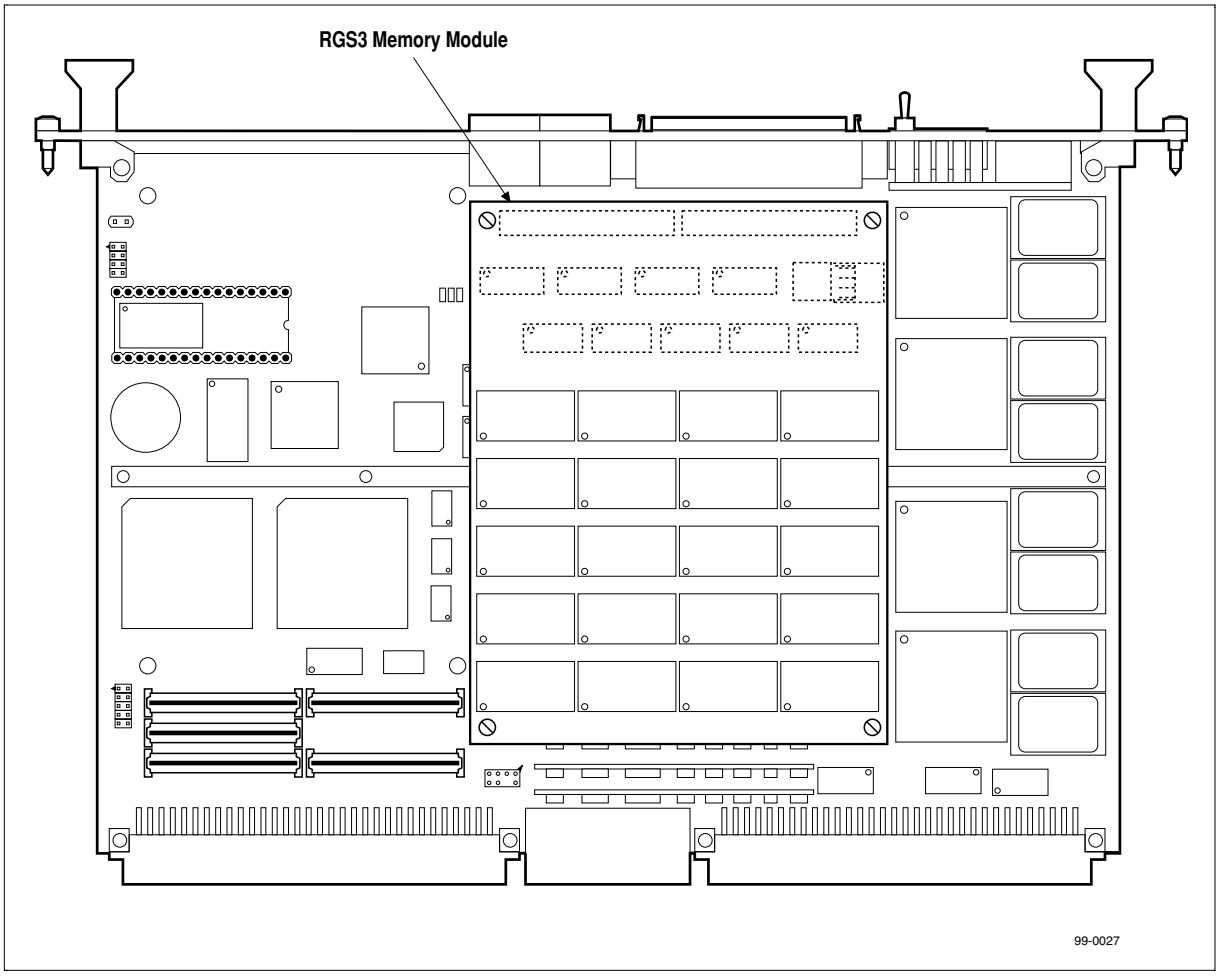
VSS4 boards provide on-board SDRAM with the RGS3 memory module. RGS3 is available in the following sizes:

- 32 MB
- 64 MB
- 128 MB
- 256 MB
- 512 MB

Normally, all VSS4 boards ship from the factory with a memory module installed. The modular design of the VSS4 DRAM interface, however, allows for easy DRAM upgrades in the field.

The drawing below shows the location of the RGS3 memory module on the motherboard.

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RGS3 memory module location (top view)

This chapter describes field installation of an RGS3 memory module.



If the desired RGS3 module is already present on the VSS4 board, proceed to the next chapter in this section.

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Installing/upgrading the RGS3 memory module

Perform the following steps to install or upgrade an RGS3 memory module.

❶ **Verify proper operation of motherboard** (if replacing an existing RGS3 memory module) — Before attempting to install a new RGS3 memory module on a working CPU motherboard, consider checking that the motherboard (and any attached PMC cards) are operating properly.

❷ **Power-down and remove CPU motherboard from card cage** (if necessary) — Power-down the system and remove the VSS4 CPU board from the card cage.

> ⚠ Synergy SBCs contain static-sensitive devices. Make sure you are properly grounded (by putting on a ground-strap, touching a system ground such as a metallic chassis or case, etc.) before removing and handling the board. Use an ESD-protected workstation for module removal and installation work.

❸ **Remove existing RGS3 memory module from CPU motherboard** (if you are replacing — refer to *RGS3 module installation* drawing below for assembly details):

a. Place VSS4/RGS3 assembly face-down, that is with large circuit board (motherboard) on top, on a flat surface of an ESD-protected workstation.

b. Remove four M2.5 slot-head screws from rear (solder) side of VSS4 motherboard. See *Location, memory module securing screws* drawing below.

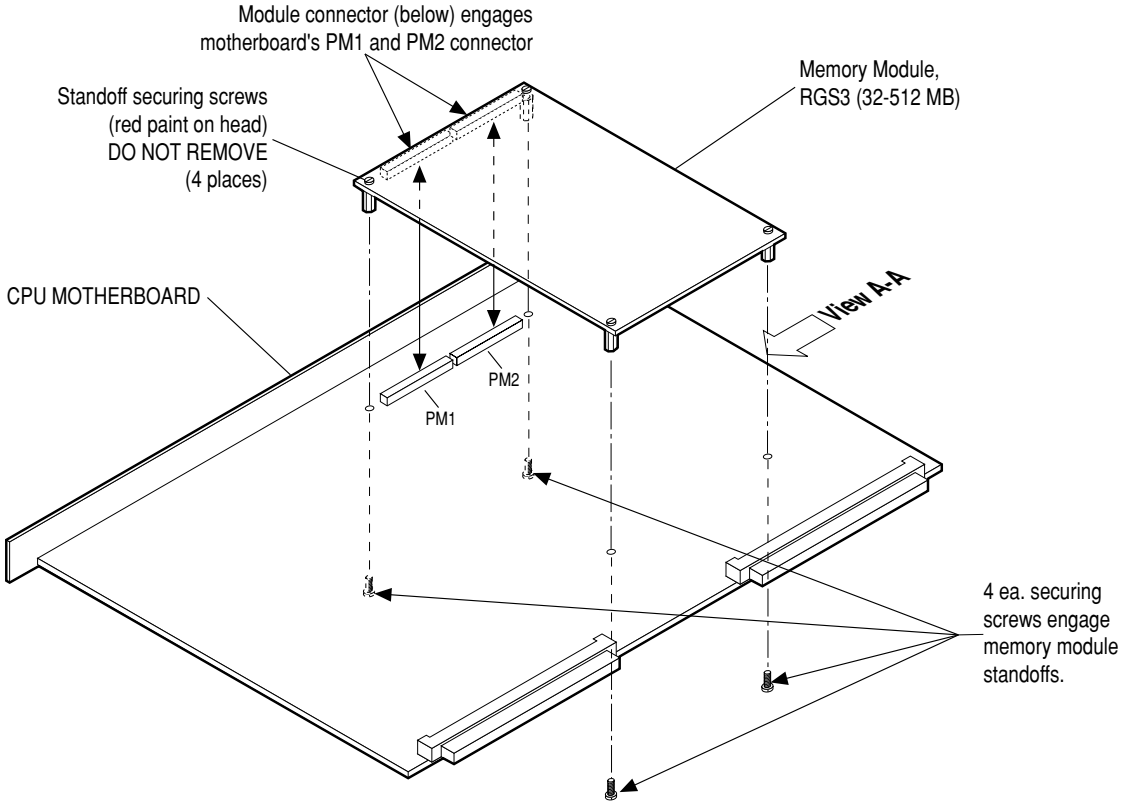
c. Turn VSS4/RGS3 assembly over.

d. Grasp RGS3 sides at connector end (toward SBC front panel) and gently pull up until the connector comes loose (rocking back and forth may help).

❹ **Install RGS3 module on motherboard** — Installation of RGS3 memory module is reverse of removal. Refer to *RGS3 module installation* drawing below for assembly details.

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The SBC memory module connector is fragile. To avoid connector damage, make sure that module connector is properly aligned with SBC connector before fully seating module.

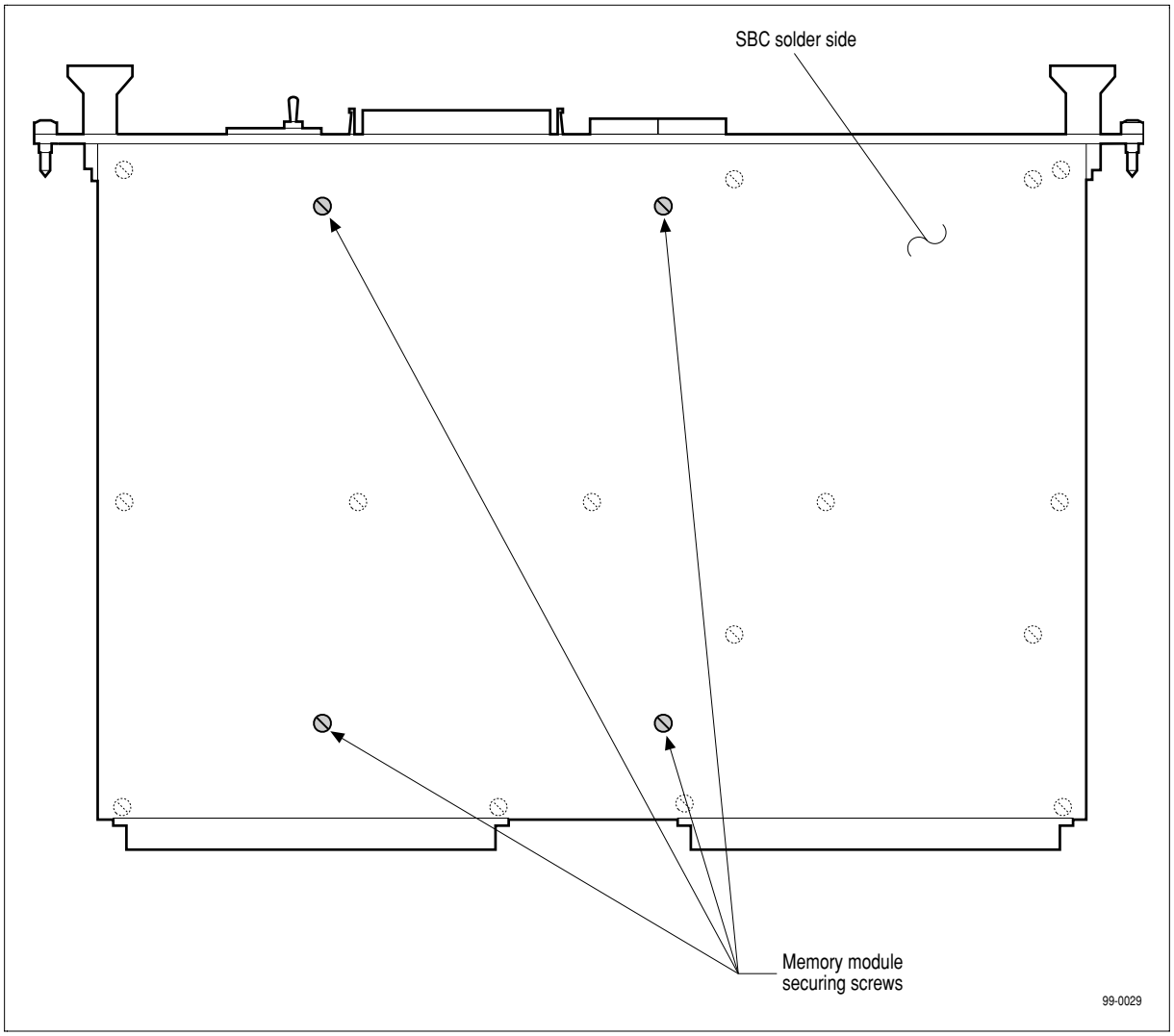


RGS3 module installation

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Memory module securing screws

To aid in installation, the location of the memory module securing screws on the VSS4 is shown in the drawing below.



Location, memory module securing screws

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Installing PMC cards

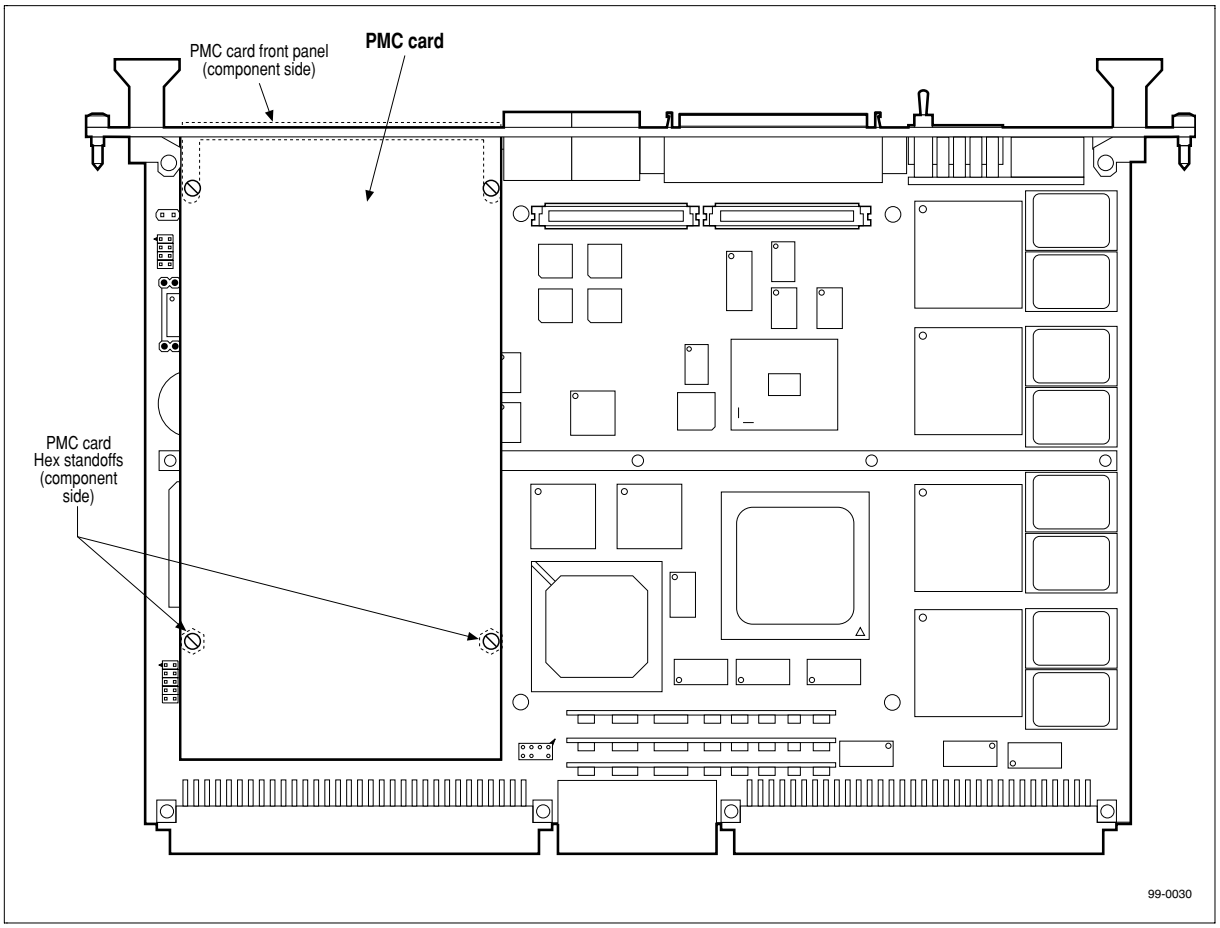
VSS4's I/O expansion is provided by PMC (PCI Mezzanine Card) cards.

This chapter describes PMC card installation.

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VSS4 PMC connectors

The VSS4 comes with PMC connectors for direct installation of one PMC card. The drawing below shows the location of a PMC card on the VSS4 board.



PMC location (top view)

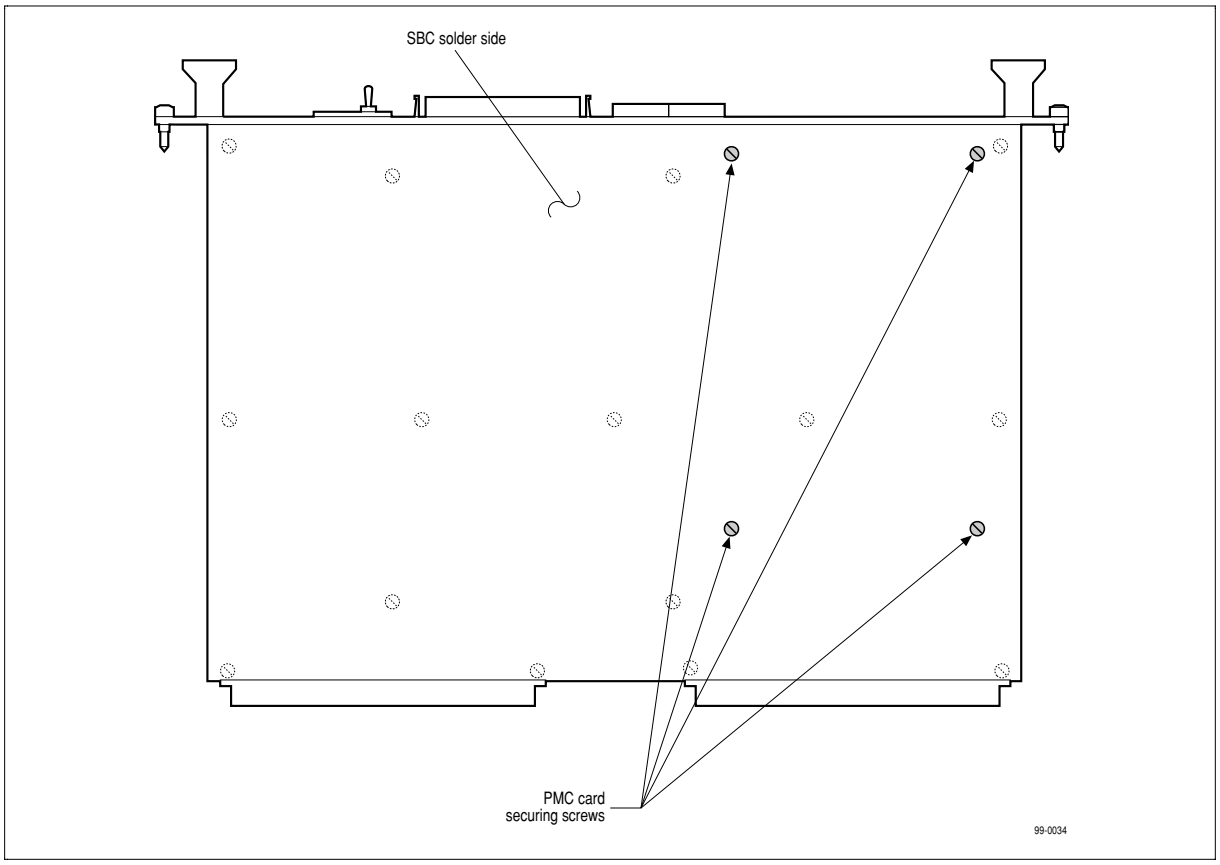
Adding additional PMC cards with the PEX3 expansion board

The PEX3 PMC expansion option provides VSS4 with up to three additional PMC slots plus additional SDRAM and Flash memory. Refer to Appendix D (page 269) for complete PEX3 information.

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PMC card securing screws

To aid in installation, the location of the PMC card securing screws on the VSS4 is shown in the drawing below.



Location, PMC card securing screws

Installing a PMC card

Perform the following steps to install a PMC card.



The VSS4 PMC slot accepts 5V VI/O or 5V-tolerant PMCs only.

❶ **Power-down and remove SBC from card cage** — Power-down the system and remove the VSS4 from the card cage.

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Synergy SBCs contain static-sensitive devices. Make sure you are properly grounded (by putting on a ground-strap, touching a system ground such as a metallic chassis or case, etc.) before removing and handling the board. Use an ESD-protected workstation for module removal and installation work

❷ **Remove PMC filler panel from SBC front panel** — The filler panel will be one of two types. The first type simply snaps in place — remove by pushing from the inside. The second type is an actual blank PMC front panel — remove 2 ea. 6 mm M2.5 slot head securing screws from solder side of board to remove (see PMC card securing screws location drawing above).

❸ **Install PMC card onto SBC** (refer to drawing below for assembly details):

a. Place VSS4 assembly face-up on a flat surface of an ESD-protected workstation.

b. If not already on, install PMC card's front panel O-ring gasket (included with PMC card) by slipping gasket into groove around front panel.

c. Grasp PMC at sides: with card front panel towards SBC front panel from rear, tilt PMC front panel into SBC front panel cutout and engage front panel O-ring gasket with chamfer in SBC panel cutout. With PMC front panel in place, place card over SBC connectors. Ensure both PMC and SBC connectors are aligned then press down over PMC connector area to fully engage SBC connectors.

d. Turn VSS4 assembly over.

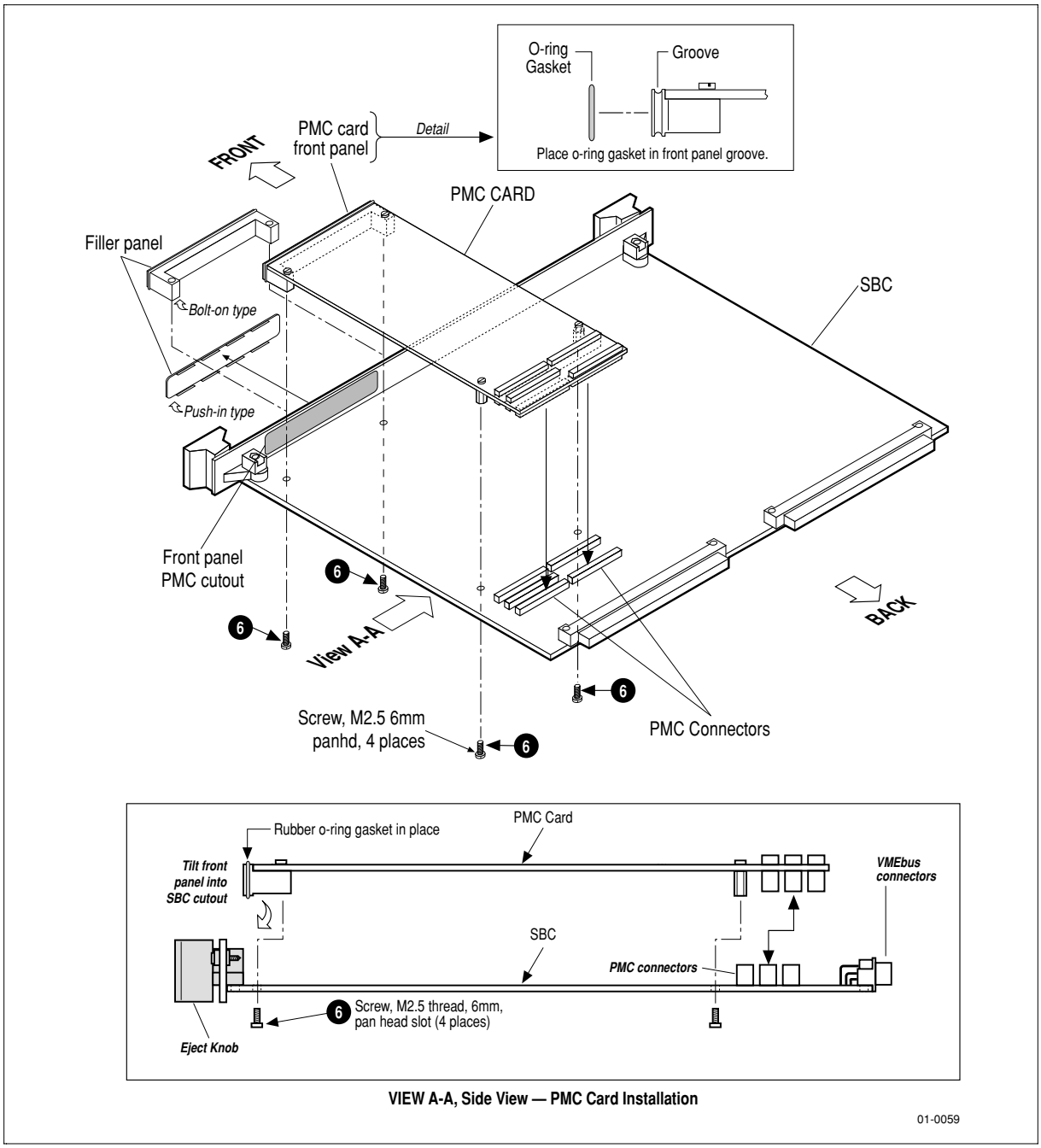
e. Install four 6 mm M2.5 slot-head screws (item 6, or whatever screw fasteners are supplied with PMC card) from rear (solder) side of VSS4 motherboard. Two screws engage the standoffs on the PMC card. The other two screws engage the threaded holes in the PMC card front panel. See *Location, PMC card securing screws* drawing earlier in this chapter.

Removal is reverse of installation.

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Single PMC installation — Required hardware

Item locator	Quantity in assy	Synergy part number	Item description
6	4	Fas/SwM25FP6S	Screw, M2.5 thread, pan head, phillips, 6 mm long, steel (or use whatever screw fastener is supplied in PMC card kit)



PMC card installation

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Installing the P0 overlay

The P0 overlay is used to interconnect boards within the same cardcage via Synergy's P0•PCI™ interface. Refer to Section 9 (page 215) for a description of the interface.

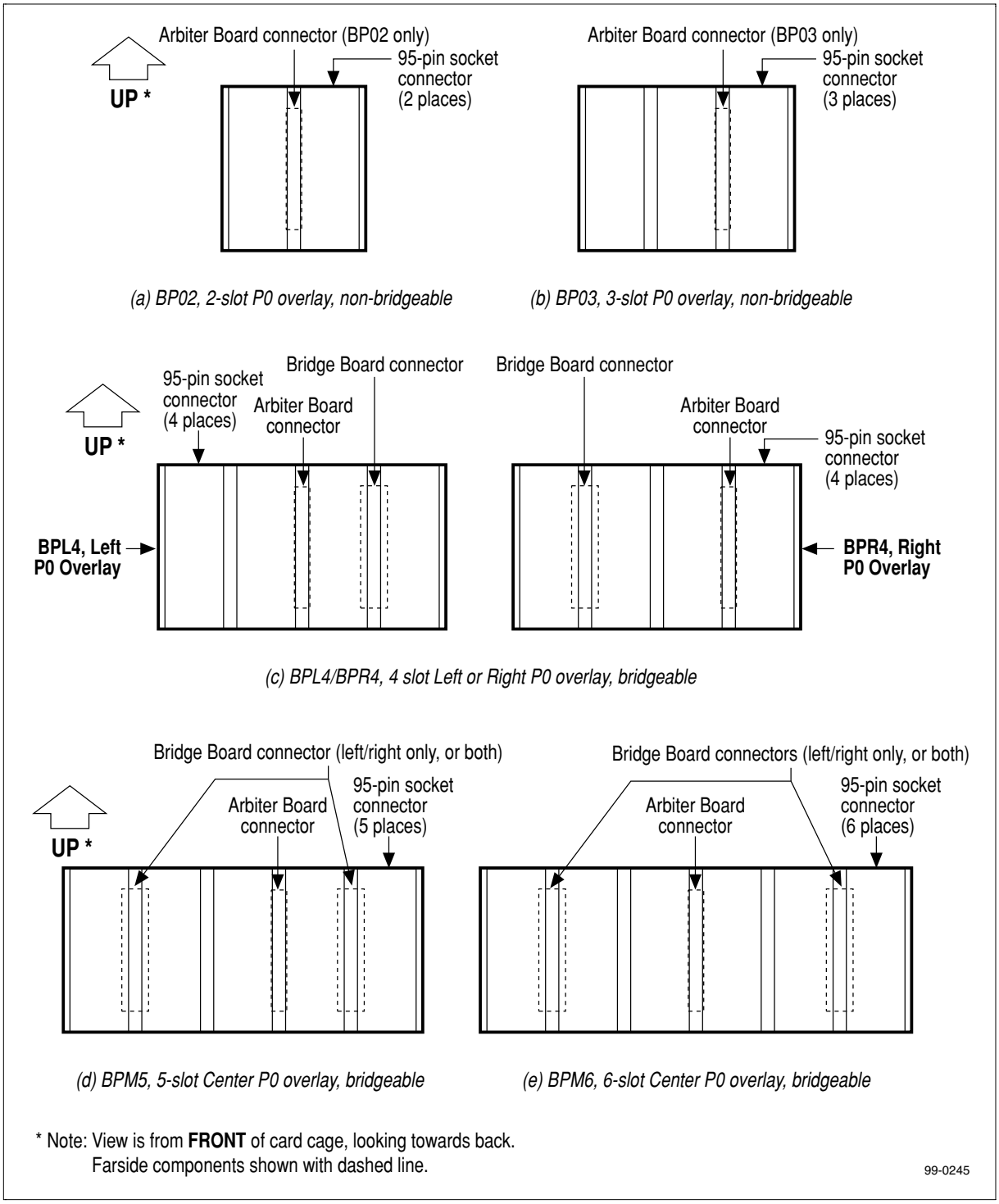
The P0 overlay board comes in left, right, and center configurations of varying slot capacities. Each overlay uses a small, plug-in arbiter board. Some overlay models allow joining with another overlay section via a bridge board. The table below lists the P0 overlay components for use with the P0•PCI™ interface.

P0 overlay components

Model Number	Description
BP08	8-slot P0 overlay, non-bridgeable
BPM7	7-slot P0 overlay, bridging to left or right
BPM6	6-slot P0 overlay, bridging to left/right/both
BPM5	5-slot P0 overlay, bridging to left/right/both
BPR4	4-slot P0 overlay, bridging to left only
BPL4	4-slot P0 overlay, bridging to right only
BP03	3-slot P0 overlay, non-bridgeable
BP02	2-slot P0 overlay, non-bridgeable
BBP0	Bridge board
DPPA	Arbiter board, standup type
DPPB	Arbiter board, flat type

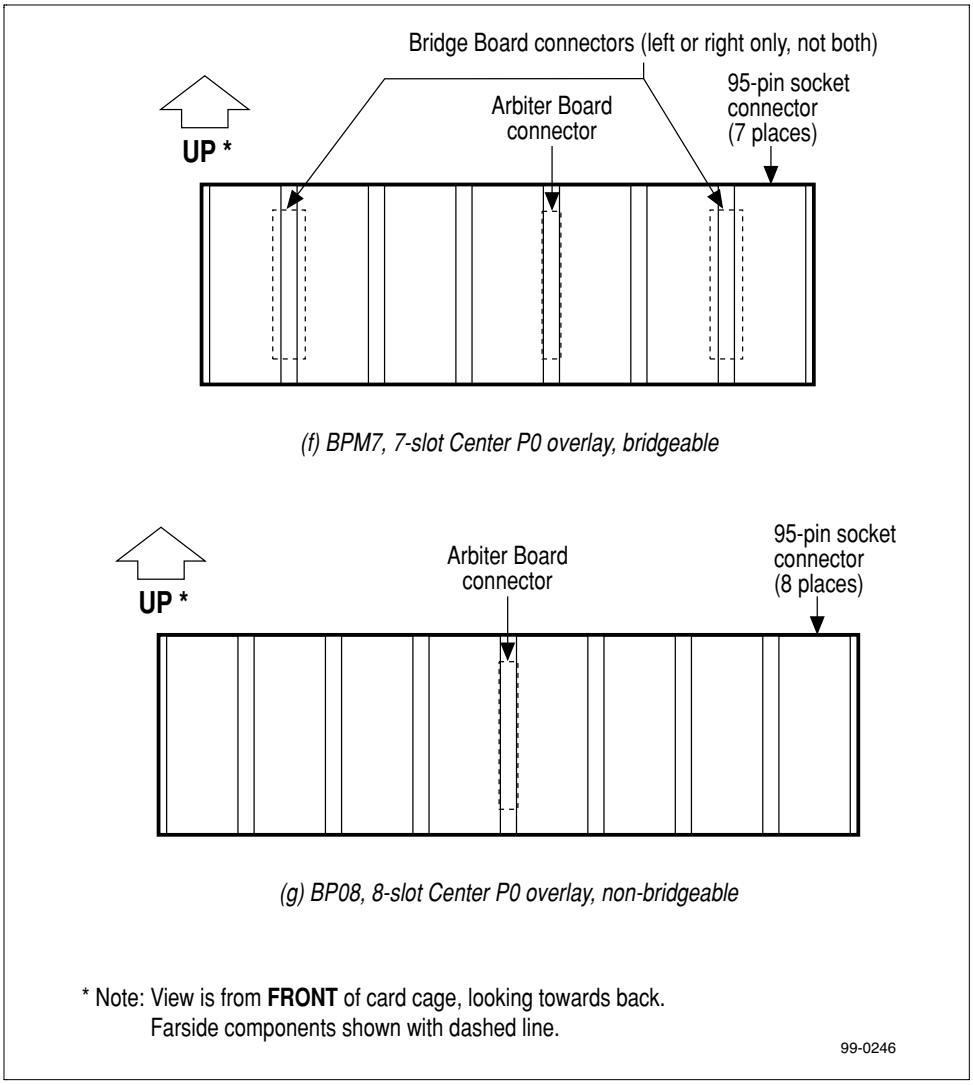
The drawing below shows the available P0 overlay boards.

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P0 overlay board models

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P0 overlay board models (continued)

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The drawing below is provided as a guide to assembly of P0 overlay components. The minimum installation is an overlay board (with its arbiter plugged in) plugged into the VME backplane. Other installations may have one or more overlay sections joined together with a bridge board. Observe the following precautions when installing the P0 overlay boards.

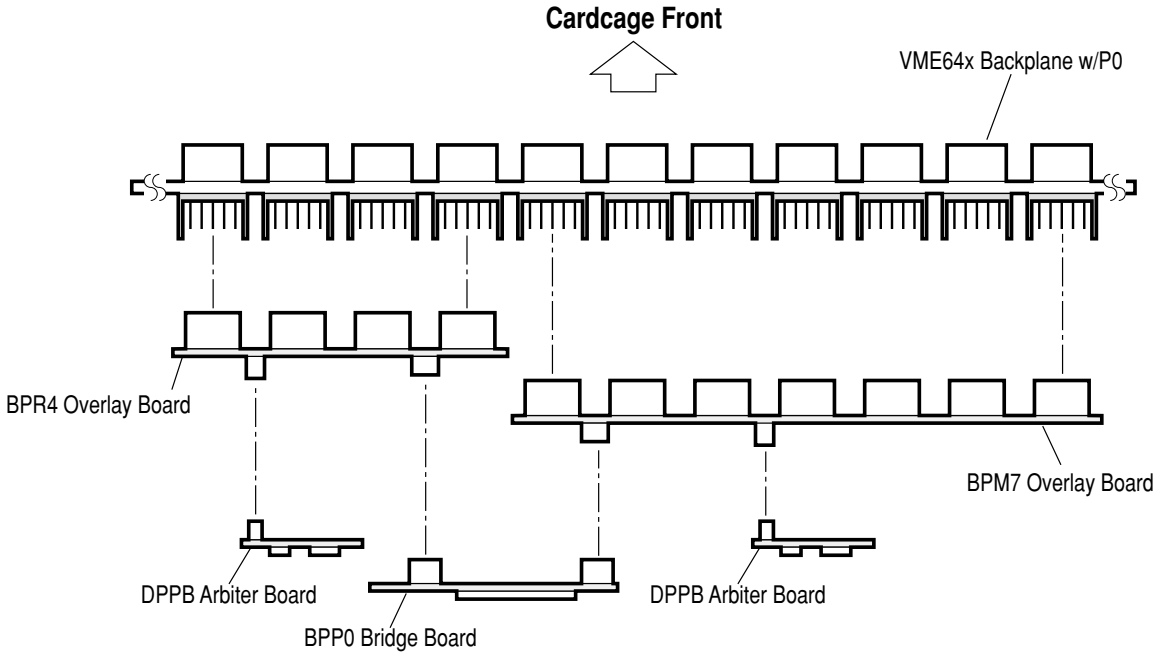


First check to make sure that the P0 backplane pins are straight. With the pins verified (or made) straight, carefully align the overlay board onto the P0 backplane pins. Ensure that all backplane P0 pins properly engage the overlay board socket before fully seating the board! If board doesn't begin to seat when pressed against the pins, BACK OFF and try aligning the board again.

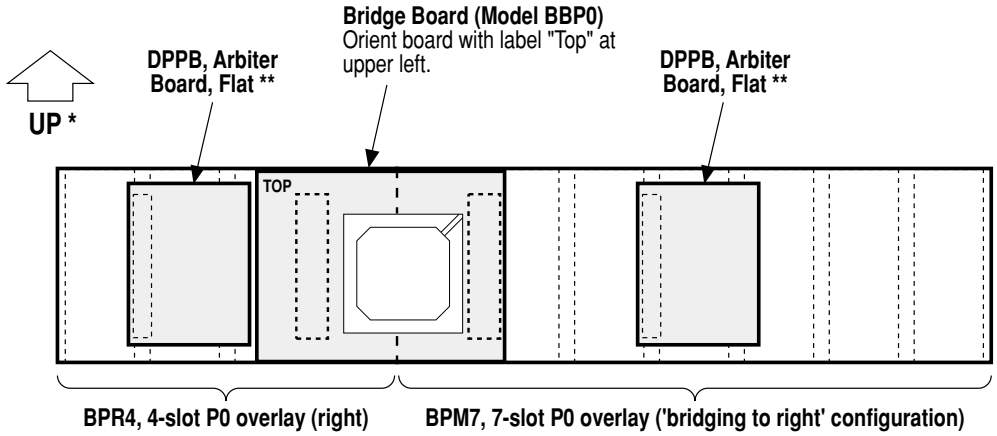


To avoid accidental damage to the arbiter board, **always** remove it from its P0 overlay socket before handling the P0 overlay board. This applies especially to the standup type arbiter (DPPA) used with the BP02 2-slot P0 overlay.

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Assembly Side View, Looking From Above Cardcage



Notes:
* View is from **BACK** of card cage, looking towards front.
Farside components shown with dashed line.
** A 'standup' arbiter board, DPPA, is used with BP02 2-slot overlay only.

99-0247

P0 overlay boards, typical component assembly

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Installation notes

Slot installation recommendations

The VSS4 and other quad processor boards place extra demands on the chassis for cooling and ventilation. Two chassis issues affect this: slot location and empty slots.

Slot location — Some slots in a VME or CompactPCI cardcage have little or no airflow. End slots in wide (e.g., 21-slot) cardcages are often prone to poor airflow, as well as slots located between fans. It is recommended that these slots be avoided when installing the VSS4 (or similar quad board). To ensure the suitability of a particular slot, its airflow can be quickly checked (with adjacent boards installed as they would be in the actual installation) by using a hand-held anemometer such as the Kestrel 1000 Pocket Wind Meter by Nielsen-Kellerman (**www.nkelectronics.com**). Note that a system controller board needs to be the leftmost slot. Any slot to the left of the system controller board must be empty.

Empty slots — Empty slots in a cardcage tend to rob airflow away from populated slots. It is recommended that empty slots be avoided. If empty slots cannot be avoided, it is recommended that empty slots be installed with Slot Bypass or Air Management boards (**www.apw.com**) or that empty slots be distributed in such a way that the VSS4 or any hot-running board is adjacent to an empty slot.

By managing empty slot placement and avoiding slots with diminished airflow, the cardcage should have no trouble cooling the VSS4 and other high power boards.

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Bus grant signal problems with Hybricon VME64x backplanes

Problem

Installing a Universe II-equipped SBC in slot 1 of some early Hybricon VME64x backplanes prevents the bus grant daisy chain signals from being passed on to the next slot (slot 2).

Observation

Some early Hybricon VME64x backplanes use active logic to drive the bus grant daisy chain signals to the next slot. The logic requires that the signal be low (active) coming out of the slot AND low (active) going into the slot in order to be driven to the next slot. This logic is also included on the backplane for slot 1 even though there is no slot to the left of slot 1. The backplane includes pull-down resistors (82K ohms) for the BGnIn\s and BGnOut\s for slot 1. The Universe II VME interface chip, however, has an internal pull-up (~10kΩ) on its BGnIn\s that is stronger than those on the backplane. A board using the Universe II chip in slot 1 causes the active logic on the backplane to not pass the BGnOut\s to the next slot because the active logic sees a high (inactive) signal going into slot 1. BG3Out\ from slot 1 works because of the pull-down on BG3In\ for VME auto-system controller.

Solution

If the VSS4 board (or any SBC using the Universe II) is to be used in slot 1 of an early Hybricon VME64x backplane, connect the backplane's slot 1 BGnIn\s to ground. This can be accomplished by adding four (4) short wires as listed in the table below:

Slot 1 wiring fix for some early Hybricon VME64x backplanes

From	To
P1 - Z4 (GND)	P1 - B4 (BG0In\)
P1 - Z6 (GND)	P1 - B6 (BG1In\)
P1 - Z8 (GND)	P1 - B8 (BG2In\)
P1 - Z10 (GND)	P1 - B10 (BG3In\)

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3 Basic Bus Descriptions

This section provides basic background information about the various buses/interfaces used in the VSS4 board.

- PowerPC bus
- VME64 bus
- PCI bus
- SCSI bus
- Fast Ethernet interface

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PowerPC bus

The system communicates with the PowerPC processor(s) through the MPC106 (Grackle) PCI Bridge/Memory controller. The Grackle connects all memory, front panel switches/LEDs, serial ports, RTC/NVRAM, User Flash, and mailboxes to the PowerPC bus. Moreover, the Grackle interfaces the PowerPC bus to the SBC's local PCI bus.

The PowerPC processor uses separate address and data buses plus various control and status signals for performing reads and writes. The address bus is 32 bits wide and the data bus is 64 bits wide. For memory accesses, the address and data buses are independent to support pipelining and split transactions.

The bus interface is synchronous, with all inputs sampled and all outputs driven from the rising edge of the bus clock. The bus runs at 66 MHz. The PowerPC chip's internal multiplier boosts this frequency to its rated speed. The multiplier ratio is configured at assembly time by soldered-in jumpers on the board.

Access to the PowerPC bus interface is granted through an external arbitration mechanism that allows devices to compete for bus mastership. For the VSS4, these devices include the PowerPC to PCI Bridge/Memory Controller (Grackle) chip and the PowerPC processors.

The Grackle chip handles PCI–PowerPC bus accesses.

For more details on PowerPC bus arbitration, refer to the Motorola/IBM User's Manual for the appropriate processor resident on your VSS4 board.

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VME64 bus

Overview

The VMEbus *(Versa Module Eurocard bus)* is a microcomputer architecture whose physical and electrical characteristics are defined in the IEC 821 and IEEE 1014-1987 specifications. Standard VMEbus supports separate address and data lines of up to 32 bits each. This bus uses a backplane in which VMEbus modules are interconnected using DIN-41612 connectors designated as P1/J1 and P2/J2 (module/backplane designations respectively).

Standard VMEbus modules come in two form factor types:

- Single height (3U) for single backplane using P1/J1 connectors
- Double height (6U) for two backplanes (or combined backplane) using P1/J1 and P2/J2 connectors

The original VMEbus specification has been refined through several revisions (A, B, C, C.1, IEC 821 and IEEE 1014-1987). On April 10, 1995, a new VME64 standard was approved for publication as ANSI/VITA 1-1994. The VME64 standard was based on the VME Revision C.1 specification and adds several features including 64-bit address and data transfers. However, 64-bit addressing is not supported by the VSS4 board since the PowerPC processor has only a 32-bit address bus.

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The table below summarizes the VMEbus architecture and features supported by the VSS4.

VSS4 VMEbus feature support

Standard VMEbus	VME64, add:	VME64 Extensions, add:
32-bit address bus address range 16-bit 24-bit 32-bit (64-bit) 32-bit data bus data path width 8-bit 16-bit 24-bit 32-bit (64-bit) 7 interrupt levels Master/Slave architecture Functional modules Master Slave System Controller Sub-busses Data Transfer Bus Data Transfer Arbitration Bus Priority Interrupt Bus Utility Bus	– 64-bit data transfer – Locked cycles – Rescinding DTAck\ – Autoslot ID – Auto Sys. Controller detection	– 160-pin P1/P2 (wide P1/P2)[1] – User defined P0 conn.[2] – Slot geographical addressing – Mate first, break last precharge pins on P1/P2 for hot-swapping applications – ETL bus transceivers – EMI front panel

Notes: 1. For VSS4, P1 is 3-row for Rev. B or lower boards only.

2. Supported in select PowerPC Series models.

VSS4 VMEbus implementation

The VSS4 VMEbus functionality is provided by the Universe II PCI to VME64 bridge interface.

The Universe II chip provides the VME interface. It can do most all VME functions, including system controller, master and slave single and block transfers, and interrupt generation and handling. It cannot do read-modify-write (RMW) cycles.

The VSS4 has two functional modules involved with bus ownership; the system controller, and the Universe requester.

The system controller resides in the Universe II chip. It is enabled when the VSS4 is installed in Slot 1. The system controller performs bus arbitration and system reset tasks. It is not directly related to the VSS4's

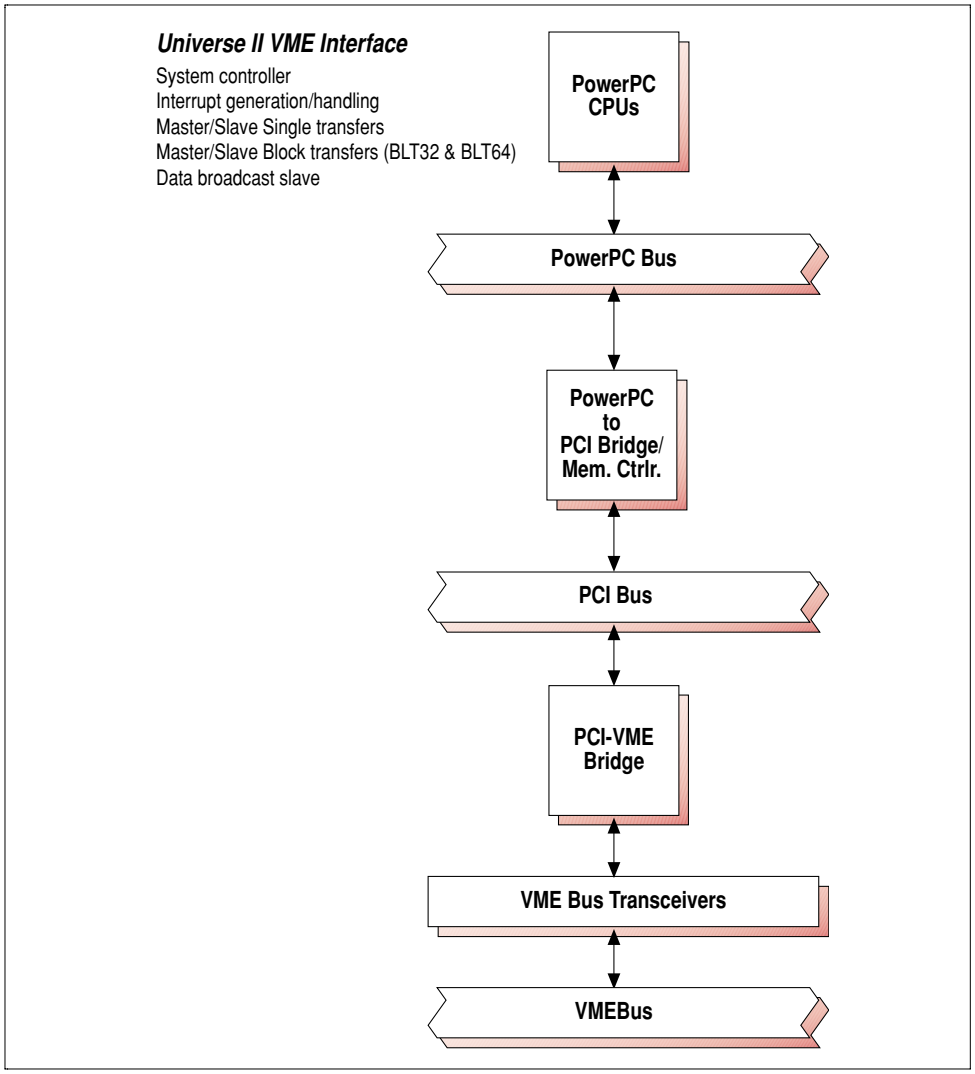
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bus requesters. All bus requesters in the system use the arbiter in this system controller.

The Universe requester is used when the Universe VME master function is used; i.e. when the CPU accesses the VMEbus through a Universe VME master window.

The Universe VME requester has selectable bus request level, release mode, fair mode, etc.

The block diagram below shows the functional blocks that make up the VSS4 VMEbus interface.



Block diagram, VSS4 VMEbus interface

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PCI bus

Introduction

PCI, or Peripheral Component Interconnect, is a computer industry specification for interconnecting peripherals with both the system memory and the CPU. Though often referred to as a "local bus" since it accesses the CPU and system memory directly, PCI is actually a separate bus isolated from the CPU. At the early stages of PCI bus use, this processor independence was typically provided by a PCI bridge chip with a 32-bit PCI bus running at 33 MHz for a maximum data transfer rate of 132 MB/sec. With the PCI 2.1 specification, both data width and clock speed doubled to 64-bits and 66 MHz respectively for a maximum data transfer rate of 528 MB/sec (in the real world, actual rate will be lower due to bus latency times). Various clarifications and enhancements to PCI 2.1 were subsequently included in the PCI 2.2 specification. The PCI 2.3 specification migrated the PCI bus from the original 5V signaling to a 3.3V signaling bus and included some changes in the system board keyed connector support. PCI performance received yet another boost with the PCI-X specification, which provided a path for ever increasing bus speeds starting at 133 MHz (or 1 GB/s). The PCI bus' processor independence has caused the interface to gain in popularity as a solution to providing cost-effective, high performance peripheral interconnections regardless of the processor or platform used.

Key features of PCI:

- Multiple busmasters on the same bus — with bus mastering, a device can take control of the bus and provide main memory I/O without CPU intervention.

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- Auto-configuring — all components plugged into the PCI bus can be automatically detected and configured for use during the system startup routine.
- Interrupt (IRQ) sharing — the PCI bus is able to share a single interrupt between cards/PCI devices.
- High bus bandwidth — 132 MB/sec and 264 MB/sec for 32-bit and 64-bit PCI respectively (@33 MHz).

The VSS4 PCI interface is provided by the MPC106 (Grackle chip). It provides a 33 MHz PCI bus interface that is compliant with the PCI 2.1 specification which is backwards compatible with PCI 2.0. The MPC106, however, supports only 32-bit PCI connections. Refer to the Grackle chip discussion in Section 4, page 93, for more information.

PMC cards

The PCI Mezzanine Card (PMC) is an industry-standard design that allows PCI based I/O cards to be used in VMEbus and CompactPCI motherboard designs. The IEEE P1386 CMC (Common Mezzanine Card) standard defined the available PMC card sizes. The table below lists the PMC sizes typically used for VMEbus and CompactPCI systems.

Typical PMC card size designations and dimensions

Designation	Width in mm	Depth in mm
Single	74.0	149.0
Double	149.0	149.0

PMC cards come in 32- and 64-bit designs. With 64-bit designs, additional connectors are required over the standard 32-bit design. The VSS4 boards come with these extra connectors, allowing 64-bit PMC cards to be used.

PCI implementation details

The following is a nuts and bolts description of how PCI is implemented in a system from a software standpoint.

PCI address spaces

PCI devices are accessed by the CPU from three address spaces, PCI I/O, PCI Memory and PCI Configuration space. The PCI I/O and PCI

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Memory address spaces are used by the device drivers. The PCI Configuration space is used by the PCI initialization code being run at bootup.

All of these spaces are for PCI chips or devices. Exactly what registers are used and their location depend on the assigned IDSel number and/or its slot location (if PMC) and specific programming as set during PCI configuration.



The PCI I/O space is a relic of the IBM PC's ISA bus, and is typically not used by modern PCI configuration routines for most PowerPC operating systems.

PCI configuration

Every PCI device in the system, including PCI-PCI bridges, has a data structure located in PCI configuration address space called the PCI Configuration header. This structure, which has a maximum length of 256 bytes, allows the system to identify and control the device during configuration.

31 16	15 0	
Device ID = 0x0701	Vendor ID = 0x1000	0x00
Status	Command 0x0000*	0x04
Class Code = 0x020000	Revision ID= 0x00	0x08
BIST / Header Type	Latency Timer / Cache Line Size	0x0C
Base Address Zero (I/O), Ethernet Operating Registers		0x10
Base Address One (Memory), Ethernet Operating Registers		0x14
Not Supported		0x18
Not Supported		0x1C
Not Supported		0x20
Not Supported		0x24
Reserved		0x28
Subsystem ID	Subsystem Vendor ID	0x2C
Expansion ROM Base Address		0x30
Reserved		0x34
Reserved		0x38
Max_Lat / Max_Gnt	Interrupt Pin / Interrupt Line	0x3C

Shown above is a typical layout of a PCI configuration header (Symbios Logic's Ethernet interface). It contains the following fields:

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- **Vendor Identification** — A unique number describing the originator of the PCI device. Symbios Logic's PCI Vendor Identification is 0x1000.
- **Device Identification** — A unique number describing the device itself. In the example above, Symbios Logic's Fast Ethernet device has a device identification of 0x0701.
- **Status** — This field gives the status of the device with the meaning of the bits of this field set by the PCI Local Bus Specification
- **Command** — By writing to this field the system controls the device, for example allowing the device to access PCI I/O memory.
- **Class Code** — This identifies the device category. There are standard classes for every sort of device; video, SCSI and so on. The class code for SCSI is 0x0100.
- **Base Address Registers** — These registers are used to determine and allocate the type, amount and location of PCI I/O and PCI memory space that the device can use.
- **Interrupt Pin** — Four of the physical pins on the PCI card carry interrupts from the card to the PCI bus. The standard labels these as A, B, C and D. The Interrupt Pin field describes which of these pins this PCI device uses. Generally it is hardwired for a particular device. That is, every time the system boots, the device uses the same interrupt pin. This information allows the interrupt handling subsystem to manage interrupts from this device.
- **Interrupt Line** — The Interrupt Line field of the device's PCI Configuration header is used to pass an interrupt handle between the PCI initialization code, the device's driver and OS's interrupt handling subsystem. The number written there is meaningless to the device driver but it allows the interrupt handler to correctly route an interrupt from the PCI device to the correct device driver's interrupt handling code within the operating system.

During system boot time, PCI devices are detected and configured automatically via a software process called PCI Discovery. Other names for this process include PCI Enumeration and PCI Auto Configuration.

The exact mechanism for PCI Discovery is system-specific. For Synergy PowerPC SBCs, all PCI devices or slots in the system are hardwired with an address line that functions as the device's IDSEL number. IDSEL is essentially a 'chip select' for a device during PCI configuration.

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Devices are detected by reading the Vendor and Device IDs in all possible device locations via IDSEL (reads from PCI Configuration Data space). If a location is empty, the read returns all 1s (0xFFFFFFFF) and the system goes on to read the next location. A valid Vendor and Device ID results in the system narrowing down the capabilities by reading additional device configuration data. If a device indicates a multifunction device (such as the Symbios 53C885), a read of all locations every 0x100 is done to tally up all the sub-functions. After all functions are identified, the device base address registers (BARs) and other miscellaneous configuration registers (if any) are set up per the programming for that type device (writes to PCI Configuration Address space).

To find out just how much of each address space a given BAR is requesting, all 1s are written to the register and the result read back. The device will return zeros in the don't care address bits, effectively specifying the address space required. This design implies that all address spaces used are a power of two and are naturally aligned.

For example when you initialize the Symbios Logic Fast Ethernet device, it tells you that it needs 0x100 bytes of space of either PCI I/O or PCI Memory. The initialization code allocates it space. The moment that it allocates space, the Fast Ethernet device's control and status registers can be seen at those addresses.

The above process repeats until all locations (maximum of 21 PCI devices) are read.

Endian issues, byte swapping

The PCI bus is inherently little-endian where byte 0 is the LSB. The PowerPC is big-endian where byte 0 is the MSB. This difference in endianness requires byte swapping code for accesses between PCI and PowerPC. The PowerPC instruction set includes a class of load and store instructions that perform byte swapping based on the size of data being transferred. The example in-line routines below show how this is done for word and half-word data.

```
#define ASM  volatile asm

// Read a longword from adr, little-endian
extern inline int lwbrx(void *adr)
{
    int data;

    ASM("lwbrx %0,0,%1": "=r"(data):"r"(adr));
    return data;
}
```


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```
// Store longword data to adr, little-endian
extern inline void stwbrx(int data, void *adr)
{
    ASM("stwbrx %0,0,%1": :"r"(data), "r"(adr));
}

// Read a 16-bit word from adr, little-endian
extern inline int lhbrx(void *adr)
{
    int data;

    ASM("lhbrx %0,0,%1": "=r"(data):"r"(adr));
    return data;
}

// Store 16-bit word data to adr, little-endian
extern inline void sthbrx(int data, void *adr)
{
    ASM("sthbrx %0,0,%1": :"r"(data), "r"(adr));
}
```

PCI standards organization

PCI architecture specifications are maintained by the PCI Special Interest Group (PCI-SIG), an industry standards organization formed in 1992 to develop and manage the PCI standard. PCI specification documents are available for purchase from:

The PCI-SIG:

PCI SIG Specification Distribution
5440 SW Westgate Drive, Suite 217
Portland, OR 97221 USA
1-800-433-5177 (Domestic Only) 425-803-1191 (International)
WWW: **http://www.pcisig.com/**

Global Engineering Documents:

Global Engineering Documents
15 Inverness Way East
Englewood, CO, 80112
E-Mail:global@ihs.com
Phone:+1-800-854-7179 FAX:+1-303-397-2740
WWW: **http://www.global.ihs.com/**

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SCSI bus

Overview

The Small Computer Systems Interface (SCSI) is a parallel I/O bus that lets a host computer access various peripheral devices without the need for specialized hardware and software commands for each device. The host's SCSI interface acts as a translator between the host and a particular type of peripheral which provides the host with device independence. For example, one vendor's SCSI disk drive could be replaced with another vendor's SCSI disk drive with no changes to the existing driver code. In addition, because SCSI is a general-purpose interface, tape drives, hard disks, CD-ROMs, and a variety of other peripherals can quickly be added to the SCSI bus since they all speak the same high level language when communicating with the host.

History

The SCSI interface started life as SASI (Shugart Associates Systems Interface), a joint development between Shugart Associates and NCR. In late 1981, SASI was submitted to the ANSI X3T9 standards committee as a proposed interface standard. The standards committee renamed the interface SCSI and in June 1986, SCSI was finally made an ANSI standard with the publication of specification X3.131-1986. This particular 8-bit SCSI was later referred to as SCSI-1.

A fast, wide SCSI interface, referred to as SCSI-2, was then designed with increased throughput of up to 20 MB/S. The SCSI-2 interface was finally approved by ANSI on January 31, 1994 and designated as specification X3.131-1994.

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Even before the release of the SCSI-2 standard, work on SCSI-3 began in 1993. It became apparent to the standards committee that a variety of technology (i.e., new serial interfaces for desktop and high performance environments) was vying for inclusion in the SCSI spec. As a result, the SCSI-3 standard was turned into layers (similar to a networking standard) so that parts which were fast changing could be isolated and standardized on different schedules. Since the creation of SCSI-3, the confusion surrounding SCSI standards has increased. SCSI-3 is defined in a collection of about 30 different standards.



VSS4's Wide Ultra (Fast-20) SCSI interface is defined in ANSI standard X3.277-1996 which is an addendum to the SCSI-3 Parallel Interface (SPI) standard.

Two organizations exist to maintain and promote the SCSI standard:

- SCSI Trade Association (STA) — This industry trade organization communicates the benefits of SCSI. For more information on this organization, refer to the STA website:

  http://www.scsita.org/

- T10, National Committee on Information Technology Standards (NCITS) Technical Committee — This is a standards committee that promulgates low-level interface standards. This group works with industry members to gain consensus on the low-level interface rules. These rules start out as draft standards that eventually become ANSI standards. For more information on the T10 committee, refer to the T10 home page on the web:

  http://www.t10.org

To keep pace with improvements in computer technology, SCSI continues to evolve with wider data paths and increased transfer speeds. The table below lists the current varieties of the SCSI interface as given by the SCSI Trade Association.

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List of SCSI types (SCSI Trade Organization)

SCSI Type (per STA)	Bus Speed, MBytes/Sec, Maximum	Bus Width, Bits	Device Support (including Host)
SCSI-1†	5	8	8
Fast SCSI†	10	8	8
Fast Wide SCSI	20	16	16
Ultra SCSI†	20	8	8
Wide Ultra SCSI	40	16	16
Ultra2 SCSI †	40	8	8
Wide Ultra2 SCSI	80	16	16
Ultra3 SCSI or Ultra160 SCSI	160	16	16
Ultra320 SCSI	320	16	16
Ultra640 SCSI	640	16	16

†Use of the word "narrow", preceding SCSI, Ultra SCSI, or Ultra2 SCSI is optional.

SCSI specifications and publications

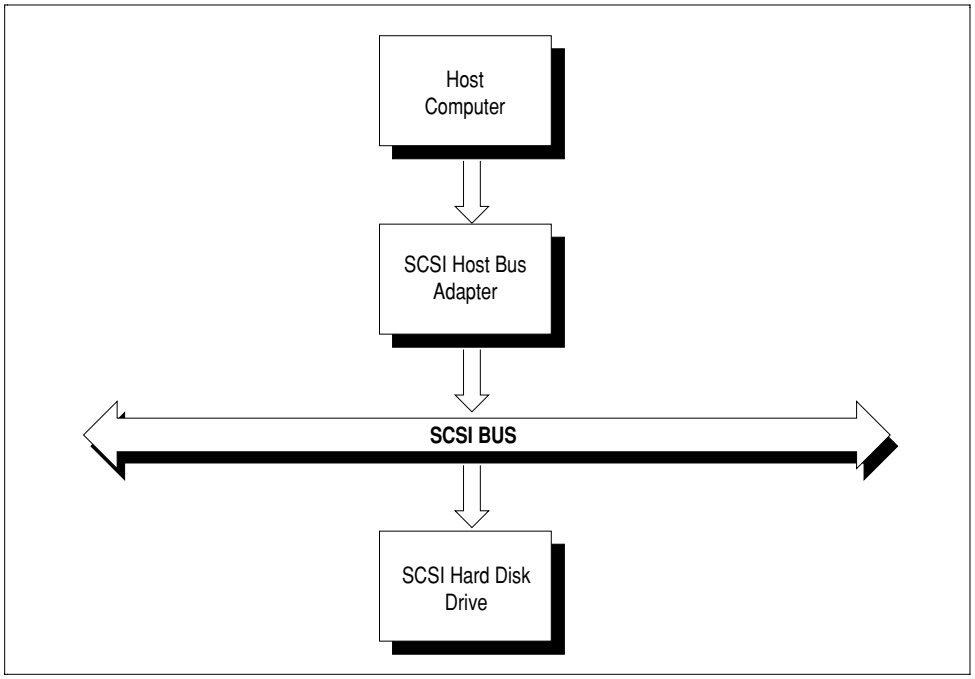
For a complete list of SCSI-related specifications (draft and approved) and other publications, refer to the T10 publications list on the web:

http://www.t10.org/pubs.htm

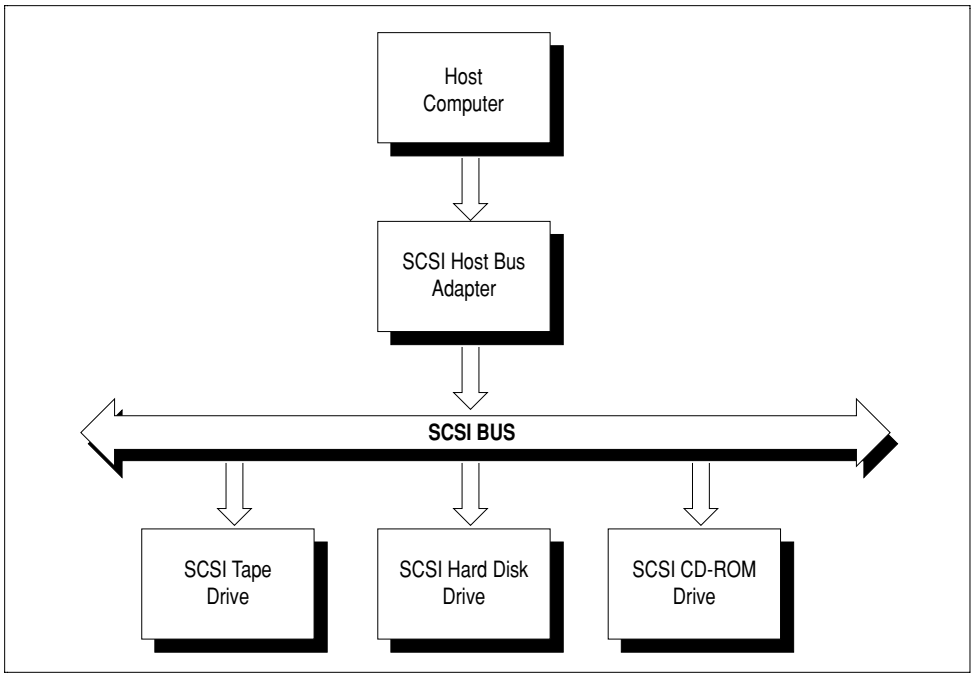
Device connections

The SCSI bus supports up to eight devices including the host(s). A SCSI device is either an initiator (host) or target (device that responds to the requests of an initiator to perform an operation). The bus protocol accommodates four types of SCSI device configurations as shown in the following figures:

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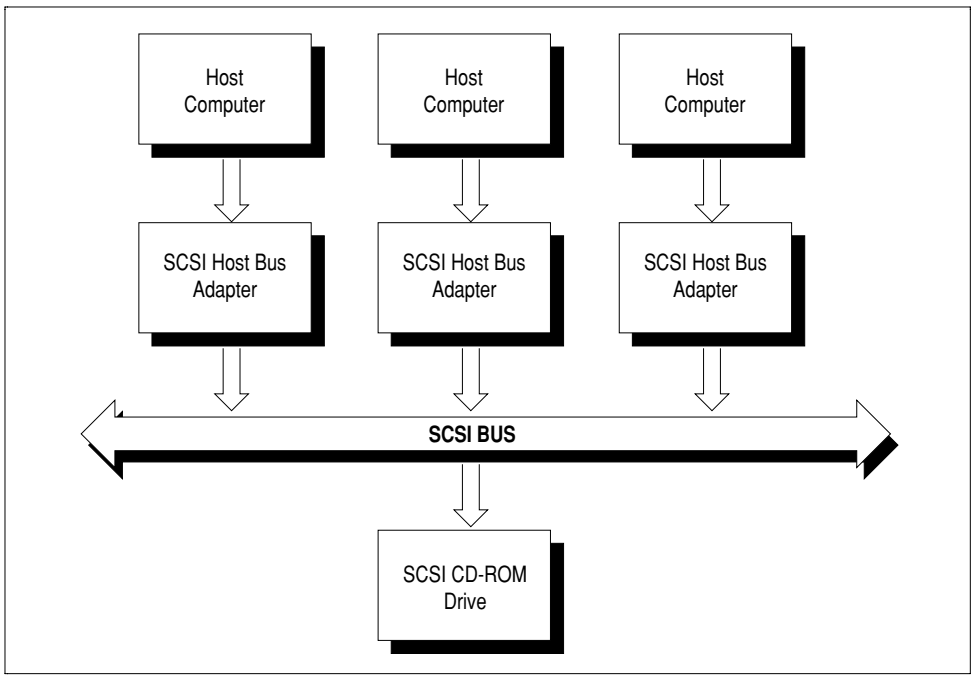


Single Host (initiator)/Single Controller (target)

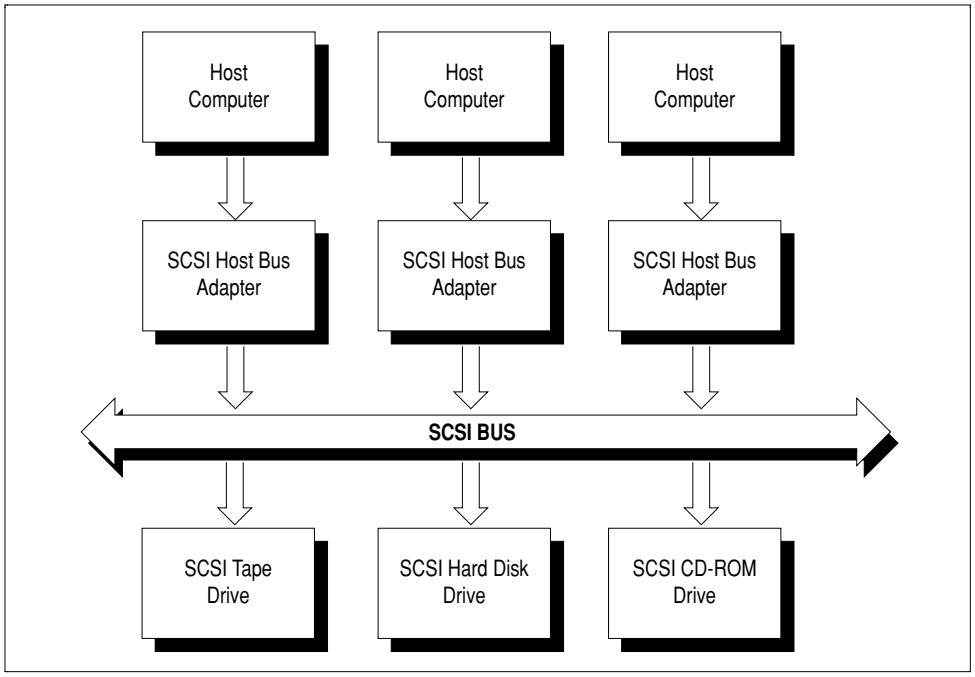


Single Host (initiator)/Multiple Controllers (targets)

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Multiple Hosts (initiators)/Single Controller (target)



Multiple Hosts (initiators)/Multiple Controllers (targets)

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Electrical connections

Electrical connections on the SCSI bus are either single-ended or differential. Single-ended SCSI connections use TTL level signals to drive a cumulative cable length of up to 6 meters (20 feet) while differential connections use either EIA-485 (high voltage differential or HVD) or EIA-644 (low voltage differential signaling or LVD) to drive a maximum cumulative cable length of up to 25 meters (82 feet).

For older SCSI interfaces, device connections to a particular SCSI bus must be all single-ended or differential — they cannot be combined on the same bus. To protect the differential driver circuits, the DIFFSENS signal is provided. This signal is a single-ended signal that is used as an active high enable for the differential drivers. If a single-ended device or terminator is inadvertently connected, DIFFSENS is grounded, which disables the differential drivers by placing them in high impedance state (tristate).

Newer SCSI interfaces that use low voltage differential (LVD) signaling can operate in "multimode" to allow a mix of low voltage differential and single-ended devices on the bus. In multimode, the DIFFSENS line is used to differentiate between SE (DIFFSENS ≤ 0.5 V), and LVD (DIFFSENS = 0.7 V–1.9 V). When a single-ended device is connected to the bus, the DIFFSENS line senses the voltage which causes all other attached devices to automatically configure themselves for single-ended operation (all "+" signal pins grounded). Since only SE or LVD buses can accommodate multimode operation, HVD devices are not allowed to be connected to an SE or LVD bus.

The VSS4 SCSI interface is fixed at single-ended. For connector information, refer to Appendix A, ***Wide Ultra SCSI connector*** (page 253).

The SCSI signal lines are divided into two basic groups, data lines (DB0–DB15, DBP0 and DBP1) and control signals (SEL, BSY, C/D, I/O, MSG, REQ, ACK, ATN and RST). Altogether, the SCSI-2 interface uses 68 lines.

The following table summarizes the ANSI standard SCSI-2/SCSI-3 bus signals supported by VSS4.

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SCSI-2/SCSI-3 bus signals

Pin No.	Mnemonic (see Note)	Signal	Driven By
40	***DB0***	Data Bus Line 0	Initiator/Target
41	***DB1***	Data Bus Line 1	Initiator/Target
42	***DB2***	Data Bus Line 2	Initiator/Target
43	***DB3***	Data Bus Line 3	Initiator/Target
44	***DB4***	Data Bus Line 4	Initiator/Target
45	***DB5***	Data Bus Line 5	Initiator/Target
46	***DB6***	Data Bus Line 6	Initiator/Target
47	***DB7***	Data Bus Line 7	Initiator/Target
65	***DB8***	Data Bus Line 8	Initiator/Target
66	***DB9***	Data Bus Line 9	Initiator/Target
67	***DB10***	Data Bus Line 10	Initiator/Target
68	***DB11***	Data Bus Line 11	Initiator/Target
35	***DB12***	Data Bus Line 12	Initiator/Target
36	***DB13***	Data Bus Line 13	Initiator/Target
37	***DB14***	Data Bus Line 14	Initiator/Target
38	***DB15***	Data Bus Line 15	Initiator/Target
48	***DBP0***	Data Bus Parity1	Initiator/Target
39	***DBP1***	Data Bus Parity2	Initiator/Target
—	DIFFSENS	Differential Sense	Any device
17, 18, 51, 52	TERMPWR	Terminator Power	Any device
55	***ATN***	Attention	Initiator
57	***BSY***	Busy	Initiator/Target
58	***ACK***	Acknowledge	Initiator
59	***RST***	Reset	Any device
60	***MSG***	Message	Target
61	***SEL***	Select	Initiator/Target
62	***C/D***	Control/Data	Target
63	***REQ***	Request	Target
64	***I/O***	Input/Output	Target
19, 53	No Connection	—	—

Note: Signals in ***bold italic*** are provided as plus and minus signal pairs for differential SCSI. For single-ended SCSI, each of these signals is provided as one negative polarity line and the DIFFSENSE signal is unused.

Physical topology

SCSI devices are connected one after the other in daisy-chain fashion. Up to seven devices can make up this chain. See ***Electrical connections*** above for the maximum cumulative length of the chain.

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Bus terminations

All SCSI signals must be terminated at each end of the SCSI chain to ensure clean signals and proper timing of bus operations. This is achieved either by a voltage divider resistor network powered by the TERMPWR pin on one of the SCSI device connectors or by active circuitry that provides the same function.

The VSS4 SCSI interface has active termination circuitry that is enabled/disabled with configuration jumper J02L (pins 3 & 4). See Section 2 ***Setting up the VSS4 hardware*** for more information on the SCSI termination jumper.

Bus communication control

The SCSI interface uses the following eight phases or bus states to control communication over the bus:

- ❏ Bus Free — indicates that no SCSI device is actively using the bus and that it is free.
- ❏ Arbitration — an optional phase in which SCSI devices arbitrate for use of the bus.
- ❏ Selection — lets an initiator select a target to perform a function such as a Read or Write command.
- ❏ Reselection — an optional phase in which a target reconnects to an initiator to continue an operation that was previously started but was suspended by the target.
- ❏ Command — lets a target request command information from the initiator.
- ❏ Data — allows data transfer from target to initiator or from initiator to target.
- ❏ Status — allows status information to be sent from target to initiator.
- ❏ Message — allows sending of single or multi-byte messages from target to initiator or from initiator to target.

The last four phases listed above are called information phases since they transfer command, data, status or message information.

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Data transfer options

Asynchronous and synchronous protocols are used in the SCSI bus. The asynchronous protocol requires a handshake for every byte transferred. The synchronous protocol transfers a series of bytes before the handshake occurs. This means a higher data transfer rate for synchronous mode versus that for asynchronous mode.

The asynchronous data transfer mode is the default (normal) mode since this mode does not need to be selected. All commands, messages, and status are always transferred asynchronously.

A synchronous target, however, can ask the initiator for synchronous transfer of data. The initiator responds to this request by either maintaining asynchronous data transfers or establishing synchronous data transfers by an exchange of messages containing the minimum transfer period and maximum REQ/ACK offset for each device. When synchronous data transfer is established, it is done using the greater of the two minimum transfer periods and the lesser of the two maximum REQ/ACK offsets.

The VSS4 SCSI interface supports 8-bit Ultra SCSI synchronous transfers of up to 20 MB/s and 16-bit Wide Ultra SCSI synchronous transfers of up to 40 MB/s.

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Fast Ethernet interface

Ethernet is a LAN (local area network) architecture that provides the means for computers and other peripherals located in a moderately sized geographical area to communicate with each other at high speed.

The Ethernet prototype was developed by Xerox Corporation in 1975 and grew to a standard LAN specification 10 years later (IEEE 802.3-1985) with the collaborative efforts of Digital Equipment Corporation, Intel Corporation, and Xerox Corporation. From the standard Ethernet specification came the 10Base-T Ethernet standard that used inexpensive unshielded twisted pair cable terminated in modular plugs. The popularity of 10Base-T fueled the development of Fast Ethernet 100Base-T which incorporated new signaling schemes to provide a 100 Mbps data rate over a range of twisted pair (100Base-TX, 100Base-T4) and fiber cabling (100Base-FX) types. 100Base-TX provides an easy migration path to higher performance since it can use existing 10Base-T cables and equipment for interim 10Base-T operation. Changing over to Category 5 cable and Fast Ethernet hubs automatically switches the network to Fast Ethernet operation.

Ethernet provides what is called a "link level" facility since it deals with the lowest two layers of network architecture as defined by the ISO Model for Open Systems Interconnection: the Physical Level and the Data Link Layer.

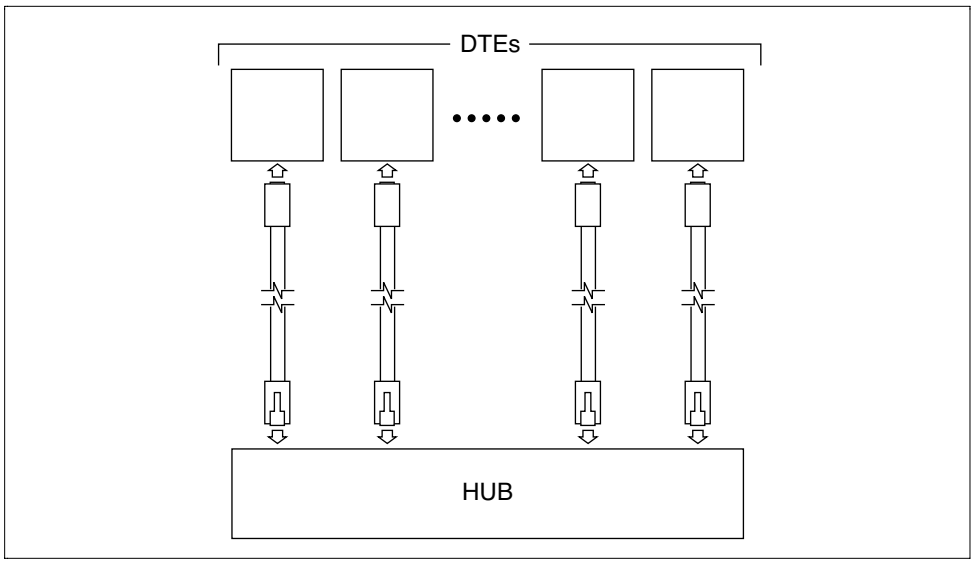
With Ethernet, the type of data it transmits is immaterial since it does not concern itself with data protocol and interpretation. As such, Ethernet LANs are used for various types of computing platforms such as mainframe computers, Macintoshes, IBM PC and compatibles, SPARC workstations, UNIX systems, etc.

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Ethernet network connections

The VSS4 provides a 10Base/100Base-TX Ethernet (Fast Ethernet) port at the front panel. This type of Ethernet uses a star topology in which each DTE (data terminal equipment) is connected to a shared hub through a single, 4-pair unshielded twisted pair (UTP) cable. The UTP cable is similar to modular telephone cable. For network use, however, a higher grade (or category) of cable is typically used. For 10Base-T, Category 3 is the minimum, but Category 4 or 5 is more often recommended. For 100Base-TX, no less than Category 5 cable is recommended. Cable connections are made to an 8-pin RJ-45 modular jack. The maximum distance between DTE and hub is 100 m (328 ft.) for both 10Base-T and 100Base-TX.

The figure below shows a typical 10Base/100Base-TX Ethernet single hub network.



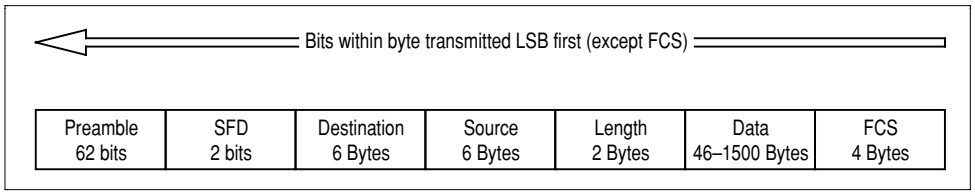
10Base/100Base-TX Ethernet single hub network

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Data transmission

Both clock and NRZ data information is Manchester-encoded in bit-serial form and encapsulated in a basic unit called a frame packet.

The frame packet is made up of seven fields in which the data field is bracketed by several bytes of information. The figure below shows the format of an Ethernet frame.



Ethernet Frame Packet Format

The packet fields are summarized below.

Preamble — is a series of alternating 1's and 0's that serve to synchronize the clock and other circuitry on all the receivers and repeaters on the network.

Start of Frame Delimiter (SFD) — consists of two consecutive 1's to signal the start of a frame.

Destination — six bytes to indicate the destination of the packet on the network.

Source — six bytes to indicate the node that sent the packet.

Length — two bytes to indicate the number of bytes contained in the data field.

Data — 46–1500 data bytes. Stations that need to send less than 46 bytes of data must pad the data to reach the minimum requirement. Stations that need to send in excess of 1500 bytes of data must send multiple frame packets.

Frame Check Sequence — CRC value of packet (not including preamble and SFD fields) for error detection. Receiver rejects the frame if the calculated CRC value of the received data does not match the transmitted CRC value.

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Ethernet ID or physical address

An Ethernet board is typically designed with a unique Ethernet ID (also called physical address) in ROM; by default any Ethernet packet sent to this ID will be received by the board and passed to the host. Packets addressed to other Ethernet IDs will be seen by the board, but ignored (by default).

The Ethernet ID is a 12-digit number. This number is made up of three bytes of manufacturer's ID followed by another three bytes of a unique identifier number. The Ethernet ID is what's contained in the Destination and Source fields of the Ethernet packet.

For Synergy boards, Synergy's 3-byte manufacturer's ID (00:80:F6) is compiled into the Ethernet driver code as a macro. The second half of the Ethernet ID is made up of the 7-digit SBC serial number that is stored as 3 bytes of BCD (leading '1' in board serial number ignored) in these NVRAM locations:

- NVRAM address 0xFFE9_E778: single processor, CPU-X
- NVRAM address 0xFFE9_E774: dual processor, CPU-Y

Synergy's 3-byte manufacturer's ID is combined with the board serial number to produce the Ethernet ID of the board's Ethernet interface. For example, for a board serial number of '1123456', the Ethernet ID is "00:80:F6:12:34:56".

For more information on the VSS4 non-volatile SRAM, refer to the ***Non-volatile 128K x 8 SRAM*** chapter in Section 4, page 143.

Avoiding bus contention — CSMA/CD

To avoid contention from two or more stations trying to talk at the same time on the network, Ethernet uses a media access method called CSMA/CD (Carrier Sense Multiple Access with Collision Detection). With CSMA/CD, a station transmits a frame only when the network is not busy. If a collision does occur after a transmission, the station resolves it by retransmitting the frame.

- To avoid contention, stations monitor a carrier signal (an encoded clock signal integrated with the data) that indicates whether or not another station is transmitting. If a station has data of its own to transmit and the network is not busy, it is sent immediately. Otherwise, if the network is busy, the station waits until it senses no activity plus an extra delay time padding for channel recovery before transmitting its own data.

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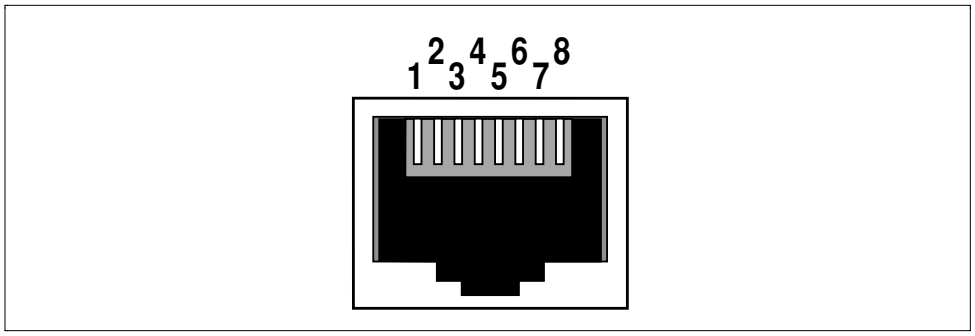
- When a collision does occur, all stations are notified of the occurrence by a signal applied to their Collision Detect input. Any station that is currently transmitting must stop and wait a certain amount of time before retransmitting the frame. The station's location on the network is factored into the time delay to ensure that no overlap occurs with other stations that may also be retransmitting their data. A packet less than the minimum size (512 bits) is considered a collision remnant and is ignored by the receiving station.

Interchange signals

Ethernet uses differential driver circuits for its interchange signals. For the onboard 10/100Base-T interface, the transmit data and receive data signals are transformer coupled internally on the SBC and routed to the VSS4 front panel RJ-45 jack. The table below lists the interchange signals and their pin assignments on the RJ-45 jack.

Ethernet interchange signals, RJ-45 pin assignments

P240, RJ-45 Pin	IEEE 802.3 Name	Function	Signal from:
1	DO+ (Data Out +)		
2	DO– (Data Out –)	Transmit Pair	VSS4
3	DI+ (Data In +)		
6	DI– (Data In –)	Receive Pair	External Device



Ethernet 10Base-T/100Base-TX connector pin numbering

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LED indicators

The VSS4 Ethernet interface is provided with three onboard LED indicators for quick port status indication.

- **Link OK** — lights up green when cable is connected to a functioning 10Base-T/100Base-TX network.
- **Link Activity** — flickers yellow whenever data is being received or transmitted. If the VSS4 is connected to a repeater-type hub instead of a switch-type hub, this LED may still flicker even when the VSS4 is not transferring data since packets sent over the network to other nodes will also be sent to the VSS4.
- **Link Speed** — lights up orange if cable is connected to a 100Base-TX hub. LED is OFF if cable is connected to a 10Base-T hub.

Refer to the LED discussion in Section 2 (page 20) for more information.

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4 Programming the PowerPC

This section provides programming and operation information for the PowerPC processor and for other devices under its direct control.

- PowerPC architecture
- MPC106 PCI bridge/memory controller
- Programming notes, MPC106
- Address map
- Onboard registers
- L2 backside cache controller
- Mailboxes
- Asynchronous serial interface
- Clock calendar
- Non-volatile 128K x 8 SRAM
- Boot Flash ROM/EPROM
- User Flash memory



The bit numbering of registers in this section follows the zero-on-the-right convention as opposed to the zero-on-the-left bit numbering convention used by Motorola and IBM in their PowerPC documentation.

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PowerPC architecture

Introduction

The PowerPC processor is a RISC (Reduced Instruction Set Computer) design of which development can be traced to IBM's introduction of the POWER (Performance Optimization With Enhanced RISC) architecture of the RISC System/6000 in early 1990. The multi-chip approach used by the microprocessor in this system lead to discussions among IBM, Apple, and Motorola to collaborate on the design and production of a more economical single chip solution. Thus was born the PowerPC ("PC" stands for Performance Computing) family of RISC processors starting with the 601 chip. The PowerPC architecture is scalable so that it can take advantage of new technological breakthroughs.

The PowerPC architecture defines the following features:

- Separate registers for integer and floating point operations. Integer data uses the general purpose registers (GPR) while floating point data uses the floating point registers (FPR).
- Instructions for moving integer and floating point data between the registers (GPR and FPR) and memory.
- Multiple execution units for parallel processing.
- Uniform length instructions for easy instruction pipelining and parallel processing.
- Liberal use of registers (up to four) during arithmetic operations.
- An exception handling mechanism.
- IEEE-754 floating point support.
- Single and double precision floating point operations.

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- Separate L1 instruction and data caches.
- Instructions for controlling L1 data cache coherency at the user level.
- Support for both big and little endian addressing.

Further information

For further PowerPC processor information, refer to the following Motorola/IBM documentation:

- The appropriate processor model User's Manual
- PowerPC Microprocessor Family: The Programmer's Reference Guide (Document No. MPCPRG/D)

For these and other literature, contact:

Motorola Literature Distribution Center
P.O. Box 20912
Phoenix, AZ 85036

PowerPC information and documentation in PDF format is also available at Motorola's Semiconductor Products Sector website:

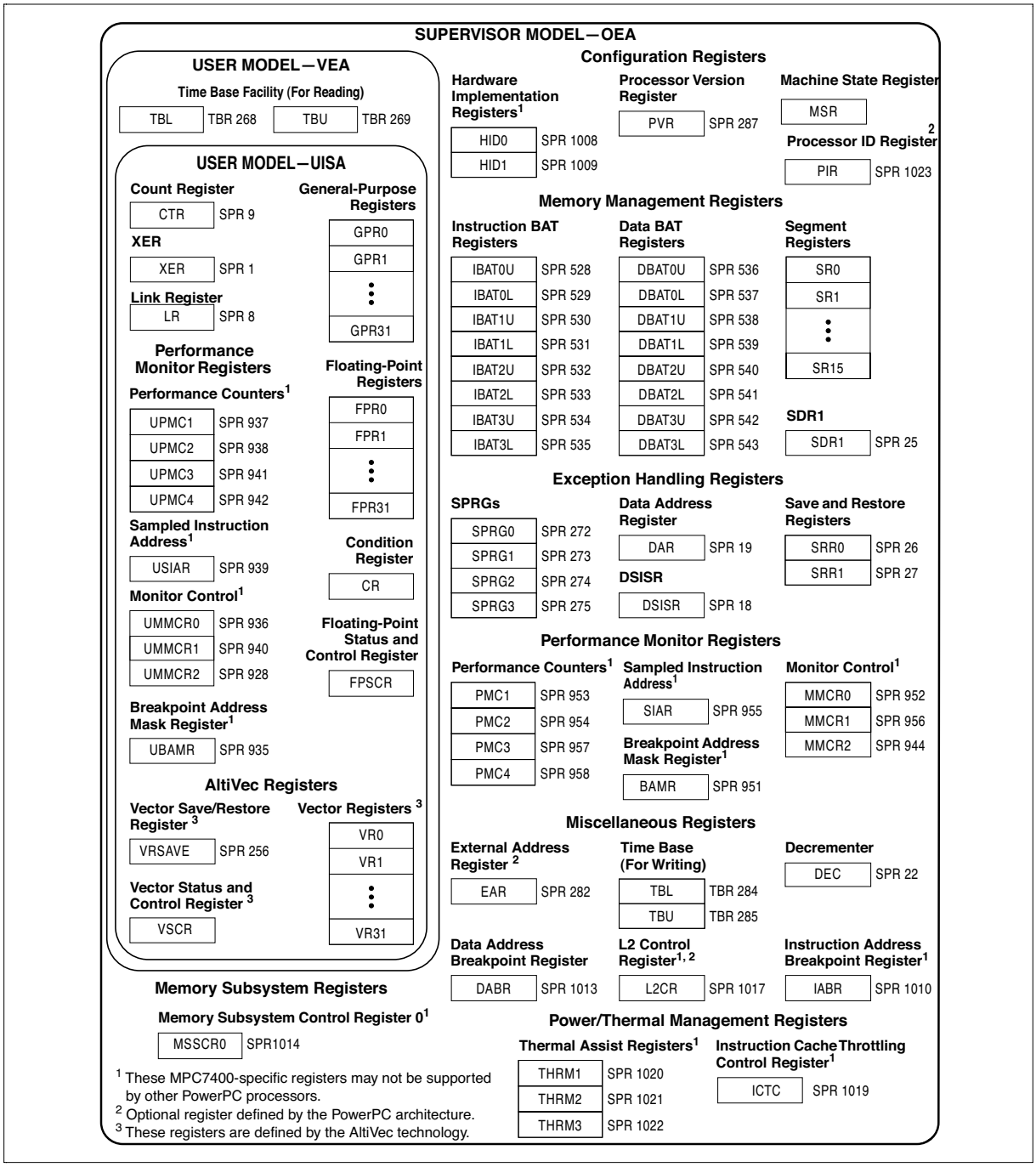
http://e-www.motorola.com/

Architecture models

There are three models within the PowerPC architecture:

1. User model containing the user instruction set architecture (UISA) registers. This model contains the GPR, FPR, condition, floating point status and control, XER, link, and count registers. These registers are accessible by all software all the time.
2. User model containing the virtual environment architecture (VEA) registers. This model includes the UISA model and time base facility registers. The time base facility registers are read only in this model.
3. Supervisor model containing the operating environment architecture registers. This model includes all the registers. In this model the time base facility registers are read/write.

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PowerPC programming model (7400)

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Register set

The PowerPC architecture defines register-to-register operations for most computational instructions. For example, there are no instructions that modify storage directly. For a storage operand to be used in a computation that modifies the same or another location, the content of storage must be loaded into a register, modified, and then stored back to the target location.

The PowerPC programming model includes 32 general purpose registers (GPRs), 32 floating point registers (FPRs), special purpose registers (SPRs), and several miscellaneous registers. A PowerPC processor also includes several processor-specific registers that are excluded from the PowerPC programming model. These registers provide functions unique to the processor and thus may not be supported by other PowerPC processors.

The following paragraphs give a brief description of the PowerPC register set. For more detailed register set information on a particular processor, refer to that processor's user's manual.

General Purpose Registers (GPRs) — 32 user-level, general purpose registers are defined in the PowerPC architecture. These registers are either 32- or 64-bits wide in 32- and 64-bit wide PowerPC processors. GPRs serve as the data source or destination for all integer instructions.

Floating Point Registers (FPRs) — 32 user-level, 64-bit wide floating point registers are defined in the PowerPC architecture. These registers serve as the data source or destination for floating-point instructions. FPRs can contain either single- or double-precision floating-point data.

Condition Register (CR) — The CR is a 32-bit user-level register that is used to show the results of certain operations such as move, integer and floating-point compare, and provide a mechanism for testing and branching.

Floating-point Status and Control Register (FPSCR) — The FPSCR provides compliance to the IEEE 754 standard by containing all exception signal bits, exception summary bits, exception enable bits, and rounding control bits.

Machine State Register (MSR) — The MSR is a supervisor level register that reflects the state of the processor. The contents of this register are saved when an exception is taken and restored when the exception handling routine completes. This is a 32- or 64-bit register depending on the processor.

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Segment Registers (SRs) — SRs (16 ea. for 32-bit processors) are provided for memory management.

Special Purpose Registers (SPRs) — Special purpose registers serve a variety of functions. Some of these functions include control, status indication, processor configuration, and other special operations. The SPRs in PowerPC processors are 32-bits wide. A program accesses SPRs according to its privilege level (user or supervisor).

Instruction set overview

All PowerPC instructions are encoded as single-word (32-bit) opcodes. The PowerPC instructions are divided into the following categories:

- Integer instructions — These include computational and logical instructions.
  - Integer arithmetic instructions
  - Integer compare instructions
  - Integer logical instructions
  - Integer rotate and shift instructions
- Floating-point instructions
  - Floating-point arithmetic instructions
  - Floating-point multiply/add instructions
  - Floating-point rounding and conversion instructions
  - Floating-point compare instructions
  - Floating-point status and control instructions
- Load/store instructions
  - Integer load and store instructions
  - Integer load and store multiple instructions
  - Floating point load and store
  - Integer load and store with byte reversal instructions
- Flow control instructions
  - Branch and trap instructions
  - Condition register logical instructions
- Processor control instructions
  - Move to/from SPR instructions
  - Move to/from MSR
  - Synchronize

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  - Instruction synchronize
  - Order loads and saves
- Memory control instructions
  - Supervisor-level cache management instructions
  - User-level cache instructions
  - Segment register manipulation instructions
  - Translation lookaside buffer management instructions

Detailed information on the PowerPC architecture can be found in the "PowerPC™ Microprocessor Family: The Programming Environments" manual available from IBM or Motorola.

PowerPC G4 processor

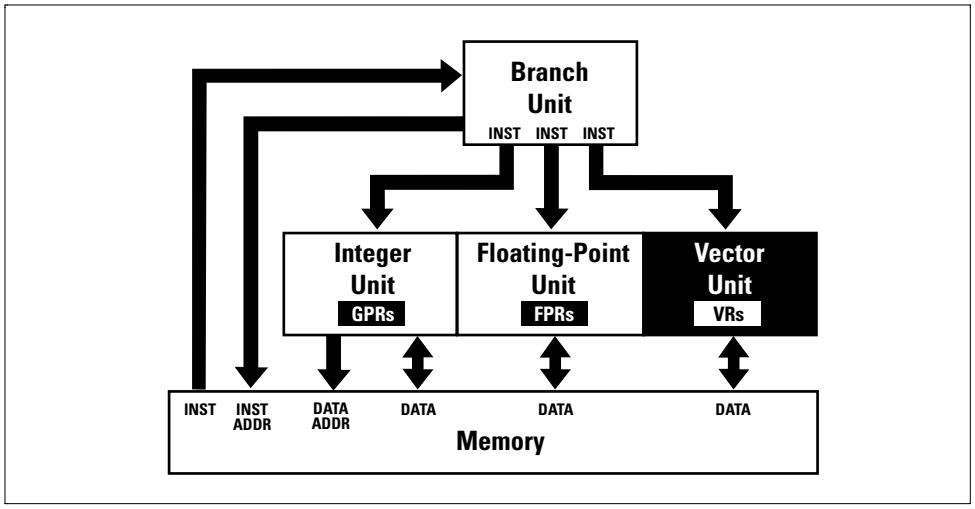
The PowerPC G4 (74xx) is a 4th generation PowerPC processor. This processor is similar to the PowerPC G3 (750) with exception of the G4's 128-bit vector unit that operates concurrently with the 32-bit integer and floating point units. The addition of the vector execution unit is the basis for Motorola's AltiVec™ technology.

With its AltiVec™ technology, the G4 provides for highly parallel operations with the ability to execute up to 16 operations in a single clock cycle. The G4 performs a type of parallel processing called SIMD (single instruction, multiple data) which speeds high bandwidth applications such as 3-D imaging/video processing, scientific array processing, speech processing, etc.

The vector unit has 32 128-bit registers. Depending on data size, each register can hold sixteen 8-bit elements, eight 16-bit elements, or four 32-bit elements. The vector unit's ALU can operate on three source vectors and produce a single result vector on each instruction (there are 162 AltiVec™ specific instructions). Hence, the smaller the data size, the more data that can be processed in a single clock cycle.

Below is a simplified block diagram of PowerPC with AltiVec™ technology.

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Overview, PowerPC with AltiVec™ technology

Though there are numerous differences between G3 and G4 CPUs (G4, for example, supports a 2 MB L2 cache), the G4 is still compatible with the industry standard PowerPC architecture. For more detailed information on the PowerPC 74xx and AltiVec™, refer to Motorola's SPS website:

http://e-www.motorola.com/

Summary of differences, 750 vs. 7400 Processor

- Completion queue: 750 has 6-entry completion queue vs. 7400's 8-entry completion queue. G4's extra completion queue entries reduce the opportunity for bottlenecks from the G4's additional execution units.
- Floating point: 750 has 4-cycle latency for double-precision floating-point multiply and 3-cycle latency for all other floating point add and multiply. 7400 has 3-cycle latency for all floating-point add and multiply. As a result, the 7400 has equal latency for double-precision and single-precision operations.
- AltiVec™: 7400 has special vector execution units to implement the AltiVec™ instruction set which speeds high bandwidth applications via parallel processing (SIMD).
- Memory subsystem: 7400 improves data flow with increased queue sizes and queue additions.
- L1 cache block allocation policy: 750 has allocate-on-miss policy. 7400 has allocate-on-reload policy. 7400's block allocation occurs in parallel with reload, which uses the cache more efficiently (5 cycles for 7400 vs. 6 cycles for 750).

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- L2 cache: 750 supports 1 MB max. L2 cache. 7400 supports 2 MB max. L2 cache. 7400 has fewer sectors per tag than the 750 allowing for more efficient caching. Moreover, the L2 cache reload policy was changed in the 7400 to improve performance.
- Processor bus: In addition to the 60x bus, the 7400 supports a higher performance processor bus called the MPX bus (not supported by VSS4).

7410 G4 Processor

Later revisions of the VSS4 SBC use the 7410, a 2nd generation G4 PowerPC processor. In comparison to the 7400, the 7410 has lower power consumption and higher processor speeds. Other major differences between the two G4 processors:

- Private memory — can use L2 SRAM as direct-mapped private memory.
- L2 data bus width — can use either a 32- or 64-bit L2 data bus.
- Processor version register — PVR data for 7410: **0x800C_1xxx**. PVR data for 7400: **0x000C_0xxx**.

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MPC106 PCI bridge/memory controller

General description

The MPC106 PCI bridge/memory controller (aka Grackle) is an integrated high-bandwidth, high-performance interface for:

- PowerPC processor(s)
- Secondary (L2) cache
- Memory (EDO DRAM/SDRAM/ROM)
- PCI bus

In addition to interface support, the MPC106 provides hardware support for power management functions via register programming.



For detailed information about the MPC106, refer to the Motorola MPC106 User Manual MPC106UM/AD. This can be obtained by contacting:

Motorola Literature Distribution Center
P.O. Box 20912
Phoenix, AZ 85036

Document descriptions and ordering information can be found on Motorola's website on the WWW:

http://www.mot.com/SPS/

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PowerPC processor interface

The MPC106 provides an interface to a variety of PowerPC processors (up to 4) using a 32-bit address bus and a 64-bit data bus. The address and data bus are decoupled for pipelining of 60x accesses. The MPC106 processor interface supports full memory coherency and an optional local bus slave.

Secondary (L2) cache interface

The MPC106 supports various combinations of L2 cache/60x processors. For the VSS4, however, individual L2 backside cache is provided for each processor, so the MPC106's cache controller is not used. This frees the MPC106 to support full arbitration and interface functions for multiprocessor operation.

Memory interface

The MPC106 memory interface controls processor accesses to/from main memory using a 64-bit data path. The memory configuration/size and error checking scheme (normal parity, RMW parity, ECC) is programmable.

ROM/Flash interfacing is also provided by the MPC106.

PCI access to/from main memory is provided by the PCI bus interface (see next).

PCI bus interface

The MPC106 provides the PCI interface that connects to the processor and memory buses. The MPC106 PCI interface is compliant with PCI Local Bus Specification, Revision 2.1. The PCI bus is 32-bits wide and runs at 33 MHz. Refer to the PCI bus description in Section 3 for more information.

As a PCI interface, the MPC106 functions as both a master and target device. As a PCI bus master, the MPC106 configures all PCI devices using PCI configuration cycles in addition to supporting read/write operations to PCI memory space and PCI I/O space. As a PCI target, the MPC106 supports read/write operations to system memory.

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Power management functions

The table below lists the power management functions supported by the MPC106.

MPC106 power management functions

Mode	Description
Full-On	This is the normal operating mode.
Doze	All functions disabled except PCI address decoding, RAM refresh, CPU bus requests, and NMI monitoring. The CPUs can continue to operate normally.
Nap	All functions disabled except PCI address decoding, RAM refresh, CPU bus requests, and NMI monitoring. The CPUs are also in Nap mode. (603s will not snoop, but 604s will. Flush 603 L1 caches before entering this mode.)
Sleep	All functions disabled except RAM refresh, CPU bus requests, and NMI monitoring. CPUs are also in sleep (or nap) mode.
Suspend	All functions disabled except RAM refresh. (This mode not supported by VSS4 boards.)

Programming the MPC106

The Grackle must be programmed in order to:

- Access RAM
- Access PCI
- Write to the serial ports
- Write to the LEDs
- Write to the board configuration registers
- Enable CPU-Y, Z, and W
- Enable and diagnose certain memory and PCI error conditions

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MPC106 registers

The following is an overview of the MPC106 registers. For in-depth register programming information, refer to the MPC106 User's Manual by Motorola.

Address maps

The MPC106 supports three address mapping configurations designated address map A, address map B, and emulation mode address map. Address map A conforms to the now-obsolete PowerPC Reference Platform Specification (PREP). Address map B conforms to the Common Hardware Reference Platform Architecture (CHRP). The emulation mode address map, which is not used for VSS4 boards, supports software emulation of x86 hardware. On reset, onboard hardware selects address map B by default. After reset, the address map can be changed by programming bit 16 in the MPC106's Processor Interface Configuration register 1 (PICR1). VSS4 boards default to address map B for all models. Refer to the next chapter (***Address map***) for more information on the address map structure.

Configuration registers

Using CHRP address map B, the base address of the Grackle chip is:

- 0xFEC0_0000, Address Register
- 0xFEE0_0000, Data Register

The OS initialization software sets up the MPC106 in the PCI configuration space header. The PCI configuration space header format is shown below. Note that Grackle operates in PCI memory space only (write '2' [0x0010] to command register to enable PCI memory access).

Access Grackle's configuration registers 0x00–0xFC by writing 0x8000_00XX to 0xFEC0_0000 then reading or writing **32 bits only** to/from address 0xFEE0_0000. In both cases the data must be byte-reversed as the PCI bus uses little-endian bit format whereas the PowerPC bus uses big-endian bit format.

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31 — 16	15 — 0			
Device ID 0x0002		Vendor ID 0x1057		0x00
Status		Command 0x0000*		0x04
Class Code	Subclass Code	Standard Programming	Revision ID	0x08
BIST Control	Header Type	Latency Timer	Cache Line Size	0x0C
MAX GNT	MIN GNT	Interrupt Pin	Interrupt Line	0x3C
—	Disconnect Cntr	Subordinate Bus No.	Bus Number	0x40
—		Special Cycle Address		0x44
—	PMCR2	Power Management Configuration		0x70
Memory Starting Address				0x80
Memory Starting Address				0x84
Extended Memory Starting Address				0x88
Extended Memory Starting Address				0x8C
Memory Ending Address				0x90
Memory Ending Address				0x94
Extended Memory Ending Address				0x98
Extended Memory Ending Address				0x9C
Pg. Mode Cntr/Timer	//// ////		Memory Enable	0xA0
////////				0xA4
Processor Interface Configuration 1				0xA8
Processor Interface Configuration 2				0xAC
Alternate OS Visible Params 2	Alternate OS Visible Params 1	ECC Single Bit Trigger	ECC Single Bit Counter	0xB8
60x Bus Error Status	////////	Error Detection 1	Error Enabling 1	0xC0
PCI Bus Error Status	////////	Error Detection 2	Error Enabling 2	0xC4
60x/PCI Error Address				0xC8
Emulation Support Configuration 1				0xE0
Modified Memory Status (No Clear)				0xE4
Emulation Support Configuration 2				0xE8
Modified Memory Status (Clear)				0xEC
Memory Control Configuration 1				0xF0
Memory Control Configuration 2				0xF4
Memory Control Configuration 3				0xF8
Memory Control Configuration 4				0xFC

*Note: Bit 1 of the PCI command register, when set to a 1, enables MPC106 to respond to accesses to the PCI Memory Address space.

Power management configuration registers

The power management configuration registers (PMCRs) control power management functions of the MPC106.

Register Name	Size	Address Offset
PMCR1	half-word (16 bits)	0x70
PMCR2	byte	0x72

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Error handling registers

The error handling registers control the MPC106's error handling and reporting.

Register Name	Size	Address Offset
ECC single-bit error counter register	byte	0xB8
ECC single-bit error trigger register	byte	0xB9
ErrEnR1	byte	0xC0
ErrDR1	byte	0xC1
60x Bus error status register	byte	0xC3
ErrEnR2	byte	0xC4
ErrDR2	byte	0xC5
PCI bus error status register	byte	0xC7
60x/PCI error address register	byte	0xC8

Memory interface registers

Memory boundaries (starting and ending addresses), memory bank enables, memory timing, and external memory buffers are all controlled by the memory interface configuration registers (MICRs).

Register Name	Size	Address Offset
Memory starting address register 1	longword	0x80
Memory starting address register 2	longword	0x84
Ext. memory starting address register 1	longword	0x88
Ext. memory starting address register 2	longword	0x8C
Memory ending address register 1	longword	0x90
Memory ending address register 2	longword	0x94
Ext. memory ending address register 1	longword	0x98
Ext. memory ending address register 2	longword	0x9C
Memory bank enable register	byte	0xA0
Memory page mode register	byte	0xA3
MCCR1	longword	0xF0
MCCR2	longword	0xF4
MCCR3	longword	0xF8
MCCR4	longword	0xFC

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Processor interface configuration registers

The processor interface configuration registers (PICRs) control programmable parameters of the PowerPC bus and L2 cache interface.

Register Name	Size	Address Offset
PICR1	longword	0xA8
PICR2	longword	0xAC

Alternate OS-Visible parameters registers

Operating systems have an alternate means to access some of the bits of the PICR1 using the alternate OS-visible parameters registers.

Register Name	Size	Address Offset
Alternate OS-visible parameters reg. 1	byte	0xBA
Alternate OS-visible parameters reg. 2	byte	0xBB

Emulation support configuration registers

The emulation support configuration registers controls MPC106 operation in emulation mode. (Not used for VSS4 boards.)

External configuration registers

The external configuration registers allow access to certain configuration bits when using Address map A (PREP).

Register Name	Size	Address Offset
External configuration register 1	byte	Port 0x092
External configuration register 2	byte	Port 0x81C
External configuration register 3	byte	Port 0x850

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Programming notes, MPC106

Setting PCI device base address

Each PCI device has a standard set of configuration registers, accessed with PCI configuration cycles using the Grackle's CFG_ADDR @ 0xFEC0_0000 and CFG_DATA @ 0xFEE0_0000 registers. Refer to the 'type 0' and 'type 1' configuration register tables from the PCI spec. The standard Synergy Microsystems PowerPC SBC configuration addresses for PCI devices are listed in the VxWorks **svgm1.h** header file.

Most OS's contain PCI configuration access routines. VxWorks, for example, has `readMPC` and `writeMPC`:

```
readMPC(0x80006800);
```

returns a 32 bit value which is the VendorID and DeviceID registers of the first PMC daughterboard, or 0xFFFF_FFFF if none exists. And...

```
writeMPC(0x80006810, 0xe00000000);
```

...writes the address 0xE000_0000 to a 'type 0' device's configuration register 0x10 (BAR0).

Each device defines some of its Base Address Registers to be the address of a particular bank within it, usually additional registers or dual-ported memory. Bit 0 of the register specifies the PCI space in which it is to be placed: 0 for PCI Memory and 1 for PCI I/O space. By first writing 0xFFFF_FFFF to the register and reading it back, it is possible to tell which bits are writable — those that aren't won't change. This tells the size of the bank and whether it is fixed in a particular space.

On the PowerPC Series SBC, the allowed ranges for the PCI spaces are:

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Memory: base = 0xDFFF_0000 – 0xEFFF_FFFF

I/O: base = 0xFEB0_0000 - 0xFEBF_FFFF

You also need to enable the PCI device's response to PCI Memory space and/or PCI I/O space by setting the corresponding bits in the device's Command register; typically, bits 1 and 0 respectively.

The MPIC interrupt vector assigned to PCI Interrupt A is 13, and for B it is 12.

Write posting to ROM Space

Problem

If you have a program that writes very frequently to that address region which the Grackle considers to be "ROM space", the Grackle services those writes at the expense of other requests for memory access that might happen at the same time. The ROM space includes everything at high address range (any address that is 0xFFxx_xxxx). This includes the ROMs that are meaningless to write to, but it also includes all the CPU control registers, the LEDs being among them. So it is normal for the CPU to make writes to this region even though it's considered ROM space by the Grackle. This poses a problem as the Grackle gives priority to write-posts writes to ROM space at the expense of other processes waiting for Grackle's services.

Observation

A program had a tight loop which was reading 8 bytes of data from a file and then writing a number to the LEDs which caused 8 write operations to ROM space. At the same time that was going on there was lots of contention for the Grackle's services: another CPU card tried to make many accesses to the CPUs RAM through the VME interface and onboard DMA transfers were occurring from the Ethernet interface. The Grackle in effect gave priority to the writes to ROM space (which it performed rather slowly, too) and serviced the DMA and VMEbus requests in whatever time was left over. Occasionally, the Grackle would make the Universe II chip wait longer than 16µs for the memory access it requested. Since the VME timeout is set to the standard value of 16µs, this longer than 16µs wait caused the VMEbus system controller to generate a bus timeout — a bus error.

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Solution

Altering the LED writing routine solved the problem. After each write to an LED, a read of that LED is performed. The LED read data itself is ignored. The act of reading the LED register is what causes the Grackle to resume paying attention to other pending Grackle accesses.

Bottom line: If frequent writes to ROM space are needed, intersperse ROM space writes with ROM space reads whether or not you need the data being read. It makes the Grackle give fairer access to the onboard memory to the various competing sources of memory access requests.

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Address map

This chapter provides VSS4 address map information:

- Overall CHRP address map, processor view and PCI master (memory and I/O) view.
- VSS4 address map as viewed by the PowerPC processor(s)
- VSS4 address map as viewed by PCI devices

Additional information on the board's memory spaces follows the board address map listing.

CHRP address map

By default, the VSS4 uses a Common Hardware Reference Platform (CHRP) compliant address map designated Address Map B. Alternatively, the board can use Address Map A (PREP) by programming the MPC106.



For detailed information about the MPC106, refer to the Motorola MPC106 User's Manual MPC106UM/AD. This can be obtained by contacting:

Motorola Literature Distribution Center
P.O. Box 20912
Phoenix, AZ 85036

Document descriptions and ordering information can be found on Motorola's website:

http://www.mot.com/SPS/

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The tables below list Address Map B as viewed by the processor and as viewed by PCI memory and I/O Masters. The figure following the tables shows a graphical view of Address Map B. These tables are listed in Motorola's MPC106 User's Manual with additional notes. Refer to the MPC106 user's manual for more information about Address Map B and Address Map A (PREP).

Address map B — Processor view

PowerPC Processor Address Range				PCI	
Hex		Decimal		Address Range	Definition
0x0000_0000	0x0009_FFFF	0	640K–1	No PCI cycle	System memory space
0x000A_0000	0x000B_FFFF	640K	768K–1	0x000A_0000–0x000B_FFFF	Compatibility hole
0x000C_0000	0x3FFF_FFFF	768K	1G–	No PCI cycle	System memory space
0x4000_0000	0x7FFF_FFFF	1G	2G–1	No PCI cycle	Reserved
0x8000_0000	0xFCFF_FFFF	2G	4G–48M–1	0x8000_000–0xFCFF_FFFF	PCI memory space
0xFD00_0000	0xFDFF_FFFF	4G–48M	4G–32M–1	0x0000_0000–0x00FF_FFFF	PCI/ISA memory space[3]
0xFE00_0000	0xFE7F_FFFF	4G–32M	4G–24M–1	0x0000_0000–0x0000_FFFF	PCI/ISA I/O space (64Kbytes or 8 Mbytes)
0xFE80_0000	0xFEBF_FFFF	4G–24M	4G–20M–1	0x0080_0000–0x00BF_FFFF	PCI I/O space
0xFEC0_0000	0xFEDF_FFFF	4G–20M	4G–18M–1	CONFIG_ADDR	PCI configuration address register[1]
0xFEE0_0000	0xFEEF_FFFF	4G–18M	4G–17M–1	CONFIG_DATA	PCI configuration data register[1]
0xFEF0_0000	0xFEFF_FFFF	4G–17M	4G–16M–1	0xFEFF_0000–0xFEFF_FFFF	PCI interrupt acknowledge
0xFF00_0000	0xFF7F_FFFF	4G–16M	4G–8M–1	0xFF00_0000–0xFF7F_FFFF	64-bit system ROM space[2]
0xFF80_0000	0xFFFF_FFFF	4G–8M	4G–1	0xFF80_0000–0xFFFF_FFFF	8- or 64-bit system ROM space[3]

Address map B — PCI memory master view

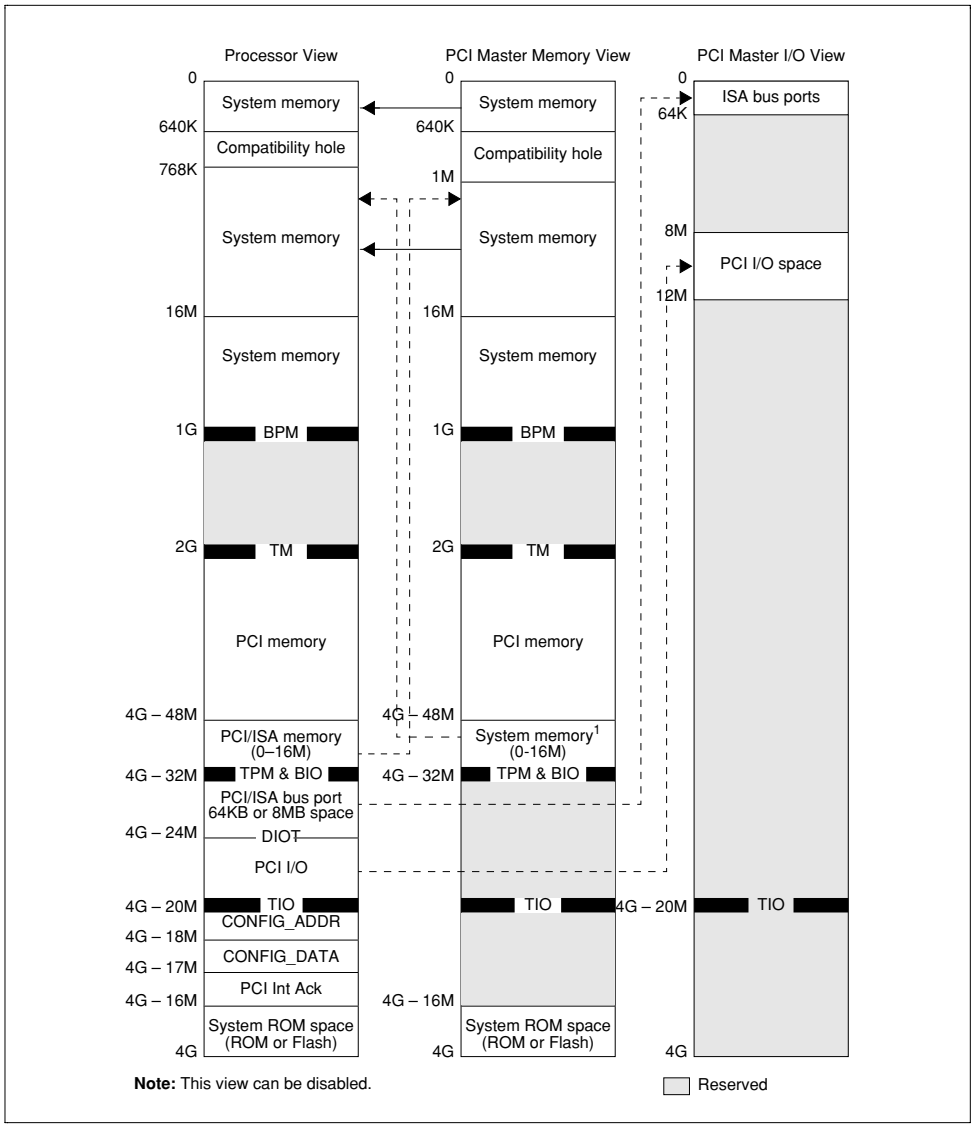
PCI Memory Transaction Address Range				PowerPC Processor	
Hex		Decimal		Address Range	Definition
0x0000_0000	0x0009_FFFF	0	640K–1	0x0000_0000–0x0009_FFFF	System memory space
0x000A_0000	0x000F_FFFF	640K	1M–1	0x000A_0000–0x000F_FFFF	Compatibility hole
0x0010_0000	0x3FFF_FFFF	1M	1G–1	0x0010_0000–0x3FFF_FFFF	System memory space
0x4000_0000	0x7FFF_FFFF	1G	2G–1	0x4000_0000–0x7FFF_FFFF	Reserved
0x8000_0000	0xFCFF_FFFF	2G	4G–48M–1	No system memory cycle	PCI memory space
0xFD00_0000	0xFDFF_FFFF	4G–48M	4G–32M–1	0x0000_0000–0x00FF_FFFF	System memory space
0xFE00_0000	0xFEFF_FFFF	4G–32M	4G–16M–1	No system memory cycle	Reserved
0xFF00_0000	0xFF7F_FFFF	4G–16M	4G–8M–1	0xFF00_0000–0xFF7F_FFFF	64-bit system ROM space[2]
0xFF80_0000	0xFFFF_FFFF	4G–8M	4G–1	0xFF80_0000–0xFFFF_FFFF	8- or 64-bit system ROM space[3]

Notes: 1. Used for PCI configuration cycles.
2. Maps to unused space in VSS4.
3. Maps to VSS4's onboard registers and all ROM/NVRAM.
4. Synergy does not use the compatibility hole, which needs to be explicitly enabled to be present. For the VSS4, this space is part of the 1GB system memory (RAM) space allocation permitted by the CHRP address map.

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Address map B — PCI I/O master view

PCI I/O Transaction Address Range				PowerPC Processor Address Range	Definition
Hex		Decimal			
0x0000_0000	0x0000_FFFF	0	64K–1	No system memory cycle	PCI/ISA I/O space
0x0001_0000	0x007F_FFFF	64K	8M–1	No system memory cycle	Reserved
0x0080_0000	0x00BF_FFFF	8M	12G–1	No system memory cycle	PCI I/O space
0x00C0_0000	0xFFFF_FFFF	12M	4G–1	No system memory cycle	Reserved



Address map B

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PCI configuration and address

To help in programming VSS4's PCI devices, the table below lists each PCI device with its Type 0 PCI configuration data and address.

Type 0 configuration for devices on VSS4

ID Sel	Vendor	Device ID	Manufacturer	Part No./Description	PCI Config. Address
0	0x1057	0x0002	Motorola	MPC106/PCI bridge, mem. ctrlr.	0x8000_0000
11	0x1014	0x0046	IBM	MPIC/multiproc. int. controller	0x8000_5800
12	0x1000	0x000D	Symbios	SYM53C885/SCSI controller	0x8000_6000
12.1	0x1000	0x0701	Symbios	SYM53C885/Ethernet controller	0x8000_6100
13	(Note 4)	(Note 4)	(Note 4)	PMC Slot1	0x8000_6800
14	(Note 4)	(Note 4)	(Note 4)	PMC Slot2 (Note 1)	0x8000_7000
15	0x1011	0x0026	DEC	21154/PCI-PCI bridge (Note 2)	0x8000_7800
17	0x10E3	0x0000	Tundra Semiconductor	Universe II/PCI–VME64 bridge	0x8000_8800
18	0x1011	0x0046	DEC	21554/PCI-PCI bridge (Note 3)	0x8000_9000

Notes:
1. PMC Slot2 present on select model Synergy SBCs.
2. This PCI-PCI bridge (21154) on PEX3 only.
3. This PCI-PCI bridge (21554) on SBC models VGM5 and VSS4 only.
4. Vendor and Device IDs set by PMC manufacturer.

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VSS4 address map

The VSS4 address map as viewed by the PowerPC processor(s) and PCI devices is shown in the tables below.

PowerPC Address Map

Address	Device/address space description	Access
0000_0000 - 01FF_FFFF	RAM (32 MB)	D8–D64 (RW)
0000_0000 - 03FF_FFFF	RAM (64 MB)	D8–D64 (RW)
0000_0000 - 07FF_FFFF	RAM (128 MB)	D8–D64 (RW)
0000_0000 - 0FFF_FFFF	RAM (256 MB)	D8–D64 (RW)
0000_0000 - 1FFF_FFFF	RAM (512 MB)	D8–D64 (RW)
0000_0000 - 3FFF_FFFF	RAM (1 GB)	D8–D64 (RW)
0000_0080	Mailbox A Write	D8 (WO) Note 2
0000_00A0	Mailbox B Write	D8 (WO) Note 2
0000_00C0	Mailbox C Write	D8 (WO) Note 2
0000_00E0	Mailbox D Write	D8 (WO) Note 2
4000_0000 - 7FFF_FFFF	Reserved (1 GB)	—
8000_0000 - FCFF_FFFF	PCI Memory Space (2 GB-48 MB)	D8, D16, D32 (RW)
FD00_0000 - FDFF_FFFF	Reserved	—
FE00_0000 - FE7F_FFFF	PCI I/O Space (8 MB), 0-based	D8, D16, D32 (RW)
FE80_0000 - FEBF_FFFF	PCI I/O Space (4 MB), 0-based	D8, D16, D32 (RW)
FEC0_0000 - FEDF_FFFF	PCI Configuration Address Reg (2 MB)	D8, D16, D32 (RW)
FEE0_0000 - FEEF_FFFF	PCI Configuration Data Reg (1 MB)	D8, D16, D32 (RW)
FEF0_0000 - FEFF_FFFF	PCI Interrupt Acknowledge (1 MB)	D8, D16, D32 (RO)
FF00_0000 - FFDF_FFFF	Reserved (14 MB)	
FFE0_0000 - FFE7_FFFF	Boot Flash ROM (lower 512 KB, ROMBoot)	D8 (RW), D64 (RO) Note 1
FFE0_0000 - FFE7_FFFF	EPROM (512 KB), FlashBoot	D8 (RO), D64 (RO) Note 1
FFE8_0000 - FFE9_FFEF	NVRAM (128 KB-16 bytes)	D8 (RW), D64 (RO)
FFE9_FFF0 - FFE9_FFFF	Real Time Clock/Calendar	D8 (RW), D64 (RO)
FFEA_0000 - FFEF_FAFF	Reserved	
FFEF_FB00 - FFEF_FB07	Serial Port B (8B)	D8 (RW)
FFEF_FB08 - FFEF_FB0F	Serial Port A (8B)	D8 (RW)
FFEF_FB10 - FFEF_FB17	Serial Port D (8B)	D8 (RW)
FFEF_FB18 - FFEF_FB1F	Serial Port C (8B)	D8 (RW)
FFEF_FC00	Mailbox A Read	D8 (RO)
FFEF_FC08	Mailbox B Read	D8 (RO)
FFEF_FC10	Mailbox C Read	D8 (RO)
FFEF_FC18	Mailbox D Read	D8 (RO)

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PowerPC Address Map (continued)

Address	Device/address space description	Access
FFEF_FD00	8-bit User Switch Register	D8 (RO)
FFEF_FE00	Board Type and Revision Reg	D8 (RO)
FFEF_FE08	Special Mod and ECO Level Reg	D8 (RO)
FFEF_FE10	Board Family and Feature Register	D8 (RO)
FFEF_FE18	Board Status Register	D8 (RO)
FFEF_FE20	CPU Status Register	D8 (RO)
FFEF_FE28	CPU Timebase Register	D8 (RW)
FFEF_FE30	L2 Cache Register	D8 (RO)
FFEF_FE38	Memory Register	D8 (RO)
FFEF_FE40	Flash ROM Register	D8 (RW)
FFEF_FE48	P0•PCI Register	D8 (RO)
FFEF_FE50	Flash Window Register	D8 (WO)
FFEF_FE60	P0•PCI Interrupt Mask Register	D8 (RW)
FFEF_FE68	P0•PCI Interrupt Assert/Pending Register	D8 (RW)
FFEF_FE70	PCI Error Register	D8 (RO)
FFEF_FE80	User LED 0 Register	D8 (RW)
FFEF_FE88	User LED 1 Register	D8 (RW)
FFEF_FE90	User LED 2 Register	D8 (RW)
FFEF_FE98	User LED 3 Register	D8 (RW)
FFEF_FEA0	User LED 4 Register	D8 (RW)
FFEF_FEA8	User LED 5 Register	D8 (RW)
FFEF_FEB0	User LED 6 Register	D8 (RW)
FFEF_FEB8	User LED 7 Register	D8 (RW)
FFEF_FF30	VME64 Slot Register	D8 (RO)
FFEF_FF38	VME64 SysReset Register	D8 (RW)
FFEF_FF40	Watchdog Enable Register	D8 (WO)
FFEF_FF48	Watchdog Pet Register	D8 (WO)
FFF0_0000 - FFF7_FFFF	EPROM (512 KB), ROMBoot	D8 (RW), D64 (RO) Note 1
FFF0_0000 - FFFF_FFFF	Boot Flash ROM (1 MB, FlashBoot)	D8 (RW), D64 (RO) Note 1
FFF8_0000 - FFFF_FFFF	Boot Flash ROM (upper 512 KB, ROMBoot)	D8 (RW), D64 (RO) Note 1
FFF8_0000 - FFFF_FFFF	User Flash Bank (512 KB)	D8 (RW), D64 (RO) Note 3

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PCI Memory Space Address Map

Address	Device/address space description	Access
0000_0000 - 00FF_FFFF	RAM (16 MB)	D8–D64 (RW)
0000_0000 - 01FF_FFFF	RAM (32 MB)	D8–D64 (RW)
0000_0000 - 03FF_FFFF	RAM (64 MB)	D8–D64 (RW)
0000_0000 - 07FF_FFFF	RAM (128 MB)	D8–D64 (RW)
0000_0000 - 0FFF_FFFF	RAM (256 MB)	D8–D64 (RW)
0000_0000 - 1FFF_FFFF	RAM (512 MB)	D8–D64 (RW)
0000_0000 - 3FFF_FFFF	RAM (1GB)	D8–D64 (RW)
0000_0080	Mailbox A Write	D8 (WO) Note 2
0000_00A0	Mailbox B Write	D8 (WO) Note 2
0000_00C0	Mailbox C Write	D8 (WO) Note 2
0000_00E0	Mailbox D Write	D8 (WO) Note 2
4000_0000 - 7FFF_FFFF	unused (1 GB)	
8000_0000 - FCFF_FFFF	PCI Memory Space (2 GB-48 MB)	D8, D16, D32 (RW)
FD00_0000 - FEFF_FFFF	Reserved (32 MB)	
FF00_0000 - FF7F_FFFF	Reserved (8 MB)	
FFE0_0000 - FFE7_FFFF	Boot Flash ROM (lower 512 KB), ROMBoot	D8 (RO), D64 (RO) Note 1
FFE0_0000 - FFE7_FFFF	EPROM (512 KB), FlashBoot	D8 (RO), D64 (RO) Note 1
FFE8_0000 - FFEF_FFFF	Reserved	
FFF0_0000 - FFF7_FFFF	EPROM (512 KB), ROMBoot	D8 (RO), D64 (RO) Note 1
FFF0_0000 - FFFF_FFFF	Boot Flash ROM (1 MB), FlashBoot	D8 (RO), D64 (RO) Note 1
FFF8_0000 - FFFF_FFFF	Boot Flash ROM (upper 512 KB), ROMBoot	D8 (RO), D64 (RO) Note 1
FFF8_0000 - FFFF_FFFF	User Flash Bank (512 KB)	D8 (RO), D64 (RO) Note 3

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Address Map Table Notes:

Note 1: The Boot Flash ROM and EPROM devices have specific locations and accesses depending on whether the board is configured to boot from Flash (FlashBoot) or DIP EPROM (ROMBoot). This is summarized below:

FlashBoot mode (Boot ROM Enable jumper not installed): The system boots from Boot Flash ROM at location FFF0_0100. The entire device is addressed at FFF0_0000 - FFFF_FFFF and is D8 read/write if Flash Write Protect jumper (J02L pins 9 & 10 for Rev. B or lower boards, J02L pins 21 & 22 for Rev. C or higher boards) not installed and if FlashWP bit is not on; otherwise, device is read-only. EPROM is addressed at FFE0_0000 - FFE7_FFFF. The EPROM/Flash ROM address map for FlashBoot is shown below:

Address Map, FlashBoot

Address	Device/address space description	Access
FFE0_0000 - FFE7_FFFF	EPROM (512 KB)	D8 (RW), D64 (RO)
FFF0_0000 - FFFF_FFFF	Boot Flash ROM	D8 (RW), D64 (RO)

ROMBoot mode (Boot ROM Enable jumper installed): The system boots from EPROM at location FFF0_0100. EPROM is addressed at FFF0_0000 - FFF7_FFFF. Boot Flash ROM is read/write and is split-addressed at FFE0_0000 - FFE7_FFFF and FFF8_0000 - FFFF_FFFF. Flash ROM reading/programming code must deal with the address discontinuity to properly access the device. The EPROM/Flash ROM address map for ROMBoot is shown below:

Address Map, ROMBoot

Address	Device/address space description	Access
FFE0_0000 - FFE7_FFFF	Boot Flash ROM (lower half)	D8 (RW), D64 (RO)
FFF0_0000 - FFF7_FFFF	EPROM (512 KB)	D8 (RW), D64 (RO)
FFF8_0000 - FFFF_FFFF	Boot Flash ROM (upper half)	D8 (RW), D64 (RO)

Note 2: Mailbox writes are done by writing an 8-bit value to memory. To ensure proper operation, disable cache for page 0 of memory.

Note 3: User Flash is selected by setting bit 7 of the Flash Window Register (0xFFEF_FE50). This register also addresses a particular 512 KB bank of User Flash. The number of available User Flash banks depends on the amount of User Flash installed in the system. User Flash and the upper 512 KB of Boot Flash cannot be accessed at the same time. Access routines in application programs must be mutually exclusive when both Boot Flash and User Flash are used.

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Onboard registers

This chapter describes the contents and use of the onboard registers that monitor and control the operation of various features and functions on VSS4 boards. All registers described in this chapter are 8-bits wide and limited to PowerPC bus accesses only. The onboard registers fall into one of three categories:

- **Board information registers** — are *read-only* registers that provide the system with ID and configuration information.
- **Status registers** — are *read-only* registers that indicate the *status or condition* of on-board devices or processes. Using these registers involves reading the register and interpreting the bit pattern found there.
- **Control/Mode registers** — are *read/write* registers that *set up the board* to perform a given operation or function. Using a Control/Mode register involves writing a particular hex value to the register's address location. A read of the control/mode address location gives the current value of the register.

The following register descriptions include address location, access mode (read/write [RW], write-only [WO] or read-only [RO]), bit description, and a brief summary of what it does.

The register bit description uses the notation listed below in each bit position to show the register's value after a board reset (i.e., power cycling or system reset).

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Register bit description notations for reset value

Notation	What it means
x	Unused bit; set to 0 for future compatibility
—	Read-only bit
1	Set to 1 upon reset
0	Set to 0 upon reset

Board information registers

VSS4 board information registers include:

- Board type and revision register
- Special mod and ECO level register
- Board family and feature register
- L2 cache register
- Memory register
- Secondary PCI slot register
- VME64 slot register

Board type and revision register, OxFFEF_FE00 (RO)

Bit	7	6	5	4	3	2	1	0	
	0	***1***	***0***	***0***	***—***	***—***	***—***	***—***	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7–b4	Board Type	0x1 = VGM1 0x2 = VGM2 0x4 = VSS4 0x5 = VGM5 0xC = VGMC 0xD = VGMD
b3–b0	Revision Level	0x0 = a 0x1 = b 0x2 = c ↓ : 0xF = p

A byte read of this register reveals the board type (higher order nibble) and board revision level (lower order nibble).

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Special mod and ECO level register, OxFFEF_FE08 (RO)

Bit	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b4	Special Mod	0x0 = none 0x1 = _____ 0x2 = _____ 0x4 = _____ 0x5 = _____ 0x6 = _____
b3–b0	ECO Level	0x0 = none 0x1 = 1 0x2 = 2 ↓ : 0xF = 15

A byte read of this register reveals the special modification code (higher order nibble) and ECO level of the board (lower order nibble). Space is provided above to write in the special mod to the code that applies to your board.

Board family and feature register, OxFFEF_FE10 (RO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*0*	*1*	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b4	Board Family	0 = VGM Series 1 = VSS Series 2 = KGM Series 3 = VGR Series
b3–b0	Reserved	—

A byte read of this register reveals the board's special features, if any, and the board family to which it belongs.

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L2 cache register, OxFFEF_FE30 (RO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*0*	*0*	*0*	*0*	*0*	*0*	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7-b2	Reserved	—
b1-b0	L2 Clock Ratio (CPU core to L2 frequency divider)	0 = 1:1.0 1 = 1:1.5 2 = 1:2.0 3 = Reserved

This read-only register returns the CPU's L2 clock ratio based on the relative clock speed of the processor and L2 SRAM parts that are installed on the board. This value must then be programmed into the CPU's L2 cache control registers for the L2 cache to function properly.

Memory register, OxFFEF_FE38 (RO)

Bit	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b6	Type of Memory	0 = SDRAM, 15nS, CL=2, Flow-Thru 1 = SDRAM, 15nS, CL=2, Registered 2 = reserved 3 = reserved
b5–b3	Memory per Bank	0 = 8 MB 1 = 16 MB 2 = 32 MB 3 = 64M B 4 = 128 MB
b2–b0	Number of Banks	0 = no memory 1 = 1 bank 2 = 2 banks 3 = 4 banks 4 = 8 banks

A byte read of this register provides information on the board's installed memory. Information provided in this register includes number of banks, capacity per bank, and type of memory used (SDRAM type, etc.).

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Secondary PCI Slot register, OxFFEF_FE48 (RO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b1	Reserved	—
b0	Sec. PCI Bus Slot controller Indicator	0 = Not System Controller 1 = System Controller

A byte read of this register informs which CPU board is responsible for configuring the P0•PCI™ bus map. If b0 = 0, the SBC configures the P0•PCI™ bus map. If b0 = 1, a CPU board on the secondary (external) PCI bus configures the P0•PCI™ bus map.

VME64 Slot register, OxFFEF_FF30 (RO)

Bit	7	6	5	4	3	2	1	0	
	x	—	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7	Reserved	—
b6	Slot Number Source	0 = Manual, Slot Jumper Field (J02L) 1 = Auto, VME64x Geographical Address
b5	Valid/Invalid Geographical Address	0 = invalid 1 = valid
b4–b0	Binary Encoded Slot Number	1 = slot 1 2 = slot 2 ↓ : 21 = slot 21

A byte read of this register returns information on the board's VME64x slot number assignment. The five lower order bits make up the binary encoded slot number. Additional bits show whether or not the VME64x geographical address is valid, and the source of the slot number assignment (board's jumper field [J02L] or board's geographical address pins). *(This register present on Rev. C or higher boards only.)*

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Status registers

VSS4 status registers include:

- Eight-bit user switch register
- Board status register
- CPU status register

Eight-bit user switch register, OxFFEF_FD00 (RO)

Bit	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7	Switch 7	0 = Off 1 = On
b6	Switch 6	0 = Off 1 = On
b5	Switch 5	0 = Off 1 = On
b4	Switch 4	0 = Off 1 = On
b3	Switch 3	0 = Off 1 = On
b2	Switch 2	0 = Off 1 = On
b1	Switch 1	0 = Off 1 = On
b0	Switch 0	0 = Off 1 = On

A read of this register shows the setting of the 8-position front panel switch.

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Board status register, OxFFEF_FE18 (RO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7-b4	Reserved	—
b3-b2	PowerPC Bus Speed	0 = 66MHz 1 = 83MHz 2 = 100MHz 3 = undefined
b1	Board Ejector Handle Switches*	0 = Both eject handle switches are closed 1 = one/both eject handles switch(es) open
b0	Fail LED	0 = OFF 1 = ON

NOTE: This bit valid only for boards with locking ejector handle option.

A read of this register shows the status of the board's FAIL LED (ON or OFF) and the PowerPC bus speed.

CPU status register, OxFFEF_FE20 (RO)

Bit	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7	CPU-W status	0 = Halted 1 = Running
b6	CPU-Z status	0 = Halted 1 = Running
b5	CPU-Y status	0 = Halted 1 = Running
b4	CPU-X status	0 = Halted 1 = Running
b3-b2	Number of CPUs	0 = 4 1 = 1 2 = 2 3 = 3
b1-b0	CPU ID*	0 = W 1 = Y 2 = Z 3 = W

NOTE: This is a processor-dependent register. All CPUs access the same address, but the information in b1-b0 identifies which CPU is performing the read.

A read of this register returns the status of the CPU(s) on the board. Information in this register includes the CPU ID of the processor doing the read, the total number of CPUs on the board, and the halt/run status for all onboard CPUs.

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Control/Mode registers

VSS4 control/mode registers include:

- CPU timebase register
- Flash ROM register
- Flash Window register
- PCI error register
- P0•PCI interrupt assert/pending register
- P0•PCI interrupt mask register
- User LED registers
- VME64 SysReset register
- Watchdog enable register
- Watchdog pet register

Using Control/Mode register functions

Activating a Control/Mode register function involves writing the appropriate hexadecimal data value to the appropriate register.

For example, turning on LED 0 would require writing **0x01** to the User LED register at **0xFFEF_FE80** using the following PowerPC instructions:

```
lis   3, 0xFFEF
ori   3, 3, 0xFE80
li    4, 1
stb   4, 0 (3)
```

CPU Timebase register, OxFFEF_FE28 (RW)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*1*	*1*	*1*	*1*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b4	Reserved	—
b3	CPU-W Timebase Enable	0 = Disabled 1 = Enabled
b2	CPU-Z Timebase Enable	0 = Disabled 1 = Enabled
b1	CPU-Y Timebase Enable	0 = Disabled 1 = Enabled
b0	CPU-X Timebase Enable	0 = Disabled 1 = Enabled

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A write to this register enables (1) or disables (0) the CPU's (X, Y, Z or W) internal timebase generator. This internal timebase generator is a free running counter that runs at the CPU's core frequency. Software can use this free running counter to determine the speed at which the processor is running, or other timing functions as required. A read of this register returns the status of the timebase enables/disables.

Flash ROM register, OxFFEF_FE40 (RW)

Bit	7	6	5	4	3	2	1	0	
	—	—	*x*	*x*	*x*	*x*	*x*	*1*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7	Boot ROM Enable jumper, J02L 1 & 2 (RO)	0 = Jumper OFF (Boot Source is Boot Flash) 1 = Jumper ON (Boot Source is DIP EPROM)
b6	Flash ROM Write Protect Jumper, J02L, 9 & 10 or 21 & 22 (RO) [see text]	0 = Jumper OFF (no write protect) 1 = Jumper ON (write protect)
b5-b1	Reserved	—
b0	Software Flash ROM Write Protect (RW) *	0 = Flash ROM not write-protected (jumper ON** overrides this) 1 = Flash ROM write-protected (set bit overrides jumper OFF)

NOTE: * When Flash ROM is not write-protected, only CPU-X has access to it.
** Jumper refers to J02L Flash Write Protect jumper.

This register addresses the board's Flash ROM operation.

Bit 0 of this register is a software Flash write-protect bit. Setting this bit protects Flash from writes even if the Flash write protect jumper (J02L) is removed. Clearing this bit allows Flash to be written provided that the J02L Flash write protect jumper is also removed and that the MPC106 ROM write protect bit has not been set since the last board reset.

A read of bit 6 indicates the state of the Flash write protect jumper (J02L pins 9 & 10 for Rev. B or lower, J02L pins 21 & 22 for Rev. C or higher). When 1, the Flash write protect jumper is ON for Flash write protection. When 0, the Flash write protect jumper is OFF to enable Flash writes. However, this is true only if the write-protect bit (b0) of this register is cleared and if the MPC106 ROM write-protect bit has not been set since the last board reset.

Flash write protection indicated or set by this register applies to Boot Flash, User Flash, and Flash EPROM (if installed) in the DIP EPROM socket.

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A read of bit 7 indicates the state of the Boot ROM enable jumper (J02L pins 1 & 2) which selects between two possible boot sources. When 0, the jumper is OFF and boot is from Boot Flash. When 1, the jumper is ON and boot is from DIP EPROM.

Refer to the ***Setting up the VSS4 hardware*** chapter (page 23) for more information on the Flash write protect jumper and the Boot ROM enable jumper.

Flash Window register, OxFFEF_FE50 (WO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*0*	*0*	*0*	*0*	*0*	*0*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7	User Flash Select	0 = Boot Flash 1 = User Flash
b6-b0	User Flash 512K Bank Select	4 MB = 0x00–0x87 (8 banks) 8 MB = 0x00–0x8F (16 banks) 16 MB = 0x00–0x9F (32 banks) 32 MB = 0x00–0xBF (64 banks) 64 MB = 0x00–0xEF (128 banks)

This write-only register selects which Flash memory, User Flash or Boot Flash, appears at address range 0xFFF8_0000–0xFFFF_FFFF (512 KB). When User Flash is selected (b7 = 1) a particular **512 KB** bank or window of that memory is addressed by bits b6-b0. As shown in the diagram above, the total available 512 KB banks of Flash memory depend on the amount of User Flash installed on the board.

With User Flash selected, only the lower 512 KB of Boot Flash is accessible. With Boot Flash selected, the entire 1 MB of Boot Flash is available for use.

This register returns an undefined value when read.

Refer to the ***User Flash memory*** chapter in this section (page 153) for more information.

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PCI error register, OxFFEF_FE70 (RO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7-b2	Reserved	—
b1	System Error (SErr)	0 = not asserted 1 = asserted
b0	Parity Error (PErr)	0 = not asserted 1 = asserted

To maximize the use of available MPIC interrupts, the local PCI parity and system error signals are combined into one interrupt source (Int #4). When this interrupt source is asserted, the PCI error register tells the CPU the type of error, parity or system, originally generated by the local PCI.

P0•PCI interrupt assert/pending register, OxFFEF_FE68 (RW)

Bit	7	6	5	4	3	2	1	0	
	—	*x*	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7	P0•PCI Bridge Interrupt (read only)	0 = not asserted 1 = asserted
b6	Reserved	—
b5	P0•PCI System Error (read only)	0 = not asserted 1 = asserted
b4	P0•PCI Parity Error (read only)	0 = not asserted 1 = asserted
b3	P0•PCI Interrupt D	0 = not asserted 1 = asserted
b2	P0•PCI Interrupt C	0 = not asserted 1 = asserted
b1	P0•PCI Interrupt B	0 = not asserted 1 = asserted
b0	P0•PCI Interrupt A	0 = not asserted 1 = asserted

Setting b3–b0 of the P0•PCI interrupt assert/pending register asserts a PCI interrupt (Int A–D) on the P0 side of the PCI-PCI bridge. Clearing b3–b0 deasserts the corresponding interrupt. A read of this register returns the current state of the P0•PCI interrupt signals. If it is not desired for the board to see any or all of these interrupts coming elsewhere from the bus, use the P0•PCI interrupt mask register to

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prevent any of these interrupts from being passed on to the board. See next.

P0•PCI interrupt mask register, 0xFFEF_FE60 (RW)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*1*	*1*	*1*	*1*	*1*	*1*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b6	Reserved	—
b5	P0•PCI System Error Mask	0 = interrupt enabled 1 = interrupt disabled (masked)
b4	P0•PCI Parity Error Mask	0 = interrupt enabled 1 = interrupt disabled (masked)
b3	P0•PCI Interrupt D Mask	0 = interrupt enabled 1 = interrupt disabled (masked)
b2	P0•PCI Interrupt C Mask	0 = interrupt enabled 1 = interrupt disabled (masked)
b1	P0•PCI Interrupt B Mask	0 = interrupt enabled 1 = interrupt disabled (masked)
b0	P0•PCI Interrupt A Mask	0 = interrupt enabled 1 = interrupt disabled (masked)

The P0•PCI interrupt mask register enables/disables the board's processing of P0•PCI interrupts. This is necessary since the board is sharing interrupts when other boards are connected to the P0•PCI interface. Setting a bit masks the corresponding interrupt, which prevents it from being seen by the board. Clearing a bit passes the corresponding interrupt to the board, which enables it to act on the interrupt.

User LED registers, 0xFFEF_FE80, 0xFFEF_FE88, 0xFFEF_FE90, 0xFFEF_FE98, 0xFFEF_FEA0, 0xFFEF_FEA8, 0xFFEF_FEB0, 0xFFEF_FEB8 (RW)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*1*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	User LED *n* (n = 0, 1, 2, 3, 4, 5, 6, 7)	0 = OFF 1 = ON

There are eight User LED registers, one for each user LED. A write to one of these registers turns ON or OFF the appropriate user LED. A

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read of one of these registers returns the ON/OFF status of the appropriate user LED.

VME64 SysReset register, OxFFEF_FF38 (RW)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*1*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	VME64 SysReset	0 = Board does not respond to its own SysReset 1 = Board does respond to its own SysReset

A write to this register sets whether or not the board responds to its own SysReset. A read of this register returns the value of the bits setting this register. *(This register present on Rev. C or higher boards only.)* Refer to ***External VME SysReset*** in Section 5 (page 161) for details on the use of this register.

Watchdog enable register, OxFFEF_FF40 (WO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*0*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	Watchdog Enable	0 = Watchdog disabled. No need to service watchdog. 1 = Watchdog enabled. Periodic writes to Watchdog Pet register (see next register description) is required to prevent board reset.

Setting b0 of this write-only register to '1' enables the watchdog timer function. Once watchdog is enabled, the application code must periodically write to the watchdog pet register (see next) to avoid reset. An enabled watchdog can only be disabled by a board reset after which b0 is automatically set to 0. Refer to Section 5 ***Reset*** (page 157) for detailed reset information. *(This register present on Rev. C or higher boards only.)*

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Watchdog pet register, OxFFEF_FF48 (WO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*0*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	Watchdog Service	Write alternating 0 and 1 to this bit within 250 ms to prevent board reset. This register has no effect if watchdog is disabled.

The watchdog is held off from resetting the board by periodic writes alternating between 0 and 1 to the watchdog pet register b0. A 0-to-1 transition at least once every 250 milliseconds is required. The code may twiddle this bit as often as it likes as long as this maximum time is not exceeded. This periodic writing to the watchdog pet register is typically done in the main polling loop of the application program. Should the program fail to write to the watchdog pet register, the watchdog times out and the board/system is reset. Refer to Section 5 ***Reset*** (page 157) for detailed reset information. *(This register present on Rev. C or higher boards only.)*

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Backside L2 cache controller

The 750/7400/7410 processor has an onboard L2 cache controller with a dedicated port to the external synchronous SRAMs (1 MB for Rev. D or lower boards, 1 MB or 2 MB for Rev. E or higher boards). The L2 backside cache maintains cache coherency through snooping and is normally configured for copyback mode.

For the 750 G3 processor, the L2 cache is a two-way set associative tag memory with 4096 tags per way. With 1 MB of SRAM, the L2 tags are configured for four sectors (128 bytes) per L2 cache block.

For the 7400/7410 G4 processor, the L2 cache is a two-way set associative tag memory with 8K tags per way. The tags are sectored depending on L2 cache size. A 1 MB L2 cache supports 2 cache line blocks per tag entry (2 sectors, 64 bytes. A 2 MB L2 cache supports 4 cache lines blocks per tag entry (4 sectors, 128 bytes).

Because the cache runs at or near the CPU core frequency and has its own bus to the cache SRAMs, the 750/7400/7410's performance is noticeably improved over similar processors running at the same speed.

When a CPU read memory access is detected:

1. It looks in its L1 cache to service the CPU request. If not in L1, it looks in L2.
2. If what the CPU wants is in either L1 or L2, it's a "hit" and the CPU fetches the data without using a memory access cycle.
3. If the requested data is not in either L1 or L2 cache, it's a "miss" and the CPU accesses the main memory for the data using the Grackle.

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For a memory write, the backside L2 cache will “copy-back” the write:

1. The CPU, due to an L1 cache castout, writes data to memory (so it thinks).

2. The backside L2 cache captures the write and stores the data.

3. If the L2 cache write caused an L2 castout because that cache line was already used, then the L2 cache writes (copies back) the previous data to memory.

How to use the backside L2 cache

The configuration of the backside L2 cache including the enable/disable status is set by the processor’s L2 cache control register (L2CR). The VSS4 is provided with an onboard register at 0xFFEF_FE30 to discover the proper L2 clock ratio. Information on this register is found in this section on page 116. Refer to the Motorola 750/7400/7410 User’s Manual for more information about the backside L2 cache interface operation.

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Mailboxes

The VSS4 provides four 8-bit wide mailboxes for interprocessor communication. Each mailbox generates an interrupt while it contains any data.

The mailbox write addresses are in RAM space, which is accessible by all memory owners including either CPU, all PCI masters including PMC cards and the Universe VME slave. The mailbox read registers are located in ROM space, and are readable only by the CPUs.

Mailboxes A–D are typically used to interrupt CPU-X, CPU-Y, CPU-Z and CPU-W respectively. This interrupt steering is programmed by the user into the MPIC interrupt controller, and may be changed if needed. Refer to Section 6 ***MPIC Interrupt Controller*** (page 165) for more information on the MPIC.

Each mailbox contains a FIFO containing 256 storage locations, which allows up to 256 pending messages in each mailbox. This provides buffering for multiple near-simultaneous messages from many different processes. Messages written to the mailbox will be read by the CPU in the order they were received.



For proper operation of the mailbox write function, set memory page 0x0000_0000 to **non-cacheable** mode in the MMU.

Any processor, but no other device (e.g., a PMC card), is allowed to read a mailbox. This restriction is in place to prevent CPU interrupts from being mishandled. Reading the mailbox will return the least recently written value and will cause that entry to be removed from the FIFO. When all pending mailbox data has been read, the interrupt will be cleared. The ISR does not need to read all data from the FIFO; in fact, it's best to have the interrupt routine read one entry from the

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mailbox and return to program execution. If additional data is in the mailbox, the interrupt will still be active and the ISR will be entered again automatically.

Mailbox addresses are listed below.

Mailbox read/write addresses

Mailbox	Write	Read
Mailbox A	0x0000_0080	0xFFEF_FC00
Mailbox B	0x0000_00A0	0xFFEF_FC08
Mailbox C	0x0000_00C0	0xFFEF_FC10
Mailbox D	0x0000_00E0	0xFFEF_FC18

The mailbox write may be any data size, but only the byte of data at exactly the specified address (i.e., the most significant byte) will be written to the FIFO.

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Asynchronous serial interface

The VSS4's asynchronous serial ports are provided by Exar Corporation's ST16C654 quad UART chip. The four serial channels (**A**–**D**) are brought out to a single RJ-69 jack on the front panel.

The ST16C654 features 64 bytes of transmit and 64 bytes of receive FIFO per channel. This reduces overall UART interrupt servicing time, which allows the CPU extra time to run other processes (multitask).



For more information about programming the ST16C654, refer to the Exar ST16C654 datasheet. This can be obtained by contacting:

EXAR Corporation,
48720 Kato Road
Fremont, CA 94538
(510) 668-7000
FAX (510) 668-7017

The datasheet is also available on Exar's website:

http://www.exar.com/products/st16c654.pdf

Registers

The ST16C654 provides 14 internal registers per channel for monitoring and control. These registers are summarized in the table below.

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Asynchronous serial interface registers, ST16C654

Address Offset	Register [Default][1]	R/W	b7	b6	b5	b4	b3	b2	b1	b0
General Register Set										
0x0	RHR[XX]	R	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
0x0	THR[XX]	W	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
0x1	IER [0x00]	W	CTS	RTS interrupt	Xoff interrupt	Sleep mode	modem status interrupt	receive line status interrupt	transmit holding interrupt	receive holding register
0x2	FCR	W	RCVR trigger (MSB)	RCVR trigger (LSB)	TX trigger (MSB)	TX trigger (LSB)	DMA mode select	XMIT FIFO reset	RCVR FIFO reset	FIFO enable
0x2	ISR [0x01]	R	FIFO's enabled	FIFO's enabled	INT priority bit-4	INT priority bit-3	INT priority bit-2	INT priority bit-1	INT priority bit-0	INT status
0x3	LCR [0x00]	W	divisor latch enable	set break	set parity	even parity	parity enable	stop bits	word length bit-1	word length bit-0
0x4	MCR [0x00]	W	Clock select	IR enable	Xon Any	loop back	-OP2/ INTx enable	-OP1	-RTS	-DTR
0x5	LSR [0x60]	R	FIFO data error	trans. empty	trans. holding empty	break interrupt	framing error	parity error	overrun error	receive data ready
0x6	MSR [0xX0]	R	CD	RI	DSR	CTS	delta - CD	delta -RI	delta - DSR	delta - CTS
0x7	SPR [0xFF]	RW	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
Baud Rate Register Set [2]										
0x0	DLL[XX]	RW	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
0x1	DLM[XX]	RW	bit-15	bit-14	bit-13	bit-12	bit-11	bit-10	bit-9	bit-8
Enhanced Register Set [3]										
0x2	EFR [0x00]	RW	Auto CTS	Auto RTS	Special Char. select	Enable IER Bits 4-7, IAR, FCR Bits 4-5, MCR Bits 5-7	Cont-3 Tx/Rx Control	Cont-2 Tx/Rx Control	Cont-1 Tx/Rx Control	Cont-0 Tx/Rx Control
0x4	Xon-1 [0x00]	RW	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
0x5	Xon-2 [0x00]	RW	bit-15	bit-14	bit-13	bit-12	bit-11	bit-10	bit-9	bit-8
0x6	Xoff-1 [0x00]	RW	bit-7	bit-6	bit-5	bit-4	bit-3	bit-2	bit-1	bit-0
0x7	Xoff-2 [0x00]	RW	bit-15	bit-14	bit-13	bit-12	bit-11	bit-10	bit-9	bit-8

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Notes: 1. The value between the square brackets represents the register's initialized HEX value.
2. The Baud Rate register set is accessible only when LCR bit-7 is set to "1".
3. Enhanced Feature Register, Xon 1,2 and Xoff 1,2 are accessible only when LCR is set to 0xBF.

For detailed register descriptions, refer to the ST16C654 datasheet.

Serial I/O address map

Listed below are the base addresses of the four serial ports. To calculate a serial port register address, add the serial port's base address given below to the Address Offset listed in the left-hand column of the table on the previous page.

Serial port base addresses

Address	Port
0xFFEF_FB08	A
0xFFEF_FB00	B
0xFFEF_FB18	C
0xFFEF_FB10	D

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Programmable baud rate generator

A 24.0000 MHz clock oscillator provides input to the ST16C654 baud rate generator. The ST16C654 divides the clock input by 16. The resultant clock is divided down by a divisor which is programmed as a Hex value into the DLM (MSB) and DLL (LSB) registers. Further division of this clock provides two table rates to support low (clock divided by 4) and high (clock divided by 1) data rate applications in the same system. The default baud rate is set in hardware to the baud table that is derived from the clock divided by 1.

After the board is initialized, one of the two available baud tables must be selected via Modem Control Register (MCR) bit 7:

- MCR register b7 = 0, clock divided by 1
- MCR register b7 = 1, clock divided by 4

The table below shows the DLM and DLL register program values and the associated output baud rate.

Baud rate generator programming table

DLM value	DLL value	Divisor Hex [Decimal]	Output Baud, bps (clock ÷4)	Output Baud, bps (clock ÷1)
0x4E	0x20	0x4E20 [20000]	—	75
0x27	0x10	0x2710 [10000]	—	150
0x13	0x88	0x1388 [5000]	75	300
0x09	0xC4	0x09C4 [2500]	150	600
0x04	0xE2	0x04E2 [1250]	300	1200
0x02	0x71	0x0271 [625]	600	2400
0x01	0x39	0x0139 [313]	1200	4800
0x00	0x9C	0x009C [156]	2400	9600
0x00	0x4E	0x004E [78]	4800	19.2K
0x00	0x27	0x0027 [39]	9600	38.4K
0x00	0x1A	0x001A [26]	14.4K	57.6K
0x00	0x14	0x0014 [20]	19.2K	76.8K
0x00	0x0D	0x000D [13]	28.8K	115.2K

Note that the table above is not exhaustive; it only contains the most commonly used baud rates. The user can program a divisor value (DLM, DLL registers) for any desired baud rate using the formulas:

- For divide-by-one mode: 1,500,000 ÷ *baudrate* = divisor
- For divide-by-two mode: 375,000 ÷ *baudrate* = divisor

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Serial interface interrupts

The ST16C654 provides six levels of prioritized interrupts. The status of these interrupts is shown in the Interrupt Status Register (ISR). A read of the ISR provides an indication of the highest pending interrupt to be serviced. No other interrupts are acknowledged until the pending interrupt is serviced. Reading the ISR clears the interrupt status of the current pending interrupt *only*. Note that after an interrupt is cleared, the ISR should be reread as another lower level interrupt may be pending. The table below shows the interrupt sources, the priority level, and associated status bits.

Interrupt source, ST16C654

Priority Level	ISR Bits						Interrupt Source
	b5	b4	b3	b2	b1	b0	
1	0	0	0	1	1	0	LSR (Receiver Line Status Reg.)
2	0	0	0	1	0	0	RXRDY (Rx Data Ready)
2	0	0	1	1	0	0	RXRDY (Rx Data timeout)
3	0	0	0	0	1	0	TXRDY (Tx Holding Reg. Empty)
4	0	0	0	0	0	0	MSR (Modem Status Register)
5	0	1	0	0	0	0	RXRDY (Rec'd Xoff signal)/ Special character
6	1	0	0	0	0	0	CTS, RTS change of state

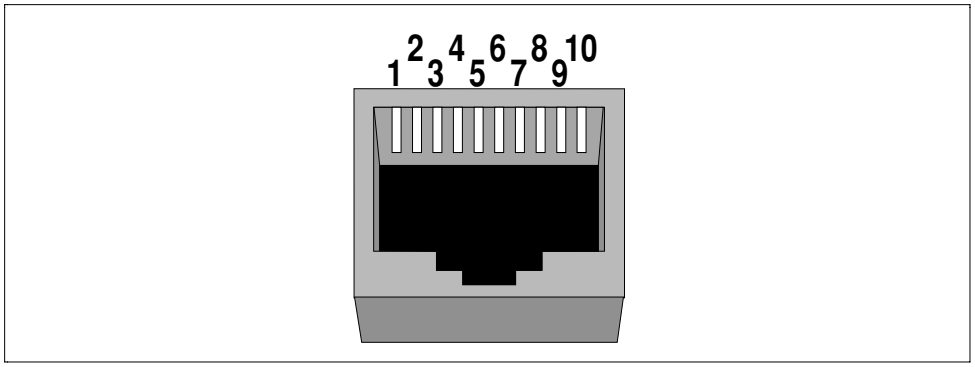
Enabling/disabling the serial ports as interrupt sources

The Interrupt Enable Register (IER) masks the interrupts from receiver read, transmitter empty, line status and modem status registers. These interrupts are normally seen on the INT A-D output pins. Refer to the ST16C654 datasheet for programming details.

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Serial interface connector

The figure and table identify the pinout numbers and signals for the VSS4 front panel serial port RJ-50/RJ-69 connector.



Asynchronous serial connector pin numbering

Serial Ports A, B, C, & D (P346) pin assignments

Pin	Function
1	Transmit Data, Serial Port D
2	Transmit Data, Serial Port C
3	Transmit Data, Serial Port B
4	Transmit Data, Serial Port A
5	Ground – (Gnd) internally connected to ground; connect to Signal Ground.
6	Ground – (Gnd) internally connected to ground; connect to Signal Ground.
7	Receive Data, Serial Port A
8	Receive Data, Serial Port B
9	Receive Data, Serial Port C
10	Receive Data, Serial Port D

A serial connection option is available:

- **CRJ4** — VSS4 serial port adapter. The CRJ4 serial port adapter is a PCB assembly that connects to the VSS4 front panel serial connector via an RJ-69 cable. Four RJ-45 connectors on the CRJ4 provide the connection to/from the individual serial channels.

Refer to the serial port connector discussion in Appendix A, ***Cables & Connectors*** (page 257) for more information on VSS4 serial port connectivity.

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Clock calendar

The VSS4 provides clock/calendar data including the year, month, date, day, hour, minutes, and seconds data in 24-hour BCD format from a SGS-Thomson M48T201Y Timekeeper SRAM controller chip. The Y2K-compliant clock calendar is backed-up by a lithium battery that should last for 5–10 years.

For high-altitude applications (>10,000 ft.), a capacitor backup option is available to back up the clock calendar in lieu of the regular lithium battery which can leak in a high-altitude environment. The capacitor backup option provides 12 days (typical) of backup and raises the board's maximum operating altitude to approximately 39,000 ft.



For more information about this device, see the *M48T201Y Timekeeper Controller* datasheet which is available as a PDF file from the SGS-Thomson website:

http://www.st.com/stonline/books/index.htm

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Clock address locations

The M48T201Y Clock/SRAM is an 8-bit peripheral. Each M48T201Y memory location must be accessed on successive byte boundaries as illustrated in the table below.

Clock/calendar registers

Register address	Data bits 0-7								Range	
	b7	b6	b5	b4	b3	b2	b1	b0		
FFE9_FFFF	10 Years				Year				Year	00-99
FFE9_FFFE	0	0	0	10M	Month				Month	01-12
FFE9_FFFD	0	0	10 Date		Day of Month				Day of Month	01-31
FFE9_FFFC	0	FT	0	0	0	Day of the Week			Day of Week	01-07
FFE9_FFFB	0	0	10 Hours		Hours (24-hr Format)				Hour	00-23
FFE9_FFFA	0	10 Minutes			Minutes				Minutes	00-59
FFE9_FFF9	ST	10 Seconds			Seconds				Seconds	00-59
FFE9_FFF8	W	R	S	Calibration					Control	
FFE9_FFF7	WDS	BMB 4	BMB 3	BMB 2	BMB 1	BMB 0	RB1	RB0	Watchdog	
FFE9_FFF6	AFE	SQWE	ABE	Al. 10M	Alarm Month				Al. Month	01-12
FFE9_FFF5	RPT4	RPT5	Al. 10 Date		Alarm Date				Al. Date	01-31
FFE9_FFF4	RPT3	0	Al. 10 Hrs.		Alarm Hours				Al. Hours	00-23
FFE9_FFF3	RPT2	Alarm 10 Minutes			Alarm Minutes				Al. Minutes	00-59
FFE9_FFF2	RPT1	Alarm 10 Seconds			Alarm Seconds				Al. Seconds	00-59
FFE9_FFF1	1000 Years				100 Years				Century	00-99
FFE9_FFF0	WDF	AF	0	BL	RS3	RS2	RS1	RS0	Flags	

Key:

S= Sign bit
FT= Frequency Test Bit
R = Read Bit
W = Write Bit
ST = Stop Bit
0 = Must be set to '0'
Z = '0' and are read only

WDS = Watchdog Steering Bit
AF = Alarm Flag
BL = Battery Low Flag
SQWE = Square Wave Enable Bit
BMB0-BMB4 = Watchdog Multiplier Bits
RB0-RB1 = Watchdog Resolution Bits
AFE = Alarm Flag Enable
ABE = Alarm in Battery Back-up Mode Enable
RPT1-RPT5 = Alarm Repeat Mode Bits
WDF = Watchdog Flag
RS0-RS3 = SQW Frequency

Accessing clock data

Access to the clock is as simple as conventional byte-wide RAM access because the RAM and the clock are combined on the same die. The Timekeeper registers are located in the upper 16 locations of the RAM as listed in the table above.

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These registers contain, beginning from the top: year, month, day of month, day of week (Sunday = 1), hour, minutes, and seconds data in 24-hour BCD format. Corrections for leap year and the number of days in the month are made automatically. These registers are not the actual clock counters, but BiPort read/write static RAM memory locations. The M48T201Y includes a clock control circuit that, once a second, dumps the counters into the BiPort RAM.

Clock operations

Updates to the Timekeeper registers should be temporarily suspended before clock data is read to prevent reading of data in transition. Because the BiPort Timekeeper cells in the RAM array are only data registers and not the actual counters, updating the registers can be suspended without disturbing the clock itself.

Updating the data registers is suspended when a 1 is written into the Read bit, the seventh most significant bit in the Control register. As long as a 1 remains in that position, data register updates are suspended. After the Read bit is set, the registers reflect the count, i.e., the day, date, and time that were current at the moment the Read command was issued. All of the Timekeeper registers are updated simultaneously. The Read command will not interrupt an update in progress. Registers are again updated in a normal fashion within a second after the Read bit is reset to a 0.

Setting the clock — The eighth bit of the Control register is the Write bit. Setting the Write bit to a 1, like the Read bit, suspends updates to the Timekeeper registers. The user can then load them with the correct day, date, and time data in 24-hour BCD format.

Resetting the Write bit to a 0 transfers those values into the actual Timekeeper counters and allows normal operation to resume. The FT bit, as well as the bits marked with zeros in the above table, must be written with zeros to allow normal Timekeeper and RAM operation.

Stopping and starting the oscillator — The oscillator may be stopped at any time. If the CPU board is going to spend a significant amount of time on the shelf, the oscillator can be turned off to minimize current drain from the battery. The STOP bit is the MSB (b7) of the Seconds register. Set this bit to “1” to stop the oscillator.

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To start the oscillator:

1. Set the Write bit to "1".
2. Reset the Stop bit to "0".
3. Reset the Write bit to "0".
4. Wait two seconds.
5. Set the Write bit to "1".
6. Set the correct time and date.
7. Reset the Write bit to "0".

Calibrating the clock speed — The low-order 5 bits of the control register ('Calibration' in the table above) represent any value between 0 and 31 in binary form. The sixth bit is a **sign** bit (the **s** bit in the table above) where:

- **S=1** indicates a positive calibration and speeds up the oscillator.
- **S=0** indicates a negative calibration and slows down the oscillator.

Calibration corrections are applied within a 64-minute cycle. The first 62 minutes in each 64-minute cycle may, once per minute, have one second either shortened or lengthened by:

128/32768 seconds (3.906 ms)

If a binary 1 is loaded into the ccccc bits, only the first 2 minutes in the 64 minute cycle will be modified; if a binary 6 is loaded, the first 12 minutes of the 64-minute cycle will be affected, and so on. If the oscillator is running precisely at its nominal frequency (32768 Hz), each of the 31 increments in the calibration bits represents 5.35 seconds per (average) month, or, more precisely, 175.78 ms per day. This affords a total calibration range of about 5.4 seconds per day.

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The simplest and most accurate method to calibrate the clock is as follows:

1. **Synchronize** the clock to an accurate timing source such as a GPS receiver or WWV radio transmissions from the National Bureau of Standards in Fort Collins, Colorado (available at 5,000 kHz, 10,000 kHz, and 15,000 kHz on the AM band).
2. **Accumulate** an error for a few weeks or months if necessary.
3. **Compare** the clock to the original source.

This procedure yields an accurate correction. Even a manual comparison, which has an error of a second or more, is sufficient to adjust the clock to within a single count of the calibration register.

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Non-volatile 128K x 8 SRAM

VSS4 boards provide 128K bytes of general use non-volatile SRAM. The contents of this non-volatile SRAM are backed-up by a lithium battery that has a service life of about 5-10 years.

For high-altitude applications (>10,000 ft.), a capacitor backup option is available to back up the NVRAM in lieu of the regular lithium battery which can leak in a high-altitude environment. The capacitor backup option provides 12 days (typical) of backup and raises the board's maximum operating altitude to approximately 39,000 ft.



Configuration data in NVRAM may be lost in a capacitor backup-equipped board that is stored unused or plugged into an unpowered system in excess of 12 days. A reprogramming of the NVRAM is required if this occurs.

Consult the factory if your capacitor backup-equipped board requires storage or inactivity prior to being placed in service.

Each SRAM location must be accessed on successive byte-aligned boundaries in the address range shown in the table below:

Non-volatile SRAM address location

Address	Data width	Description
0xFFE8_0000 – 0xFFE9_FFF0	D8*	128K bytes of battery-backed SRAM

*Note: SRAM can be read with D8, D16, or D32 accesses. For write accesses, however, only byte-wise writes are allowed. A D32 write to non-volatile SRAM results in a bus error.

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NVRAM space allocation

The table below is a guide to the VSS4's NVRAM space allocation for various operating systems and factory test functions. Observe these space allocations as required by your application. Note that you have the option to use any unassigned or unused OS spaces in the listed NVRAM allocations.

Non-volatile SRAM space allocations

Address	Size	Description
0xFFE8_0000 – 0xFFE9_CFFF	116KB	**Free User Space**
0xFFE9_D000 – 0xFFE9_D4FF	1.25KB	Reserved (factory testing)
0xFFE9_D500 – 0xFFE9_D5FF	256B	Reserved (Boot up write/verify Scratch Space)
0xFFE9_D600 – 0xFFE9_DAFF	1.25KB	**OS9**
0xFFE9_DB00 – 0xFFE9_DBFF	256B	unassigned
0xFFE9_DC00 – 0xFFE9_E0FF	1.25KB	**LynxOS**
0xFFE9_E100 – 0xFFE9_E2FF	512B	unassigned
0xFFE9_E300 – 0xFFE9_E6FF	1.0KB	**VxWorks**
0xFFE9_E700 – 0xFFE9_E8FF	512B	**OS common** (Boot config/Bd. Serial No.[1])
0xFFE9_E900 – 0xFFE9_EDFF	1.25KB	**Linux**
0xFFE9_EE00 – 0xFFE9_EFFF	512B	unassigned
0xFFE9_F000 – 0xFFE9_F4FF	1.25KB	**pSOS**
0xFFE9_F500 – 0xFFE9_F7FF	768B	unassigned
0xFFE9_F800 – 0xFFE9_FCFF	1.25KB	**SMon**
0xFFE9_FD00 – 0xFFE9_FFCF	720B	unassigned
0xFFE9_FFD0 – 0xFFE9_FFEF	32B	Reserved (factory testing)

Note: 1. Board's 7-digit serial no. is encoded as a three-byte value (leading '1' in board serial number ignored) 0xFFE9_E778 (single processor or CPU-X) and 0xFFE9_E774 (CPU-Y). These three bytes are part of the 6-byte (12-digit) Ethernet ID (also called 'Physical Address') that uniquely identifies the board's Ethernet node(s). Refer to the ***Ethernet ID*** discussion in Section 3 (page 80) for more information about the Ethernet ID.

Battery

The VSS4's NVRAM/Clock battery is a lithium button type that is soldered onto the board. Should the battery need replacing, the board must be returned to the factory for a new battery to be installed. Contact Customer Service for details.

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Boot Flash ROM/DIP EPROM

The VSS4 board can boot from DIP EPROM or Boot Flash ROM.

The VSS4 comes with one 32-pin socket (.6 inches wide) at UE10. This socket accepts one of the following types of JEDEC-standard byte-wide DIP EPROM/Flash memories† :

- 27C010 1 Mbit DIP EPROM (128 KB)
- 27C020 2 Mbit DIP EPROM (256 KB)
- 27C040 4 Mbit DIP EPROM (512 KB)
- 28F020 2 Mbit DIP Flash EPROM (256 KB)
- 29C040 4 Mbit DIP Flash EPROM (512 KB)

VSS4 boards also come with **1 MB** of onboard boot Flash memory.

The figure below shows the location of the DIP EPROM socket on VSS4 boards. The Boot Flash ROM itself is under this socket.



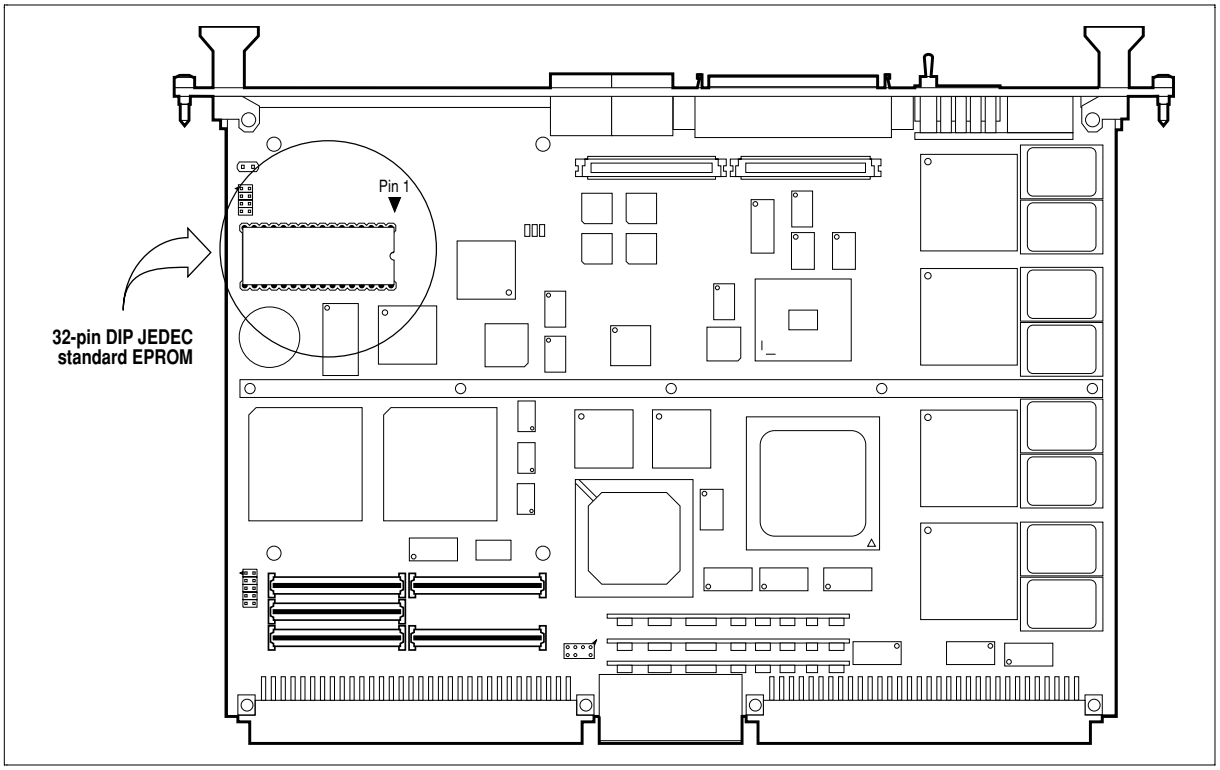
DIP EPROM is limited to a maximum size of 512 KB. If a larger ROM space is desired, use the Boot Flash (1 MB).



Use a DIP extractor tool (OK Industries model EX-2 or equivalent) to remove the EPROM from its socket. This will avoid damaging the parts underneath and voiding the warranty.

† TI brand EPROMs cannot be used. Their requirement for Vcc on unused pins prevents a TI PROM from being used in a general purpose socket. EPROMs from other manufacturers such as Intel, AMD, etc. work without problem.

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VSS4 DIP EPROM socket location

Boot options

The Boot EPROM Enable jumper at J02L pins 1 & 2 selects the boot device as follows:

- Jumper ON = boot from **DIP EPROM**
- Jumper OFF = boot from **Boot Flash**

Refer to the configuration discussion in Section 2 ***Getting Started***, page 23, for a jumper diagram and detailed configuration information.

To boot from onboard Flash, boot from DIP EPROM and program the Flash memory with the reset vector and boot code. Once this is done, remove the Boot ROM Enable jumper from J02L pins 1 & 2. With this jumper removed, a power cycle or local reset directs the CPU to look for its reset vector at the base of Boot Flash (0xFFF0_0000) instead of the EPROM.

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DIP EPROM use

The PowerPC processor fetches its reset vector from the default address 0xFFF0_0100. It is possible to use either the DIP EPROM or the soldered-down Boot Flash to contain the reset code. Since the reset address is fixed, the address mapping of the two boot devices must be changed to change the boot device. Consequently, the DIP EPROM appears in one of two address space locations depending on whether the board is configured to boot from DIP EPROM or Boot Flash:

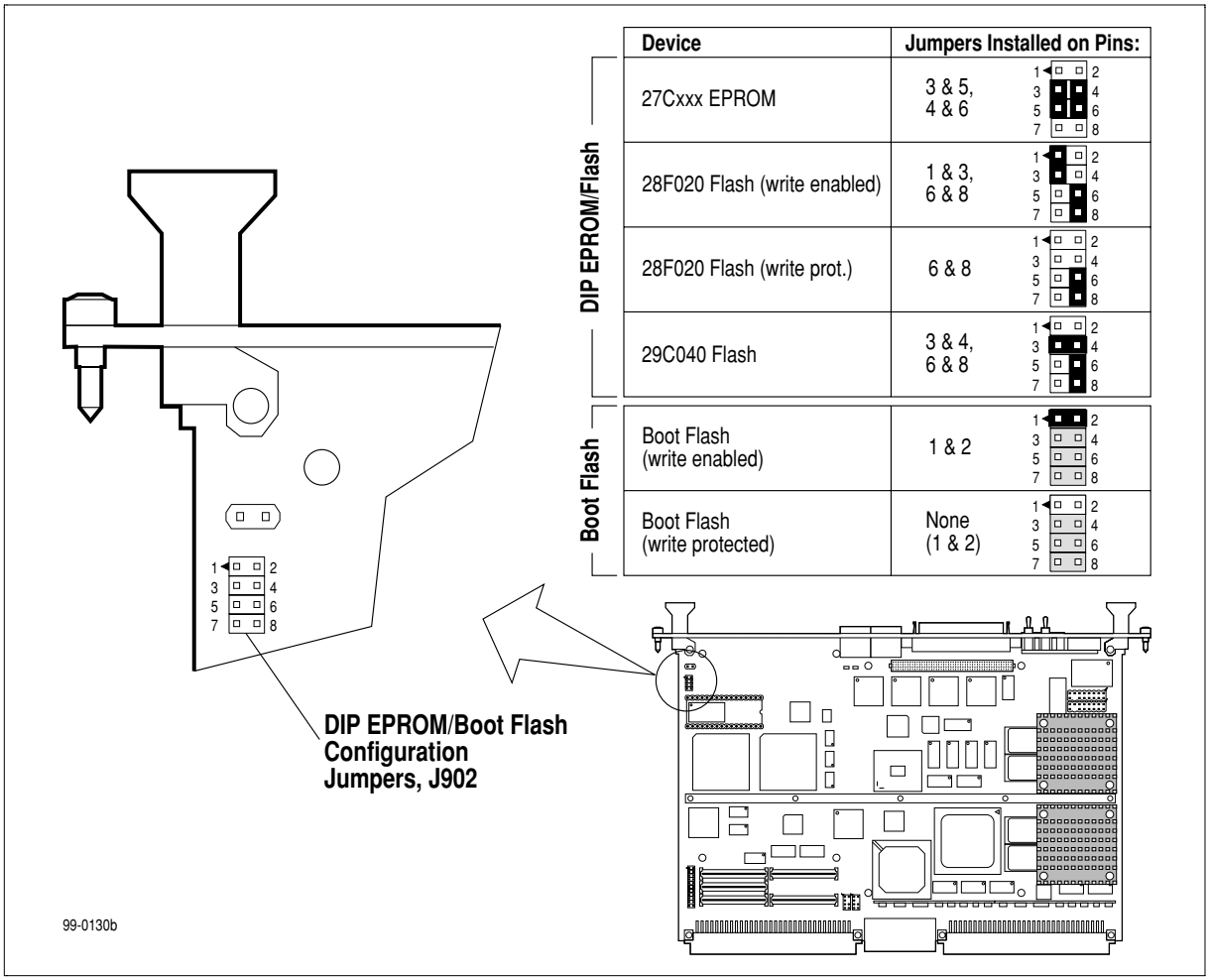
- If the board is configured to boot from EPROM, the EPROM is accessed in the range 0xFFF0_0000 – 0xFFF7_FFFF.
- If the board is configured to boot from Boot Flash, the EPROM is accessed in the range 0xFFE0_0000 – 0xFFE7_FFFF.

Refer to the ***Address Map*** chapter in this section.

EPROM type configuration

Jumper J902 is used to configure the type device used in the DIP EPROM socket. Set the jumpers as required for your application as shown in the drawing below. See also ***Installing a monitor PROM*** in Section 2, page 29.

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DIP EPROM/Boot Flash configuration jumpers, J902

Boot Flash use

Boot Flash memory is made up of 1 ea. 8-bit Flash memory chip with 1 MB total space.

Boot Flash device

Onboard Flash size	Manufacturer1	Part Number	Organization
1 MB	Intel	28F008SA	1 MB x 8

The 1 MB space provided by this device is split in half in two different memory locations if the board is configured to boot from DIP EPROM. If the board is configured to boot from Flash, the 1 MB space is contiguous. See table below.

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Boot Flash memory address location

Address	Data width	Description
0xFFE0_0000 – 0xFFE7_FFFF	D8/D64	Boot Flash (lower 512 KB, ROMBoot)
0xFFF8_0000 – 0xFFFF_FFFF	D8/D64	Boot Flash (upper 512 KB, ROMBoot)
0xFFF0_0000 – 0xFFFF_FFFF	D8/D64	Boot Flash (Flash Boot)

Block organization

For convenience in programming or erasing, the block information for the Boot Flash memory is listed in the table below.

Boot Flash memory block information

Flash Memory Size	Total Blocks	Block Size	Block Numbers
1 MB	16	64 KB	0-15

Note that full Flash support is supplied in Synergy's SMon Application Developer and Debugger package. Example Flash driver code is also available from Synergy. Contact Customer Service for details and ordering information.

Writing and erasing

Write protection of all Flash (Boot Flash, User Flash, and DIP Flash EPROM [if installed]) is set in either or both of two ways:

Jumper Flash Write Protect (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) — write protect if jumper ON; no write protect if jumper OFF. Refer to the ***Setting up the VSS4 hardware*** chapter in Section 2, page 23, for more information on the configuration jumpers.

Software Flash Write Protect (Flash ROM register at 0xFFEF_FE40) — bit 0 controls protect (1, default) and no protect (0) status. Refer to the *Flash ROM register* discussion in Section 4, page 121, for more information on the Flash ROM register.

To enable writing to Flash memory, remove the Flash Write Protect jumper (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) ***and*** clear bit 0 of the Flash ROM register at 0xFFEF_FE40.

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To protect Flash from writes, install the Flash Write Protect jumper (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) or set bit 0 of the Flash ROM register at 0xFFEF_FE40, or take both actions if desired.

Additional write protection of Boot Flash

Some VSS4 boards incorporate a retrofit of a Boot Flash Write Protect jumper on J902 pins 1 and 2. Listed below are the affected board revisions and the ECO level incorporating the change.

- VSS4 Rev. E with ECO 6
- VSS4 Rev. F with ECO 5

The new jumper function provides Boot Flash with **additional** write protection for data security during board startup. Refer to the J902 jumper diagram on page 148.

- To **write protect** Boot Flash, remove jumper from J902 pins 1 & 2. With this jumper removed, Boot Flash has unconditional write protection regardless of the J02L jumper and/or Flash ROM register (0xFFEF_FE40) Flash write enable configuration.
- To **write enable** Boot Flash, install jumper J902 pins 1 & 2 ***and*** remove jumper (if installed) from J02L pins 21 & 22.



On other VSS4 revisions, this jumper has no function other than to serve as a place to store a jumper when the 28F020 DIP Flash is write protected. However, future ECOs may be issued to retrofit other VSS4 board revisions for this jumper function. Contact Customer Service for assistance in determining whether or not your board has this added jumper function.

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Additional Flash memory information

The Flash memory chips have embedded byte write and block/sector erase algorithms. For more information on the chip itself and on the software aspects of writing/erasing Flash memory, refer to the Intel Flash memory databook.

- Intel Flash Memory Databook (Order no. 210830)

  For ordering information, contact:

  Intel Literature Sales
  P.O. Box 7641
  Mt. Prospect, IL 60056-7641
  In U.S. and Canada, call toll free: (800) 548-4725

  For general technical information via the Web:

  Intel's Developer site:

  http://developer.intel.com/

- Datasheets for the Flash parts are available in PDF (Adobe Acrobat) from the Intel's Developer site:

  http://developer.intel.com/design/flash/datashts/index.htm

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User Flash memory

Introduction

VSS4 boards provide onboard User Flash memory as an option. For Rev. B or lower boards, the size of User Flash is **2** or **4 MB**. For Rev. C, the size of User Flash is **4** or **16 MB**. For Rev. D or higher, User Flash options are **4/8/16/32** or **64 MB**.

The memory chips have a byte write and block erase architecture with data storage similar to that of a sectored hard disk. A typical use of User Flash includes operation as a RAM disk for loading an operating system kernel or accessing other files as needed by the system.

User Flash memory address location

Address	Data width	Description
0xFFF8_0000 – 0xFFFF_FFFF	D8	User Flash, 512 KB bank

User Flash memory is made up of 1, 2, or 4 ea. Flash memory chip(s) used in byte-wide mode. The table below lists the devices used for the VSS4's User Flash memory.

User Flash device

Onboard Flash size (no. of chips)	Manufacturer	Part Number	Organization
4/8 MB (1/2 ea.)	Intel	28F320J5	4 MB x 8
16/32/64 MB (1/2/4 ea.)	Intel	28F128J3A	16 MB x 8

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Block organization

For convenience in programming or erasing, the block information for the onboard Flash memory is listed in the table below.

User Flash memory block information

Flash Memory Size	Total Blocks	Block Size	Block Numbers
4 MB	32	64KB	0-31
8 MB	64	64KB	0-63
16 MB	128	64KB	0-127
32 MB	256	64KB	0-255
64 MB	512	64KB	0-511

Note that full Flash support is supplied in Synergy's SMon Application Developer and Debugger package. Example Flash driver code is also available from Synergy. Contact Customer Service for details and ordering information.

Bank selection

The MPC106 provides only 2 Megabytes of address space for all 8-bit ROM devices. Because of this limitation and the need to incorporate three different ROM devices plus onboard control/status registers into this space, the User Flash ROM must be accessed piecemeal.

User Flash is accessed in multiple 512 KB banks using the onboard Flash Window register at 0xFFEF_FE50 (see page 122). The total number of banks depends on the amount of User Flash installed on the board. See table below.

With Boot Flash selected (reg. 0xFFEF_FE50, bit 7 = 0), User Flash is inactive. With User Flash selected (reg. 0xFFEF_FE50, bit 7 = 1), User Flash is active and a 512 KB window of User Flash space can be selected. Note that accesses to User Flash and the upper 512 KB of Boot Flash are not allowed to occur at the same time.

Only 512 KB of User Flash is visible at any time in the User Flash window, and this 512 KB window is shared with the upper 512 KB of the Boot Flash. The result of this limit is that code stored in the User Flash must be read into RAM and executed from RAM instead of being directly executed from Flash ROM.

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User Flash bank selection

Flash device	Address within device	Register Value	User Flash Amount			
Boot	0x0008_0000 – 0x000F_FFFF	0x00				
User	0x0000_0000 – 0x0007_FFFF	0x80				
User	0x0008_0000 – 0x000F_FFFF	0x81				
User	0x0010_0000 – 0x0017_FFFF	0x82	**2 MB**			
User	0x0018_0000 – 0x001F_FFFF	0x83				
User	0x0020_0000 – 0x0027_FFFF	0x84		**4 MB**		
User	0x0028_0000 – 0x002F_FFFF	0x85				
User	0x0030_0000 – 0x0037_FFFF	0x86				
User	0x0038_0000 – 0x003F_FFFF	0x87				
User	0x0040_0000 – 0x0047_FFFF	0x88			**8 MB**	
User	0x0048_0000 – 0x004F_FFFF	0x89				
User	0x0050_0000 – 0x0057_FFFF	0x8A				
User	0x0058_0000 – 0x005F_FFFF	0x8B				
User	0x0060_0000 – 0x0067_FFFF	0x8C				
User	0x0068_0000 – 0x006F_FFFF	0x8D				
User	0x0070_0000 – 0x0077_FFFF	0x8E				
User	0x0078_0000 – 0x007F_FFFF	0x8F				
User	0x0080_0000 – 0x0087_FFFF	0x90				**16 MB**
User	0x0088_0000 – 0x008F_FFFF	0x91				
User	0x0090_0000 – 0x0097_FFFF	0x92				
User	0x0098_0000 – 0x009F_FFFF	0x93				
User	0x00A0_0000 – 0x00A7_FFFF	0x94				
User	0x00A8_0000 – 0x00AF_FFFF	0x95				
User	0x00B0_0000 – 0x00B7_FFFF	0x96				
User	0x00B8_0000 – 0x00BF_FFFF	0x97				
User	0x00C0_0000 – 0x00C7_FFFF	0x98				
User	0x00C8_0000 – 0x00CF_FFFF	0x99				
User	0x00D0_0000 – 0x00D7_FFFF	0x9A				
User	0x00D8_0000 – 0x00DF_FFFF	0x9B				
User	0x00E0_0000 – 0x00E7_FFFF	0x9C				
User	0x00E8_0000 – 0x00EF_FFFF	0x9D				
User	0x00F0_0000 – 0x00F7_FFFF	0x9E				
User	0x00F8_0000 – 0x00FF_FFFF	0x9F				
...31 additional 512 KB windows....						
User	0x01F8_0000 – 0x01FF_FFFF	0xBF	End of 32 MB User Flash			
...63 additional 512 KB windows....						
User	0x07F8_0000 – 0x07FF_FFFF	0xEF	End of 64 MB User Flash			

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Writing and erasing

Write protection of all Flash (Boot Flash, User Flash, and DIP Flash EPROM [if installed]) is set in either or both of two ways:

Jumper Flash Write Protect (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) — write protect if jumper ON; no write protect if jumper OFF. Refer to the ***Setting up the VSS4 hardware*** chapter in Section 2, page 23, for more information on the configuration jumpers.

Software Flash Write Protect (Flash ROM register at 0xFFEF_FE40) — bit 0 controls protect (1, default) and no protect (0) status. Refer to the Refer to the *Flash ROM register* discussion in Section 4, page 121, for more information on the Flash ROM register.

To enable writing to Flash memory, remove the Flash Write Protect jumper (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) ***and*** clear bit 0 of the Flash ROM register at 0xFFEF_FE40.

To protect Flash from writes, install the Flash Write Protect jumper (J02L pins 9 & 10, Rev. B or lower; or pins 21 & 22, Rev. C or higher) or set bit 0 of the Flash ROM register at 0xFFEF_FE40, or take both actions if desired.

Additional Flash memory information

The Flash memory chips have embedded byte write and block/sector erase algorithms. For more information on the chip itself and on the software aspects of writing/erasing Flash memory, refer to the Intel Flash memory databook.

- Intel Flash Memory Databook (Order no. 210830)

  For ordering information, contact:

  Intel Literature Sales
  P.O. Box 7641
  Mt. Prospect, IL 60056-7641
  In U.S. and Canada, call toll free: (800) 548-4725

  For general technical information via the Web:

  Intel's Developer site:

  http://developer.intel.com/

- Datasheets for the Flash parts are available in PDF (Adobe Acrobat) from the Intel's Developer site:

  http://developer.intel.com/design/flash/datashts/index.htm

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5 Reset

This section provides information about VSS4 reset.

- General description
- PCI reset
- Hard reset sources
- Soft reset

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Reset information

General description

A reset of the VSS4 causes the board to reset all processors, registers and onboard peripheral devices such as I/O controllers and bridges. If the board is the system controller, the VME SysReset is also asserted to force a system-wide reset.

Once reset, the three CPUs Y, Z, and W are disabled since the MP_ENABLE bit in the MPC106 is cleared by hardware reset.

CPU-X enters the boot state in which it will execute the code at address 0xFFF0_0100 in either DIP EPROM (512KB) or Boot Flash (1MB) depending on the Boot ROM Enable jumper configuration (see Section 2, ***Setting up the VSS4 hardware***, page 23). The code at this address is typically a jump to the cold-start routine, which performs the initialization tasks that ready the board facilities for use.



For Linux, boot code must direct the processor to go to 0x100 (RAM space) from address 0xFFF0_0100. The MSR_IP bit in the processor's MSR register must also be cleared so that any subsequent soft resets would result in the processor executing boot at 0x100.

The above describes a hard reset or cold-start.

The VSS4 is also capable of a warm start in which only the CPU(s) is/are reset using the MPIC Processor Init register. Refer to the ***Soft reset*** discussion below.

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PCI reset

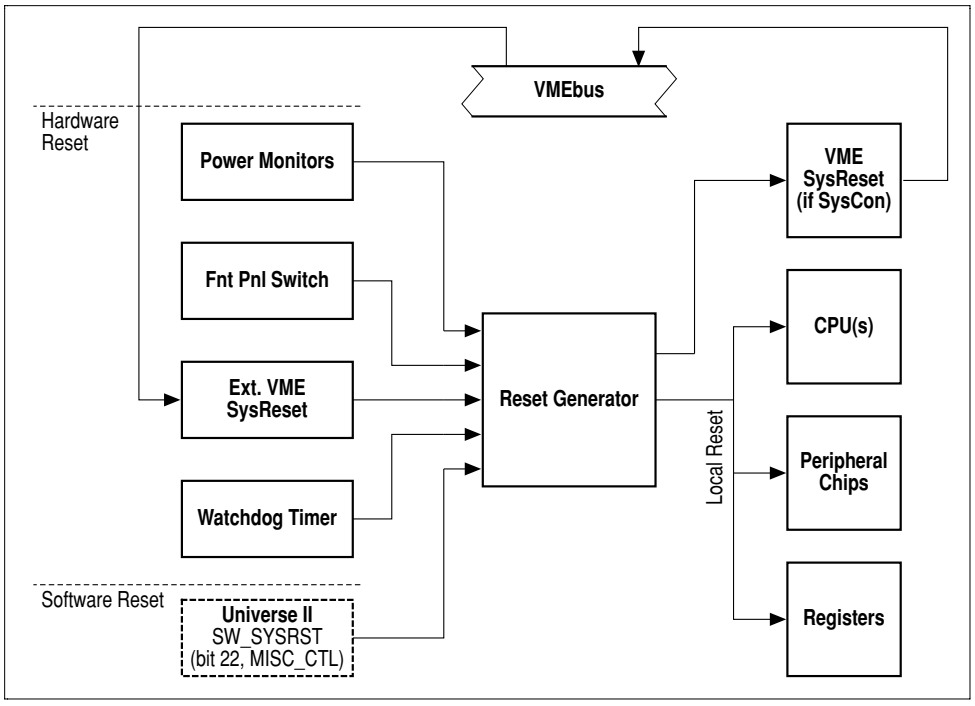
The PCI reset (RST\) line is driven only by a board-level reset. It is not allowed to be driven by any onboard PCI device. On the VSS4, the Universe II PCI reset facility (SW_LRST bit in MISC_CTL register) is not usable to reset the PCI bus.

Hard reset sources

There are five reset sources, each of which produces a hard reset:

- Power monitors
- Front panel switch
- External VME SysReset signal
- Watchdog timer
- Universe II software SysReset

The functional block diagram below shows the VSS4 reset sources.



VSS4 hard reset sources

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Power monitor

The VSS4 power monitor is based on the Max924 low power comparator. The following bus voltages are monitored:

- +5V Vcc supply from backplane, threshold is +4.75V
- 3.3V DC-DC converter output, threshold is +3.15V
- 2.0V CPU core DC-DC converter output, threshold value is dependent on core voltage used (set at factory).

For VSS4 Rev. C or higher, the +5V Vcc line has an additional power monitor provided by the DS1232 micromonitor chip whose main purpose in the VSS4 is to provide the watchdog timer function (see below). The power monitor threshold for this chip is +4.5V which provides a backup monitor for the primary Vcc power monitor with the +4.75V threshold.

The power monitor ensures that all bus voltages are at a valid level for reliable operation. When powering up, the power monitor holds all devices at reset until all voltages rise past the threshold. If, during the course of normal operation, a voltage level should dip below the threshold, the power monitor triggers a reset. This action avoids the unpredictable nature of operating in a twilight zone.

Front panel reset switch

The front panel reset switch (see ***Front panel*** in Section 2, page 17) provides the user with a means to manually reset the board or system (if board is system controller). Push the front panel reset switch handle to the right to reset the board/system.

External VME SysReset

Assertion of the VMEbus SysReset\ signal (P1 pin C12) causes a board/system reset.

Note that there is a bit called SysReset Enable that allows the board to prevent itself from being reset by its own SysReset. This bit is in the VME64 SysReset onboard register at address 0xFFEF_FF38 (see page 125). Its default value is 1 (board responds to its own SysReset). Use this register to program the board to reset only the ***other*** VMEbus boards in the system without resetting itself. To reset the VMEbus without resetting the VSS4:

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1. Temporarily disable board's VMEbus reset from resetting CPU by writing 0 to 0xFFEF_FF38, b0.
2. Start VMEbus reset by setting Universe SysReset bit (write 1).
3. Stop VMEbus reset by clearing Universe SysReset bit (write 0).
4. Re-enable board's VMEbus reset to also reset the CPU by writing 1 to 0xFFEF_FF38, b0. This last step is needed to put the system back into normal operating mode in case it is desired to have other VME boards reset this CPU.

Allow time for the reset signal to settle — add a 0.1 second delay between each of the above operations.

The VME64 SysReset register is readable, which lets the system check its status at anytime by a simple read of the register.

Watchdog timer

For Rev. C or higher boards, a watchdog timer circuit based on the Dallas Semiconductor DS1232LP low power micromonitor chip provides a means for the hardware to automatically reset the board when it is no longer executing code properly. The watchdog timer is disabled by default at reset, and must be enabled by software before it is usable.

Once the watchdog is enabled, it cannot be disabled by software. It can only be disabled by a board reset. This protects the watchdog from being disabled by errant software.

Two write-only registers are used to control the watchdog.

Watchdog enable register, OxFFEF_FF40 (WO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*0*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	Watchdog Enable	0 = Watchdog disabled. No need to service watchdog. 1 = Watchdog enabled. Periodic writes to Watchdog Pet register (see next register description) is required to prevent board reset.

The watchdog timer function is enabled by setting b0 of this write-only register to '1'. Once watchdog is enabled, the application code must

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periodically write to the watchdog pet register (see next) to avoid reset. An enabled watchdog can only be disabled by a board reset after which b0 is automatically set to 0.

Watchdog pet register, OxFFEF_FF48 (WO)

Bit	7	6	5	4	3	2	1	0	
	x	*x*	*x*	*x*	*x*	*x*	*x*	*0*	***Reset value***

Bit assignments:

Bit(s)	Function	Values
b7-b1	Reserved	—
b0	Watchdog Service	Write alternating 0 and 1 to this bit within 250 ms to prevent board reset. This register has no effect if watchdog is disabled.

The watchdog is held off from resetting the board by periodic writes alternating between 0 and 1 to the watchdog pet register b0. A 0-to-1 transition at least once every 250 milliseconds is required. The code may twiddle this bit as often as it likes as long as this maximum time is not exceeded. This periodic writing to the watchdog pet register is typically done in the main polling loop of the application program. Should the program fail to write to the watchdog pet register, the watchdog times out and the board/system is reset.

Universe II software reset

Sotware can initiate a board reset by setting bit 22 of the Universe II PCI-VME64 bridge Miscellaneous Control register (MISC_CTL). If the board is the system controller, the software reset will also reset the system. Some OS board support packages from Synergy include a facility for software reset via the Universe II. The VxWorks BSP, for example, includes the `sysReset()` function.

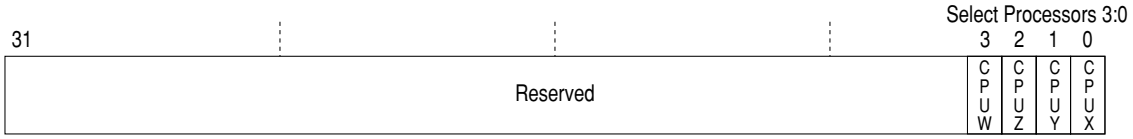
Soft reset

Each of the four CPUs may be independently reset by means of the Soft Reset feature. The MPIC interrupt controller generates a signal called Init\ to each of the four CPUs. The four signals Init0\–Init3\ are wired to the SReset\ inputs of CPUs X, Y, Z and W respectively.

The SReset\ function in the CPU is edge-triggered. This means that when a CPU's Init bit in the MPIC is changed from 0 to 1, the CPU will be reset. The Init bit must be reset to 0 before another soft reset may be performed.

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The Processor Init register is a 32-bit read/write register of which the least 4 significant bits are defined. Bit 0 (on right) is CPU-X Init, bit 1 is CPU-Y, etc.



To soft reset a particular CPU the appropriate bit(s) in the Processor Init register is/are cleared to 0 then set to 1. This is done by masking the desired bit(s) off and writing the data word back to the register [bit(s) cleared], then ORing the bit(s) with the data word and writing that back to the register [bit(s) set]. This initiates a soft reset of the corresponding processor(s) while the register bits of unselected processors remain unchanged. A simplified form of this procedure in 'C' is shown below:

```
reg & = ~bit;          // Clear bit
reg | = bit;           // Set bit
```

Where `reg` is the MPIC Processor Init register and `bit` is the value selecting one or more CPUs (1, 2, 4, 8 corresponds to CPU-X, CPU-Y, CPU-Z & CPU-W).



For Linux, boot up code must start at 0x100 (RAM space). For this to happen, the processor MSR register must have its MSR_IP bit **cleared** prior to initiating a soft reset. This bit defaults to ON which directs the processor to begin executing code at 0xFFF0_0100. Setting the MSR_IP bit OFF allows the processor to execute code at 0x100.

Refer to Section 6 ***MPIC Interrupt Controller*** (page 165) for more on the MPIC.

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6 MPIC Interrupt Controller

This section provides information about the PowerPC multiprocessor interrupt controller (MPIC).

- General description
- MPIC registers



The bit numbering of registers in this section follows the zero-on-the-right convention as opposed to the zero-on-the-left bit numbering convention used by Motorola and IBM in their PowerPC documentation.

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General description

Interrupt control on the VSS4 board is provided by IBM's MPIC (multiprocessor interrupt controller) chip which is specifically designed for PowerPC systems. The chip provides interrupt management for board devices and the processors themselves.

The MPIC chip supports:

- 16 I/O device interrupts
- Up to 4 processors (0–3)
- 4 interprocessor interrupts
- 4 global timers

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MPIC registers

MPIC base address

The operating system PCI discovery routines dynamically set up the MPIC base address by writing to the appropriate registers in PCI configuration address space. MPIC's PCI configuration header is shown below.

31 16	15 0	
Device ID 0x0046	Vendor ID 0x1014	0x00
Status 0x0200	Command 0x0000*	0x04
Reserved		0x08
Reserved		0x0C
Base Address Register 0x0000_0000		0x10

*Note: Set PCI command register bit 1 to 1 to enable PCI Memory Address space access. MPIC does not support I/O space access.

The MPIC chip operates only in PCI Memory Space (operation in PCI I/O Space not supported).

For more information on PCI configuration, refer to the ***PCI implementation details*** discussion in the **PCI bus** chapter in Section 3, page 62, and the ***Setting PCI device base address*** discussion in Section 4, page 101. Also refer to the ***Type 0 configuration table*** on page 108.

The table below shows the overall address map of the MPIC registers which are accessed through PCI memory cycles. All of these registers are 32-bits wide located on 16-byte boundaries.

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Overall Address map, MPIC

Address Offset*	Register
0x0_0000	Reserved
0x0_1000	Global Registers
0x1_0000	Interrupt Source Configuration Registers
0x2_0000	Processor 0 Per Processor Registers
0x2_1000	Processor 1 Per Processor Registers
0x2_2000	Processor 2 Per Processor Registers
0x2_3300	Processor 3 Per Processor Registers
0x3_F000	Reserved

* Note: Add to base address set during PCI configuration.

The following paragraphs describe the three major MPIC register groups:

- Global registers
- Interrupt Source Configuration registers
- Per Processor registers

Global registers

The table below lists the address map locations of the global registers.

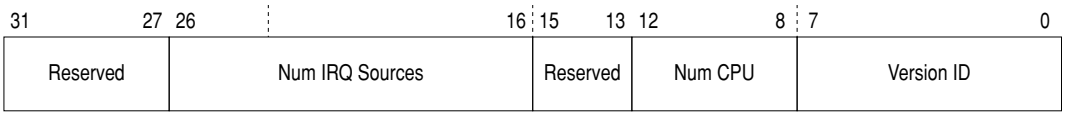
Address map, global registers

Address Offset*	Register	Access
0x0_1000	Feature Reporting register	RO
0x0_1020	Global Configuration register	R/W
0x0_1080	Vendor Identification register	RO
0x0_1090	Processor Init register	R/W
0x0_1000–0x0_10A0	IPI Vector/Priority registers	R/W
0x0_10E0	Spurious Vector register	R/W
0x0_10F0–0x0_11F0	Global Timer registers	—

* Note: Add to base address set during PCI configuration.

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Feature reporting register

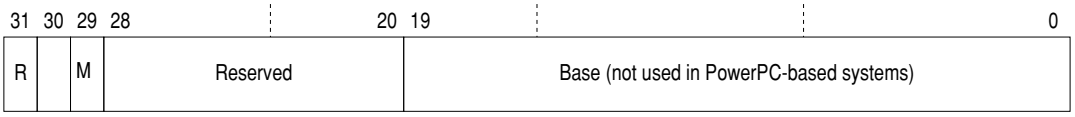


Version ID: Version ID for this interrupt controller. This value reports what level of the OpenPIC specification is supported by this implementation, **1** = Spec. Revision 1.0; **2** = Spec. Revision 1.2

Num CPU: The number of the highest physical CPU supported. For a 4-processor MPIC chip, this value is **3**; for a 2-processor MPIC chip, this value is **1**; for a 1-processor EPIC chip, this value is **0**.

Num IRQ: The number of the highest IRQ source supported. For example, in a system with 16 I/O interrupt sources, this value is 15.

Global configuration registers



Base: Base Address Relocation field. This field is not used in Power PC-based systems.

M: Cascade mode. Set this bit to **1** to enable the MPIC. This bit is provided to support an 8259 interrupt controller, which is not used on the VSS4.

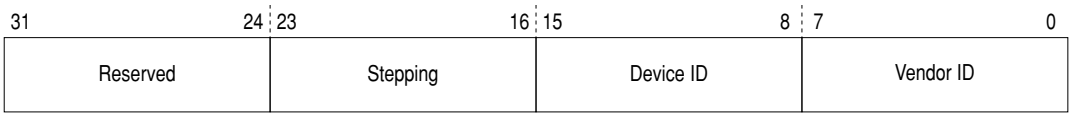
When set to **0** (reset default), the MPIC passes interrupt input 0 directly through to CPU-X, which disables all other interrupt encoding and steering operations. This effectively disables the MPIC.

When set to 1, the MPIC processes all interrupt inputs normally.

R: Reset controller. Writing a one to this bit forces the controller logic to be reset. This bit is cleared automatically when the reset sequence is complete. While this bit is set, the values of all other registers are undefined.

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Vendor identification register

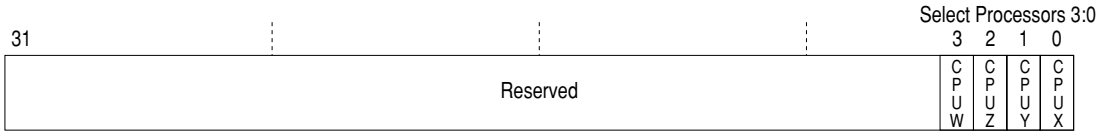


Vendor ID: Specifies the manufacturer of this part. For this part, the value is **0x14**.

Device ID: Vendor specified identifier for this device. Value for MPIC-2A part is **0x46**.

Stepping: Stepping (silicon revision) for this device. Initially **0**.

Processor init register



Writing to this register (b3–b0) causes the INIT lines(s) to one or more processors to be activated. Writing a one to a bit activates the corresponding INIT line. Writing a zero to a bit deactivates the corresponding INIT line. (The INIT lines(s) are connected to the Soft Reset pin(s) on PowerPC processors. The Soft Reset input on a PowerPC processor is normally edge triggered.)

The Processor Init register is used to perform a soft reset of any or all CPUs on the VSS4. To issue a soft reset to a CPU, write a 0 to the bit corresponding to the CPU to be reset, then write a 1 to that bit. An eieio instruction between the two writes is recommended to enforce proper sequencing of the hardware write cycles.

Beware that a soft reset performed inside an interrupt service routine will leave the MPIC's internal interrupt-under-service bit set for that interrupt, which will prevent future interrupts from that source from being serviced. This interrupt-under-service bit may be cleared by writing a zero to the End Of Interrupt register for the processor servicing the interrupt.

For more information on VSS4 reset, refer to Section 5, ***Reset*** (page 157).

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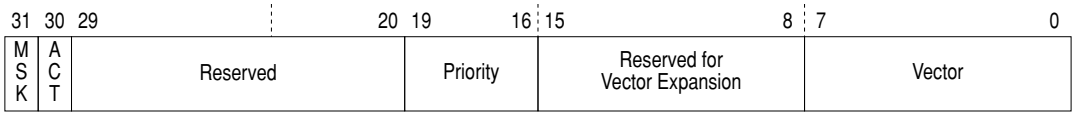
IPI vector/priority registers

There are 4 IPI vector/priority registers, one for each IPI dispatch register. The IPI vector/priority register bit assignments are described below:

Address map, IPI vector/priority registers

Address Offset*	Register	Access
0x010A0	IPI 0 Vector/Priority register	R/W
0x010B0	IPI 1 Vector/Priority register	R/W
0x010C0	IPI 2 Vector/Priority register	R/W
0x010D0	IPI 3 Vector/Priority register	R/W

* Note: Add to base address set during PCI configuration.



Vector: Interrupt vector. The vector value in this field is returned when the Interrupt Acknowledge register is examined and the interrupt associated with this vector is requested.

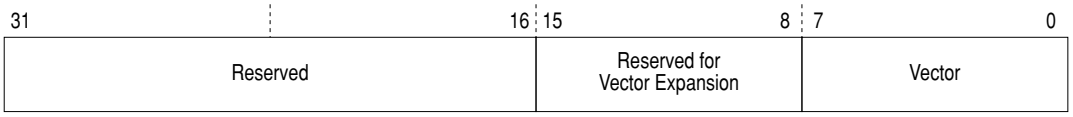
Priority: Interrupt priority. This field sets the interrupt priority. The lowest priority is 0 and the highest is 15. Setting the priority level to 0 disables interrupts.

ACT: Activity bit, read only. The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to 1 when its associated bit in the Interrupt Pending or In-Service register is set. Note that this bit is read only. The Vector, Priority, and Sense values should not be changed while the ACT bit is 1.

MSK: Mask bit. Setting this bit to 1 disables any further interrupts from this source. If the mask bit is cleared while the bit associated with this interrupt is set in the IPR, the interrupt request will be generated. This bit is always set to 1 following a reset.

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Spurious vector register



The MPIC will respond to a spurious interrupt by presenting the CPU with the vector stored in this register when it is unable to determine the vector for the interrupt under service. This will occur if the interrupt request is negated by the source before the vector read cycle is performed by that CPU.

Only one spurious interrupt register exists, so it will be used only for interrupts directed to the CPU to which it is steered.

Reset sets this register to 0x0000_00FF.

Global Timer registers

MPIC contains four global timers (0–3) suitable for system timing and periodic interrupt generation. The four timers share a Timer Frequency Reporting register. Each timer has a set of 4 registers for configuration and control and each is readable on-the-fly.

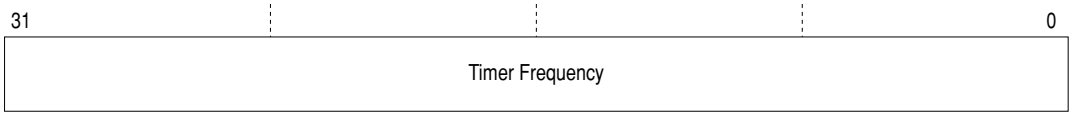
Address map, global timer registers

Address Offset*	Register	Access
0x010F0	Timer Frequency Reporting register	R/W
0x01100	Global Timer 0 Current Count	RO
0x01110	Global Timer 0 Base Count	R/W
0x01120	Global Timer 0 Vector/Priority register	R/W
0x01130	Global Timer 0 Destination register	R/W
0x01140	Global Timer 1 Current Count	RO
0x01150	Global Timer 1 Base Count	R/W
0x01160	Global Timer 1 Vector/Priority register	R/W
0x01170	Global Timer 1 Destination register	R/W
0x01180	Global Timer 2 Current Count	RO
0x01190	Global Timer 2 Base Count	R/W
0x011A0	Global Timer 2 Vector/Priority register	R/W
0x011B0	Global Timer 2 Destination register	R/W
0x011C0	Global Timer 3 Current Count	RO
0x011D0	Global Timer 3 Base Count	R/W
0x011E0	Global Timer 3 Vector/Priority register	R/W
0x011F0	Global Timer 3 Destination register	R/W

* Note: Add to base address set during PCI configuration.

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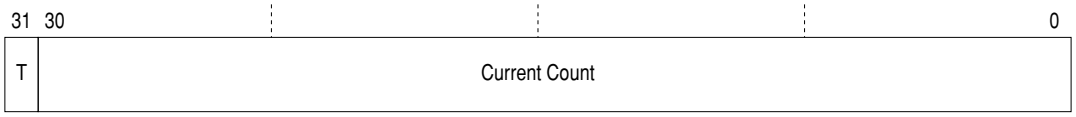
Timer frequency reporting register



Timer Frequency: This register is used to report the frequency (in Hz) of the clock source for the global timers. The global timers' clock source is the MPIC input clock frequency divided by 8.

This register contains zero after a Reset. System initialization code should initialize this register to one-eighth the MPIC clock frequency once the MPIC clock frequency (VSS4's 33MHz PCI clock) has been determined. A typical value for this register would be 0x003F_940B indicating each timer is updated once every 240nS.

Global Timer Current Count register

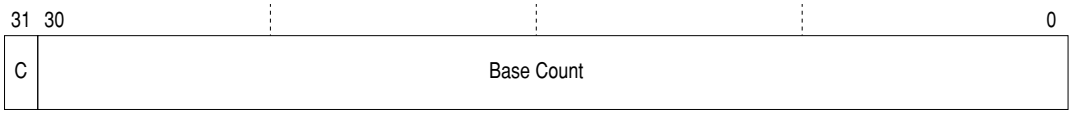


Current Count: The current count is loaded with the base count, and the toggle bit is cleared, whenever the Base Count register is written and the Count Inhibit bit in the Base Count register transitions from 1 to 0. The timer decrements while the Count Inhibit bit in the Base Count register is zero. When the time counts down to zero, an interrupt is generated, the toggle bit is inverted and the current count is reloaded from the base count.

Following Reset, counting is disabled and the current count register contains zero.

T: Toggle. This bit toggles whenever the current count decrements to zero.

Global Timer Base Count register



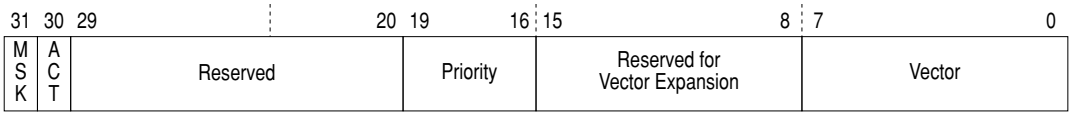
Base Count: This field contains the 31-bit base count for this timer. The current count is loaded with the base count, and the toggle bit in the Current Count register is cleared, whenever the Base Count register is

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written and the Count Inhibit bit transitions from 1 to a 0. The timer decrements while the Count Inhibit bit is zero. When the timer counts down to zero, an interrupt is generated, the toggle bit in the Current Count register is inverted and the current count is reloaded from the base count.

C:Count Inhibit bit; 1 = inhibit counting for this timer, 0 = proceed with counting. Reset sets this bit to one (inhibit counting).

Global Timer Vector/Priority register



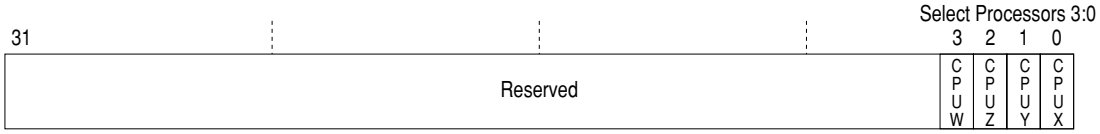
Vector: Interrupt Vector. The vector value in this field is returned when the Interrupt Acknowledge register is examined and the interrupt associated with this vector is requested.

Priority: Interrupt Priority. This field sets the interrupt priority. The lowest priority is 0 and the highest is 15. Setting the priority level to 0 disables interrupts.

ACT: Activity bit, read only. The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to 1 when its associated bit in the Interrupt Pending or In-Service register is set. Note that this bit is READ ONLY. The vector and priority values should not be changed while the ACT bit is 1.

MSK: Mask bit. Setting this bit disables any further interrupts from this source. Reset sets this bit to one.

Global Timer Destination register



This register indicates the destination(s) for this timer's interrupts. Timer interrupts operate only in Directed Delivery mode. This register may specify multiple destinations (multicast delivery).

CPU_: Setting the appropriate bit(s) (b3-b0) directs the timer interrupt to the corresponding processor(s).

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Interrupt source configuration registers

The table below lists the address map locations of the interrupt source configuration registers.

Address map, interrupt source configuration registers

Address Offset*	Register	Access
0x1_0000	Interrupt Source 0 Vector/Priority register	R/W
0x1_0010	Interrupt Source 0 Destination register	R/W
|	|	|
0x1_01E0	Interrupt Source 15 Vector/Priority register	R/W
0x1_01F0	Interrupt Source 15 Destination register	R/W

* Note: Add to base address set during PCI configuration.

Each interrupt source has an associated vector/priority register and a destination register. There are 16 sets of these. The vector/priority register sets up how an interrupt source is detected, its priority, and its vector address. The destination register routes (or steers) the interrupt source to one or more onboard processors.

The table below lists the VSS4 interrupt sources (active low trigger mode used for all).

VSS4 interrupt sources

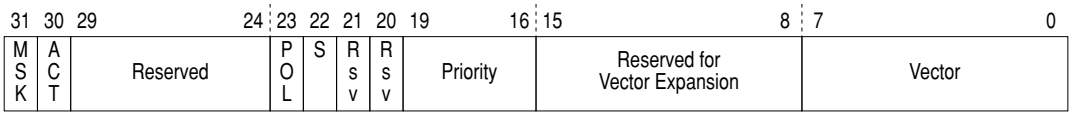
Source	Owner	Notes
0	PCI Int D	Note[1]
1	PCI–VME Bridge (Universe II) Int 4	—
2	PCI Int B	Note[2]
3	PCI Int A	Note[3]
4	PCI PErr/SErr	—
5	Mailbox D	—
6	P0•PCI Bridge/Interrupts	—
7	Mailbox C	—
8	PCI–VME Bridge (Universe II) Int 5	—
9	PCI Int C	Note[4]
10	Ethernet	—
11	SCSI	—
12	Mailbox B	—
13	Mailbox A	—
14	Serial Port B	—
15	Serial Port A	—

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Notes:
1. PCI Int D can be driven by any of the following:
   a. Universe Int 3
   b. PMC Int D
   c. PEX3 Int D
   d. Serial Port D
2. PCI Int B can be driven by any of the following:
   a. Universe Int 1
   b. PMC Int B
   c. PEX3 Int B
3. PCI Int A can be driven by any of the following:
   a. Universe Int 0
   b. PMC Int A
   c. PEX3 Int A
4. PCI Int C can be driven by any of the following:
   a. Universe Int 2
   b. PMC Int C
   c. PEX3 Int C
   d. Serial Port C

Interrupt Source Vector/Priority registers

The vector/priority register bit assignments are described below.



Vector: Interrupt Vector. The vector value in this field is returned when the Interrupt Acknowledge register is examined and the interrupt associated with this vector is requested.

Priority: Interrupt Priority. This field sets the interrupt priority. The lowest priority is 0 and the highest is 15. Setting the priority level to 0 disables interrupts.

S: Sense. This bit sets the sense for external interrupts. Setting this bit to 0 enables edge sensitive interrupts. Setting this bit to 1 enables level sensitive interrupts.

POL: Polarity. This bit sets the polarity for external interrupts. Setting this bit to 0 enables active low or negative edge. Setting this bit to 1 enables active high or positive edge.



For Synergy PowerPC series boards, all I/O interrupt sources (0–15) are set up for Active Low polarity and Level Triggered sense.

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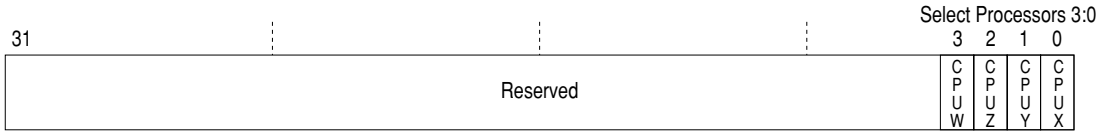
ACT: Activity bit, read only. The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to 1 when its associated bit in the Interrupt Pending or In-Service register is set. Note that this bit is READ ONLY. The vector and priority values should not be changed while the ACT bit is 1.

MSK: Mask bit. Setting this bit disables any further interrupts from this source. Reset sets this bit to one.

Unless otherwise specified, reset sets all bits in all program accessible registers to zero.

Interrupt Source Destination register

The destination register bit assignments are described below.



This register indicates the destination processors(s) for this interrupt source.

CPU_: Setting the appropriate bit(s) (b3-b0) directs the interrupt source to the corresponding processor(s).

If a single destination processor is selected (directed delivery mode) then interrupts from this source are directed to that processor. If multiple destination processors are selected (distributed delivery mode) then interrupts from this source are distributed among the selected destination processors using a fair, implementation specific algorithm.

Per processor registers

For each processor supported, MPIC provides the following registers:

- Interprocessor interrupt dispatch register
- Current task priority register
- Interrupt request register (implementation-specific, non-program accessible)
- Interrupt acknowledge register

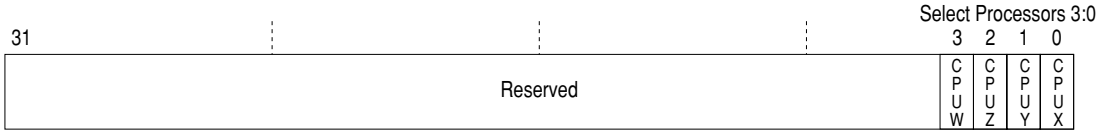
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- In-service registers (implementation-specific, non-program accessible)
- End-of-interrupt register

The following describes the bit assignments of the Per Processor registers. Not included are the implementation-specific, non-program accessible registers: interrupt request and in-service registers. For these registers, refer to the MPIC data manual for more information.

Interprocessor Interrupt Dispatch registers

There are 4 interprocessor interrupt (IPI) dispatch registers 0-3 per processor. Writing to an IPI dispatch register causes an interprocessor interrupt request to be sent to one or more processors. A processor is interrupted if the bit in the IPI dispatch register corresponding to that processor is set during the write. Reading these registers returns zeros.



Address map, interprocessor interrupt dispatch registers

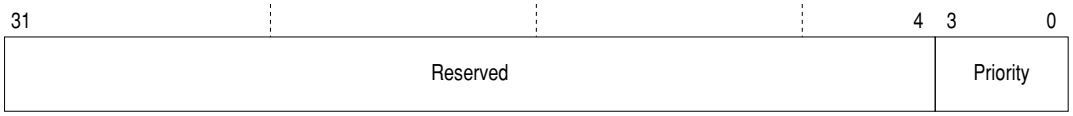
Address Offset*	Register	Access
0x2_0040	IPI 0 dispatch register, processor 0	R/W
0x2_0050	IPI 1 dispatch register, processor 0	R/W
0x2_0060	IPI 2 dispatch register, processor 0	R/W
0x2_0070	IPI 3 dispatch register, processor 0	R/W
0x2_1040	IPI 0 dispatch register, processor 1	R/W
0x2_1050	IPI 1 dispatch register, processor 1	R/W
0x2_1060	IPI 2 dispatch register, processor 1	R/W
0x2_1070	IPI 3 dispatch register, processor 1	R/W
0x2_2040	IPI 0 dispatch register, processor 2	R/W
0x2_2050	IPI 1 dispatch register, processor 2	R/W
0x2_2060	IPI 2 dispatch register, processor 2	R/W
0x2_2070	IPI 3 dispatch register, processor 2	R/W
0x2_3040	IPI 0 dispatch register, processor 3	R/W
0x2_3050	IPI 1 dispatch register, processor 3	R/W
0x2_3060	IPI 2 dispatch register, processor 3	R/W
0x2_3070	IPI 3 dispatch register, processor 3	R/W

* Note: Add to base address set during PCI configuration.

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Current Task Priority register

Each processor has a Current Task Priority register.



Priority: Task Priority. Set from 0 (lowest) to 15 (highest). Setting the Task Priority register to 15 masks all interrupts to this processor. At reset, hardware sets the Task Priority registers to 0xF.

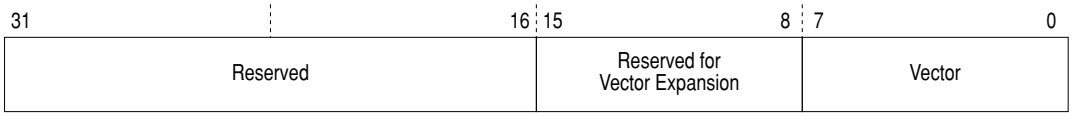
Do not use the Task Priority register to temporarily disable interrupts to a processor. Doing so may result in a spurious interrupt being generated if an interrupt is requested just as the Task Priority register is set to disable interrupts.

Address map, current task priority registers

Address Offset*	Register	Access
0x2_0080	Task Priority register, processor 0	R/W
0x2_1080	Task Priority register, processor 1	R/W
0x2_2080	Task Priority register, processor 2	R/W
0x2_3080	Task Priority register, processor 3	R/W

* Note: Add to base address set during PCI configuration.

Interrupt Acknowlege registers



On PowerPC based systems, Interrupt Acknowledge is implemented as a read request to a memory-mapped Interrupt Acknowledge register. There is one Interrupt Acknowledge register per processor. Interrupt Acknowledge:

- Returns the interrupt vector corresponding to the highest priority pending interrupt in that processor's Interrupt Request Register.
- Transfers the highest priority pending interrupt from that processor's IRR to that processor's In-Service register.
- Clears the bit in the Interrupt Pending Register corresponding to the highest priority pending interrupt in that processor's IRR. Note: This is effective only for edge triggered interrupts. Level triggered interrupts normally cause the bit in the IPR to be set to

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1 every cycle until the device driver's interrupt service routine has cleared the interrupt at the source.

In some implementations, Interrupt Acknowlege also flushes data buffers between the device and system memory.

Address map, interrupt acknowlege registers

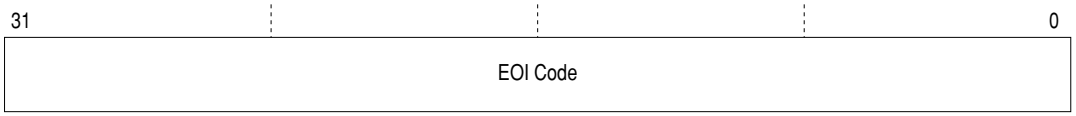
Address Offset*	Register	Access
0x2_00A0	Int. Acknowledge register, processor 0	RO
0x2_10A0	Int. Acknowledge register, processor 1	RO
0x2_20A0	Int. Acknowledge register, processor 2	RO
0x2_30A0	Int. Acknowledge register, processor 3	RO

* Note: Add to base address set during PCI configuration.

End-of-interrupt registers

There is one End-of-interrupt (EOI) register per processor. Writing a zero to this register signals the end of processing for the highest priority interrupt currently in service by the associated processor. EOI Code values other than 0 are currently undefined and should not be used. Reading this register returns the last value written.

MPIC Implementation Note: When the EOI register is written, the highest priority interrupt in the In-Service Priority register is reset along with the corresponding bit in the Interrupt Source In-Service register. MPIC-2A requires the EOI code be written as zero to signal the end of processing for the highest priority interrupt currently in service by the associated processor; EOI code values other than zero are ignored. The MPIC-2A returns zero on reads.



Address map, end-of-interrupt registers

Address Offset*	Register	Access
0x2_00B0	End-of-interrupt register, processor 0	RO
0x2_10B0	End-of-interrupt register, processor 1	RO
0x2_20B0	End-of-interrupt register, processor 2	RO
0x2_30B0	End-of-interrupt register, processor 3	RO

* Note: Add to base address set during PCI configuration.

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7 PCI-VME64 Bridge (Universe II)

This section provides general information about the Universe II PCI-VME64 bridge interface.

- Introduction to Universe II
- Universe II register reference
- Improving BLT performance
- Programming notes, Universe II



The bit numbering of registers in this section follows the zero-on-the-right convention as opposed to the zero-on-the-left bit numbering convention used by Motorola and IBM in their PowerPC documentation.

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Introduction to Universe II

The Universe II PCI–VME64 bridge chip from Tundra Semiconductor provides the VSS4 VMEbus interface. Universe II's address translation provides VME access to PCI and PCI access to VME. The VME functions provided by this chip include:

- System controller
- Block transfers, master and slave
- Single data transfers, master and slave
- Interrupt generation and handling

For general information about the VSS4 VMEbus interface, refer to the ***VME64 bus*** chapter in Section 3.

The PCI interface side of the Universe II provides the following functions:

- **PCI Target** — PCI masters address the Universe II. Read transactions are coupled. Write transactions are either coupled or posted depending on the PCI bus target image. PCI masters can also perform RMW and ADOH cycles via the Universe II's Special Cycle generator. For details on the mechanisms of these transfers, refer to the Universe II User Manual.

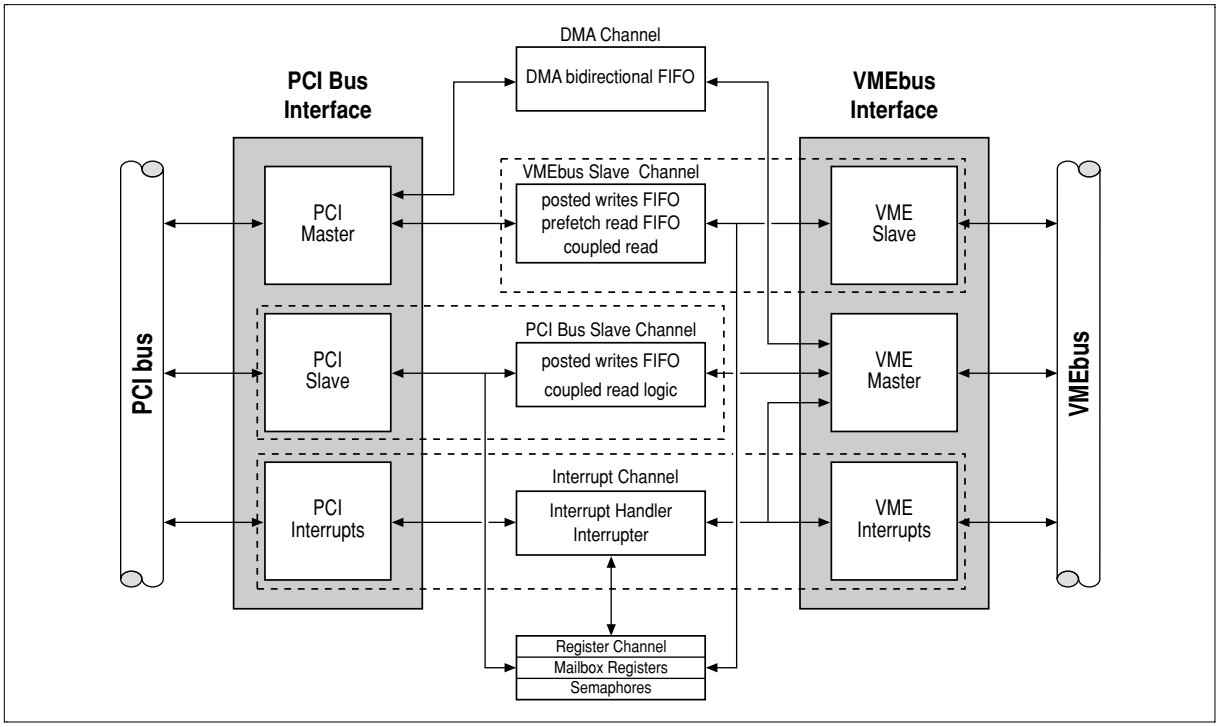
- **PCI Master** — An internal request of the Universe II's PCI Master interface by the VMEbus Slave channel or DMA channel causes the Universe II to operate as a PCI master. The user can set the relative priority of the VMEbus Slave channel and the DMA channel. For details on how this is set up, refer to the Universe II User Manual.

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As an Interrupter and Interrupt Handler, the Universe II provides flexible mapping of interrupts to the PCI bus or VMEbus interface. PCI interrupts can be routed and processed and VMEbus interrupts can be input to generate a VMEbus IAck cycle and to generate the specified interrupt signal. Software interrupts are ROAK while hardware and internal interrupts are RORA.

Universe II's DMA controller provides high performance data transfer between the PCI and VMEbus. Universe II is provided with a set of DMA registers to set up DMA transfer parameters.

The diagram below shows the general architecture of the Universe II chip.



Universe II architecture

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A register overview is given in the next chapter of this section (***Universe II register reference***).



For detailed information on the Universe II chip, refer to the Universe II User Manual and other supporting documentation available on Tundra Semiconductor Corporation's website on the WWW:

http://www.tundra.com

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Universe II register reference

Overview

The Universe II registers are collectively known as the Universe II Control and Status Registers (UCSR). These registers occupy 4KBytes of internal memory. This space is divided into three logical groups:

- PCI Configuration Space (PCICS)
- Universe II Device Specific Registers (UDSR)
- VMEbus Control and Status Registers (VCSR)

The register access mechanism depends on whether the register space is accessed from the PCI bus or the VMEbus.

This chapter provides a reference overview of the Universe II registers. Refer to Tundra Semiconductor's Universe II User Manual and/or other supporting documentation for detailed information.

Register access

Below is a brief description of Universe II register access.

Universe II base address

The operating system PCI discovery routines dynamically set up the Universe II base address by writing to the appropriate registers in PCI configuration address space.

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For more information on PCI configuration, refer to the ***PCI implementation details*** discussion in the **PCI bus** chapter in Section 3, page 62, and the ***Setting PCI device base address*** discussion in Section 4, page 101. Also refer to the ***Type 0 configuration table*** on page 108.

Register access from PCI

There are two PCI access mechanisms for the Universe II registers:

- PCI Configuration space — only the lower 256 bytes of the UCSR can be accessed as Configuration space. These bytes make up the Universe II's PCI configuration header.
- PCI Memory or I/O space — As specified in the Space bit of the PCI_BSx registers, the Universe II registers are accessed in either the PCI Memory or I/O space.

Register access from VMEbus

There are two VMEbus access mechanisms for the Universe II registers. This mode is typically not used on the VSS4, since the VSS4 has onboard intelligence. However, it may be useful in certain applications.

- VMEbus Register Access Image (VRAI) — this mechanism allows the user to map the Universe II registers in A16, A24, or A32 address space.
- CS/CSR Space — this mechanism uses the VME64 scheme in which each slot in the VMEbus system is assigned 512KBytes of CS/CSR space.

Register map

The table below lists the Universe II registers by offset address.



For CS/CSR access, add 508 KBytes (0x7_F000) to offsets listed below.

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Universe II register map

Offset (Hex)	Register	Name
000	PCI Configuration Space ID register	PCI_ID
004	PCI Configuration Space Ctl & Status reg.	PCI_CSR
008	PCI Configuration Class register	PCI_Class
00C	PCI Configuration Misc. 0 register	PCI_MISC0
010	PCI Configuration Base Address register	PCI_BS0
014	PCI Configuration Base Address 1 register	PCI_BS1
018-024	PCI Unimplemented	
028	PCI Reserved	
02C	PCI Reserved	
030	PCI Unimplemented	
034	PCI Reserved	
038	PCI Reserved	
03C	PCI Configuration Misc. 1 register	PCI_MISC1
040-0FF	PCI Unimplemented	
100	PCI Target Image 0 Control register	LSI0_CTL
104	PCI Target Image 0 Base Address register	LSI0_BS
108	PCI Target Image 0 Bound Address register	LSI0_BD
10C	PCI Target Image 0 Translation Offset register	LSI0_TO
110	Reserved	
114	PCI Target Image 1 Control register	LSI1_CTL
118	PCI Target Image 1 Base Address register	LSI1_BS
11C	PCI Target Image 1 Bound Address register	LSI1_BD
120	PCI Target Image 1 Translation Offset register	LSI1_TO
124	Reserved	
128	PCI Target Image 2 Control register	LSI2_CTL
12C	PCI Target Image 2 Base Address register	LSI2_BS
130	PCI Target Image 2 Bound Address register	LSI2_BD
134	PCI Target Image 2 Translation Offset register	LSI2_TO
138	Reserved	
13C	PCI Target Image 3 Control register	LSI3_CTL
140	PCI Target Image 3 Base Address register	LSI3_BS
144	PCI Target Image 3 Bound Address register	LSI3_BD
148	PCI Target Image 3 Translation Offset register	LSI3_TO
14C-16C	Reserved	
170	Special Cycle Control register	SCYC_CTL
174	Special Cycle PCI Bus Address register	SCYC_ADDR

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Universe II register map (continued)

Offset (Hex)	Register	Name
178	Special Cycle Swap/Compare Enable register	SCYC_EN
17C	Special Cycle Compare Data register	SCYC_CMP
180	Special Cycle Swap Data register	SCYC_SWP
184	PCI Misc. register	LMISC
188	Special PCI Target Image register	SLSI
18C	PCI Command Error Log register	L_CMDERR
190	PCI Address Error Log register	LAERR
194-19C	Reserved	
1A0	PCI Target Image 4 Control register	LSI4_CTL
1A4	PCI Target Image 4 Base Address register	LSI4_BS
1A8	PCI Target Image 4 Bound Address register	LSI4_BD
1AC	PCI Target Image 4 Translation Offset register	LSI4_TO
1B0	Reserved	
1B4	PCI Target Image 5 Control register	LSI5_CTL
1B8	PCI Target Image 5 Base Address register	LSI5_BS
1BC	PCI Target Image 5 Bound Address register	LSI5_BD
1C0	PCI Target Image 5 Translation Offset register	LSI5_TO
1C4	Reserved	
1C8	PCI Target Image 6 Control register	LSI6_CTL
1CC	PCI Target Image 6 Base Address register	LSI6_BS
1D0	PCI Target Image 6 Bound Address register	LSI6_BD
1D4	PCI Target Image 6 Translation Offset register	LSI6_TO
1D8	Reserved	
1DC	PCI Target Image 7 Control register	LSI7_CTL
1E0	PCI Target Image 7 Base Address register	LSI7_BS
1E4	PCI Target Image 7 Bound Address register	LSI7_BD
1E8	PCI Target Image 7 Translation Offset register	LSI7_TO
1EC-1FC	Reserved	
200	DMA Transfer Control register	DCTL
204	DMA Transfer Byte Count register	DTBC
208	DMA PCI Bus Address register	DLA
20C	Reserved	
210	DMA VMEbus Address register	DVA
214	Reserved	
218	DMA Command Packet Pointer register	DCPP
21C	Reserved	
220	DMA General Control and Status register	DGCS
224	DMA Linked List Update Enable register	D_LLUE
228-2FC	Reserved	
300	PCI Interrupt Enable register	LINT_EN
304	PCI Interrupt Status register	LINT_STAT

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Universe II register map (continued)

Offset (Hex)	Register	Name
308	PCI Interrupt Map 0 register	LINT_MAP0
30C	PCI Interrupt Map 1 register	LINT_MAP1
310	VMEbus Interrupt Enable register	VINT_EN
314	VMEbus Interrupt Status register	VINT_STAT
318	VMEbus Interrupt Map 0 register	VINT_MAP0
31C	VMEbus Interrupt Map 1 register	VINT_MAP1
320	Interrupt Status/ID Out register	STATID
324	VIRQ1 Status/ID register	V1_STATID
328	VIRQ2 Status/ID register	V2_STATID
32C	VIRQ3 Status/ID register	V3_STATID
330	VIRQ4 Status/ID register	V4_STATID
334	VIRQ5 Status/ID register	V5_STATID
338	VIRQ6 Status/ID register	V6_STATID
33C	VIRQ7 Status/ID register	V7_STATID
340	PCI Interrupt Map 2 register	LINT_MAP2
344	VME Interrupt Map 1 register	VINT_MAP2
348	Mailbox 0 register	MBOX0
34C	Mailbox 1 register	MBOX1
350	Mailbox 2 register	MBOX2
354	Mailbox 3 register	MBOX3
358	Semaphore 0 register	SEMA0
35C	Semaphore 1 register	SEMA1
360-3FC	Reserved	
400	Master Control register	MAST_CTL
404	Misc. Control register	MISC_CTL
408	Misc. Status register	MISC_STAT
40C	User AM Codes register	USER_AM
410-EFC	Reserved	
F00	VMEbus Slave Image 0 Control register[1]	VSIO_CTL
F04	VMEbus Slave Image 0 Base Address register[1]	VSIO_BS
F08	VMEbus Slave Image 0 Bound Address reg.[1]	VSIO_BD
F0C	VMEbus Slave Image 0 Translation Offset reg.[1]	VSIO_TO
F10	Reserved	
F14	VMEbus Slave Image 1 Control register[1]	VSI1_CTL
F18	VMEbus Slave Image 1 Base Address register[1]	VSI1_BS
F1C	VMEbus Slave Image 1 Bound Address reg.[1]	VSI1_BD
F20	VMEbus Slave Image 1 Translation Offset reg.[1]	VSI1_TO
F24	Reserved	
F28	VMEbus Slave Image 2 Control register[1]	VSI2_CTL
F2C	VMEbus Slave Image 2 Base Address register[1]	VSI2_BS
F30	VMEbus Slave Image 2 Bound Address reg.[1]	VSI2_BD
F34	VMEbus Slave Image 2 Translation Offset reg.[1]	VSI2_TO

Note: 1. Avoid updating slave image registers while VME traffic is using the slave window. Doing so results in VME data errors. See ***Programming notes, Universe II*** on page 199 for more information.

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Universe II register map (continued)

Offset (Hex)	Register	Name
F38	Reserved	
F3C	VMEbus Slave Image 3 Control register[1]	VSI3_CTL
F40	VMEbus Slave Image 3 Base Address register[1]	VSI3_BS
F44	VMEbus Slave Image 3 Bound Address reg.[1]	VSI3_BD
F48	VMEbus Slave Image 3 Translation Offset reg.[1]	VSI3_TO
F4C-F60	Reserved	
F64	Location Monitor Control register	LM_CTL
F68	Location Monitor Base Address register	LM_BS
F6C	Reserved	
F70	VMEbus Register Access Image Control reg.	VRAI_CTL
F74	VMEbus Register Access Image Base Addr. reg.	VRAI_BS
F78	Reserved	
F7C	Reserved	
F80	VMEbus CSR Control register	VCSR_CTL
F84	VMEbus CSR Translation Offset register	VCSR_TO
F88	VMEbus AM Code Error Log register	V_AMERR
F8C	VMEbus Address Error Log register	VAERR
F90	VMEbus Slave Image 4 Control register[1]	VSI4_CTL
F94	VMEbus Slave Image 4 Base Address register[1]	VSI4_BS
F98	VMEbus Slave Image 4 Bound Address reg.[1]	VSI4_BD
F9C	VMEbus Slave Image 4 Translation Offset reg.[1]	VSI4_TO
FA0	Reserved	
FA4	VMEbus Slave Image 5 Control register[1]	VSI5_CTL
FA8	VMEbus Slave Image 5 Base Address register[1]	VSI5_BS
FAC	VMEbus Slave Image 5 Bound Address reg.[1]	VSI5_BD
FB0	VMEbus Slave Image 5 Translation Offset reg.[1]	VSI5_TO
FB4	Reserved	
FB8	VMEbus Slave Image 6 Control register[1]	VSI6_CTL
FBC	VMEbus Slave Image 6 Base Address register[1]	VSI6_BS
FC0	VMEbus Slave Image 6 Bound Address reg.[1]	VSI6_BD
FC4	VMEbus Slave Image 6 Translation Offset reg.[1]	VSI6_TO
FC8	Reserved	
FCC	VMEbus Slave Image 7 Control register[1]	VSI7_CTL
FD0	VMEbus Slave Image 7 Base Address register[1]	VSI7_BS
FD4	VMEbus Slave Image 7 Bound Address reg.[1]	VSI7_BD
FD8	VMEbus Slave Image 7 Translation Offset reg.[1]	VSI7_TO
FDC-FEC	Reserved	
FF0	VME CR/CSR Reserved	
FF4	VMEbus CSR Bit Clear register	VCSR_CKR
FF8	VMEbus CSR Bit Set register	VCSR_SET
FFC	VMEbus CSR Base Address register	VCSR_BS

Note: 1. Avoid updating slave image registers while VME traffic is using the slave window. Doing so results in VME data errors. See ***Programming notes, Universe II*** on page 199 for more information.

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Improving VME performance

Universe II specific (U2SPEC) register

The Universe II chip (Revision ID = 01 or 02) comes with a register called "Specific Register" (U2SPEC, offset 0x4FC) which is used to improve the performance of the Universe II by reducing the latency of key VMEbus timing elements. The timing adjustment provided by the U2SPEC register is intended to compensate for VME master and slave latencies introduced by buffers, transceivers, and the backplane itself. **Using the U2SPEC register may result in violation of the VME specification.**



The U2SPEC register is an unsupported feature of Universe II. Its design may not be as robust as other areas of the Universe II design, and may not be included in future revisions of the device. Improper use of the U2SPEC register may result in undesirable system behavior. **Tundra Semiconductor Corp. and Synergy Microsystems, Inc. do not recommend the manipulation of this register by users who are unfamiliar with the timing characteristics of their VME systems.**

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U2SPEC adjustable VME timing parameters

VME DTAck\ Inactive Filter (DTKFLTR), bit 12 — In order to overcome the DTAck\ noise typical of most VME systems, the Universe II quadruple samples this signal with the 64MHz clock. While "safer", the extra sampling results in decreased performance. User who believe their systems to have little noise on their DTAck\ lines can elect to filter this signal less and thus increase their Universe II response time.

VME Master Parameter t11 Control (MASt11), bit 10 — According to the VME64 Specification, a VMEbus master must not drive DS0\ low until both it and DS1\ have been simultaneously high for a minimum of 40ns. The MASt11 parameter in the U2SPEC register, however, allows DS0\ to be driven low in less than 40ns.

VME Master Parameter t27 Control (READt27), bits 8 & 9 — During read cycles, the VMEbus master must guarantee that the data lines will be valid within 25ns after DTAck\ is asserted. That is to say, the master must not latch the data and terminate the cycle for a minimum of 25ns after the falling edge of DTAck\. The READt27 parameter in the U2SPEC register allows for faster cycle termination in one of two ways. One setting allows for the data to be latched and the cycle terminated with an associated delay that is less than 25ns. The other setting results in no delay whatsoever in latching and termination.

VME Slave Parameter t28 Control (POSt28), bit 2 — According to the VME64 Specification, VMEbus slaves must wait at least 30ns after the assertion of DS\ before driving DTAck\ low. The POSt28 parameter in the U2SPEC register, however, allows DTAck\ to be asserted in less than 30ns when executing posted writes.

VME Slave Parameter t28 Control (PREt28), bit 0 — VMEbus slaves must wait at least 30ns after the assertion of DS\ before driving DTAck\ low. The PREt28 parameter in the U2SPEC register, however, allows DTAck\ to be asserted in less than 30ns when executing prefetched reads.

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U2SPEC register bit assignments

The U2SPEC bit assignments and descriptions are listed below.

U2SPEC register, offset 0x4FC – bit assignments

Bits	Function					
31-24	Universe Reserved					
23-16	Universe Reserved					
15-08	Universe Reserved	DTKFLTR	Reserved	MASt11	READt27	
07-00	Universe Reserved			POSt28	Reserved	PREt28

U2SPEC bit descriptions

Name	Type	Reset By	Reset State	Function
DTKFLTR	R/W	All	0	**VME DTAck\ Inactive Filter** 0 = Slower but better filter, 1 = Faster but poorer filter
MASt11	R/W	All	0	**VME Master Parameter t11 Control (DS\ high time during BLT's and MBLT's)** 0 = Default, 1 = Faster
READt27	R/W	All	00	**VME Master Parameter t27 Control (Delay of DS\ negation after read)** 00 = Default, 01 = Faster, 10 = No Delay
POSt28	R/W	All	0	**VME Slave Parameter t28 Control (Time of DS\ to DTAck\ for posted-write)** 0 = Default, 1 = Faster
PREt28	R/W	All	0	**VME Slave Parameter t28 Control (Time of DS\ to DTAck\ for prefetch read)** 0 = Default, 1 = Faster



Bits marked as "Universe Reserved" must be set to zero (0).

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Programming notes, Universe II

Writing to non-existent VME locations

Problem

The Universe II chip has a problem dealing with non-existent VME locations. The problem is that the Grackle will not return a machine check exception to the CPU when a VME write fails with a Bus Error.

Solutions

Workaround #1: First perform a read of the location to verify its existence.

Workaround #2: Program the Universe II to generate an interrupt upon VME Bus Error and have this interrupt report a fatal error.

Slave image programming

Problem

Updating a Universe II slave window while VME traffic is using that window results in data errors **even if the register contents are the same**.

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Solution

Avoid programming a slave's image registers while VME is accessing that slave's window.

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8 SCSI/Ethernet Controller

This section provides information about the SYM53C885 SCSI/Ethernet controller interface.

- General description
- SYM53C885 registers
- Programming notes, SYM53C885



The bit numbering of registers in this section follows the zero-on-the-right convention as opposed to the zero-on-the-left bit numbering convention used by Motorola and IBM in their PowerPC documentation.

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General description

The VSS4 SCSI and Fast Ethernet interface is provided by a single multifunction device, the Symbios Logic SYM53C885 PCI-SCSI/Fast Ethernet Multifunction Controller. On the SCSI side, the SYM53C885 provides a Wide Ultra SCSI interface using a PCI bus master DMA core and Symbios Logic SCSI SCRIPTS processor. On the Ethernet side, the SYM53C885 provides a 10/100Base-T Ethernet interface with independent DMA engines for the transmit and receive channels for access to the motherboard bus and memory with little or no CPU intervention.

The Ethernet connection is available at the VSS4 front panel. The SCSI option is provided with a front panel connector. Refer to Appendix A for connector information.

Listed below are some of the features of the SYM53C885.

- Fully PCI 2.1 compliant
- Full 32-bit PCI DMA bus master
- High performance SCSI and Ethernet cores, both highly programmable
- Up to 40MB/s synchronous Wide, Ultra SCSI transfers
- 10/100 Mb/s Ethernet operation

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For detailed SYM53C885 programming information, refer to the Symbios Logic Data Manual no. T89962I 1296 15MH. This document (and other supporting documents) can be obtained by contacting:

LSI Logic Corporation
1551 McCarthy Blvd
Milpitas CA 95035
United States
Tel: 408.433.8000
FAX: 408.433.8989
Web: **http://www.lsilogic.com**

A datasheet in PDF format is available from the LSI Logic website in their Tech Library:

Document: (P01964I) SYM53C885 Data Sheet (3/98)

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SYM53C885 registers

The operating system PCI discovery routines dynamically set up the SYM53C885 base address by writing to the appropriate registers in PCI configuration address space. Note that the SYM53C885 is a multifunction PCI device. Thus, SCSI and Ethernet functions are programmed as separate entities by the PCI auto-configuration.

For more information on PCI configuration, refer to the ***PCI implementation details*** discussion in the **PCI bus** chapter in Section 3, page 62, and the ***Setting PCI device base address*** discussion in Section 4, page 101. Also refer to the ***Type 0 configuration table*** on page 108.

The following is an overview of the registers in each interface.

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SCSI registers

PCI configuration

The PCI configuration registers for the SCSI interface are shown below. Addresses 0x40 through 0xFF are unused.

31 16	15 0	
Device ID 0x000D	Vendor ID 0x1000	0x00
Status	Command 0x0000*	0x04
Class Code = 0x010000	Revision ID= 0x00	0x08
BIST / Header Type	Latency Timer / Cache Line Size	0x0C
Base Address Register 1		0x10
Base Address Register 2		0x14
Base Address Register 3		0x18
Not Supported		0x1C
Not Supported		0x20
Not Supported		0x24
Reserved		0x28
Subsystem ID	Subsystem Vendor ID	0x2C
Expansion ROM Base Address		0x30
Reserved		0x34
Reserved		0x38
Max_Lat / Max_Gnt	Interrupt Pin / Interrupt Line	0x3C

*Note: Setting bit0 or bit 1 of the PCI command register enables the SCSI interface to respond to accesses to the PCI Memory or I/O Address space respectively.

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Operating registers

The table below lists the SYM53C885 SCSI registers which are accessed through PCI memory or I/O cycles depending on operation.

SYM53C885 SCSI registers address and descriptions

Addr. Offset	R/W	Label	Description
0x00	R/W	SCNTL0	SCSI Control 0
0x01	R/W	SCNTL1	SCSI Control 1
0x02	R/W	SCNTL2	SCSI Control 2
0x03	R/W	SCNTL3	SCSI Control 3
0x04	R/W	SCID	SCSI Chip ID
0x05	R/W	SXFER	SCSI Transfer
0x06	R/W	SDID	SCSI Destination ID
0x07	R/W	GPREG	General Purpose Bits
0x08	R/W	SFBR	SCSI First Byte Received
0x09	R/W	SOCL	SCSI Output Control Latch
0x0A	R	SSID	SCSI Selector ID
0x0B	R/W	SBCL	SCSI Bus Control Lines
0x0C	R	DSTAT	DMA Status
0x0D	R	SSTAT0	SCSI Status 0
0x0E	R	SSTAT1	SCSI Status 1
0x0F	R	SSTAT2	SCSI Status 2
0x10-0x13	R/W	DSA	Data Structure Address
0x14	R/W	ISTAT	Interrupt Status
0x18	R/W	CTEST0	Reserved
0x19	R/W	CTEST1	Chip Test 1
0x1A	R	CTEST2	Chip Test 2
0x1B	R	CTEST3	Chip Test 3
0x1C-1F	R/W	TEMP	Temporary Register
0x20	R/W	DFIFO	DMA FIFO
0x21	R/W	CTEST4	Chip Test 4
0x22	R/W	CTEST5	Chip Test 5
0x23	R/W	CTEST6	Chip Test 6
0x24-0x26	R/W	DBC	DMA Byte Counter
0x27	R/W	DCMD	DMA Command
0x28-0x2B	R/W	DNAD	DMA Next Address For Data
0x2C-0x2F	R/W	DSP	DMA Scripts Pointer

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SYM53C885 SCSI registers address and descriptions (cont.)

Addr. Offset	R/W	Label	Description
0x30-0x33	R/W	DSPS	DMA Scripts Pointer Save
0x34-0x37	R/W	SCRATCHA	General Purpose Scratch Pad A
0x38	R/W	DMODE	DMA Mode
0x39	R/W	DIEN	DMA Interrupt Enable
0x3A	R/W	SBR	Scratch Byte Register
0x3B	R/W	DCNTL	DMA Control
0x3C-0x3F	R	ADDER	Sum Output of Internal Adder
0x40	R/W	SIEN0	SCSI Interrupt Enable 0
0x41	R/W	SIEN1	SCSI Interrupt Enable 1
0x42	R	SIST0	SCSI Interrupt Status 0
0x43	R	SIST1	SCSI Interrupt Status 1
0x44	R/W	SLPAR	SCSI Longitudinal Parity
0x45	R	SWIDE	SCSI Wide Residue Data
0x46	R/W	MACNTL	Memory Access Control
0x47	R/W	GPCNTL	General Purpose Control
0x48	R/W	STIME0	SCSI Timer 0
0x49	R/W	STIME1	SCSI Timer 1
0x4A	R/W	RESPID0	Response ID 0
0x4B	R/W	RESPID1	Response ID 1
0x4C	R	STEST0	SCSI Test
0x4D	R	STEST1	SCSI Test
0x4E	R/W	STEST2	SCSI Test
0x4F	R/W	STEST3	SCSI Test
0x50-0x51	R	SIDL	SCSI Input Data Latch
0x52-0x53	—	—	Reserved
0x54-0x55	R/W	SODL	SCSI Output Data Latch
0x56-0x57	—	—	Reserved
0x58-0x59	R	SBDL	SCSI Bus Data Lines
0x5A-0x5B	—	—	Reserved
0x5C-0x5F	R/W	SCRATCHB	General Purpose Scratch Pad B
0x60-0x7F	R/W	ScratchC-J	General Purpose Scratch Pad C-J

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Ethernet registers

PCI configuration

The PCI configuration registers for the Ethernet interface are shown below. Addresses 0x40 through 0xFF are unused.

31 16	15 0	
Device ID 0x0701	Vendor ID 0x1000	0x00
Status	Command 0x0000*	0x04
Class Code = 0x020000	Revision ID= 0x00	0x08
BIST / Header Type	Latency Timer / Cache Line Size	0x0C
Base Address Zero (I/O), Ethernet Operating Registers		0x10
Base Address One (Memory), Ethernet Operating Registers		0x14
Not Supported		0x18
Not Supported		0x1C
Not Supported		0x20
Not Supported		0x24
Reserved		0x28
Subsystem ID	Subsystem Vendor ID	0x2C
Expansion ROM Base Address		0x30
Reserved		0x34
Reserved		0x38
Max_Lat / Max_Gnt	Interrupt Pin / Interrupt Line	0x3C

*Note: Setting bit0 or bit 1 of the PCI command register enables the Ethernet interface to respond to accesses to the PCI Memory or I/O Address space respectively.

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Operating registers

The table below lists the SYM53C885 Ethernet registers which are accessed through PCI memory or I/O cycles depending on operation.

SYM53C885 Ethernet registers address and descriptions

Addr. Offset	R/W	Description
0x00-0x03	R/W	Transmit Channel Control
0x04-0x05	R/W	Transmit Channel Status
0x06-0x07	—	Reserved
0x08-0x0B	—	Reserved
0x0C-0x0F	R/W	Transmit CommandPtrLo
0x10-0x13	R/W	Transmit InterruptSelect
0x14-0x17	R/W	Transmit BranchSelect
0x18-0x1B	R/W	Transmit WaitSelect
0x1C-3F	—	Reserved
0x40-0x43	R/W	Receive ChannelControl
0x44-0x45	R	Receive ChannelStatus
0x46-0x47	—	Reserved
0x48-0x4B	—	Reserved
0x4C-0x4F	R	Receive CommandPtrLo
0x50-0x53	R	Receive InterruptSelect
0x54-0x57	R	Receive BranchSelect
0x58-0x5B	R/W	Receive WaitSelect
0x5C-0x7F	—	Reserved
0x80-0x81	R/W	EventStatus
0x82-0x83	R/W	InterruptEnable
0x84-0x85	R	InterruptClear
0x86-0x87		InterruptStatus
0x88-0x8B	—	Reserved
0x8C-0x8F		Chip Revision
0x90-0x93		DBDMA Control
0x0x94		TxThreshold
0x95-0x97	—	Reserved
0x98-0x9B	—	Reserved
0x9C-0x9D	—	Reserved
0x9E		General Purpose
0x9F		General Purpose Control
0xA0-0xA1	R	Configuration
0xA2-0xA3	R/W	Back-to-Back Interpacket Gap
0xA4-0xA5	R/W	Non Back-to-Back Interpacket Gap
0xA6-0xA7	R/W	MIIM Command

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SYM53C885 Ethernet registers address and descriptions (cont.)

Addr. Offset	R/W	Description
0xA8-0xA9	R/W	MII Address or TP_PMD Control
0xAA-0xAB	R/W	MII Write Data
0xAC-0xAD	R/W	MII Read Data
0xAE-0xAF	R/W	MII Indicators
0xB0-0xCF	R/W	Reserved
0xD0-0xD1	R/W	Address Filter
0xD2-0xD3	R/W	Station Address 0
0xD4-0xD5	R/W	Station Address 1
0xD6-0xD7	R/W	Station Address 2
0xD8-0xD9	R/W	Hash Table 0
0xDA-0xDB	R/W	Hash Table 1
0xDC-0sDD	R/W	Hash Table 2
0xDE-0xDF	R/W	Hash Table 3
0xE0-0xE3	—	Reserved
0xE4-0xE5	R/W	PHY Identifier 0
0xE6-0xE7	R/W	PHY Identifier 1
0xE8-0xEB	—	Reserved
0xEC-0xEF	—	Reserved
0xF0	R/W	EE Status
0xF1	R/W	EE Control
0xF2	R/W	EE Word Address
0xF3	R/W	EE Read Data
0xF4	R/W	EE Write Data
0xF5	R/W	EE Feature Enable
0xF6-0xF7	—	Reserved
0xF8-0xFB	—	Reserved
0xFC-0xFF	—	Reserved

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Programming notes, SYM53C885

SCSI prematurely surrendering PCI bus

Problem

Slow SCSI transfers to SCSI drive when VME BLT's were occurring.

Observation

The SYM53C885 SCSI chip was surrendering the PCI bus in the middle of a burst read transfer when the Universe II PCI-VME bridge needed to write data. This was slowing down the SCSI transfers in the face of VME traffic.

Solution

The solution is to write a value of 20 decimal or greater to the SCSI chip's PCI Latency register (0x0D; or 0x0E if big-endian). The C code to do this in pSOS or VxWorks is below.

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```
SetLatency( int value )
{
   int temp
   value = value & 0xFF; /* Mask value to range of 0-255 */
   temp = readMPC( 0x8000600C);
   temp = temp &~0xff00;
   writeMPC( 0x8000600C, temp | (value <<8) );
             /* numbering bytes from right to left, byte 0 is
              * the Cache Line length byte at offset 0xC,
              * and byte 1 is the Latency timer byte at offset 0xD,
              * which is defined as number of PCI clocks of latency.
              */
}
```

Note that this register should always be set with this value. There is no downside to setting the PCI Latency register to 20, since that's the length of one burst transfer. This means that it's the optimal setting for use with the Grackle.

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9 PCI-PCI Bridge Interface

This section provides information about the PCI-PCI bridge chip that provides the P0•PCI™ bridge interface.

- General description
- Registers
- Configuration
- Software support, P0•PCI™

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General description

Synergy's P0•PCI™ bus interface provides the VSS4 with a sub-bus for board-to-board data transfers that are speedier than the VMEbus. The P0•PCI™ bus is 64-bits wide and operates at 33 MHz, for a theoretical maximum aggregate bandwidth of 266 MB/sec. Up to 4 pair of SBCs (8 slots) are allowed on the P0•PCI bus. A single VSS4 can write data to another VSS4 at about 72 MB/sec over the P0•PCI™ bus. However, the rest of the P0•PCI™ bandwidth is not consumed, so other transfers can occur concurrently up to the maximum bandwidth. The P0•PCI™ bus interface is based on Intel's (formerly Digital Semiconductor's) 21554 64-bit PCI-to-PCI bridge chip.

The 21554 chip has two PCI ports, primary and secondary. The primary port is connected to P0 and the secondary port is connected to the VSS4's onboard PCI bus. This connection scheme allows the PCI-PCI bridge to be used for peer-to-peer communication between multiple VSS4 boards. Up to 8 boards can be connected together using the P0•PCI™ bus.

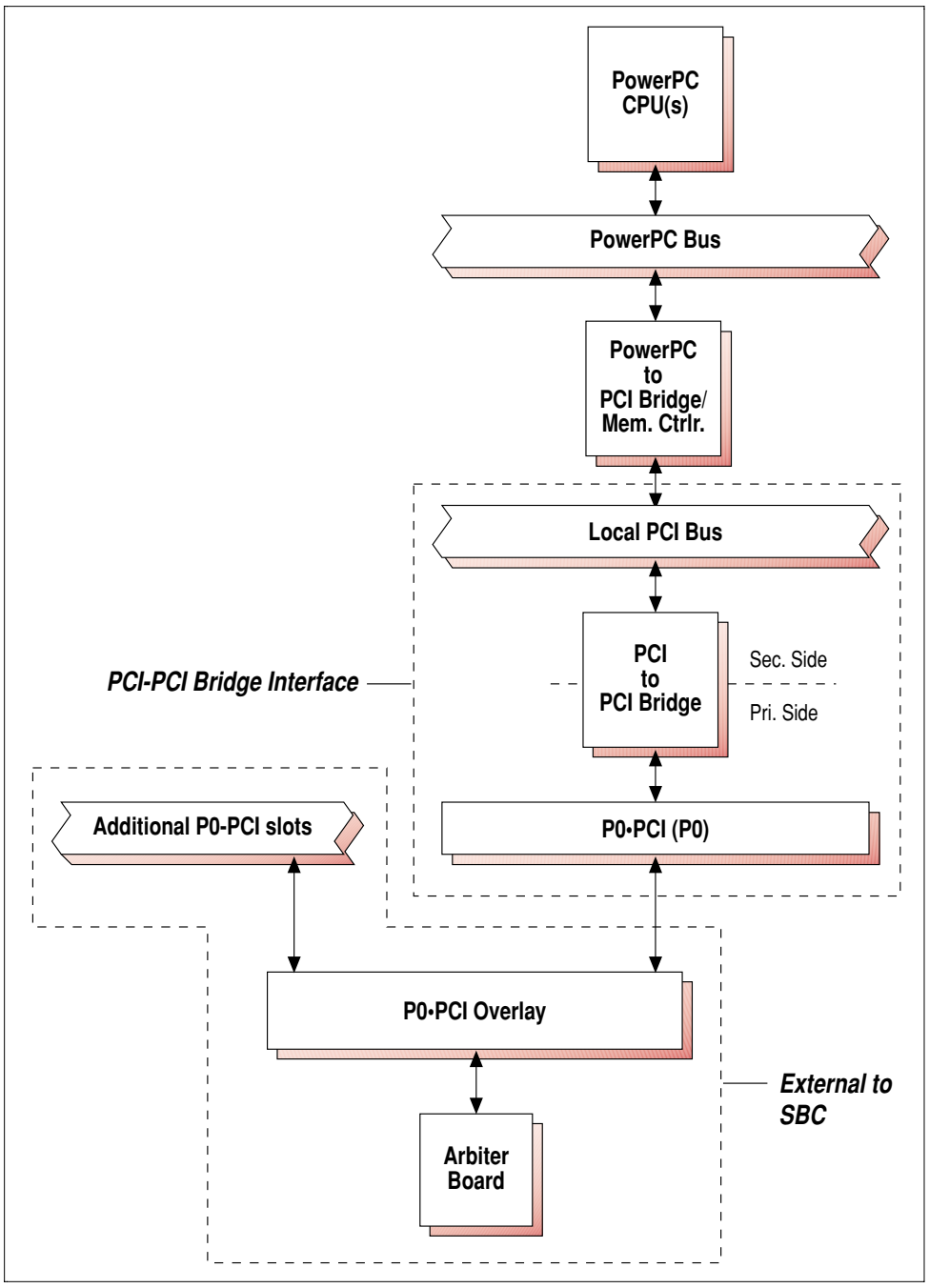
The P0•PCI™ interface uses the VME64x P0 connector which is in-between the VME P1 and P2 connectors. Note that the VSS4's P0 connector may interfere with board insertion in non-VME64x compatible backplanes. The VSS4 P0•PCI™ interface works in conjunction with a P0•PCI™ overlay board. See the ***Installing the P0 overlay*** chapter in Section 2, page 45, for model descriptions and installation information. (For ordering information of these components, contact Synergy Microsystems' Customer Service.)

The external P0•PCI™ overlay board connects P0•PCI™ slots together from the back side of the VME64x backplane. The overlay board (with the exception of passive models) includes a plug-in arbiter board which provides clock generation and round-robin PCI bus arbitration for all interconnected boards on the P0•PCI™ bus. The arbiter board also

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provides power-on reset to all devices on the primary side of P0•PCI™ interface.

The diagram below shows the VSS4 PCI-PCI bridge interface in relation to the other major busses in the system.



Block diagram VSS4 PCI-PCI bridge

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Registers

The 21554 contains the following register groups:

- Primary and Secondary interface PCI configuration header registers
- Device-specific configuration registers
- Memory and I/O mapped control and status registers

For detailed information on the 21554 PCI-to-PCI bridge, refer to the "21554 PCI-to-PCI Bridge for Embedded Applications, Hardware Reference Manual" available from Intel. This document is available as a PDF file from Intel's developer website:

http://developer.intel.com/design/bridge/

Application notes, datasheets, and manuals for Intel's PCI bridges can be found at this site.

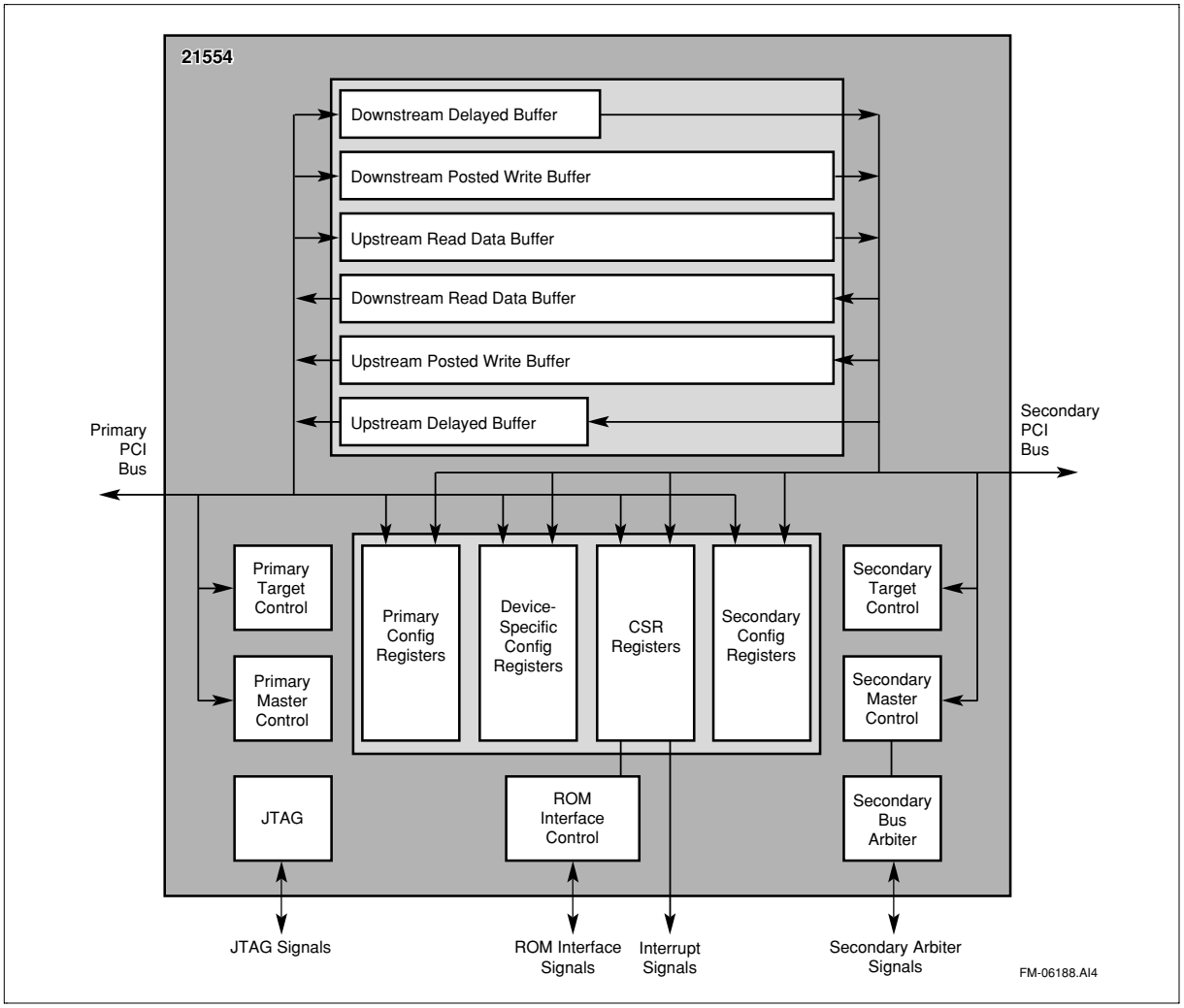
The table below lists recommended related documents available as PDF files from the Intel developer website (online availability subject to change without notice).

Related 21554 documents available for download

Document	Date	Size
Specification Update	Aug 1998	88 Kbytes
Product Preview Datasheet		797 Kbytes
Bridge Performance Optimization, AppNote	Sep 1998	72 Kbytes
Getting Started..., AppNote	Sep 1998	94 Kbytes
Issues w/ Host Processor Card..., AppNote	Oct 1998	68 Kbytes
Embedded Applications...Hardware Reference, Manual	Sep 1998	1075 Kbytes

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The block diagram below shows the microarchitecture of the 21554 PCI-PCI bridge.



Microarchitecture, 21554 PCI-PCI bridge chip

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Configuration

Introduction

The 21554 configuration space is divided into three parts:

- Primary interface configuration registers
- Secondary interface configuration registers
- Device-specific configuration registers

Both the primary and secondary interface configuration headers contain the 64-byte Type 0 configuration header corresponding to that interface. The device-specific configuration registers are specific to the 21554, some of which apply to the primary interface, others to the secondary interface, and some to other 21554 functions.

Access to the 21554 configuration registers is supported from both the primary (P0•PCI) and secondary (onboard PCI) interfaces. Normally, however, access to the 21554 configuration space is allowed from the secondary interface only. In this case, the 21554 returns target retry to all accesses initiated on the primary bus, with the exception of accesses to the Reset Control register at Dword 0xD8. Clearing the Primary Lockout Bit in the Chip Control 0 register allows access to 21554 configuration space from the primary side.

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PCI configuration

The operating system PCI discovery routines dynamically set up the 21554 base address by writing to the appropriate registers in PCI configuration address space.

The host accesses devices behind the bridge (i.e., devices outside the local PCI bus) with Type 1 PCI configuration accesses which contain extra data for bus number and device number. Type 1 accesses are intended for PCI-PCI bridges only. If a bridge detects that the bus number is not to the secondary bus of the bridge, the access is passed through unchanged. If the bus number matches the secondary bus number, the bridge converts the access to a Type 0 PCI configuration access. The device number is then decoded and the proper IDSel asserted to configure the device on the secondary bus.

For more information on PCI configuration, refer to the ***PCI implementation details*** discussion in the **PCI bus** chapter in Section 3, page 62, and the ***Setting PCI device base address*** discussion in Section 4, page 101. Also refer to the ***Type 0 configuration table*** on page 108.

P0•PCI™ configuration

The implementation of configuring the P0•PCI™ bus for each board connected to the bus, the address ranges and any address translation, are application-specific. It is recommended that each board be allocated at least one 256KB window into the onboard memory.

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Software support, P0•PCI™

Synergy Microsystems provides optional software to support board-to-board communications using the VSS4's P0•PCI™ interface.

- **Global Buffer Manager (GBM) Software Package** — The GBM software package allows sharing of data among processors on Synergy PPC CPU boards connected via the P0•PCI™ bus backplane. GBM is available for Linux and VxWorks (contact factory for availability).
- **Board Support Package (BSP), Linux and VxWorks** — Synergy Microsystems' Linux and VxWorks BSP distribution includes sample software for P0•PCI™.

Contact Synergy Customer Service for more information about these software options.

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10 Warranties & Service

This section provides information on product warranty and support.

- Warranty terms and options
- Customer service

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Warranty terms & options

This chapter describes the warranty terms and options provided for the VSS4 SBC.

Warranty terms

Synergy Microsystems, Inc. warrants all standard (off-the-shelf) and non-standard (custom) products to be free of defects in materials and workmanship under normal use for the applicable warranty period (as described below). This limited warranty is void if the failure has resulted from accident, abuse, alteration, or misapplication by the customer.

Product returns

The following guidelines describe warranty terms for product returns.

- **Initial product acceptance** — Synergy presumes that customers will inspect products within 14 days of receipt for conformance to the specifications stated in this manual (for standard, off-the-shelf units) and/or purchasing documentation (for custom units). Products not rejected within this period are considered by Synergy to be accepted by the customer.
- **Delivery rejection** — Products that do not conform to the specifications and standards in this manual or purchase documents can be returned to Synergy for replacement/repair. Before returning products, notify Synergy of the problem and get a Return Material Authorization (RMA) number. Board rejection will not be valid unless boards are returned in the original shipping cartons within 10 days of the receipt of the RMA number.

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For more information about returning products, see the next chapter on *Customer service*.

If the customer adheres to these requirements, Synergy agrees to pay shipping charges, otherwise shipment costs must be paid by the customer.

- **Delivery turnaround after rejection** — Synergy's service goal is to return new or refurbished products within 14 days of the receipt of properly rejected boards that were returned in accordance with the requirements stated above and in next chapter.
- **Product returns under warranty** — Once products have been either accepted or the initial product accept/reject period has passed, products are warranted for the applicable warranty period as described below:

  For information about returning products under warranty, see the next chapter on *Customer service*.

Warranty periods

Synergy Microsystems, Inc. offers the following warranty periods:

- **90-day guarantee and limited warranty** — All standard (off-the-shelf) and non-standard (custom) products are automatically guaranteed for 90 days from the day of delivery.
- **1-year standard limited warranty** — Customers who complete payment for the product to Synergy within **30 days** of delivery receive a free warranty extension for a full year on all products covered by the payment.
- **3-year extended limited warranty** — If desired, Synergy offers an extended 3-year warranty for an additional charge. The terms for the extended warranty are identical to those listed above.

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Customer service

Please contact Synergy Microsystems, Inc. if you have any questions, comments, or suggestions. You can contact our **customer service** department by writing or calling:

Synergy Microsystems, Inc.
9605 Scranton Rd., Suite 700
San Diego, CA 92121-1773
(858) 452-0020
(858) 452-0060 (FAX)
Web: http://www.synergymicro.com
E-mail: sales-info@synergymicro.com

Reporting problems

If you encounter any difficulty with your VSS4 board, call Synergy customer service. If possible, please have the following information available to assist our staff in assessing your problem:

- VSS4 model number (silk-screened on solder side of board)
- Serial number marked on solder side of board
- VSS4 revision level (silk-screened on the solder side of board)
- ECO level (marked on solder side of board)
- Revision level of the Monitor PROM.

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Return policies and procedures

Should it become necessary to return a board to Synergy for repair, please take the following steps.

❶ Call Synergy Microsystems, Inc. customer service for a **Return Merchandise Authorization** (RMA) number. Use this number in all communications regarding the problem boards.

❷ Provide the following information with all returned items:

- VSS4 model number (solder side of the board)
- Serial number (solder side of board)
- VSS4 revision level (solder side of board)
- ECO level (solder side of board)
- Operating system and Revision level of the Monitor PROM (or other PROM/EPROM) if used on your board. The revision level is normally printed on the label of the DIP EPROM (if so equipped).
- Purchase order number and billing address if the board is out of warranty.
- Customer contact name, address, and telephone number
- Complete description of the problem.

❸ Carefully package the board to protect it during shipment; be sure that it is enclosed in an anti-static bag.

❹ Mark the RMA number on the shipping container.

❺ Send the board and the requested information prepaid to Synergy at the following address:

Synergy Microsystems, Inc.
9605 Scranton Rd., Suite 700
San Diego, CA 92121-1773

An inspection and test charge will be applicable to all units returned for repair, unless the unit is found to be defective and under warranty. If the repair charge exceeds the inspection and test charge, we will notify you of the repair charge. The test and inspection charge will be applied to your repair charge. No repair (other than test and inspection) will be performed on products that are out of warranty until we have received your approval for the charges.

We appreciate your cooperation with these procedures. They help us give you the best possible service.

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Appendix A, Connectors & Cables

This appendix contains descriptions and diagrams of the VSS4 connectors and specialized cabling:

- VMEbus connectors (P1 & P2)
- PMC connectors (P11– P15)
- P0•PCI bus connector (P0)
- Memory module connectors (PM1 & PM2)
- Wide Ultra SCSI connector (P264)
- Fast Ethernet connector (P240)
- Asynchronous serial connector (P346)
- Serial I/O cabling

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VMEbus connectors (P1 & P2)

The VSS4's P1 and P2 connectors provide the standard I/O interface to the VMEbus as listed in the tables below.



The P1 connector is the standard 3-row type for board revision B or lower. For board revision C or higher, the VME64x 5-row connector is optionally available for P1.

The P2 connector shows the signals Synergy has assigned to the user-defined pins for rows A and C (and Z and D for 5-row option) on the standard VMEbus. These rows are connected to the PMC I/O (P14 & P15) connectors listed later in this chapter.

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VMEbus P1 connector pinouts

Pin	Row Z[1]	Row A	Row B	Row C	Row D[1]
1	—	D0	BBsy\	D8	+5VPrecharge
2	Gnd	D1	BClr\	D9	Gnd
3	—	D2	ACFail\	D10	—
4	Gnd	D3	BG0In\	D11	—
5	—	D4	BG0Out\	D12	—
6	Gnd	D5	BG1In\	D13	—
7	—	D6	BG1Out\	D14	—
8	Gnd	D7	BG2In\	D15	—
9	—	Gnd	BG2Out\	Gnd	GAP\
10	Gnd	SysClk	BG3In\	SysFail\	GA0\
11	—	Gnd	BG3Out\	BErr\	GA1\
12	Gnd	DS1\	BR0\	SysReset\	+3.3V
13	—	DS0\	BR1\	LWord\	GA2\
14	Gnd	Write\	BR2\	AM5	+3.3V
15	—	Gnd	BR3\	A23	GA3\
16	Gnd	DTAck\	AM0	A22	+3.3V
17	—	Gnd	AM1	A21	GA4\
18	Gnd	AS\	AM2	A20	+3.3V
19	—	Gnd	AM3	A19	—
20	Gnd	IAck\	Gnd	A18	+3.3V
21	—	IAckIn\	—	A17	—
22	Gnd	IAckOut\	—	A16	+3.3V
23	—	AM4	Gnd	A15	—
24	Gnd	A7	IRq7\	A14	+3.3V
25	—	A6	IRq6\	A13	—
26	Gnd	A5	IRq5\	A12	+3.3V
27	—	A4	IRq4\	A11	LII\
28	Gnd	A3	IRq3\	A10	+3.3V
29	—	A2	IRq2\	A9	LIO\
30	Gnd	A1	IRq1\	A8	+3.3V
31	—	-12V	—	+12V	Gnd
32	Gnd	+5V	+5V	+5V	+5VPrecharge

Notes: 1. This row present only with optional wide (160-pin) VMEbus P1 & P2 connectors (not available for VSS4 assembly Revision B or lower).

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VMEbus P2 connector pinouts

Pin	Row Z[1]	Row A[1]	Row B	Row C[1]	Row D[1]
1	(UsrIO66)	(UsrIO2)	+5V	(UsrIO1)	(UsrIO65)
2	Gnd	(UsrIO4)	Gnd	(UsrIO3)	(UsrIO67)
3	(UsrIO69)	(UsrIO6)	Retry\	(UsrIO5)	(UsrIO68)
4	Gnd	(UsrIO8)	A24	(UsrIO7)	(UsrIO70)
5	(UsrIO72)	(UsrIO10)	A25	(UsrIO9)	(UsrIO71)
6	Gnd	(UsrIO12)	A26	(UsrIO11)	(UsrIO73)
7	(UsrIO75)	(UsrIO14)	A27	(UsrIO13)	(UsrIO74)
8	Gnd	(UsrIO16)	A28	(UsrIO15)	(UsrIO76)
9	(UsrIO78)	(UsrIO18)	A29	(UsrIO17)	(UsrIO77)
10	Gnd	(UsrIO20)	A30	(UsrIO19)	(UsrIO79)
11	(UsrIO81)	(UsrIO22)	A31	(UsrIO21)	(UsrIO80)
12	Gnd	(UsrIO24)	Gnd	(UsrIO23)	(UsrIO82)
13	(UsrIO84)	(UsrIO26)	+5V	(UsrIO25)	(UsrIO83)
14	Gnd	(UsrIO28)	D16	(UsrIO27)	(UsrIO85)
15	(UsrIO87)	(UsrIO30)	D17	(UsrIO29)	(UsrIO86)
16	Gnd	(UsrIO32)	D18	(UsrIO31)	(UsrIO88)
17	(UsrIO90)	(UsrIO34)	D19	(UsrIO33)	(UsrIO89)
18	Gnd	(UsrIO36)	D20	(UsrIO35)	(UsrIO91)
19	(UsrIO93)	(UsrIO38)	D21	(UsrIO37)	(UsrIO92)
20	Gnd	(UsrIO40)	D22	(UsrIO39)	(UsrIO94)
21	(UsrIO96)	(UsrIO42)	D23	(UsrIO41)	(UsrIO95)
22	Gnd	(UsrIO44)	Gnd	(UsrIO43)	(UsrIO97)
23	(UsrIO99)	(UsrIO46)	D24	(UsrIO45)	(UsrIO98)
24	Gnd	(UsrIO48)	D25	(UsrIO47)	(UsrIO100)
25	(UsrIO102)	(UsrIO50)	D26	(UsrIO49)	(UsrIO101)
26	Gnd	(UsrIO52)	D27	(UsrIO51)	(UsrIO103)
27	(UsrIO105)	(UsrIO54)	D28	(UsrIO53)	(UsrIO104)
28	Gnd	(UsrIO56)	D29	(UsrIO55)	(UsrIO106)
29	(UsrIO108)	(UsrIO58)	D30	(UsrIO57)	(UsrIO107)
30	Gnd	(UsrIO60)	D31	(UsrIO59)	(UsrIO109)
31	(UsrIO110	(UsrIO62)	Gnd	(UsrIO61)	Gnd
32	Gnd	(UsrIO64)	+5V	(UsrIO63)	+5VPrecharge

Notes: 1. Pins in this row connect to the P14 or P15 PMC connector pin indicated in parentheses. Space is provided in these columns to write in the assigned signals, if desired. Refer to the applicable PMC module documentation for P2 pin assignments.

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PMC connectors (P11–P15)

The PMC connectors provide the connection of an add-on PMC (PCI mezzanine card) card or PMC expansion board for various types of I/O options. These connectors have the following functions:

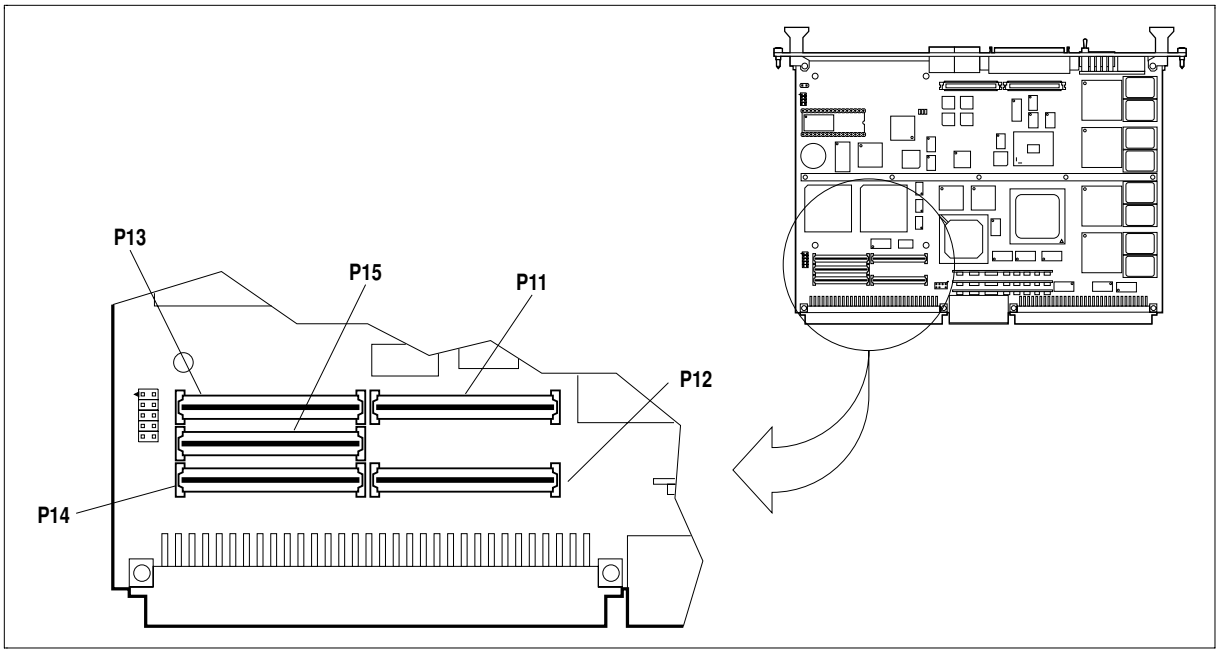
- P11, P12 — 32-/64-bit PCI
- P13 — 64-bit PCI (provided as an option)
- P14 — standard PCI I/O
- P15 — Synergy-proprietary stacking and I/O (provided as an option)

Synergy Microsystems has made a few minor changes to the standard PMC connector pinout to support the PEX3 PMC Expansion card. These changes are:

- The JTAG test port is not supported. These pins are used for the bus request, grant, and clock connections to the PEX3.
- The IDSel pin is wired to AD13 on the PMC connector.
- VI/O is connected to 5V. This means that all PMC signals are at 5V logic levels.

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The drawing below shows the locations of the VSS4 PMC connectors. The tables that follow list the pin assignments of these connectors. (Refer to Section 2 for PMC card installation instructions.)



PMC connector (P11–P15) locations

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PMC connector, P11 pinouts

Pin	Function	Pin	Function
1	PEX3_Gnt\ (TCK)	**2**	-12V
3	Gnd	**4**	IntA\
5	IntB\	**6**	IntC\
7	—	**8**	+5V
9	IntD\	**10**	Reserved
11	Gnd	**12**	Reserved
13	Clk2b	**14**	Gnd
15	Gnd	**16**	Gnt\
17	Req\	**18**	+5V
19	VI/O (5V)	**20**	AD31
21	AD28	**22**	AD27
23	AD25	**24**	Gnd
25	Gnd	**26**	CBE3\
27	AD22	**28**	AD21
29	AD19	**30**	+5V
31	VI/O (5V)	**32**	AD17
33	Frame\	**34**	Gnd
35	Gnd	**36**	IRdy\
37	DevSel\	**38**	+5V
39	Gnd	**40**	Lock\
41	— (SDONE)	**42**	— (SBO\)
43	Par	**44**	Gnd
45	VI/O (5V)	**46**	AD15
47	AD12	**48**	AD11
49	AD9	**50**	+5V
51	Gnd	**52**	CBE0\
53	AD6	**54**	AD5
55	AD4	**56**	Gnd
57	VI/O (5V)	**58**	AD3
59	AD2	**60**	AD1
61	AD0	**62**	+5V
63	Gnd	**64**	Req64B\

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PMC connector, P12 pinouts

Pin	Function	Pin	Function
1	+12V	**2**	Gnd (TRst\)
3	PEX3_Req\ (TMS)	**4**	— (TDO)
5	PEX3_Clk (TDI)	**6**	Gnd
7	Gnd	**8**	Reserved
9	Reserved	**10**	Reserved
11	—	**12**	+3.3V
13	Rst\	**14**	—
15	+3.3V	**16**	—
17	Reserved	**18**	Gnd
19	AD30	**20**	AD29
21	Gnd	**22**	AD26
23	AD24	**24**	+3.3V
25	AD13 (IDSel)	**26**	AD23
27	+3.3V	**28**	AD20
29	AD18	**30**	Gnd
31	AD16	**32**	CBE2\
33	Gnd	**34**	Reserved
35	TRdy\	**36**	+3.3V
37	Gnd	**38**	Stop\
39	PErr\	**40**	Gnd
41	+3.3V	**42**	SErr\
43	CBE1\	**44**	Gnd
45	AD14	**46**	AD13
47	Gnd	**48**	AD10
49	AD8	**50**	+3.3V
51	AD7	**52**	Reserved
53	+3.3V	**54**	Reserved
55	Reserved	**56**	Gnd
57	Reserved	**58**	Reserved
59	Gnd	**60**	Reserved
61	Ack64B\	**62**	+3.3V
63	Gnd	**64**	Reserved

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PMC connector, P13 pinouts

Pin	Function	Pin	Function
1	Reserved	**2**	Gnd
3	Gnd	**4**	CBE7\
5	CBE6\	**6**	CBE5\
7	CBE4\	**8**	Gnd
9	VI/O (5V)	**10**	Par64
11	AD63	**12**	AD62
13	AD61	**14**	Gnd
15	Gnd	**16**	AD60
17	AD59	**18**	AD58
19	AD57	**20**	Gnd
21	VI/O (5V)	**22**	AD56
23	AD55	**24**	AD54
25	AD53	**26**	Gnd
27	Gnd	**28**	AD52
29	AD51	**30**	AD50
31	AD49	**32**	Gnd
33	Gnd	**34**	AD48
35	AD47	**36**	AD46
37	AD45	**38**	Gnd
39	VI/O (5V)	**40**	AD44
41	AD43	**42**	AD42
43	AD41	**44**	Gnd
45	Gnd	**46**	AD40
47	AD39	**48**	AD38
49	AD37	**50**	Gnd
51	Gnd	**52**	AD36
53	AD35	**54**	AD34
55	AD33	**56**	Gnd
57	VI/O (5V)	**58**	AD32
59	Reserved	**60**	Reserved
61	Reserved	**62**	Gnd
63	Gnd	**64**	Reserved

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PMC connector, P14 pinouts

Pin	Function[1]	Pin	Function[1]
1	UsrIO1	**2**	UsrIO2
3	UsrIO3	**4**	UsrIO4
5	UsrIO5	**6**	UsrIO6
7	UsrIO7	**8**	UsrIO8
9	UsrIO9	**10**	UsrIO10
11	UsrIO11	**12**	UsrIO12
13	UsrIO13	**14**	UsrIO14
15	UsrIO15	**16**	UsrIO16
17	UsrIO17	**18**	UsrIO18
19	UsrIO19	**20**	UsrIO20
21	UsrIO21	**22**	UsrIO22
23	UsrIO23	**24**	UsrIO24
25	UsrIO25	**26**	UsrIO26
27	UsrIO27	**28**	UsrIO28
29	UsrIO29	**30**	UsrIO30
31	UsrIO31	**32**	UsrIO32
33	UsrIO33	**34**	UsrIO34
35	UsrIO35	**36**	UsrIO36
37	UsrIO37	**38**	UsrIO38
39	UsrIO39	**40**	UsrIO40
41	UsrIO41	**42**	UsrIO42
43	UsrIO43	**44**	UsrIO44
45	UsrIO45	**46**	UsrIO46
47	UsrIO47	**48**	UsrIO48
49	UsrIO49	**50**	UsrIO50
51	UsrIO51	**52**	UsrIO52
53	UsrIO53	**54**	UsrIO54
55	UsrIO55	**56**	UsrIO56
57	UsrIO57	**58**	UsrIO58
59	UsrIO59	**60**	UsrIO60
61	UsrIO61	**62**	UsrIO62
63	UsrIO63	**64**	UsrIO64

Note: 1. The function of pins labeled ‘UsrIOxxx’ depends on the add-on card installed on the board. Space is provided in these columns to write the assigned signals if desired.

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PMC connector, P15 pinouts

Pin	Function[1]	Pin	Function[1]
1	UsrIO65	**2**	UsrIO66
3	UsrIO67	**4**	Gnd
5	UsrIO68	**6**	UsrIO69
7	UsrIO70	**8**	—
9	UsrIO71	**10**	UsrIO72
11	UsrIO73	**12**	Gnd
13	UsrIO74	**14**	UsrIO75
15	UsrIO76	**16**	—
17	UsrIO77	**18**	UsrIO78
19	UsrIO79	**20**	Gnd
21	UsrIO80	**22**	UsrIO81
23	UsrIO82	**24**	—
25	UsrIO83	**26**	UsrIO84
27	UsrIO85	**28**	Gnd
29	UsrIO86	**30**	UsrIO87
31	UsrIO88	**32**	—
33	UsrIO89	**34**	UsrIO90
35	UsrIO91	**36**	Gnd
37	UsrIO92	**38**	UsrIO93
39	UsrIO94	**40**	—
41	UsrIO95	**42**	UsrIO96
43	UsrIO97	**44**	Gnd
45	UsrIO98	**46**	UsrIO99
47	UsrIO100	**48**	—
49	UsrIO101	**50**	UsrIO102
51	UsrIO103	**52**	Gnd
53	UsrIO104	**54**	UsrIO105
55	UsrIO106	**56**	—
57	UsrIO107	**58**	UsrIO108
59	UsrIO109	**60**	Gnd
61	Gnd	**62**	UsrIO110
63	+5V	**64**	—

Note: 1. The function of pins labeled ‘UsrIOxxx’ depends on the add-on card installed on the board. Space is provided in these columns to write the assigned signals if desired.

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P0 • PCI bus connector (P0)

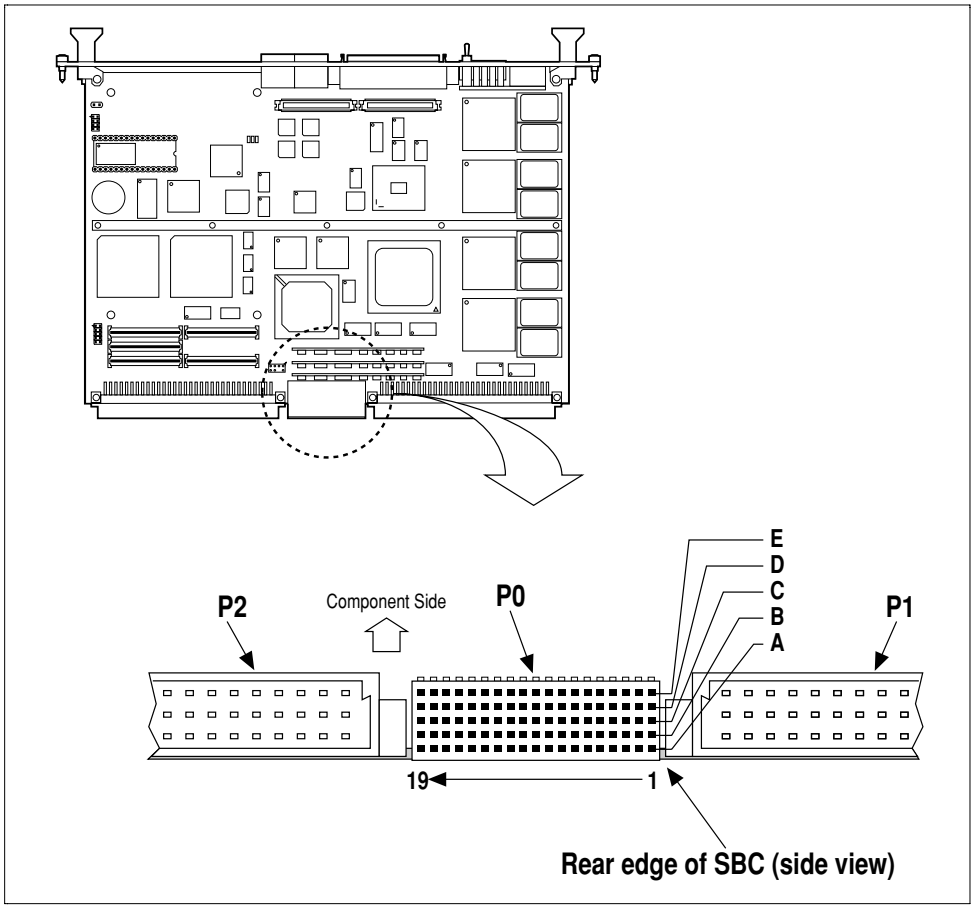
The VSS4's P0 • PCI™ connector provides an additional PCI bus connection to the VSS4's PCI bus for board-to-board communications and additional expansion of PCI devices. Boards with the P0 • PCI™ interface option require installation in a VME64x compatible backplane that includes the P0 backplane connector.



Because the VME64x P0 connector has user-defined pins, make sure that your backplane's P0 connections are compatible with the VSS4's secondary PCI bus connector before plugging the board in. **Failure to observe this warning can cause the complete destruction of many on-board components and also voids the product warranty.**

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The drawing below shows the location and pin orientation of the VSS4's P0 • PCI™ connector. The table that follows lists the pin assignments of this connector.



P0 • PCI bus connector, P0

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P0 • PCI bus connector (P0) pinouts

Pin Number	A	B	C	D	E	F
1	IntA	AD44	IntB/Gt	IntC/Rq	IntD/Ck	Gnd
2	AD45	AD39	AD37	AD32	AD34	Gnd
3	AD47	AD46	AD42	AD33	AD36	Gnd
4	AD50	AD51	AD48	AD38	AD41	Gnd
5	AD52	AD54	AD53	AD35	AD40	Gnd
6	AD56	AD55	Vcc5V	AD43	Par64	Gnd
7	AD59	AD63	AD60	AD49	AD57	Gnd
8	AD61	CBE6\	CBE4\	AD58	AD62	Gnd
9	CBE5\	AD1	AD0	Req64\	CBE7\	Gnd
10	Ack64\	AD2	AD6	AD5	AD4	Gnd
11	AD3	AD7	AD8	CBE0\	AD9	Gnd
12	AD11	AD12	AD10	Par	AD13	Gnd
13	AD14	SErr\	AD15	AD28	Lock	Gnd
14	Req\	Stop\	SysCon	CBE2\	IRdy\	Gnd
15	CBE1\	PErr\	TRdy\	AD23	AD20	Gnd
16	DevSel\	AD19	AD17	AD24	AD29	Gnd
17	Frame\	CBE3\	AD22	AD27	AD26	Gnd
18	AD16	AD21	IDSel	AD30	AD31	Gnd
19	Gnt\	AD18	AD25	Rst\	Clk	Gnd

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Memory module connectors (PM1 & PM2)

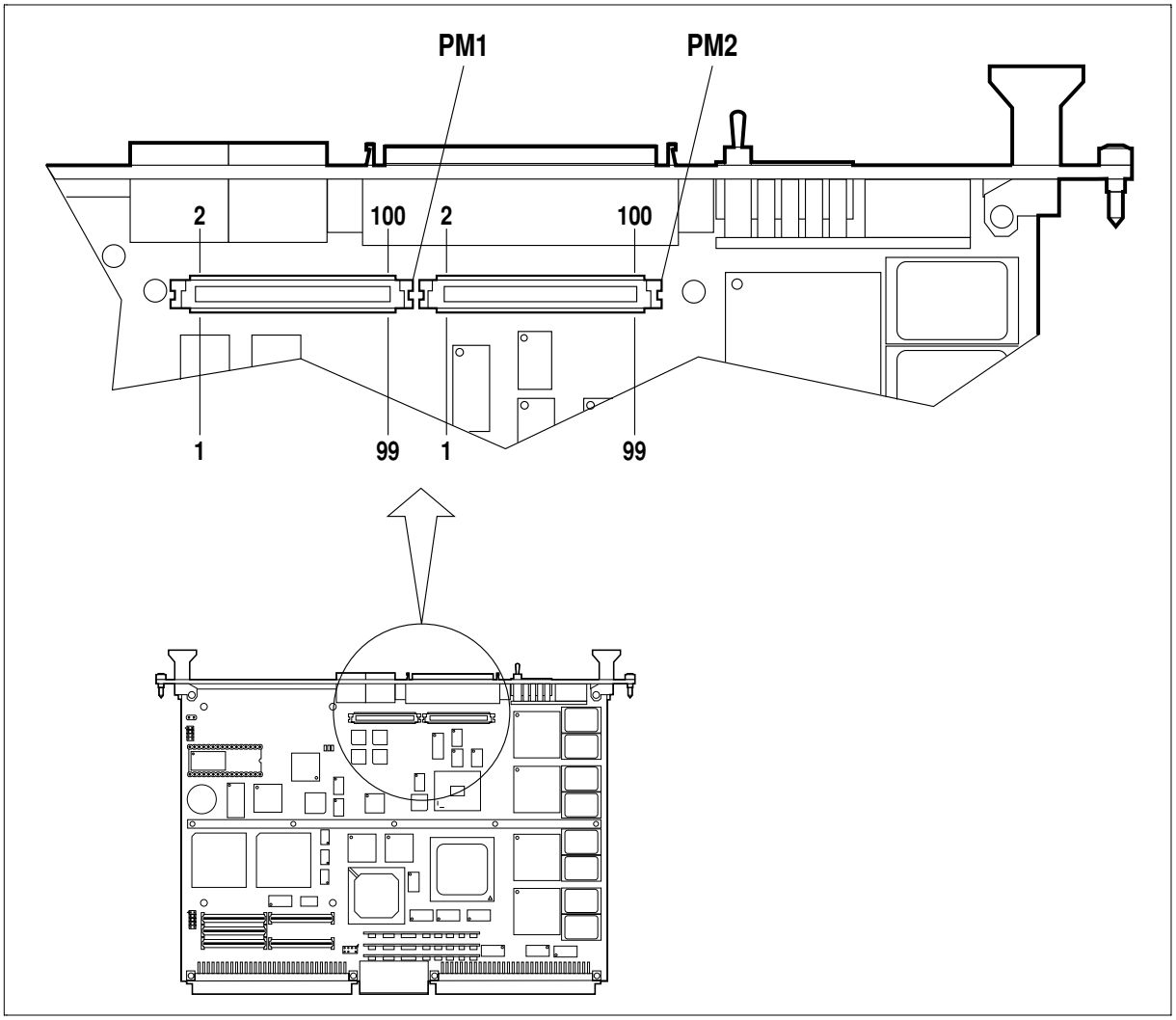
The field-replaceable RGS3 memory module plugs into the VSS4 board via connectors PM1 and PM2. The drawing below shows the locations of these connectors. The table that follows lists the PM1 and PM2 pin assignments.



This connector accepts the following memory module board(s):

RGS3: 32, 64, 128, 256 or 512MB of SDRAM

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Memory module connector (PM1 & PM2) locations

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Memory module connector, PM1 pinouts

Odd Row Pin No.	Function	Even Row Pin No.	Function
1	Gnd	**2**	PpcDP0
3	PpcDP1	**4**	Vcc3V
5	PpcDP2	**6**	PpcDP3
7	Gnd	**8**	PpcDP4
9	PpcDP5	**10**	Vcc3V
11	PpcDP6	**12**	PpcDP7
13	Gnd	**14**	PpcDH0
15	PpcDH1	**16**	Vcc3V
17	PpcDH2	**18**	PpcDH3
19	Gnd	**20**	PpcDH4
21	PpcDH5	**22**	Vcc3V
23	PpcDH6	**24**	PpcDH7
25	Gnd	**26**	PpcDH8
27	PpcDH9	**28**	Vcc3V
29	PpcDH10	**30**	PpcDH11
31	Gnd	**32**	RamClk7
33	RamClk3	**34**	Vcc3V
35	PpcDH12	**36**	PpcDH13
37	Gnd	**38**	PpcDH14
39	PpcDH15	**40**	Vcc3V
41	PpcDH16	**42**	PpcDH17
43	Gnd	**44**	PpcDH18
45	PpcDH19	**46**	Vcc3V
47	PpcDH20	**48**	PpcDH21
49	Gnd	**50**	PpcDH22
51	PpcDH23	**52**	Vcc3V
53	PpcDH24	**54**	PpcDH25
55	Gnd	**56**	PpcDH26
57	PpcDH27	**58**	Vcc3V
59	PpcDH28	**60**	PpcDH29
61	Gnd	**62**	PpcDH30
63	PpcDH31	**64**	Vcc3V
65	RamClk6	**66**	RamClk2
67	Gnd	**68**	PpcDL0
69	PpcDL1	**70**	Vcc3V
71	PpcDL2	**72**	PpcDL3
73	Gnd	**74**	PpcDL4
75	PpcDL5	**76**	Vcc3V
77	PpcDL6	**78**	PpcDL7
79	Gnd	**80**	PpcDL8
81	PpcDL9	**82**	Vcc3V
83	PpcDL10	**84**	PpcDL11
85	Gnd	**86**	PpcDL12
87	PpcDL13	**88**	Vcc3V
89	PpcDL14	**90**	PpcDL15
91	Gnd	**92**	PpcDL16
93	PpcDL17	**94**	Vcc3V
95	PpcDL18	**96**	PpcDL19
97	Gnd	**98**	PpcDL20
99	PpcDL21	**100**	Vcc3V

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Memory module connector, PM2 pinouts

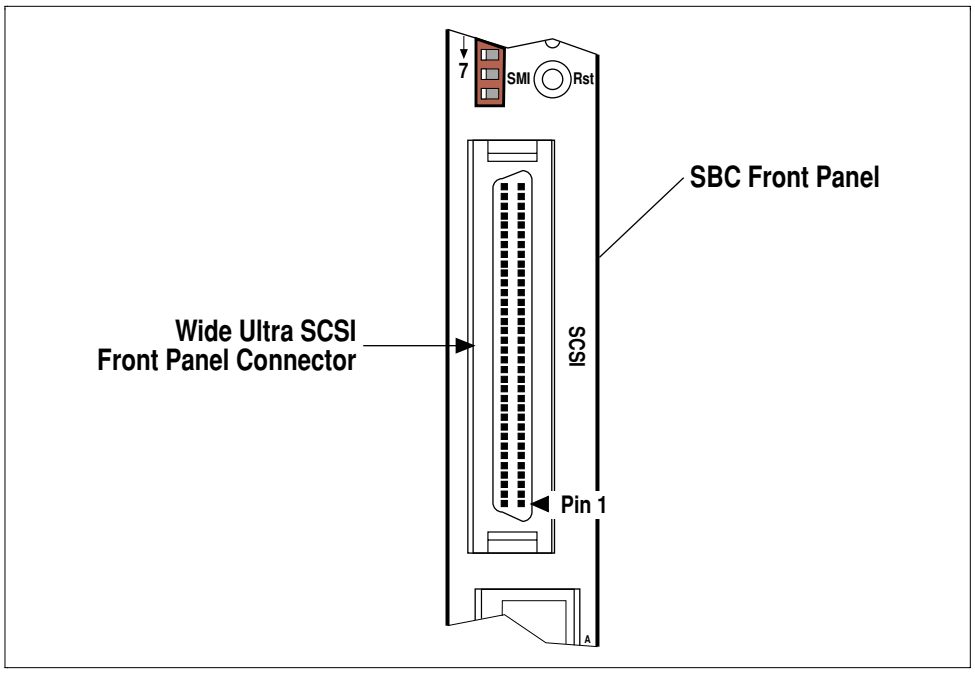
Odd Row Pin No.	Function	Even Row Pin No.	Function
1	PpcDL22	**2**	PpcDL23
3	Gnd	**4**	PpcDL24
5	PpcDL25	**6**	Vcc3V
7	PpcDL26	**8**	PpcDL27
9	Gnd	**10**	PpcDL28
11	PpcDL29	**12**	Vcc3V
13	PpcDL30	**14**	PpcDL31
15	Gnd	**16**	MemRamWE
17	RamWrClk	**18**	Vcc3V
19	MemRamRE\	**20**	RamRdClk
21	Gnd	**22**	MemWE\
23	MemSDCAS\	**24**	Vcc3V
25	MemSDRAS\	**26**	MemCKE
27	Gnd	**28**	MemCS7\
29	MemCS3\	**30**	Vcc3V
31	RamClk5	**32**	RamClk1
33	Gnd	**34**	MemCS6\
35	MemCS2\	**36**	Vcc3V
37	MemCS5\	**38**	MemCS1\
39	Gnd	**40**	MemCS4\
41	MemCS0\	**42**	Vcc3V
43	MemDQM7	**44**	MemDQM3
45	Gnd	**46**	MemDQM6
47	MemDQM2	**48**	Vcc3V
49	MemDQM5	**50**	MemDQM1
51	Gnd	**52**	MemDQM4
53	MemDQM0	**54**	Vcc3V
55	MemSDBA0	**56**	MemSDBA1
57	Gnd	**58**	MemSDMA1
59	MemSDMA2	**60**	Vcc3V
61	MemSDMA3	**62**	MemSDMA4
63	Gnd	**64**	MemSDMA5
65	MemSDMA6	**66**	Vcc3V
67	RamClk4	**68**	RamClk0
69	Gnd	**70**	MemSDMA7
71	MemSDMA8	**72**	Vcc3V
73	MemSDMA9	**74**	MemSDMA10
75	Gnd	**76**	MemSDMA11
77	MemSDMA12	**78**	Vcc3V
79	—	**80**	—
81	Gnd	**82**	MemID7\
83	MemID3\	**84**	Vcc3V
85	MemID6\	**86**	MemID2\
87	Gnd	**88**	MemID5\
89	MemID1\	**90**	Vcc3V
91	MemID4\	**92**	MemID0\
93	Gnd	**94**	MbxWrD\
95	MbxWrC\	**96**	Vcc5V
97	MbxWrB\	**98**	MbxWrA\
99	Gnd	**100**	MbxLE\

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Wide Ultra SCSI connector (P264)

A front panel, 68-pin, high-density D-connector provides the connection to the optional onboard Wide Ultra SCSI port.

The drawing below shows this connector (P264) and its pin 1 orientation. The table that follows lists the P264 pinouts.



Wide Ultra SCSI front panel connector (P264)

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Wide Ultra SCSI connector, P264 pinouts

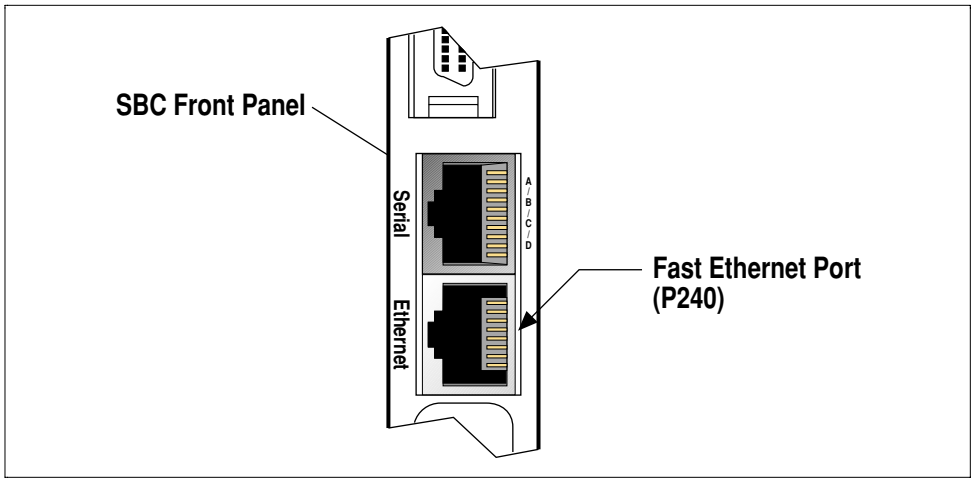
Pin No.	Function	Pin No.	Function
1	Gnd	**35**	Data12-
2	Gnd	**36**	Data13-
3	Gnd	**37**	Data14-
4	Gnd	**38**	Data15-
5	Gnd	**39**	Parity1-
6	Gnd	**40**	Data0-
7	Gnd	**41**	Data1-
8	Gnd	**42**	Data2-
9	Gnd	**43**	Data3-
10	Gnd	**44**	Data4-
11	Gnd	**45**	Data5-
12	Gnd	**46**	Data6-
13	Gnd	**47**	Data7-
14	Gnd	**48**	Parity0-
15	Gnd	**49**	Gnd
16	Gnd	**50**	Gnd
17	Term Power	**51**	Term Power
18	Term Power	**52**	Term Power
19	—	**53**	—
20	Gnd	**54**	Gnd
21	Gnd	**55**	Atn-
22	Gnd	**56**	Gnd
23	Gnd	**57**	Bsy-
24	Gnd	**58**	Ack-
25	Gnd	**59**	Rst-
26	Gnd	**60**	Msg-
27	Gnd	**61**	Sel-
28	Gnd	**62**	C/D-
29	Gnd	**63**	Req-
30	Gnd	**64**	I/O-
31	Gnd	**65**	Data8-
32	Gnd	**66**	Data9-
33	Gnd	**67**	Data10-
34	Gnd	**68**	Data11-

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Fast Ethernet connector (P240)

The VSS4 board's Fast Ethernet port connects to the Ethernet 10/100Base-T network via the front panel RJ-45 jack as shown in the figure below. This chapter lists the pinout for this connector.

The Ethernet connector provided on the VSS4 may be connected to a hub using a standard (straight-wired) cable, or to another Ethernet port using a crossover cable. A crossover cable has the Transmit and Receive pairs swapped on one end.



Fast Ethernet front panel cable connector

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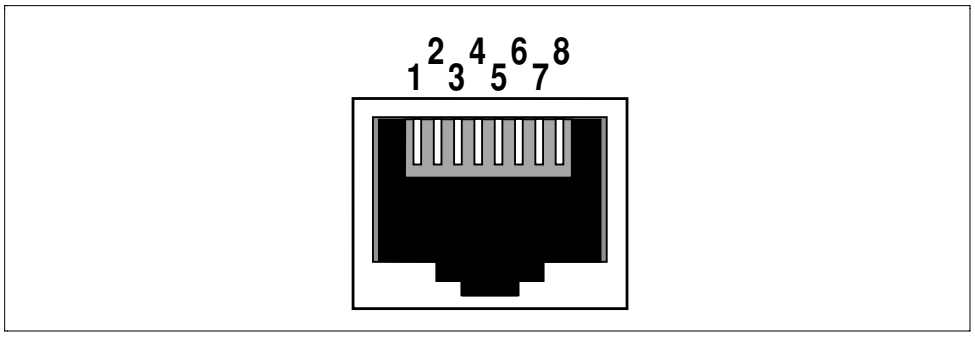
The figure and table below identify the pinout numbers and signals for the VSS4 front panel Fast Ethernet connector (P240).

The VSS4's Fast Ethernet port supports 10Base-T and 100Base-TX. The other two variations in the 100Base-T standard are not supported (100Base-T4 and 100Base-FX).

For a 10Base-T Ethernet network, use a Category 3 or higher UTP (unshielded twisted pair) cable to connect the VSS4 to the 10Base-T hub.

For a 100Base-TX Ethernet network, use a Category 5 UTP or Type 1 STP (shielded twisted pair) cable to connect the VSS4 board to the Fast Ethernet hub.

Pre-assembled, twisted-pair Ethernet cables in a variety of lengths and colors are available from various electronic and computer supply houses.



Ethernet 10/100Base-T connector pin numbering

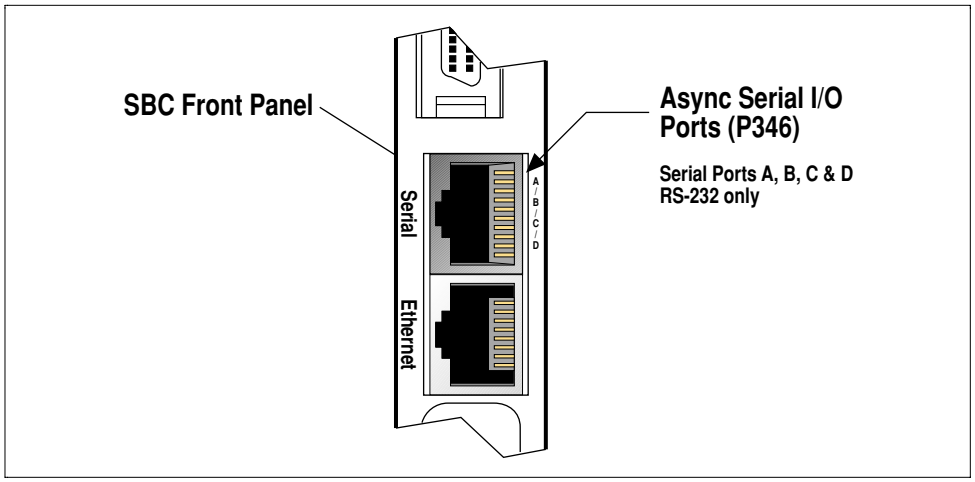
Ethernet 10/100Base-T port (P240) pin assignments

Pin	Function
1	**Transmit Data+**
2	**Transmit Data–**
3	**Receive Data+**
4	Shield
5	Shield
6	**Receive Data–**
7	Shield
8	Shield

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Asynchronous serial connector (P346)

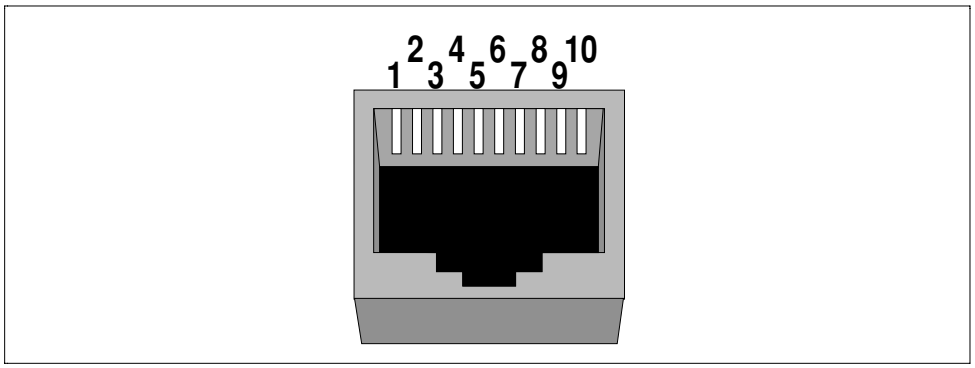
The VSS4 board's four asynchronous serial ports are brought out to a single, 10-pin RJ-50/RJ-69 modular front panel connector as shown in the figure below. This chapter lists the pinout for this connector. See the next chapter in this appendix for serial interface cabling.



Front panel serial I/O ports cable connector

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The figure and table identify the pin numbers and signals for the serial port RJ-50/RJ-69 connector on the VSS4 front panel.



Asynchronous serial connector pin numbering

Serial Ports A, B, C, & D (P346) pin assignments

Pin	Function
1	**Transmit Data, Serial Port D**
2	**Transmit Data, Serial Port C**
3	**Transmit Data, Serial Port B**
4	**Transmit Data, Serial Port A**
5	**Ground –** (Gnd)
6	**Ground –** (Gnd)
7	**Receive Data, Serial Port A**
8	**Receive Data, Serial Port B**
9	**Receive Data, Serial Port C**
10	**Receive Data, Serial Port D**

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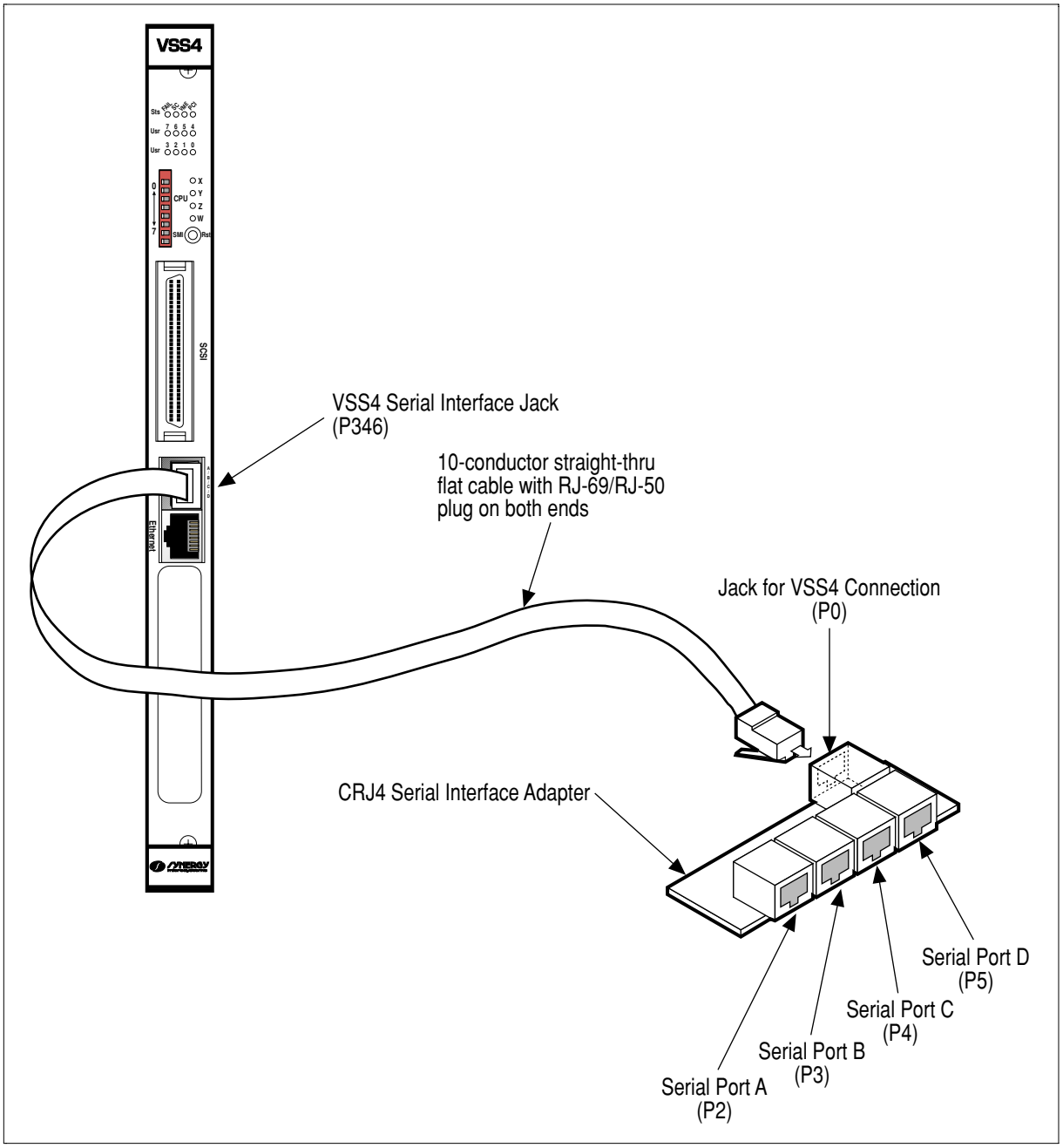
Serial I/O cabling

As described in the previous chapter, the VSS4 provides a front panel RJ-50/RJ-69 modular jack for connection of the four serial channels.

A single 10-conductor modular cable along with Synergy's CRJ4 4-port serial interface adapter breaks out the front panel connector to 4 RJ-50/RJ-69 jacks. The external serial devices are connected as required to these jacks.

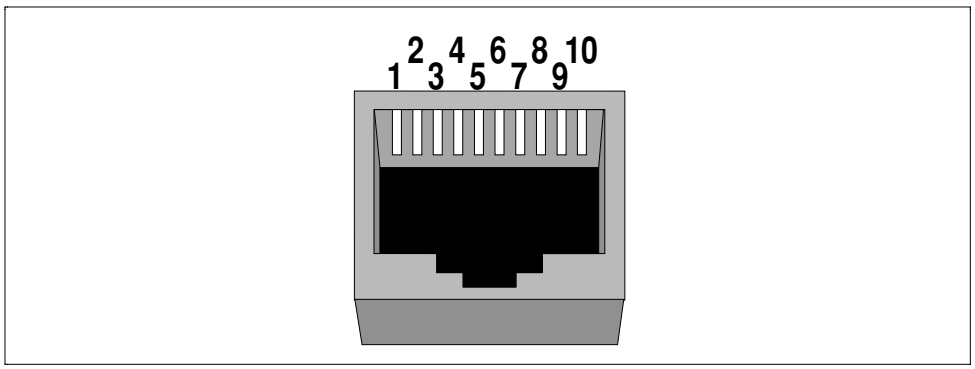
The drawing below shows how the **CRJ4** 4-port serial interface adapter is used in the system.

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Using the CRJ4 4-port serial interface adapter

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P0, P2, P3, P4, P5 connector pin numbering

P0 (to/from SBC) pin assignments

Pin	Function
1	**Transmit Data, Serial Port D**
2	**Transmit Data, Serial Port C**
3	**Transmit Data, Serial Port B**
4	**Transmit Data, Serial Port A**
5	**Ground** – (Gnd)
6	**Ground** – (Gnd)
7	**Receive Data, Serial Port A**
8	**Receive Data, Serial Port B**
9	**Receive Data, Serial Port C**
10	**Receive Data, Serial Port D**

P2, P3, P4, P5 (to/from ext. serial device) pin assignments

Pin	Function
1	—
2	—
3	—
4	**Transmit Data –**
5	**Ground** – (Gnd)
6	**Ground** – (Gnd)
7	**Receive Data –**
8	—
9	—
10	—

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Appendix B, Specifications

The VSS4 SBC conforms to the following set of specifications and standards.

VMEbus compliance

IEEE 1014 VMEbus Specification; Rev C.1 & D.1

Master:	A32,A24,A16/D32,D16,D08(EO):RMW RWD,ROR,FAIR:UAT, BLT32, BLT64.
Slave:	A32,A24:D32,D16,D08(EO):RMW:UAT, BLT32, BLT64.
Interrupter:	I (1-7):D08(O):ROAK.
Interrupt handler:	IH(1-7):D08(O).

Physical dimensions

The VSS4 printed circuit board conforms to **VME 6U** requirements for form factor, board spacing, and board thickness:

Board Size:	6U: 6.4"x 9.19"x 0.8" minus front panel
Board Thickness:	0.062 +/- 0.005 inches or 15.24 +/- 0.51 mm

Weight

VSS4: **19** ounces (539g)
Weight (approx.) for board with 512 MB RGS3 memory module and no PMC card.

Power requirements

VSS4 typical power consumption with no PMC card installed:

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Typical power consumption

G4 7400/466 MHz	+5.0V +/-5%, 15.7 A typical @ 5.00V (78.5 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7400/433 MHz	+5.0V +/-5%, 11.0 A typical @ 5.00V (55 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7400/366 MHz	+5.0V +/-5%, 9.5 A typical @ 5.00V (47.5 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V
G4 7410/500 MHz	+5.0V +/-5%, 8.37 A typical @ 5.00V (41.9 W). ±12V ±5%, 50 mA for -12V, 150 mA for +12V

Notes: 1. Measured with board running SMon memory test, memory module = 256 MB, CPU core voltage = 2.05V and L2 cache ratio = 2:1.

2. Measured with board running 'powertest' under Synergy Linux BSP 2.14.12-B, memory module = 512 MB, CPU core voltage = 1.8V and L2 cache ratio = 2:1.

Voltages must be kept within these tolerances to ensure proper operation.

Operating environment

Temperature: Operating (@ sea level): 0 to +55 °C ambient with forced air cooling minimum 400 LFM,; recommended 600 LFM
Non-operating/Storage: -20 to +70 °C

Board configurations that provide a wider operating temperature range are available. Contact Customer Service for a listing of Thermal Capability options.

Humidity: 10% to 90% RH, non-condensing
Altitude: 10,000 ft. max. with battery backup
50,000 ft. max. with capacitor backup option

Capacitor backup option

Time to charge: 2 hours minimum (capacitor with residual charge); 12 hours maximum (capacitor fully discharged)
Backup duration: 12 days @ 20 °C, typical

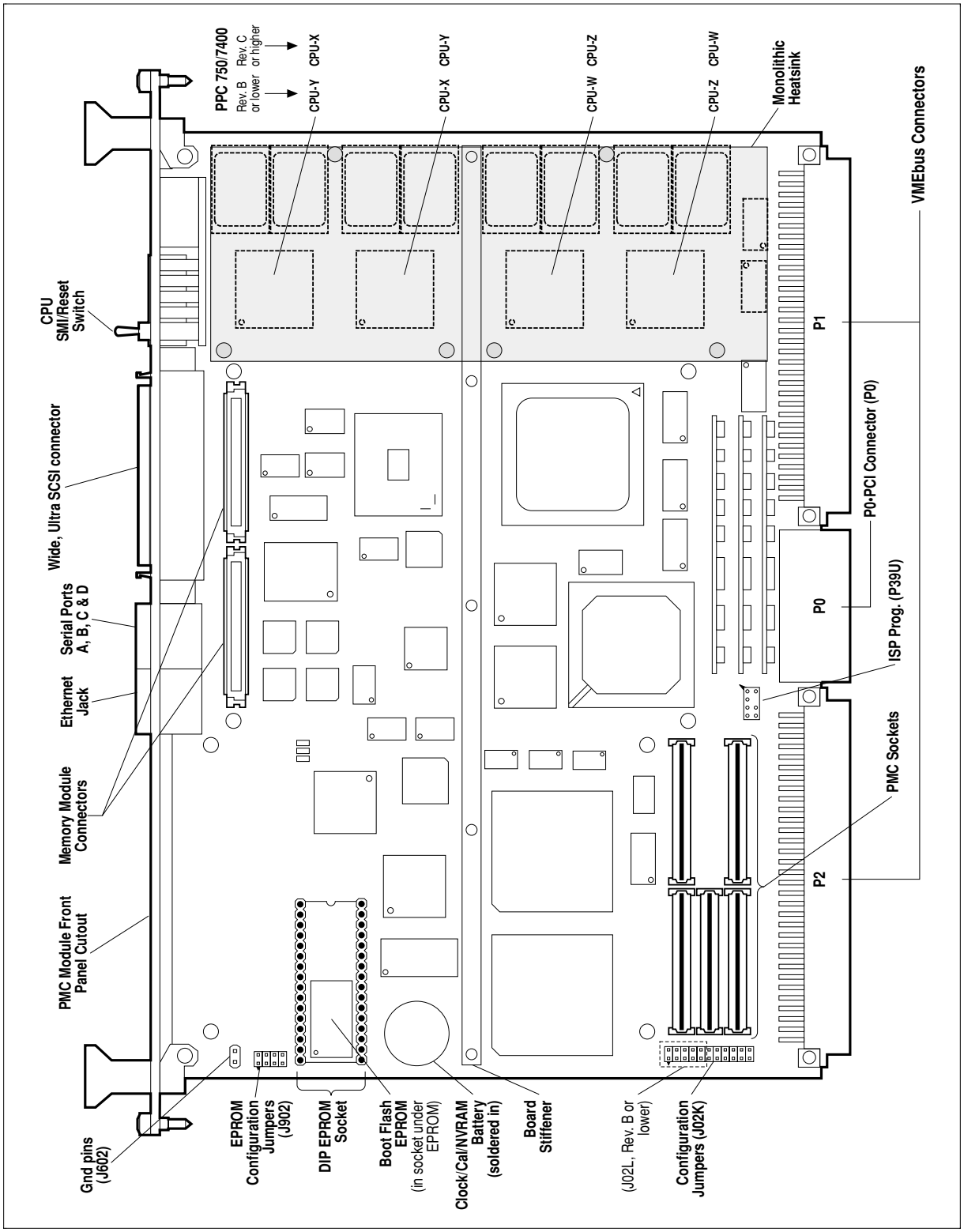
Number of VME slots used

1

Board layout

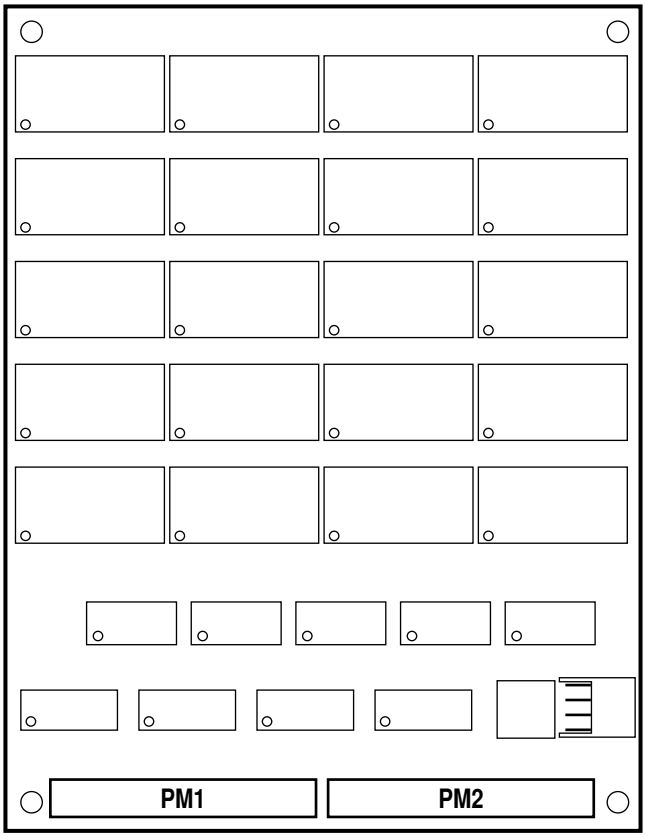
See drawings below for VSS4 and RGS3 board layout.

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VSS4 board layout

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Memory module RGS3 board layout

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Appendix C, Board revision summary

This appendix summarizes some of the major changes made to the VSS4 boards affecting form, fit, and/or function. The paragraphs below list the changes pertaining to the revision shown.

> **Note** The revision levels for each feature represents the revision level when the listed feature was added to the standard design. Some boards with older revision levels may have had some of these features added during previous rework/upgrades.
>
> Contact Synergy customer service for upgrade information.

These paragraphs describe changes made to the VSS4 main board.

Revision F	Added power sequencing logic, CPU ICE support, NVRAM powerdown ramp protection and more ground planes.
Revision E	Changed VME bus drivers to use pre-buffered 5V power. power busses. Added tweaks for Universe IIB.
Revision D	Upgraded DC-DC power converter modules from DCDX to DCMX type. Added full JTAG boundary scan capability, support for 21555 PCI-PCI bridge, and circuitry to synchronize the application of the 5V/3.3V/2V power busses.
Revision C	Added support for G4 PowerPC (7400), capacitor backup option for RTC/NVRAM, watchdog timer, 5-row VME64x P1, VME geographical addressing, and support for not responding to own VME SysReset\.
Revision B	Improved CPU heatsink assembly. Added system controller config. jumpers, pull-up and pull-downs for various signals, Ethernet LEDs to lamp test, and P0-PCI interrupt masking capabilitly. Changed Ethernet PHYceiver to LXT970 and Flash registers to new standard. Changed interrupts to be more compatible with VGM Series.
Revision A	Initial board release.

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RGS3 memory module

These paragraphs describe changes made to recent versions of the RGS3 memory module.

Revision B	PCB notched to clear DC-DC converter module.
Revision A	Initial board release.

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Appendix D, PEX3 PMC expansion option

The Synergy Microsystems' PEX3 is an optional 6U board that provides PMC and memory expansion to certain model Synergy SBCs (using the Grackle or Chaparral PCI bridge). PEX3 provides three single-width PMC slots and up to 256 MB of SDRAM and up to 128 MB of Flash. The PEX3 has PCI bus master capability for fast, direct communication between the PMCs/onboard memory and devices on the host SBC.

The PEX3 option replaces the regular SBC front panel with a double-wide front panel to form a double-wide module assembly. The PEX3 connects to the host SBC through a stackable Synergy PMC card or adapter. The stacking design lets the SBC use a PMC/memory expansion solution without giving up the use of a PMC.

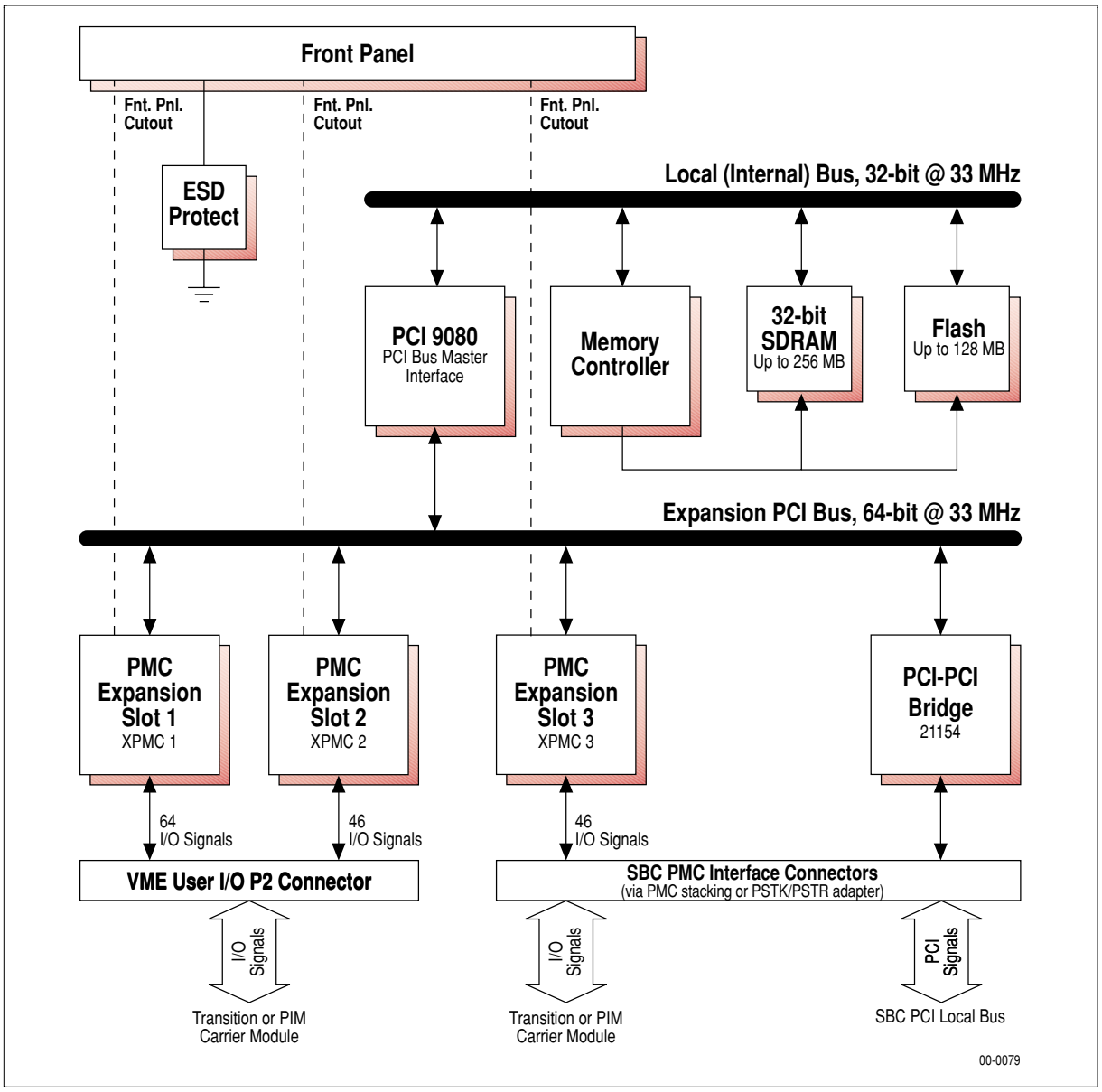
Features

- Supports three single-width PMCs, one single-width and one double-width PMC, or one triple-width PMC
- SDRAM (capable of streaming data) up to 256 MB
- Flash up to 128 MB
- PCI bus mastering capability with 2 DMA channels
- ESD protection

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Block diagram

A functional block diagram of the optional PEX3 expansion board is shown below.

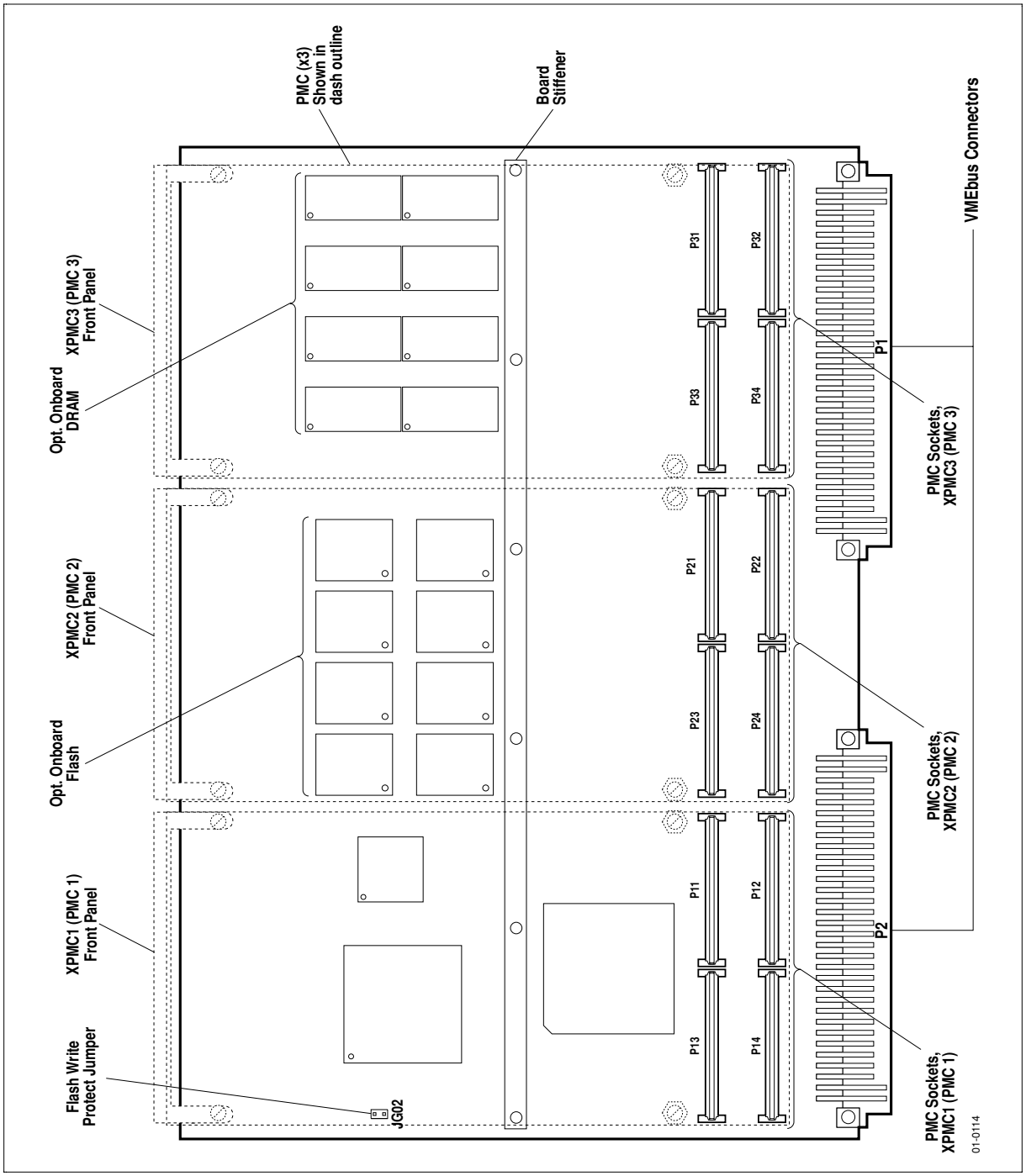


PEX3 functional block diagram

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Board layout

The drawing below shows the PEX3 components and PMC modules.

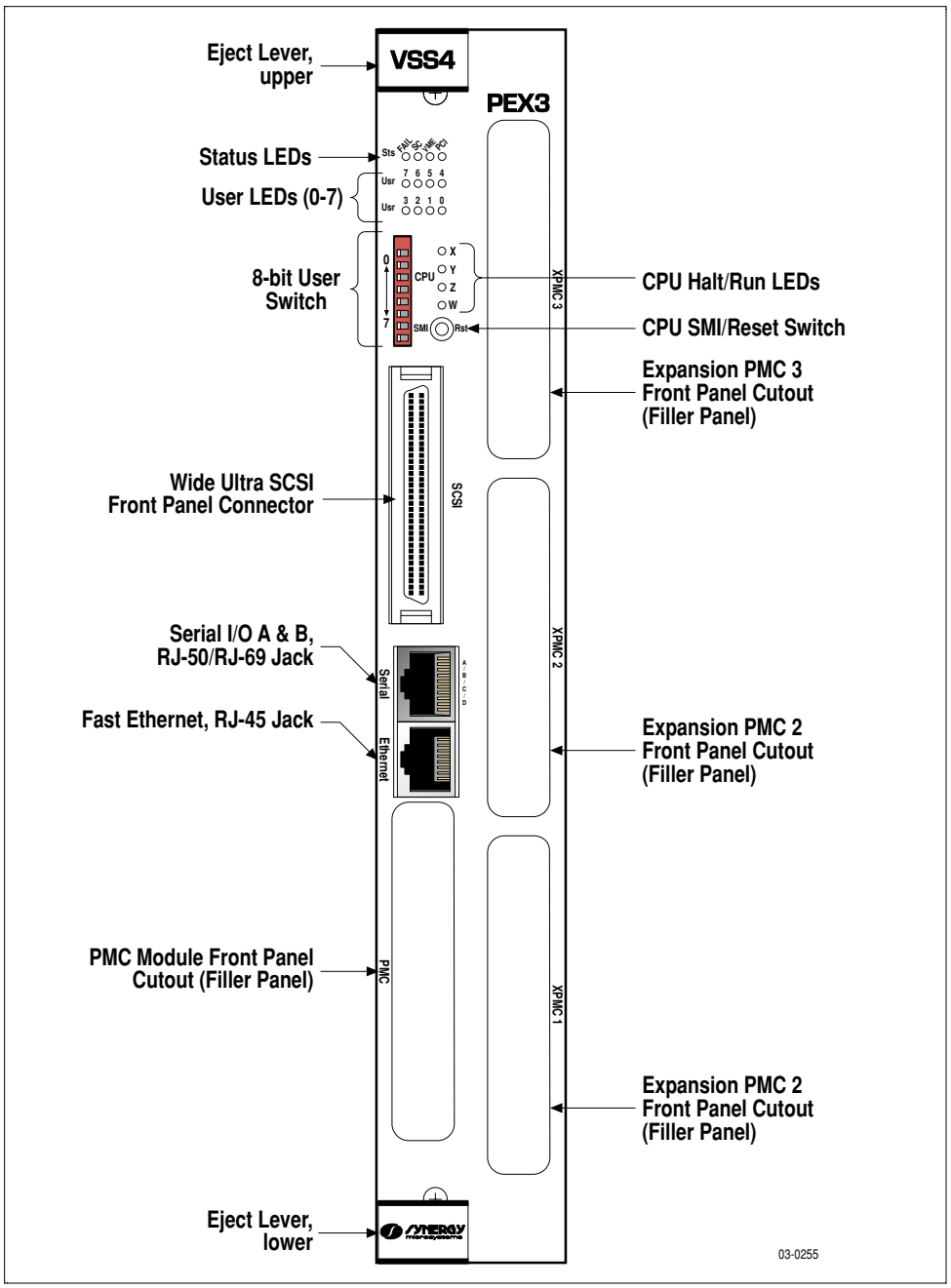


PEX3 board layout

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Front panel layout

The drawing below shows the VSS4/PEX3 front panel layout.



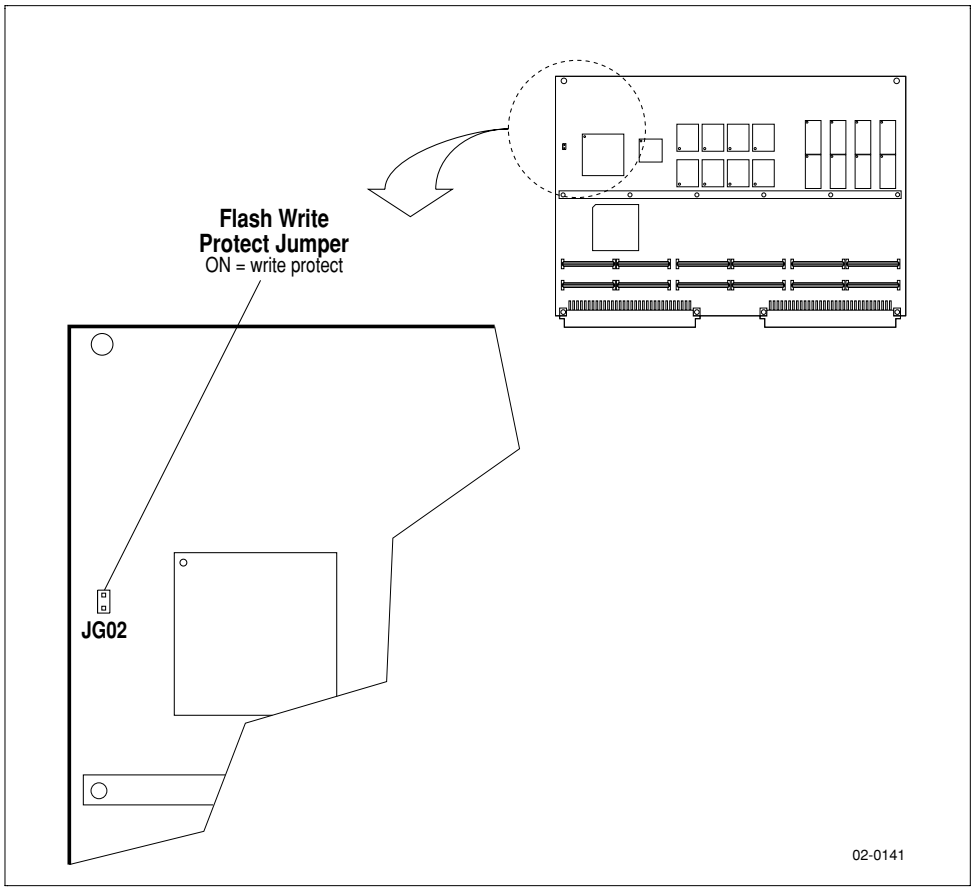
VSS4/PEX3 option front panel

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Configuration

Flash write protect

Flash Write protect is the only configuration option for PEX3. After programming the Flash, it can be protected from writes by installing a .100" jumper shunt on JG02. Install this jumper as required for your application. See drawing below.



PEX3 Flash write protect jumper, JG02

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Installation

Installing PMC cards

The PEX3 expansion option lets the VSS4 use up to 3 additional single-width PMC cards. Perform the following steps to install a PMC card onto a PEX3 expansion board. Refer to the PMC Card/PEX3 Expansion Board Installation drawing below for details.



The PEX3 expansion board and its PMC cards are assembled as a sub-unit prior to mating to the SBC. This allows the PMC cards to be secured to the expansion board.

The PEX3 option converts the SBC into a double-wide module. Ensure that space is available in the card cage for your SBC/PEX3 combo.



PEX3 does not support the VITA 32 extension (Processor PCI Mezzanine Cards, including Second Agent support) to IEEE 1386.1. Therefore, PMCs that use IDSelB (e.g., PMCs with two PCI devices onboard) are not supported by PEX3.

PMC/PEX3 installation — Required hardware

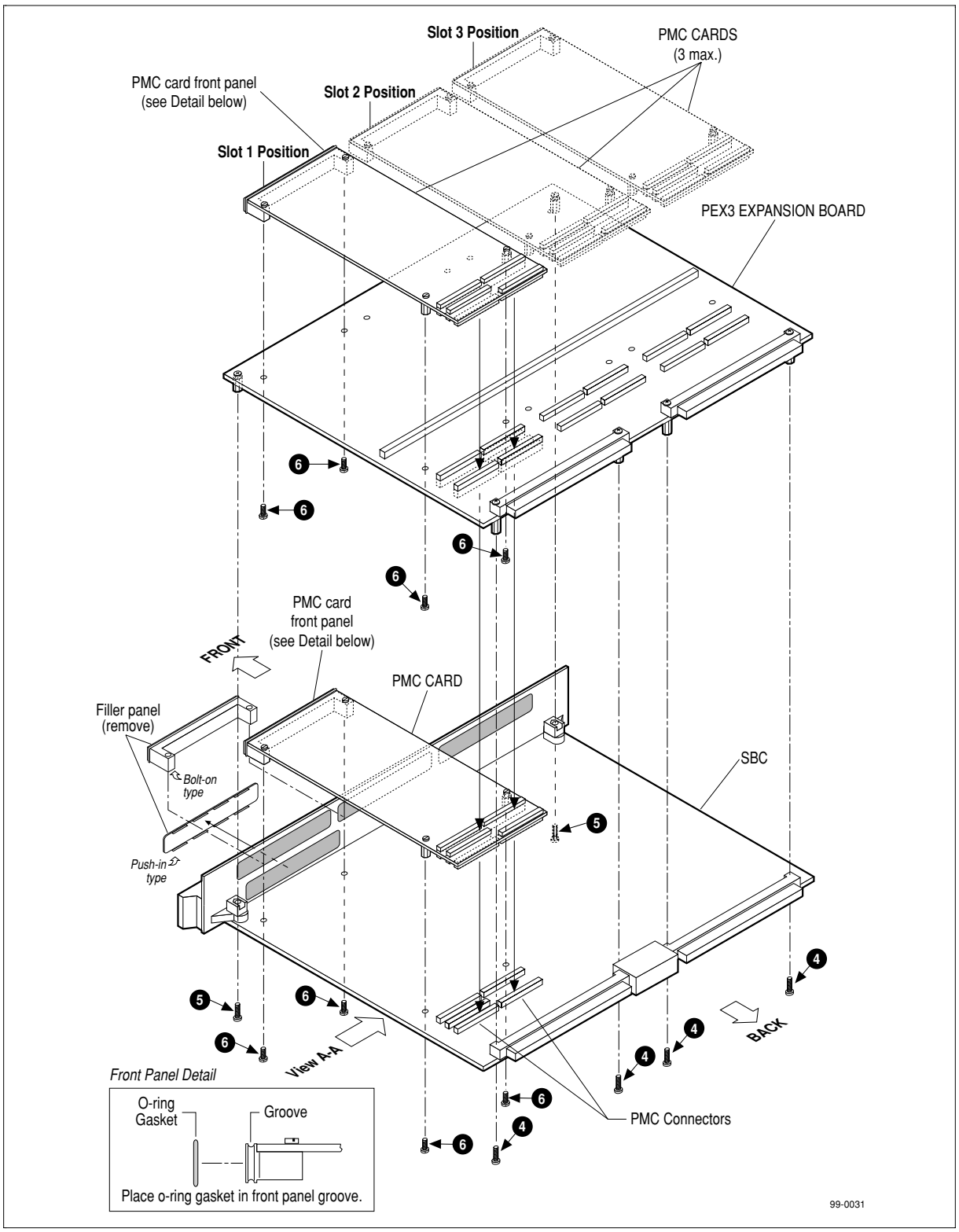
Item locator	Quantity in assy	Synergy part number	Item description
3	4	Fas/HSM25F3S1HA	Hex standoff, M2.5 thread, female, 3/16 OD, 1/2 inch long
4	8	Fas/SwM25PS12S	Screw, M2.5 thread, pan head, slotted, 12 mm long, steel
5	2	Fas/SwM25PS14S	Screw, M2.5 thread, pan head, slotted, 14 mm long, steel
6	16*	Fas/SwM25PS6S	Screw, M2.5 thread, pan head, slotted, 6 mm long, steel

* Qty. is 4 ea. per PMC card. Allow 2 ea. to secure the PSTK or PSTR adapter.

PSTK/PSTR adapters

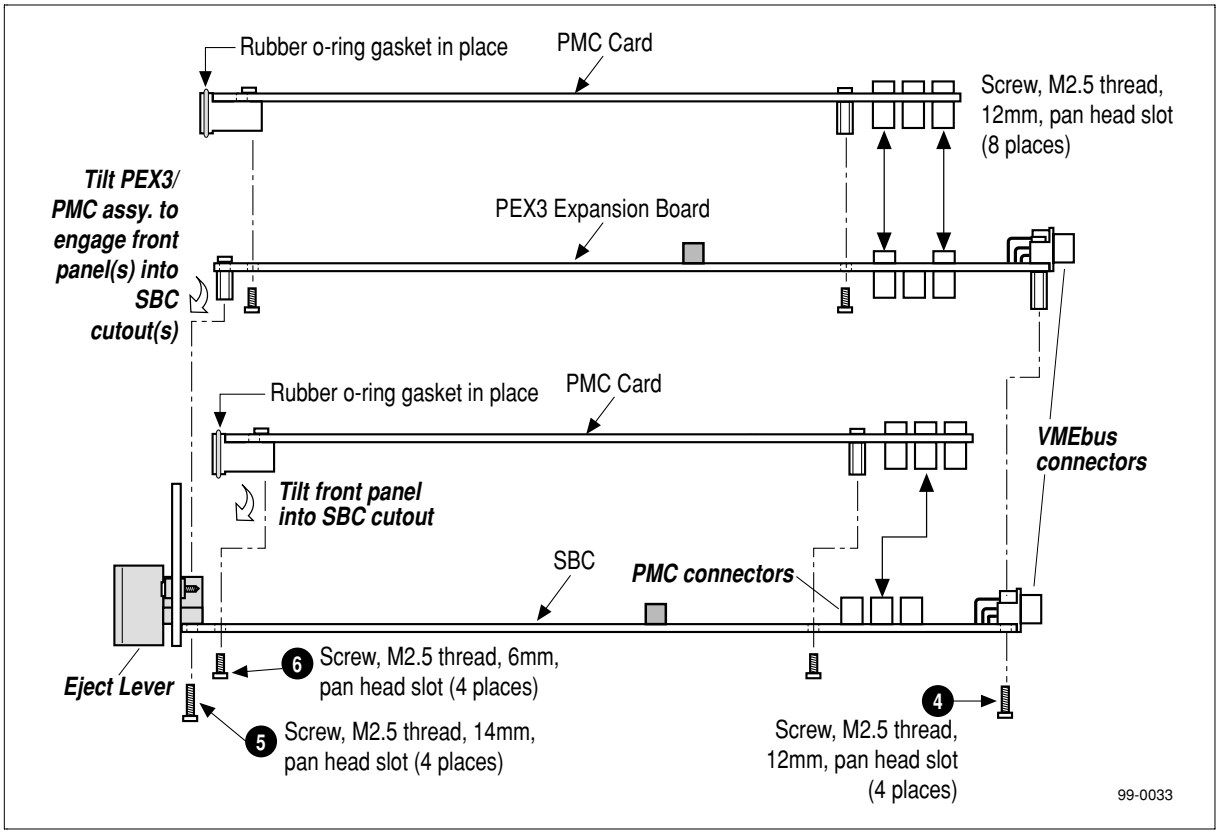
The PEX3 expansion carrier board can stack on top of an installed Synergy PMC for additional PMC expansion. The Synergy PSTK or PSTR adapter lets the PEX3 connect to the SBC without the need for a Synergy PMC. Refer to ***PMC stacking and P2 I/O routing*** (page 278) for details on stacking and the use of the PSTK/PSTR adapter.

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PMC card/PEX3 expansion board installation

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View A-A, Side View, PMC card/PEX3 expansion board installation

❶ **Power-down and remove SBC from card cage** — Power-down the system and remove the VSS4 SBC from the card cage.

> ⚠ Synergy SBCs contain static-sensitive devices. Make sure you are properly grounded (by putting on a ground-strap, touching a system ground such as a metallic chassis or case, etc.) before removing and handling the board. Use an ESD-protected workstation for module removal and installation work.

❷ **Remove PEX3 board from SBC** — If not already removed, remove the PEX3 from the SBC by removing 4 ea. screws (item 4) from PEX3's VME connectors and 2 ea. screws (item 5) from underneath the SBC at the front (eject lever).

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❸ **Mount PMC card(s) to PEX3 board** (refer to installation drawings above for assembly details):

a. Place PEX3 face-up on a flat surface of an ESD-protected workstation.

b. If not already on, install PMC card's front panel O-ring gasket (included with PMC card) by slipping gasket into groove around front panel.

c. Grasp PMC at sides and place card over PEX3 board's PMC connectors (at slot position A, B or C). Ensure both PMC and PEX3 connectors are aligned then press down over PMC connector area to fully engage PEX3 board connectors.

d. Turn PEX3 board assembly over.

e. Install four 6 mm M2.5 slot-head screws (item 6) from rear (solder) side of PEX3 board. Two screws engage standoffs on the PMC card. The other two screws engage threaded holes in PMC card front panel.

f. Repeat steps 'b' through 'e' for each PMC card to be installed on PEX3 board.

❹ **Remove appropriate PMC filler panel(s) from SBC/PEX3 front panel** — The filler panel will be one of two types. The first type simply snaps in place — remove by pushing from the inside. The second type is an actual blank PMC front panel — remove 2 ea. 6 mm M2.5 slot head securing screws from solder side of board to remove (see PMC card securing screws location drawing above).

❺ **Ensure that stackable Synergy PMC card or PSTK/PSTR adapter is installed on SBC** — The PEX3 board connects to the SBC via a stackable Synergy PMC card or a Synergy PSTK/PSTR adapter. Both of these items have connectors on the opposite side of the SBC connectors for mating with the PEX3 board's plug connectors.

To install a PMC card onto the SBC, refer to the PMC card installation instructions in Section 2 (page 41).

To install the PSTK/PSTR adapter, plug the adapter onto the SBC PMC connectors, then secure with 2 ea. screws (item 6) as if securing the connector portion of a PMC card. (See *PMC card/PEX3 board installation* drawing.)

❻ **Remove rear stiffener bar (if so equipped)** — If the SBC is being fitted with the PEX3 for the first time, a stiffener bar will be installed over the VSS4 VME P1 and P2 connectors. Remove 4

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ea. 16 mm securing screws from the VME P1 and P2 connectors. Set aside this hardware plus the 4 ea. 5 mm standoffs and stiffener bar for possible future use. In place of the removed hardware, install four ea. standoffs (item 3) on SBC's VME P1 and P2 connectors using 4 ea. screws (item 4).

❼ **Mount PEX3 board assembly to SBC** — Tilt PEX3 board assembly to engage PMC front panel(s) to SBC front panel cutout(s). Each O-ring gasket on PMC must engage chamfer in front panel cutout. Once all front panels are in place, align PEX3 board connector at bottom of Expansion PMC Slot 1 with SBC's PMC (or PSTK/PSTR stacking adapter if no PMC is used), then press down to seat connector.

Pre-existing installation — secure PEX3 board by using two ea. screws (item 5) in front (underneath SBC) to engage PEX3 standoffs and four ea. screws (item 4) in back to engage standoffs on SBC. See *PMC card/PEX3 expansion board installation* drawing for details.

New installation — Remove screw and nut securing each SBC eject handle to board. Replace removed hardware with two ea. screws (item 5). Secure PEX3 in front by screwing in these screws to PEX3 standoffs. Finish installation by securing rear of PEX3 with four ea. screws (item 4) which engage standoffs on SBC VME connectors. See *PMC card/PEX3 expansion board installation* drawing for details.

PMC stacking and P2 I/O routing

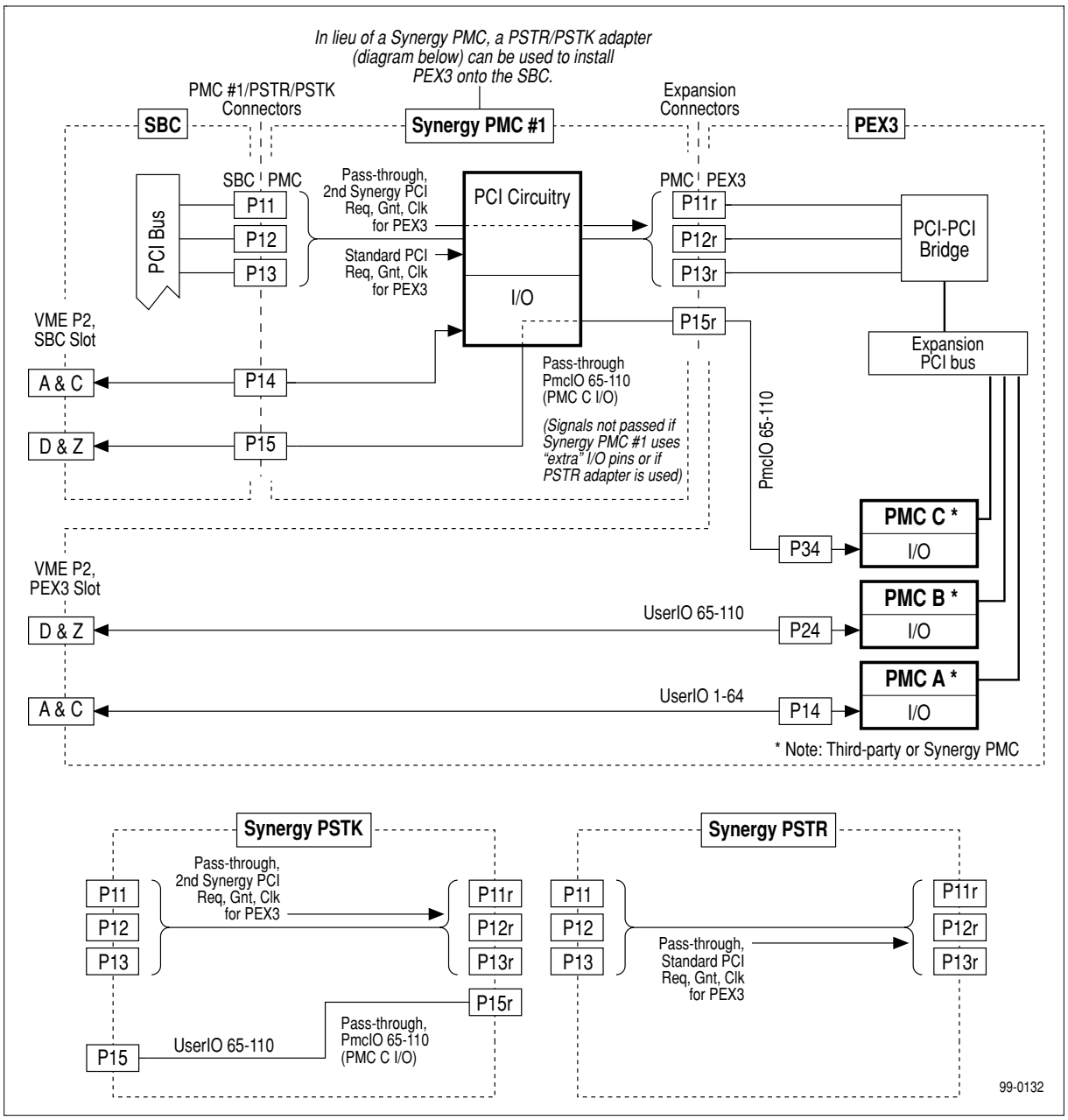
The schematic below shows the onboard PMC and PMC expansion PCI bus connections and the I/O routing through the VME P2 user I/O pins. Use this diagram to plan your PMC installation and P2 I/O wiring.

PMC P2 I/O restriction

The Slot C (or XPMC 3) PMC card on the optional PEX3 expansion module cannot use the host SBC's P2 I/O if the onboard Synergy PMC card uses extended P2 I/O pins (i.e., uses SBC P2 D & Z rows) or if the PSTR adapter is used. The Slot C PMC card can use the SBC's P2 I/O if the onboard Synergy PMC uses standard P2 I/O (e.g., uses only rows A and C) or if the PSTK (not PSTR) adapter is used.

Note that all PMC cards in the system are free to use front panel I/O without restriction.

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PMC P2 I/O routing/stacking

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Operation

Address map

The table below lists the PEX3 onboard memory and register addresses.

PEX3 memory address map

PCI 9080 Space	Local Address	Device	Access
Space 0	0x0000_0000 – 0x3FFF_FFFF	Flash	D8, D16, D32 (R) D32 (W*)
Space 1	0x4000_0000 – 0x43FF_FFFF	SDRAM	D8, D16, D32 (RW)
Space 0	0xC000_0000	Board Type register	D8 (RO)
Space 0	0xC000_0004	Revision and ECO Level register	D8 (RO)
Space 0	0xC000_0008	Flash Configuration register	D8 (RO)
Space 0	0xC000_000C	DRAM Configuration register	D8 (RO)

*Note: Flash write width depends on device type, mode, and address.

PMC PCI interrupts

A PEX3 PMC responds to and generates certain PCI interrupts depending on the PMC slot in which it is installed. The table below lists the PEX3 PMC slots' associated PCI interrupt lines.

PEX3 PCI interrupts

Slot 1 (A)	Slot 2 (B)	Slot 3 (C)	SBC PCI Bus
IntD	IntC	IntB	IntA
IntA	IntD	IntC	Int B
IntB	IntA	IntD	IntC
IntC	IntB	IntA	IntD

For example, if a board in PEX3's Slot #1 drives its IntA line, it will be mapped to the SBC's PCI IntB input. This is an interrupt rotation of 1. Slot #2 rotates 2 (IntA assertion gets mapped to SBC's PCI IntC input) and Slot #3 rotates 3 (IntA assertion gets mapped to SBC's PCI IntD input).

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PCI Type 0 configuration and address

The table below lists the PEX3's PCI configuration.

PEX3 PCI Type 0 configuration

Device Number	ID Select	Bus Master no.	Owner	PCI Config. Address[1]
0	16	0	PMC Slot 1 (A)	0x800n_0000
1	17	1	PMC Slot 2 (B)	0x800n_0800
2	18	2	PMC Slot 3 (C)	0x800n_1000
3	19	3	Flash	0x800n_1800

Notes: 1. n = PCI Secondary Bus number for PEX3 21154 bridge.

PCI configuration

The PEX3's 9080 PCI bus mastering interface chip is automatically configured via PCI configuration accesses during system startup. The board's 9080 driver and the onboard serial EEPROM work in tandem to set up the chip.

The table below shows the PCI 9080 configuration space.

PEX3, PCI 9080 PCI configuration registers

31		16 15	0	PCI Access
Device ID = 0x9080		Vendor ID = 0x10B5		0x00[1]
Status		Command		0x04[2]
Class Code = 0x068000[1]			Rev. ID = 0x05	0x08
BIST	Header Type	PCI Bus Latency Timer	Cache Line Size[2]	0x0C
PCI Base Addr 0, Memory Mapped Config. Registers (PCIBAR0)				0x10[2]
PCI Base Addr 1, I/O Mapped Config. Registers (PCIBAR1)				0x14[2]
PCI Base Addr 2, Local Address Space 0 (PCIBAR2, **PEX3 Flash**)				0x18[2]
PCI Base Addr 3, Local Address Space 1 (PCIBAR3, **PEX3 SDRAM**)				0x1C[2]
Unused Base Address (PCIBAR4)				0x20
Unused Base Address (PCIBAR5)				0x24
Cardbus CIS Pointer (not supported)				0x28
Subsystem ID = 0x2321		Subsystem Vendor ID = 0x80F6		0x2C[1]
PCI Base Address for Local Expansion ROM				0x30
Reserved				0x34
Reserved				0x38
Max_Lat[1]	Min_Gnt[1]	Interrupt Pin[1]	Interrupt Line[1, 2]	0x3C

Notes: Shaded = Register NOT USED for PEX3
1. EEPROM Writeable
2. PCI Writeable

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PCI 9080 basic set up

The PCI 9080 set up for PEX3 is summarized below. Since PCI 9080 setup is done by Synergy's SMon software and/or BSP OS (Linux, VxWorks), the following is provided for information only.

The PEX3 PCI 9080 operates in C bus mode (separate nonmultiplexed 32-bit address & data busses) with no local masters, i.e.; no Req used on the local bus.



Refer to the PLX PCI 9080 datasheet for detailed device information. The PCI 9080 datasheet is available as a PDF file from the PLX Technology website:

www.plxtech.com

The PCI 9080 has three local address spaces of which two are used by the PEX3, Space 0 and Space 1.

Space 0 is used for Flash memory in operation mode, and capability register space at driver initialization time.

- BTerm\ and Burst disabled and READY# Input enabled (hardware wait states)
- Read-ahead disabled during programming, enabled during operation (if so configured)
- Local base address = 0x0000_0000 for Flash; 0xC000_0000 for registers

Space 1 is used for SDRAM memory.

- BTerm\ and Burst enabled and READY# Input enabled (hardware wait states)
- Read-ahead enabled if so configured
- Local base address = 0x4000_0000

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Registers

In addition to the PCI configuration registers, the 9080 chip has these groups of registers.

- Local Configuration Registers
- Runtime Registers (typically not used for PEX3)
- DMA Registers
- Messaging Queue Registers (typically not used for PEX3)

Refer to the PLX PCI 9080 documentation for detailed 9080 register information.

The PEX3 is also provided with the following onboard capability registers.

- Board Type Register
- Revision and ECO Level Register
- Flash Configuration Register
- SDRAM Configuration Register

The following describes PEX3's onboard read-only registers. These registers are intended to be read during driver initialization time using Space 0. This information configures the driver accordingly.

The register bit description uses the notation listed below in each bit position to show the register's value after a board reset (i.e., power cycling or system reset).

Register bit description notations for reset value

Notation	What it means
x	Unused bit; set to 0 for future compatibility
—	Read-only bit
1	Set to 1 upon reset
0	Set to 0 upon reset

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Board type register, 0xC000_0000 (RO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*0*	*0*	*0*	*0*	*0*	*0*	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b4	Board Type	0x0 = PEX3
b3–b0	Reserved	—

A byte read of this register indicates board type.

Revision and ECO level register, 0xC000_0004 (RO)

Bit	7	6	5	4	3	2	1	0	
	—	—	—	—	—	—	—	—	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b4	Board Revision	0x0 = a 0x1 = b 0x2 = c ↓ : 0xF = p
b3–b0	ECO Level	0x0 = none 0x1 = 1 0x2 = 2 ↓ : 0xF = 15

A byte read of this register reveals the board revision level (higher order nibble) and ECO level (lower order nibble).

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Flash configuration register, 0xC000_0008 (RO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*x*	*x*	*0*	*0*	*x*	*x*	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b6	Reserved	—
b5–b3	Flash ROM Chip Size	0x0 = 2x16Mb chips or 4 MB per bank 0x1 = 2x32Mb chips or 8 MB per bank 0x2 = 2x64Mb chips or 16 MB per bank 0x3 = 2x128Mb chips or 32 MB per bank
b3–b2	Reserved	—
b1–b0	Number of Flash ROM banks installed	0x0 = No Flash installed 0x1 = 1 bank installed 0x2 = 2 banks installed 0x3 = 4 banks installed

Init code is to read the contents of this register to determine how Flash (if installed) is to be set up.

DRAM configuration register, 0xC000_000C (RO)

Bit	7	6	5	4	3	2	1	0	
	0	*0*	*x*	*x*	*0*	*0*	*x*	*x*	*Reset value*

Bit assignments:

Bit(s)	Function	Values
b7–b6	Reserved	—
b5–b3	DRAM Chip Size	0x0 = 2x64Mb chips or 16 MB per bank 0x1 = 2x128Mb chips or 32 MB per bank 0x2 = 2x256Mb chips or 64 MB per bank 0x3 = Reserved for future use
b3–b2	Reserved	—
b1–b0	Number of DRAM banks installed	0x0 = No DRAM installed 0x1 = 1 bank installed 0x2 = 2 banks installed 0x3 = 4 banks installed

Init code is to read the contents of this register to determine how DRAM (if installed) is to be set up.

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Using PEX3 memory

The PEX3's Flash and SDRAM each have a PCI window pointed to by the 9080's PCI Base Address Registers (BAR) 2 and 3, respectively. Upon reset, the device reads its configuration EEPROM to get the initial values for all of its registers. The PCI windows are then normally assigned to particular addresses by PCI auto-initialization code, such as that run by SMon, the Synergy ROM monitor. Software can then determine where the PCI windows have been allocated by issuing a find-PCI-device (or similar) system call and reading the device's BARs.

Once the memory is mapped into PCI space, it is accessible to the host processor(s) and other PCI devices in the system. The dual DMA channels of the PCI interface allows PCI bus mastering for fast memory accesses. Typical uses include any combination of:

- Expansion RAM
- Expansion Flash
- Buffer for a PMC I/O board with DMA
- Buffer for a passive (target-only) PMC I/O board

If a given PCI window is at least as large as the memory behind it, no windowing control is needed: all of the memory is directly accessible. For smaller windows, the 9080's Local Base Address register must be adjusted.

Reading the Flash is similar to reading PEX3 SDRAM (i.e., both are accessed through a window). Writing to Flash, however, requires special code. The PowerPC Series SMon monitor includes a full set of Flash commands. The Flash driver is also available from Synergy. Contact Customer Service for more information.

VxWorks BSP PEX3 driver

Synergy's VxWorks BSP includes a PEX3 driver named 'exmem'. The header file for it is exmem.h. To include the driver in the kernel, define INCLUDE_EXMEM. The driver is initialized on startup.

The PEX3 Flash and DRAM are accessed through a PCI window. The window size is stored in the PEX3's PCI-configuration EEPROM. Use the wrEEPEX3() SMon routine to change the size of this window as required. Access the DRAM window by first calling exmemDRamAdr() with a DRAM offset. This points the window to that section of DRAM and returns the actual access address.

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Note that if the DRAM needs to be accessed by multiple threads, use a wrapper routine and a window-ownership semaphore to manage it.

PEX3 connector pinouts



Because the VME P2 connectors have user-defined pins, make sure that your backplane's P2 connectors are compatible with the PEX3's P2 wiring before powering up the board. **Failure to observe this warning can cause the complete destruction of many on-board components and also voids the product warranty.**

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VMEbus connectors (P1 & P2)

VMEbus P1 connector pinouts

Pin	Row Z[1]	Row A	Row B	Row C	Row D[1]
1	—	—	—	—	+5V
2	Gnd	—	—	—	Gnd
3	—	—	—	—	—
4	Gnd	—	BG0\	—	—
5	—	—	BG0\	—	—
6	Gnd	—	BG1\	—	—
7	—	—	BG1\	—	—
8	Gnd	—	BG2\	—	—
9	—	Gnd	BG2\	Gnd	—
10	Gnd	—	BG3\	—	—
11	—	Gnd	BG3\	—	—
12	Gnd	—	—	—	+3.3V
13	—	—	—	—	—
14	Gnd	—	—	—	+3.3V
15	—	Gnd	—	—	—
16	Gnd	—	—	—	+3.3V
17	—	Gnd	—	—	—
18	Gnd	—	—	—	+3.3V
19	—	Gnd	—	—	—
20	Gnd	—	Gnd	—	+3.3V
21	—	IAck\	—	—	—
22	Gnd	IAck\	—	—	+3.3V
23	—	—	Gnd	—	—
24	Gnd	—	—	—	+3.3V
25	—	—	—	—	—
26	Gnd	—	—	—	+3.3V
27	—	—	—	—	—
28	Gnd	—	—	—	+3.3V
29	—	—	—	—	—
30	Gnd	—	—	—	+3.3V
31	—	-12V	—	+12V	Gnd
32	Gnd	+5V	+5V	+5V	—

Notes: 1. This row present only with optional wide (160-pin) VMEbus P1 & P2 connectors.

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VMEbus P2 connector pinouts

Pin	Row Z[1,3]	Row A[2]	Row B	Row C[2]	Row D[1,3]
1	(UsrIO66)	(UsrIO2)	+5V	(UsrIO1)	(UsrIO65)
2	Gnd	(UsrIO4)	Gnd	(UsrIO3)	(UsrIO67)
3	(UsrIO69)	(UsrIO6)	—	(UsrIO5)	(UsrIO68)
4	Gnd	(UsrIO8)	—	(UsrIO7)	(UsrIO70)
5	(UsrIO72)	(UsrIO10)	—	(UsrIO9)	(UsrIO71)
6	Gnd	(UsrIO12)	—	(UsrIO11)	(UsrIO73)
7	(UsrIO75)	(UsrIO14)	—	(UsrIO13)	(UsrIO74)
8	Gnd	(UsrIO16)	—	(UsrIO15)	(UsrIO76)
9	(UsrIO78)	(UsrIO18)	—	(UsrIO17)	(UsrIO77)
10	Gnd	(UsrIO20)	—	(UsrIO19)	(UsrIO79)
11	(UsrIO81)	(UsrIO22)	—	(UsrIO21)	(UsrIO80)
12	Gnd	(UsrIO24)	Gnd	(UsrIO23)	(UsrIO82)
13	(UsrIO84)	(UsrIO26)	+5V	(UsrIO25)	(UsrIO83)
14	Gnd	(UsrIO28)	—	(UsrIO27)	(UsrIO85)
15	(UsrIO87)	(UsrIO30)	—	(UsrIO29)	(UsrIO86)
16	Gnd	(UsrIO32)	—	(UsrIO31)	(UsrIO88)
17	(UsrIO90)	(UsrIO34)	—	(UsrIO33)	(UsrIO89)
18	Gnd	(UsrIO36)	—	(UsrIO35)	(UsrIO91)
19	(UsrIO93)	(UsrIO38)	—	(UsrIO37)	(UsrIO92)
20	Gnd	(UsrIO40)	—	(UsrIO39)	(UsrIO94)
21	(UsrIO96)	(UsrIO42)	—	(UsrIO41)	(UsrIO95)
22	Gnd	(UsrIO44)	Gnd	(UsrIO43)	(UsrIO97)
23	(UsrIO99)	(UsrIO46)	—	(UsrIO45)	(UsrIO98)
24	Gnd	(UsrIO48)	—	(UsrIO47)	(UsrIO100)
25	(UsrIO102)	(UsrIO50)	—	(UsrIO49)	(UsrIO101)
26	Gnd	(UsrIO52)	—	(UsrIO51)	(UsrIO103)
27	(UsrIO105)	(UsrIO54)	—	(UsrIO53)	(UsrIO104)
28	Gnd	(UsrIO56)	—	(UsrIO55)	(UsrIO106)
29	(UsrIO108)	(UsrIO58)	—	(UsrIO57)	(UsrIO107)
30	Gnd	(UsrIO60)	—	(UsrIO59)	(UsrIO109)
31	(UsrIO110)	(UsrIO62)	Gnd	(UsrIO61)	Gnd
32	Gnd	(UsrIO64)	+5V	(UsrIO63)	—

Notes: 1. Pins in this row connect to Expansion PMC 2's P24 connector pin indicated in parentheses. Space is provided in these columns to write in the assigned signals, if desired. Refer to the applicable PMC module documentation for P2 pin assignments.
2. Pins in this row connect to Expansion PMC 1's P14 connector pin indicated in parentheses. Space is provided in these columns to write in the assigned signals, if desired. Refer to the applicable PMC module documentation for P2 pin assignments.
3. This row present only with optional wide (160-pin) VMEbus P1 & P2 connectors.

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PMC connectors

PMC connector, P11, P21, & P31 pinouts

Pin	Function (P11, P21, P31)	Pin	Function (P11, P21, P31)
1	Gnd	**2**	-12V
3	Gnd	**4**	(IntB\, IntC\, IntD\)[1]
5	(IntC\, IntD\, IntA\)[1]	**6**	(IntD\, IntA\, IntB\)[1]
7	—	**8**	+5V
9	(IntA\, IntB\, IntC\)[1]	**10**	—
11	Gnd	**12**	—
13	Clk	**14**	Gnd
15	Gnd	**16**	Gnt\
17	Req\	**18**	+5V
19	VI/O	**20**	AD31
21	AD28	**22**	AD27
23	AD25	**24**	Gnd
25	Gnd	**26**	CBE3\
27	AD22	**28**	AD21
29	AD19	**30**	+5V
31	VI/O	**32**	AD17
33	Frame\	**34**	Gnd
35	Gnd	**36**	IRdy\
37	DevSel\	**38**	+5V
39	Gnd	**40**	Lock\
41	—	**42**	—
43	Par	**44**	Gnd
45	VI/O	**46**	AD15
47	AD12	**48**	AD11
49	AD9	**50**	+5V
51	Gnd	**52**	CBE0\
53	AD6	**54**	AD5
55	AD4	**56**	Gnd
57	VI/O	**58**	AD3
59	AD2	**60**	AD1
61	AD0	**62**	+5V
63	Gnd	**64**	Req64\

Note: 1. PMC interrupts set in hardware as follows: PEX3 PMC 1 Int rotates by 1 (e.g., IntA\ = IntB\); PEX 3 PMC 2 rotates by 2 (e.g., IntA\ = IntC\); PEX 3 PMC 3 rotates by 3 (e.g., IntA\ = IntD\). See page 280.

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PMC connector, P12, P22, & P32 pinouts

Pin	Function (P12, P22, P32)	Pin	Function (P12, P22, P32)
1	+12V	**2**	Gnd
3	+3.3V	**4**	—
5	+3.3V	**6**	Gnd
7	Gnd	**8**	—
9	—	**10**	—
11	+3.3V	**12**	+3.3V
13	Rst\	**14**	Gnd
15	+3.3V	**16**	Gnd
17	—	**18**	Gnd
19	AD30	**20**	AD29
21	Gnd	**22**	AD26
23	AD24	**24**	+3.3V
25	(AD16, AD17, AD18) IDSel	**26**	AD23
27	+3.3V	**28**	AD20
29	AD18	**30**	Gnd
31	AD16	**32**	CBE2\
33	Gnd	**34**	—
35	TRdy\	**36**	+3.3V
37	Gnd	**38**	Stop\
39	PErr\	**40**	Gnd
41	+3.3V	**42**	SErr\
43	CBE1\	**44**	Gnd
45	AD14	**46**	AD13
47	Gnd	**48**	AD10
49	AD8	**50**	+3.3V
51	AD7	**52**	—
53	+3.3V	**54**	—
55	—	**56**	Gnd
57	—	**58**	—
59	Gnd	**60**	—
61	Ack64\	**62**	+3.3V
63	Gnd	**64**	—

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PMC connector, P13, P23, & P33 pinouts

Pin	Function (P13, P23, P33)	Pin	Function (P13, P23, P33)
1	—	**2**	Gnd
3	Gnd	**4**	CBE7\
5	CBE6\	**6**	CBE5\
7	CBE4\	**8**	Gnd
9	VI/O	**10**	Par64
11	AD63	**12**	AD62
13	AD61	**14**	Gnd
15	Gnd	**16**	AD60
17	AD59	**18**	AD58
19	AD57	**20**	Gnd
21	VI/O	**22**	AD56
23	AD55	**24**	AD54
25	AD53	**26**	Gnd
27	Gnd	**28**	AD52
29	AD51	**30**	AD50
31	AD49	**32**	Gnd
33	Gnd	**34**	AD48
35	AD47	**36**	AD46
37	AD45	**38**	Gnd
39	VI/O	**40**	AD44
41	AD43	**42**	AD42
43	AD41	**44**	Gnd
45	Gnd	**46**	AD40
47	AD39	**48**	AD38
49	AD37	**50**	Gnd
51	Gnd	**52**	AD36
53	AD35	**54**	AD34
55	AD33	**56**	Gnd
57	VI/O	**58**	AD32
59	—	**60**	—
61	—	**62**	Gnd
63	Gnd	**64**	—

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PMC connector, P14 pinouts (PMC 1)

Pin	Function[1]	Pin	Function[1]
1	UsrIO1	**2**	UsrIO2
3	UsrIO3	**4**	UsrIO4
5	UsrIO5	**6**	UsrIO6
7	UsrIO7	**8**	UsrIO8
9	UsrIO9	**10**	UsrIO10
11	UsrIO11	**12**	UsrIO12
13	UsrIO13	**14**	UsrIO14
15	UsrIO15	**16**	UsrIO16
17	UsrIO17	**18**	UsrIO18
19	UsrIO19	**20**	UsrIO20
21	UsrIO21	**22**	UsrIO22
23	UsrIO23	**24**	UsrIO24
25	UsrIO25	**26**	UsrIO26
27	UsrIO27	**28**	UsrIO28
29	UsrIO29	**30**	UsrIO30
31	UsrIO31	**32**	UsrIO32
33	UsrIO33	**34**	UsrIO34
35	UsrIO35	**36**	UsrIO36
37	UsrIO37	**38**	UsrIO38
39	UsrIO39	**40**	UsrIO40
41	UsrIO41	**42**	UsrIO42
43	UsrIO43	**44**	UsrIO44
45	UsrIO45	**46**	UsrIO46
47	UsrIO47	**48**	UsrIO48
49	UsrIO49	**50**	UsrIO50
51	UsrIO51	**52**	UsrIO52
53	UsrIO53	**54**	UsrIO54
55	UsrIO55	**56**	UsrIO56
57	UsrIO57	**58**	UsrIO58
59	UsrIO59	**60**	UsrIO60
61	UsrIO61	**62**	UsrIO62
63	UsrIO63	**64**	UsrIO64

Note: 1. The function of pins labeled ‘UsrIOxxx’ depends on the add-on card installed on the board. Space is provided in these columns to write the assigned signals if desired.

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PMC connector, P24 (PMC 2) & P34 (PMC 3) pinouts

Pin	Function (P24, P34)[1]	Pin	Function (P24, P34)[1]
1	UsrIO65	**2**	UsrIO66
3	UsrIO67	**4**	UsrIO68
5	UsrIO69	**6**	UsrIO70
7	UsrIO71	**8**	UsrIO72
9	UsrIO73	**10**	UsrIO74
11	UsrIO75	**12**	UsrIO76
13	UsrIO77	**14**	UsrIO78
15	UsrIO79	**16**	UsrIO80
17	UsrIO81	**18**	UsrIO82
19	UsrIO83	**20**	UsrIO84
21	UsrIO85	**22**	UsrIO86
23	UsrIO87	**24**	UsrIO88
25	UsrIO89	**26**	UsrIO90
27	UsrIO91	**28**	UsrIO92
29	UsrIO93	**30**	UsrIO94
31	UsrIO95	**32**	UsrIO96
33	UsrIO97	**34**	UsrIO98
35	UsrIO99	**36**	UsrIO100
37	UsrIO101	**38**	UsrIO102
39	UsrIO103	**40**	UsrIO104
41	UsrIO105	**42**	UsrIO106
43	UsrIO107	**44**	UsrIO108
45	UsrIO109	**46**	UsrIO110
47	—	**48**	—
49	—	**50**	—
51	—	**52**	—
53	—	**54**	—
55	—	**56**	—
57	—	**58**	—
59	—	**60**	—
61	—	**62**	—
63	—	**64**	—

Note: 1. The function of pins labeled ‘UsrIOxxx’ depends on the add-on card installed on the board. Space is provided in these columns to write the assigned signals if desired.

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Glossary

The paragraphs below define and describe some of the terms used in this manual. The definition entries observe the following conventions:

- Terms in definitions that appear (*in italics and in parentheses*) are related and/or alternative terms or acronym translations for the term being defined.
- Terms in definitions that appear in **boldface** in definitions are defined elsewhere in the glossary.

10Base-T	a type of Ethernet that uses unshielded twisted-pair (UTP) cable and modular RJ-45 connectors for LAN connections in a star configuration (i.e., each network node connects to a common hub). Data rate is the same as standard Ethernet: 10 Mbps.
100Base-T	similar to 10Base-T except that the data rate is 100 Mbps. 100Base-TX uses two pairs of a Category 5 cable. 100Base-T4 uses 4 pairs of a Category 3 cable. Also called **Fast Ethernet**.
A16/D16	specifies a microprocessor bus' address and data bus size. This value specifies a 16-bit wide address bus and 16-bit wide data bus.
A16/D32	specifies a 16-bit wide address bus and 32-bit wide data bus
A24/D16	specifies a 24-bit wide address bus and 16-bit wide data bus.
A24/D32	specifies a 24-bit wide address bus and 32-bit wide data bus.
A32/D16	specifies a 32-bit wide address bus and 16-bit wide data bus.
A32/D32	specifies a 32-bit wide address bus and 32-bit wide data bus.
AM code bits	*(Address Modifier)* code bits, AM0–AM5, used by the VMEbus to identify the size of address being expressed (A16, A24, A32, A40 or A64) and the type of transfer (Address-only, program, data, BLT32, BLT64 or IAck) being performed.

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banner	a message displayed on a **CRT** screen when a debug monitor or operating system is starting.
base address	the lowest address in a range of addresses. Usually the lowest address of a memory window, or of a set of peripheral registers
BCD	*(Binary Coded Decimal)* a coding system in which four binary (1s and 0s) digits represent each digit in a decimal (0 through 9) value.
Big-Endian	see **Endian**.
bit	the smallest unit of data represented as either a 1 (ON or true) or 0 (OFF or false).
BLT	(*Block Transfer*) a data transfer method for moving large amounts (blocks) of data. A BLT cycle is faster and more efficient than a regular R/W cycle because the address to start the transfer of multiple bytes is presented only once.
bridge	a chip that connects two different busses together. A bridge may be either transparent, meaning that it does not translate the addresses passing through it, or it may be non-transparent, meaning that it translates addresses.
byte	a unit of data eight bits in length.
cache line	the amount of memory read into or out of cache in a single operation. This is 32 bytes in 60x and 7xx PowerPC processors.
cache memory	special RAM memory that provides the processor with quicker, more direct access to data. The use of cache memory increases performance as time is saved by not having to access the relatively slower main memory circuits for data. See also **L1 cache** and **L2 cache**.
category 3	unshielded twisted-pair cable specification that functions at 10 Megabits per second on each pair.
category 5	unshielded twisted-pair cable specification that functions at 100 Megabits per second on each pair.
clock/calendar	a device that records the progress of the time and date and makes this information available to programs running on the computer system.
collision	the simultaneous transmission of Ethernet packets by two or more Ethernet nodes, resulting in a garbled transmission. A collision occurs when two Ethernet nodes attempt to send a packet at the same time. Collisions are handled with the CSMA/CD protocol.
CPU	*(Central Processing Unit)* central controlling device in a computer system.

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CRT	*(Cathode Ray Tube)* normally refers to a viewing screen; also used as a synonym for **terminal**.
data broadcasting	a bus communications technique in which a single CPU board can send data to multiple CPU boards at the same time.
DB-9	a "D" shaped serial interface connector for **I/O** cabling that provides access to up to 9 separate lines or pins on a matching connector.
DB-25	a "D" shaped serial interface connector for **I/O** cabling that provides access to up to 25 separate lines or pins on a matching connector.
DCE	*(Data Communications Equipment)* the end of a serial communications link that is, or mimics, a modem (opposite of **DTE**).
differential	a method of signaling in which two wires are used, each carrying opposite versions of the signal information. This is done to increase maximum cable drive and to increase noise immunity. For example, a pair of signals are called SD0+ and SD0-. A 1 data bit may be represented by +5V on SD0+ and 0V on SD0-, and a 0 bit by 0V on SD0+ and +5V on SD0-. See **single-ended**.
DMA	*(Direct Memory Access)* a data transfer method in which data can pass between peripheral devices and memory without intervention by the **CPU**.
DRAM	*(Dynamic Random Access Memory)* high density fast access memory storage media that must be refreshed at continuous intervals. Also simply referred to as RAM
DTE	*(Data Terminal Equipment)* the end of a serial communications link that is, or mimics, a terminal or printer (opposite of **DCE**).
DUART	*(Dual Universal Asynchronous Receiver/ Transmitter)* see **UART.**
dual-ported	a memory architecture which allows more than one access path to memory.
dynamic RAM	see **DRAM**.
ECO	*(Engineering Change Order)* an engineering document that describes and orders a change to a released product.

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Endian refers to the addressing of individual bytes within a 16, 32 or 64-bit number. Byte ordering that begins with the highest order byte as Byte 0 is referred to as **Big-Endian**. Byte ordering that begins with the lowest order byte as Byte 0 is referred to as **Little-Endian**. The programming community borrowed the Endian terms from the story "Gulliver's Travels" by Jonathan Swift. In Swift's novel, there were two ways of breaking eggs before eating them. People who broke their eggs from the large end were called Big-Endians; people who broke their eggs from the small end were called Little-Endians.

EPROM *(Erasable Programmable Read Only Memory)* a special type of **PROM** whose programming can be erased by exposure to ultraviolet light and then reprogrammed.

Ethernet a high speed (10Mb/sec) communications protocol and cable standard for computer networks.

Fast Ethernet see **100BASE-T**.

FIFO *(First-In-First-Out)* a data storage technique in which the first item stored in memory is also the first item on the stack of items for retrieval. Also a piece of hardware that stores data in such a manner.

Flash memory a nonvolatile, random access, and rewritable solid-state storage technology that is ideal for field-upgradeable code storage. Flash memory is electrically erased and programmed in-circuit.

floating point method to represent numbers using the significant digits (mantissa) multiplied by the base of the number raised to the appropriate power (exponent). Values expressed in floating point form are similar in structure to number expressed in "scientific notation."

FPU *(Floating Point Unit)* a floating point co-processor.

GPS receiver a radio receiver that locks onto the GPS (Global Positioning System) satellites in orbit around the earth. Using a GPS receiver, you can pinpoint your exact location anywhere on earth and use the GPS satellite's onboard atomic clock as a time reference.

IAck *(Interrupt Acknowledge)* a VMEbus signal used by a Master to indicate that an interrupt was received.

IBM manufacturer of the Selectric typewriter and inventor of the 80-column punched card. Collaborated with Motorola and Apple Computer in 1991 to invent the **PowerPC** based on IBM's RISC design called POWER (**P**erformance **O**ptimization **W**ith **E**nhanced **R**ISC).

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interrupter a circuit that sources interrupts, usually at the behest of peripherals. An interrupter must drive an interrupt line and provide a vector number during an interrupt acknowledge cycle. In VMEbus devices, it may cease driving the interrupt line upon the interrupt being acknowledged (**ROAK**) or wait until a register access to the peripheral explicitly removes the request (**RORA**).

interrupt handler a circuit (usually in conjunction with a CPU) that acknowledges and handles interrupts.

I/O *(Input/Output)*

ISP *(In-System Programmable logic)* a high density programmable logic device that can be programmed while the device is in the circuit. ISP logic can be upgraded easily in the field using a standard PC and a simple adapter cable.

JEDEC *(Joint Electronic Device Engineering Council)* a body that sets standards for chip packages and pinouts.

L1 cache a type of **cache memory** that is most closely coupled to the CPU core. It is built into the processor chip and is typically smaller and faster than **L2 cache**.

L2 cache a type of **cache memory** that is external to the processor chip inbetween the CPU core and main memory. It is typically larger and slower than **L1 cache**.

LED *(Light Emitting Diode)* a diode that emits light when forward biased, commonly used for displays and indicators.

Little-Endian see **Endian**.

longword a unit of data 32 bits in length.

mailbox mechanism to allow any CPU or other Master to interrupt any other CPU of its choice.

Master a device that initiates and controls the transfer of addresses and data across a bus. The opposite of Slave.

mem protect *(Memory protect)* a bit that can be set or cleared in the Mode register. It usually is set to disable write accesses to the board and cleared to enable them, but its meaning can be changed via PALs or **ISP**s.

MMU *(Memory Management Unit)* a circuit that provides address translation and access control services for a CPU.

µs *(microsecond)* one millionth (10^{-6}) of a second.

ms *(millisecond)* one thousandth (10^{-3}) of a second.

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multi-ported	a memory architecture in which the RAM can be accessed from several busses.
MSB	*(Most Significant Bit).*
nibble	a unit of data four bits in length. Sometimes spelled "nybble."
ns	*(nanosecond)* one billionth (10^{-9}) of a second.
NVRAM	*(Non-Volatile RAM)* RAM that retains its data even without external power.
object code	output from a compiler or assembler that is in machine language but still must be linked to other object code to form an executable program.
P1	the mandatory 96-pin VMEbus connector. It carries all the signals to allow transfers up to A24 and D16. On a 3U board, it is the only connector.
P2	the secondary 96-pin VMEbus connector on 6U of 9U boards. Thirty two of its pins carry the signals necessary to allow A32 and D32 transfers. The other 64 pins are user definable.
page	the smallest unit of memory which is mapped by the **MMU**.
P cable	a 68-pin, high density connector SCSI cable with 50 mil (1.27mm) pin spacing. The P cable, which is defined in the SCSI-3 specification, comes in two varieties: external (MiniD68M connector) and internal (high density ribbon cable).
PCI	*(Peripheral Connect Interface)* an electrical specification describing a 32-bit wide multiplexed data/address bus, which is commonly used to connect peripheral chips to a processor through a **bridge** chip.
PMC	*(PCI Mezzanine Card)* a type add-on mezzanine I/O card that plugs into a VMEbus Single Board Computer's PCI bus.
PowerPC	a microprocessor or architecture based on Motorola/IBM's 32-bit, RISC design CPU core.
PROM	*(Programmable Read-Only Memory)* a memory storage media that can be programmed using electrical pulses. Once programmed, the PROM is read-only but does not need power or refresh to maintain the stored data.
RAM	*(Random Access Memory)* high speed, randomly accessible memory that can be easily read and written to by the processor.
requester	a circuit that requests Mastership of a bus.

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read-modify-write see **RMW.**

RMA *(Return Merchandise Authorization)* a number assigned by Synergy for returning defective products.

RMW *(Read-Modify-Write)* a read memory access followed by a write access performed in such a way that no other access is allowed to the location between the read and write.

ROAK *(Release On AcKnowledge)* a type of VMEbus Interrupter module that deasserts its Interrupt Request to the VMEbus during reception of a valid IACK cycle for its interrupt level.

ROR *(Release On Request)* a requester strategy that once granted the bus asserts continued Mastership of the bus even if not currently needed, until another requestor requests the bus. Opposite of RWD.

RORA *(Release On Register Access)* a type of VMEbus Interrupter module that deasserts its Interrupt Request to the VMEbus during reception of a VME slave access cycle to one of its (vendor-specific) control registers.

round robin a bus sharing method that engages each device or process in a group at its turn in a fixed cycle.

RS-232 an industry standard for serial communications using ±12V signals at up to 19.2 kb/sec for distances up to 50 ft.

RWD *(Release When Done)* a requester strategy that once granted the bus asserts Mastership only as long as actually needed. Opposite of ROR.

SBC *(Single Board Computer)* a printed circuit board containing microprocessor and support devices that provide **CPU**, ROM, RAM and peripheral interfaces.

SCSI *(Small Computer Systems Interface)* an industry standard parallel interface bus that provides host computers with device independence of add-on peripherals such as disk drives, tape drives, CD-ROM drives, etc. The standard began as an 8-bit parallel data interface with a max. transfer rate of 5 MB/S (SCSI-1). The next SCSI standard, SCSI-2 (1994), doubled the 8-bit bus' transfer rate to 10 MB/S. The SCSI Trade Organization (STA) has since categorized higher performing, 16-bit SCSI types such as Wide Ultra SCSI and Wide Ultra2 SCSI. The T10 standards committee expanded the scope of the SCSI interface with SCSI-3 which is not a standard but a collection of spec documents describing additional connector and cabling options, protocol extensions, and transmission schemes (high performance serial and fiber data channel).

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SDRAM	*(Synchronous Dynamic Random Access Memory)* a type of DRAM that operates in step with the CPU clock which allows the processor to perform more instructions over a given time.
SIMD	*(Single Instruction Multiple Data)* a processor performance enhancement that speeds multimedia applications by letting one microinstruction operate at the same time on multiple data items.
single-ended	a method of signaling in which one wire is used per signal, referenced to a common Ground signal. This is the most cost efficient signaling method for short cable runs. See **differential**.
Slave	a device connected to a bus that responds to commands from a Master.
SMI	*(System Management Interrupt)* for PowerPC, an asynchronous, maskable exception that is signaled to the processor by assertion of the SMI\ signal. On Synergy PowerPC SBCs, this interrupt is asserted via the front panel SMI switch.
spurious interrupt	an interrupt whose acknowledge cycle received no response. Usually caused by late acknowledgement of periodic interrupters such as timers. But may be caused by interrupt request that was aborted before being acknowledged.
SRAM	*(Static Random Access Memory)* a memory storage media that needs no refresh cycle. SRAM is faster and of lower density than DRAM.
supervisor	*(supervisor mode)* a Motorola processor execution mode in which the CPU enjoys all its privileges.
SysClk	*(System Clock)* a signal driven by the system controller to all boards of a Multibus or VMEbus system.
SysFail	*(System Failure)* a signal that can be driven by any board of a VMEbus system. Traditionally used to indicate a failure to one or more boards or devices on a bus.
SysRes	*(System Reset)* a signal driven by the system controller to reset all the cards on the system bus.
system controller	on VMEbus, a group of circuits on the #1 slot VMEbus board that prioritize the bus-requests, provide a system clock, and provide system timeouts.
terminal	a keyboard and display monitor (**CRT**) attached to a computer to allow communications between the user and a computer.
triple-access	*(triple-access **DRAM**)* see multi-ported.

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UART — *(Universal Asynchronous Receiver/Transmitter)* a device able to translate between parallel and asynchronous serial communications signals for transmission and reception between a parallel processor bus and a serial communications port.

VMEbus — *(Versa Module Eurocard bus)* a microcomputer architecture whose physical and electrical characteristics are defined in the IEC 821 and IEEE 1014-1987 specifications. The VMEbus supports separate address and data lines of up to 32 bits each. This bus uses a backplane in which VMEbus modules are interconnected using DIN-41612 connectors.

watchdog — an on-board timer that can automatically reset the board if not accessed on a regular basis. Used to reset the board in response to a software loop and/or malfunction or a CPU halt.

window size — the range of contiguous addresses that the board responds to is called the window. The number of addresses in the window is called the window size. The board will respond to addresses from base to base+window size.

word — typically, a unit of data 16 bits in length. In the PowerPC environment, however, a word is 32 bits while a half-word is 16 bits and a double-word is 64 bits.

WWV — call letters for the National Bureau of Standards radio station in Ft. Collins, Colorado. WWV broadcasts technical services including timing signals, audio frequencies, and radio-propagation disturbance warnings at the 2.5, 5, 10, 15, and 25 MHz carrier bands. Canada provides similar services on CHU.

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