MVME2400 Series
VME Processor Module

Programmer's Reference Guide

V2400A/PG3

August 2001

Printed in the United States of America.

Safety Summary

The following general safety precautions must be observed during all phases of operation, service, and repair of this equipment. Failure to comply with these precautions or with specific warnings elsewhere in this manual could result in personal injury or damage to the equipment.

The safety precautions listed below represent warnings of certain dangers of which Motorola is aware. You, as the user of the product, should follow these warnings and all other safety precautions necessary for the safe operation of the equipment in your operating environment.

Ground the Instrument.

To minimize shock hazard, the equipment chassis and enclosure must be connected to an electrical ground. If the equipment is supplied with a three-conductor AC power cable, the power cable must be plugged into an approved three-contact electrical outlet, with the grounding wire (green/yellow) reliably connected to an electrical ground (safety ground) at the power outlet. The power jack and mating plug of the power cable meet International Electrotechnical Commission (IEC) safety standards and local electrical regulatory codes.

Do Not Operate in an Explosive Atmosphere.

Do not operate the equipment in any explosive atmosphere such as in the presence of flammable gases or fumes. Operation of any electrical equipment in such an environment could result in an explosion and cause injury or damage.

Keep Away From Live Circuits Inside the Equipment.

Operating personnel must not remove equipment covers. Only Factory Authorized Service Personnel or other qualified service personnel may remove equipment covers for internal subassembly or component replacement or any internal adjustment. Service personnel should not replace components with power cable connected. Under certain conditions, dangerous voltages may exist even with the power cable removed. To avoid injuries, such personnel should always disconnect power and discharge circuits before touching components.

Use Caution When Exposing or Handling a CRT.

Breakage of a Cathode-Ray Tube (CRT) causes a high-velocity scattering of glass fragments (implosion). To prevent CRT implosion, do not handle the CRT and avoid rough handling or jarring of the equipment. Handling of a CRT should be done only by qualified service personnel using approved safety mask and gloves.

Do Not Substitute Parts or Modify Equipment.

Do not install substitute parts or perform any unauthorized modification of the equipment. Contact your local Motorola representative for service and repair to ensure that all safety features are maintained.

Observe Warnings in Manual.

Warnings, such as the example below, precede potentially dangerous procedures throughout this manual. Instructions contained in the warnings must be followed. You should also employ all other safety precautions which you deem necessary for the operation of the equipment in your operating environment.

Warning

To prevent serious injury or death from dangerous voltages, use extreme caution when handling, testing, and adjusting this equipment and its components.

Flammability

All Motorola PWBs (printed wiring boards) are manufactured with a flammability rating of 94V-0 by UL-recognized manufacturers.

EMI Caution

Caution

This equipment generates, uses and can radiate electromagnetic energy. It may cause or be susceptible to electromagnetic interference (EMI) if not installed and used with adequate EMI protection.

Lithium Battery Caution

This product contains a lithium battery to power the clock and calendar circuitry.

Caution

Danger of explosion if battery is replaced incorrectly. Replace battery only with the same or equivalent type recommended by the equipment manufacturer. Dispose of used batteries according to the manufacturer's instructions.

Attention

Il y a danger d'explosion s'il y a remplacement incorrect de la batterie. Remplacer uniquement avec une batterie du même type ou d'un type équivalent recommandé par le constructeur. Mettre au rebut les batteries usagées conformément aux instructions du fabricant.

Vorsicht

Explosionsgefahr bei unsachgemäßem Austausch der Batterie. Ersatznur durch denselben oder einen vom Hersteller empfohlenen Typ. Entsorgung gebrauchter Batterien nach Angaben des Herstellers.

CE Notice (European Community)

Motorola Computer Group products with the CE marking comply with the EMC Directive (89/336/EEC). Compliance with this directive implies conformity to the following European Norms:

> EN55022 “Limits and Methods of Measurement of Radio Interference Characteristics of Information Technology Equipment”; this product tested to Equipment Class B
>
> EN55024 “Information technology equipment—Immunity characteristics—Limits and methods of measurement”

Board products are tested in a representative system to show compliance with the above mentioned requirements. A proper installation in a CE-marked system will maintain the required EMC performance.

In accordance with European Community directives, a “Declaration of Conformity” has been made and is available on request. Please contact your sales representative.

Notice

While reasonable efforts have been made to assure the accuracy of this document, Motorola, Inc. assumes no liability resulting from any omissions in this document, or from the use of the information obtained therein. Motorola reserves the right to revise this document and to make changes from time to time in the content hereof without obligation of Motorola to notify any person of such revision or changes.

Electronic versions of this material may be read online, downloaded for personal use, or referenced in another document as a URL to the Motorola Computer Group web site. The text itself may not be published commercially in print or electronic form, edited, translated, or otherwise altered without the permission of Motorola, Inc.

It is possible that this publication may contain reference to or information about Motorola products (machines and programs), programming, or services that are not available in your country. Such references or information must not be construed to mean that Motorola intends to announce such Motorola products, programming, or services in your country.

Limited and Restricted Rights Legend

If the documentation contained herein is supplied, directly or indirectly, to the U.S. Government, the following notice shall apply unless otherwise agreed to in writing by Motorola, Inc.

Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (b)(3) of the Rights in Technical Data clause at DFARS 252.227-7013 (Nov. 1995) and of the Rights in Noncommercial Computer Software and Documentation clause at DFARS 252.227-7014 (Jun. 1995).

Motorola, Inc.
Computer Group
2900 South Diablo Way
Tempe, Arizona 85282

Contents

CHAPTER 2 Hawk PCI Host Bridge & Multi-Processor Interrupt Controller

CHAPTER 3 System Memory Controller (SMC)

CHAPTER 4 Universe II (VMEbus to PCI) Chip

CHAPTER 5 Programming Details

APPENDIX A MVME2400 VPD Reference Information

APPENDIX B Related Documentation

List of Figures

List of Tables

About This Manual

The *MVME2400 Series VME Processor Module Programmer's Reference Guide* provides brief board level information, complete memory maps, and detailed ASIC chip information including register bit descriptions for the MVME2400 series VME Processor Modules (also called MVME240*x* in this manual). The information contained in this manual applies to the single board computers built from some of the plug-together components listed in the following table.

Model Number	Description
MVME2401-1	233 MHz MPC750, 32MB ECC SDRAM
MVME2401-3	233 MHz MPC750, 64MB ECC SDRAM
MVME2403-1	233 MHz MPC750, 32MB ECC SDRAM
MVME2403-3	233 MHz MPC750, 32MB ECC SDRAM
MVME2431-1	350 MHz MPC750, 32MB ECC SDRAM
MVME2431-3	350 MHz MPC750, 32MB ECC SDRAM
MVME2432-1	350 MHz MPC750, 64MB ECC SDRAM
MVME2432-3	350 MHz MPC750, 64MB ECC SDRAM
MVME2433-1	350 MHz MPC750, 128MB ECC SDRAM
MVME2433-3	350 MHz MPC750, 128MB ECC SDRAM
MVME2434-1	350 MHz MPC750, 256MB ECC SDRAM
MVME2434-3	350 MHz MPC750, 256MB ECC SDRAM
MVME2400-0321	450 MHz MPC750, 32MB ECC SDRAM
MVME2400-0323	450 MHz MPC750, 32MB ECC SDRAM
MVME2400-0331	450 MHz MPC750, 64MB ECC SDRAM
MVME2400-0333	450 MHz MPC750, 64MB ECC SDRAM
MVME2400-0341	450 MHz MPC750, 128MB ECC SDRAM
MVME2400-0343	450 MHz MPC750, 128MB ECC SDRAM

MVME2400-0351	450 MHz MPC750, 256MB ECC SDRAM
MVME2400-0353	450 MHz MPC750, 256MB ECC SDRAM
MVME2400-0361	450 MHz MPC750, 512MB ECC SDRAM
MVME2400-0363	450 MHz MPC750, 512MB ECC SDRAM

Summary of Changes

This is the third edition of the *Programmer's Reference Guide*. It supersedes the August 2000 edition and incorporates the following updates.

Date	Changes
August 2001	All data referring to the VME CSR Bit Set Register (VCSR_SET) and VME CSR Bit Clear Register (VCSR_CLR) has been deleted. These registers of the Universe II are unavailable for implementation as intended by the MVME materials and the Universe II User Manual. Under *Timers* in Chapter 2, *Hawk PCI Host Bridge & Multi-Processor Interrupt Controller*, a correction was made to the pre-scalar clock source for the Hawk timers. Watchdog Timer 2 is not a functional source of reset if component R25 is not installed, see *Sources of Reset* on page 5-7.
August 2000	If Cascade Mode (M) is cleared, the MPIC is disabled.

Overview of Contents

Chapter 1, *Board Description and Memory Maps*, briefly describes the board level hardware features of the MVME2400 series VME Processor Modules.

Chapter 2, *Hawk PCI Host Bridge & Multi-Processor Interrupt Controller*, describes the architecture and usage of the PowerPC to PCI Local Bus Bridge (PHB) and the Multi-Processor Interrupt Controller (MPIC) portion of the Hawk ASIC.

Chapter 3, *System Memory Controller (SMC)*, provides a functional description and programming model for the SMC portion of the Hawk. Most of the information for using the device in a system, programming it in a system, and testing it is contained here.

Chapter 4, *Universe II (VMEbus to PCI) Chip*, includes general information, a functional description, and status and control register information.

Chapter 5, *Programming Details*, contains details of several programming functions that are not tied to any specific ASIC chip.

Appendix A, *MVME2400 VPD Reference Information*, includes general reference information. The VPD identifies board information that may be useful during board initialization, configuration and verification.

Appendix B, *Related Documentation*, includes all documentation related to the MVME240x.

Comments and Suggestions

Motorola welcomes and appreciates your comments on its documentation. We want to know what you think about our manuals and how we can make them better. Mail comments to:

Motorola Computer Group
Reader Comments DW164
2900 S. Diablo Way
Tempe, Arizona 85282

You can also submit comments to the following e-mail address: reader-comments@mcg.mot.com

In all your correspondence, please list your name, position, and company. Be sure to include the title and part number of the manual and tell how you used it. Then tell us your feelings about its strengths and weaknesses and any recommendations for improvements.

Conventions Used in This Manual

The following typographical conventions are used in this document:

Unless otherwise specified, all address references are in hexadecimal. An asterisk (*) following the signal name for signals which are level significant denotes that the signal is true or valid when the signal is low. An asterisk (*) following the signal name for signals which are edge significant denotes that the actions initiated by that signal occur on high to low transition.

$	dollar	specifies a hexadecimal number
&	ampersand	specifies a decimal number
%	percent	specifies a binary number

bold

is used for user input that you type just as it appears; it is also used for commands, options and arguments to commands, and names of programs, directories and files.

italic

is used for names of variables to which you assign values. Italic is also used for comments in screen displays and examples, and to introduce new terms.

`courier`

is used for system output (for example, screen displays, reports), examples, and system prompts.

<**Enter**>, <**Return**> or <**CR**>

<**CR**> represents the carriage return or Enter key.

CTRL

represents the Control key. Execute control characters by pressing the Ctrl key and the letter simultaneously, for example, **Ctrl-d**.

In this manual, *assertion* and *negation* are used to specify forcing a signal to a particular state. In particular, *assertion* and *assert* refer to a signal that is active or true; *negation* and *negate* indicate a signal that is inactive or false. These terms are used independently of the voltage level (high or low) that they represent.

Data and address sizes are defined as follows:

- A *byte* is eight bits, numbered 0 through 7, with bit 0 being the least significant.
- A *word* is 16 bits, numbered 0 through 15, with bit 0 being the least significant.
- A *longword* is 32 bits, numbered 0 through 31, with bit 0 being the least significant.

The terms *control bit*, *status bit*, *true*, and *false* are used extensively in this document. The term *control bit* is used to describe a bit in a register that can be set and cleared under software control. The term *true* is used to indicate that a bit is in the state that enables the function it controls. The term *false* is used to indicate that the bit is in the state that disables the function it controls. In all tables, the terms *0* and *1* are used to describe the actual value that should be written to the bit, or the value that it yields when read. The term *status bit* is used to describe a bit in a register that reflects a specific condition. The status bit can be read by software to determine operational or exception conditions.

Board Description and Memory Maps

1

Introduction

This manual provides programming information for the MVME240*x* VME Processor Modules. Extensive programming information is provided for the primary Application-Specific Integrated Circuit (ASIC) devices used on the boards: the Hawk and Universe II chips. Reference information is included in Appendix B, *Related Documentation* for the Large Scale Integration (LSI) devices used on the boards and sources for additional information are listed.

This chapter briefly describes the board level hardware features of the MVME2400 series VME Processor Modules. The chapter begins with a board level overview and features list. Memory maps are next and are the major feature of this chapter.

Programmable registers in the MVME2400 series that reside in ASICs are covered in the chapters on those ASICs. Chapter 2, *Hawk PCI Host Bridge & Multi-Processor Interrupt Controller*, and Chapter 3, *System Memory Controller (SMC)*, cover the Hawk ASIC. Chapter 4, *Universe II (VMEbus to PCI) Chip*, covers the Universe II chip and Chapter 5, *Programming Details* covers certain programming features, such as interrupts and exceptions. Appendix B, *Related Documentation*, lists all related documentation.

Overview

The MVME2400 series VME Processor Module family, hereafter sometimes referred to simply as the MVME240*x* or the V2400 series, provides many standard features required by a computer system: Ethernet interface, async serial port, boot Flash, and up to 256MB of ECC DRAM.

Feature Summary

There are many models based on the MVME2400 series architecture. The following table summarizes the major features of the MVME2400 series:

Table 1-1. MVME240x Features

Feature	Description
Microprocessor	233 MHZ MPC750 PowerPC processor (MVME2401 and 2403 models)
	350 MHZ MPC750 PowerPC processor (MVME2431 - 2434 models)
	450 MHZ MPC750 PowerPC processor (MVME2400-03*xx* models)
Form factor	6U VMEbus
SDRAM	Double-Bit-Error detect, Single-Bit-Error correct across 72 bits 32MB, 64MB, 128MB, or 256MB SDRAM
L2 Cache	1MB back side L2 cache using late write or burst-mode SRAMS
Flash memory	Sockets for 1MB
	8MB soldered on-board
Memory Controller	Hawk's SMC (System Memory Controller)
PCI Host Bridge	Hawk's PHB (PCI Host Bridge)
Interrupt Controller	Hawk's MPIC (Multi-Processor Interrupt Controller)
PCI Interface	32/64-bit data, 33 MHz operation
Real-time clock	8KB NVRAM with RTC and battery backup (SGS-Thomson M48T59)
Peripheral Support	One 16C550-compatible async serial port routed to front panel RJ-45 10BaseT/100BaseTx Ethernet interface routed to front panel RJ-45
Switches	Reset (RST) and Abort (ABT)
Status LEDs	Four: Board fail (BFL), CPU, PMC (one for PMC slot 2, one for slot 1)
Timers	One 16-bit timer in W83C553 ISA bridge; four 32-bit timers in MPIC device
	Watchdog timer provided in SGS-Thomson M48T59
VME I/O	VMEbus P2 connector
Serial I/O	One asynchronous debug port via RJ-45 connector on front panel
Ethernet I/O	10BaseT/100BaseTx connections via RJ-45 connector on front panel

Table 1-1. MVME240x Features (Continued)

Feature	Description
PCI interface	Two IEEE P1386.1 PCI Mezzanine Card (PMC) slots for one double-width or two single-width PMCs
	Front panel and/or VMEbus P2 I/O on both PMC slots
	One 114-pin Mictor connector for optional PMCspan expansion module
VMEbus interface	VMEbus system controller functions
	64-bit PCI (Universe II)
	VMEbus-to-local-bus interface (A32/A24/A16, D64 (MBLT) D32/D16/D08 Master and Slave)

System Block Diagram

The MVME2400 is a VMEbus-based single-slot single board computer based on the PowerPC™ MPC750 processor. The MVME2400 features two PCI mezzanine card slots, an Ethernet interface, serial port, up to 9MB of boot Flash, and up to 256MB of ECC protected system RAM. The Hawk ASIC controls all of the functions previously controlled by the Raven/Falcon chipsets, in addition to new functionality. The Hawk provides the interface to the PowerPC 60*x* Bus, the interface to all on-board SDRAMs, error notification for SDRAMs, the interface to ROM/Flash, the I^2C master, the external status/control register support, synchronous PPC60*x*/PCI clock ratio support, the interface to the PCI, and an interrupt controller. PCI devices include: VME, Ethernet, and two PMC slots. Standard I/O functions are provided by the UART device which resides on the ISA bus. The NVRAM/RTC also resides on the ISA bus. The general system block diagram for MVME2400 series is shown below:

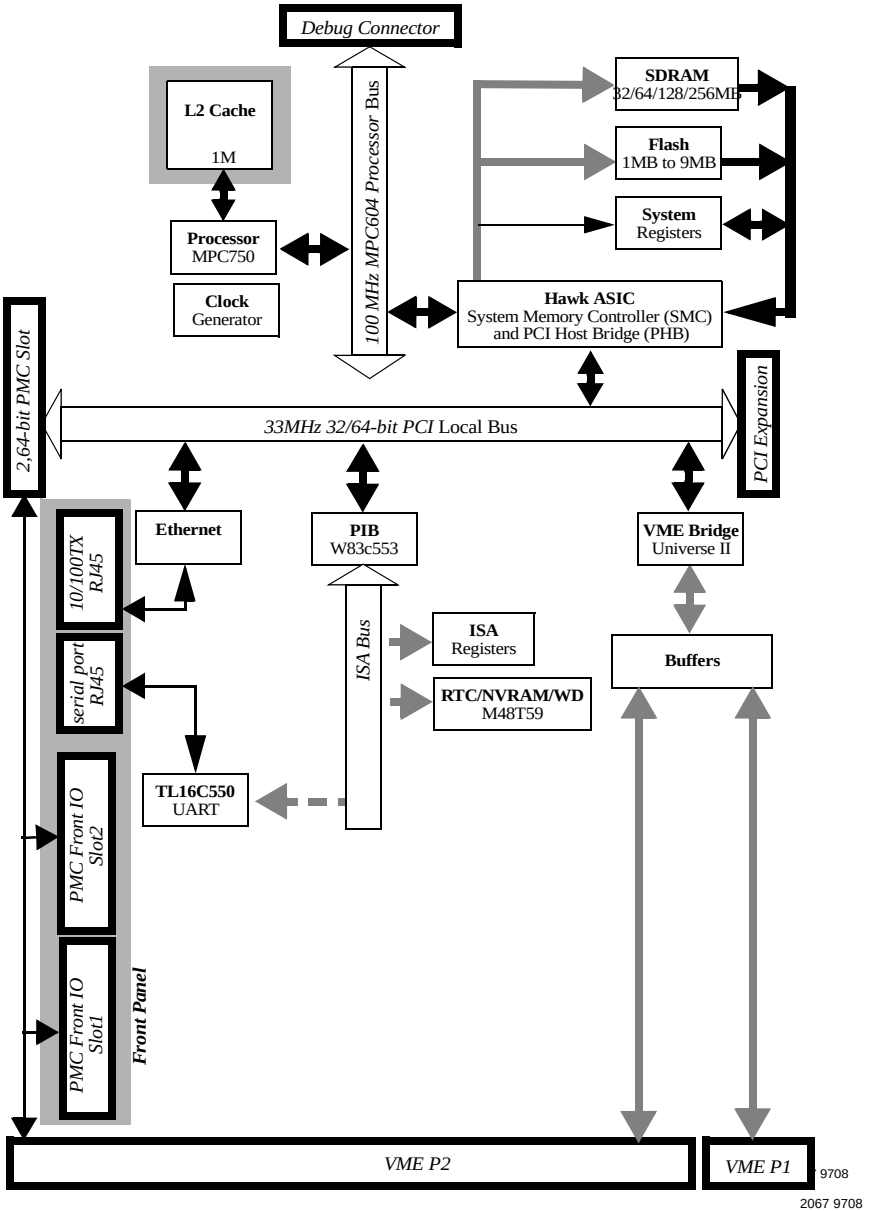


Figure 1-1. MVME2400 Series System Block Diagram

Functional Description

Overview

The MVME2400 series is a family of single-slot VME processor modules. It consists of the MPC750 processor and L2 cache that directly connects to the MPC750, the Hawk ASIC, which is made up of the PCI Bridge (PHB), the Multi-Processor Interrupt Controller (MPIC), and the System Memory Controller (SMC). The MVME2400 series also includes 9MB of Flash memory, 32MB to 256MB of ECC-protected SDRAM, and a rich set of features of I/O peripherals.

The I/O peripheral devices on the PCI bus include: the Universe II VMEbus interface ASIC and two PMC slots. Functions provided from the ISA bus are: one asynchronous serial port, a real-time clock, counters/timers, and a software-readable header.

The MVME2400 series board interfaces to the VMEbus via the P1 and P2 connectors, which use the 5-row 160-pin connectors as specified in the proposed VME64 Extension Standard. It also draws +5V, +12V, and –12V power from the VMEbus backplane through these two connectors. Additional power of 2.0V and 3.3V is regulated onboard from the +5V power.

Front panel connectors on the MVME2400 series board include: an RJ-45 connector for the Ethernet 10BaseT/100BaseTx interface and an RJ-45 connector for the async serial debug port. The front panel also includes RESET and ABORT switches and status LEDs.

The MVME2400 series contains two IEEE1386.1 PCI Mezzanine Card (PMC) slots. These PMC slots are 64-bit capable and support both front and rear I/O. Pins 1 through 64 of PMC slot 1 connector J14 are routed to row C and row A of the 5-row DIN P2 connector. Pins 1 through 46 of PMC slot 2 connector J24 are routed to row D and row Z of P2.

Additional PCI expansion is supported with a 114-pin Mictor connector. This connection allows stacking of one or two PMCspan dual-PMC carrier boards to increase the I/O capability. Each PMCspan board requires an additional VME slot.

Programming Model

Memory Maps

The following sections describe the memory maps for the MVME2400 series.

Processor Memory Maps

The Processor memory map is controlled by the Hawk ASIC. The Hawk ASIC has flexible programming Map Decoder registers to customize the system to fit many different applications.

Default Processor Memory Map

After a reset, the Hawk ASIC provides the default processor memory map as shown in the following table.

Table 1-2. Default Processor Memory Map

Processor Address		Size	Definition	Notes
Start	End			
0000 0000	7FFF FFFF	2G	Not mapped	
8000 0000	8001 FFFF	128K	PCI/ISA I/O Space	1
8002 0000	FEF7 FFFF	2G - 16M - 640K	Not mapped	
FEF8 0000	FEF8 FFFF	64K	SMC Registers	
FEF9 0000	FEFE FFFF	384K	Not mapped	
FEFF 0000	FEFF FFFF	64K	PHB Registers	
FF00 0000	FFEF FFFF	15M	Not mapped	
FFF0 0000	FFFF FFFF	1M	ROM/Flash Bank A or Bank B	2

Notes

1. This default map for PCI/ISA I/O space allows software to determine if the system is MPC105-based or Hawk-based by examining either the PHB Device ID or the CPU Type Register.

2. The first 1MB of ROM/Flash Bank A appears at this range after a reset if the **rom_b_rv** control bit is cleared. If the **rom_b_rv** control bit is set, then this address range maps to ROM/Flash Bank B.

Processor CHRP Memory Map

The following table shows a recommended CHRP memory map from the point of view of the processor.

Table 1-3. CHRP Memory Map Example

Processor Address		Size	Definition	Notes
Start	End			
0000 0000	top_dram	dram_size	System Memory (onboard SDRAM)	1, 2
4000 0000	FCFF FFFF	3G - 48M	PCI Memory Space: 4000 0000 to FCFF FFFF	3,4,8
FD00 0000	FDFF FFFF	16M	Zero-Based PCI/ISA Memory Space (mapped to 00000000 to 00FFFFFF)	3,8
FE00 0000	FE7F FFFF	8M	Zero-Based PCI/ISA I/O Space (mapped to 00000000 to 007FFFFF)	3,5,8
FE80 0000	FEF7 FFFF	7.5M	Reserved	
FEF8 0000	FEF8 FFFF	64K	SMC Registers	
FEF9 0000	FEFE FFFF	384K	Reserved	
FEFF 0000	FEFF FFFF	64K	PHB Registers	9
FF00 0000	FF7F FFFF	8M	ROM/Flash Bank A	1,6
FF80 0000	FF8F FFFF	1M	ROM/Flash Bank B	1,6
FF90 0000	FFEF FFFF	6M	Reserved	
FFF0 0000	FFFF FFFF	1M	ROM/Flash Bank A or Bank B	7

Notes

1. Programmable via the Hawk ASIC. For the MVME2400 series, RAM size is limited to 256MB and ROM/Flash to 9MB.

2. To enable the “Processor-hole” area, program the SMC to ignore 0x000A0000 - 0x000BFFFF address range and program the PHB to map this address range to PCI memory space.
3. Programmable via PHB.
4. CHRP requires the starting address for the PCI memory space to be 256MB-aligned.
5. Programmable via PHB for either contiguous or spread-I/O mode.
6. The actual size of each ROM/Flash bank may vary.
7. The first 1MB of ROM/Flash Bank A appears at this range after a reset if the ***rom_b_rv*** control bit is cleared. If the ***rom_b_rv*** control bit is set, then this address range maps to ROM/Flash Bank B.
8. This range can be mapped to the VMEbus by programming the Universe II ASIC accordingly. The map shown is the recommended setting which uses the Special PCI Slave Image and two of the four programmable PCI Slave Images.
9. The only method to generate a PCI Interrupt Acknowledge cycle (8259 IACK) is to perform a read access to the PHB’s PIACK register at 0xFEFF0030.

The following table shows the programmed values for the associated PHB registers for the processor CHRP memory map.

Table 1-4. PHB Register Values for CHRP Memory Map

Address	Register Name	Register Value
FEFF 0040	MSADD0	4000 FCFF
FEFF 0044	MSOFF0 & MSATT0	0000 00C2
FEFF 0048	MSADD1	FD00 FDFF
FEFF 004C	MSOFF1 & MSATT1	0300 00C2
FEFF 0050	MSADD2	0000 0000
FEFF 0054	MSOFF2 & MSATT2	0000 0002
FEFF 0058	MSADD3	FE00 FE7F
FEFF 005C	MSOFF3 & MSATT3	0200 00C0

Processor PREP Memory Map

The Hawk ASIC can be programmed for PREP-compatible memory map. The following table shows the PREP memory map of the MVME2400 series from the point of view of the processor.

Table 1-5. PREP Memory Map Example

Processor Address		Size	Definition	Notes
Start	End			
0000 0000	top_dram	dram_size	System Memory (onboard DRAM)	1
8000 0000	BFFF FFFF	1G	Zero-Based PCI I/O Space: 0000 0000 - 3FFF FFFF	2
C000 0000	FCFF FFFF	1G - 48M	Zero-Based PCI/ISA Memory Space: 0000 0000 - 3CFFFFFF	2, 5
FD00 0000	FEF7 FFFF	40.5M	Reserved	
FEF8 0000	FEF8 FFFF	64K	SMC Registers	
FEF9 0000	FEFE FFFF	384K	Reserved	
FEFF 0000	FEFF FFFF	64K	PHB Registers	6
FF00 0000	FF7F FFFF	8M	ROM/Flash Bank A	1, 3
FF80 0000	FF8F FFFF	1M	ROM/Flash Bank B	1, 3
FF90 0000	FFEF FFFF	6M	Reserved	
FFF0 0000	FFFF FFFF	1M	ROM/Flash Bank A or Bank B	4

Notes

1. Programmable via the SMC. For the MVME2400 series, RAM size is limited to 256MB and ROM/Flash to 9MB.
2. Programmable via the Hawk's PHB.
3. The actual size of each ROM/Flash bank may vary.
4. The first 1MB of ROM/Flash Bank A appears at this range after a reset if the **rom_b_rv** control bit is cleared. If the **rom_b_rv** control bit is set, then this address range maps to ROM/Flash Bank B.

5. This range can be mapped to the VMEbus by programming the Universe II ASIC accordingly.
6. The only method to generate a PCI Interrupt Acknowledge cycle (8259 IACK) is to perform a read access to the PHB's PIACK register at 0xFEFF0030.

The following table shows the programmed values for the associated PHB registers for the processor PREP memory map.

Table 1-6. PHB Register Values for PREP Memory Map

Address	Register Name	Register Value
FEFF 0040	MSADD0	C000 FCFF
FEFF 0044	MSOFF0 & MSATT0	4000 00C2
FEFF 0048	MSADD1	0000 0000
FEFF 004C	MSOFF1 & MSATT1	0000 0002
FEFF 0050	MSADD2	0000 0000
FEFF 0054	MSOFF2 & MSATT2	0000 0002
FEFF 0058	MSADD3	8000 BFFF
FEFF 005C	MSOFF3 & MSATT3	8000 00C0

PCI Configuration Access

PCI Configuration accesses are accomplished via the CONFIG_ADD and CONFIG_DAT registers. These two registers are implemented by the PHB portion of the Hawk ASIC. In the CHRP memory map example, the CONFIG_ADD and CONFIG_DAT registers are located at 0xFE000CF8 and 0xFE000CFC, respectively. With the PREP memory map, the CONFIG_ADD register and the CONFIG_DAT register are located at 0x80000CF8 and 0x80000CFC, respectively.

PCI Memory Maps

The PCI memory map is controlled by the PHB portion of the Hawk ASIC and the Universe II ASIC. The PHB and the Universe II ASIC have flexible programming Map Decoder registers to customize the system to fit many different applications.

Default PCI Memory Map

After a reset, the PHB and the Universe II ASIC turn all the PCI slave map decoders off. Software must program the appropriate map decoders for a specific environment.

PCI CHRP Memory Map

The following table shows a PCI memory map of the MVME2400 series that is CHRP-compatible from the point of view of the PCI local bus.

Table 1-7. PCI CHRP Memory Map

PCI Address		Size	Definition	Notes
Start	End			
0000 0000	top_dram	dram_size	Onboard ECC DRAM	1
4000 0000	EFFF FFFF	3G - 256M	VMEbus A32/D32 (Super/Program)	3
F000 0000	F7FF FFFF	128M	VMEbus A32/D16 (Super/Program)	3
F800 0000	F8FE FFFF	16M - 64K	VMEbus A24/D16 (Super/Program)	4
F8FF 0000	F8FF FFFF	64K	VMEbus A16/D16 (Super/Program)	4
F900 0000	F9FE FFFF	16M - 64K	VMEbus A24/D32 (Super/Data)	4
F9FF 0000	F9FF FFFF	64K	VMEbus A16/D32 (Super/Data)	4
FA00 0000	FAFE FFFF	16M - 64K	VMEbus A24/D16 (User/Program)	4
FAFF 0000	FAFF FFFF	64K	VMEbus A16/D16 (User/Program)	4
FB00 0000	FBFE FFFF	16M - 64K	VMEbus A24/D32 (User/Data)	4
FBFF 0000	FBFF FFFF	64K	VMEbus A16/D32 (User/Data)	4
FC00 0000	FC03 FFFF	256K	MPIC	1
FC04 0000	FCFF FFFF	16M - 256K	PCI Memory Space	
FD00 0000	FDFF FFFF	16M	PCI Memory Space or System Memory Alias Space (mapped to 00000000 to 00FFFFFF)	1
FE00 0000	FFFF FFFF	48M	Reserved	

Notes

1. Programmable via the PHB's PCI Configuration registers. For the MVME2400 series, RAM size is limited to 256MB.
2. To enable the CHRP "io-hole", program the PHB to ignore the 0x000A0000 - 0x000FFFFF address range.
3. Programmable mapping via the four PCI Slave Images in the Universe II ASIC.
4. Programmable mapping via the Special Slave Image (SLSI) in the Universe II ASIC.

The following table shows the programmed values for the associated PHB PCI registers for the PCI CHRP memory map.

Table 1-8. PHB PCI Register Values for CHRP Memory Map

Configuration Address Offset	Configuration Register Name	Register Value (Aliasing OFF)	Register Value (Aliasing ON)
$14	MPIC MBASE	FC00 0000	FC00 0000
$80	PSADD0	0000 3FFF	0100 3FFF
$84	PSOFF0 & PSATT0	0000 00FX	0000 00FX
$88	PSADD1	0000 0000	FD00 FDFF
$8C	PSOFF1 & PSATT1	0000 0000	0000 00FX
$90	PSADD2	0000 0000	0000 0000
$94	PSOFF2 & PSATT2	0000 0000	0000 0000
$98	PSADD3	0000 0000	0000 0000
$9C	PSOFF3 & PSATT3	0000 0000	0000 0000

The next table shows the programmed values for the associated Universe II PCI registers for the PCI CHRP memory map.

Table 1-9. Universe II PCI Register Values for CHRP Memory Map

Configuration Address Offset	Configuration Register Name	Register Value
$100	LSI0_CTL	C082 5100
$104	LSI0_BS	4000 0000
$108	LSI0_BD	F000 0000
$10C	LSI0_TO	XXXX 0000
$114	LSI1_CTL	C042 5100
$118	LSI1_BS	F000 0000
$11C	LSI1_BD	F800 0000
$120	LSI1_TO	XXXX 0000
$128	LSI2_CTL	0000 0000
$12C	LSI2_BS	XXXX XXXX
$130	LSI2_BD	XXXX XXXX
$134	LSI2_TO	XXXX XXXX
$13C	LSI3_CTL	0000 0000
$140	LSI3_BS	XXXX XXXX
$144	LSI3_BD	XXXX XXXX
$148	LSI3_TO	XXXX XXXX
$188	SLSI	C0A053F8

PCI PREP Memory Map

The following table shows a PCI memory map of the MVME2400 series that is PREP-compatible from the point of view of the PCI local bus.

Table 1-10. PCI PREP Memory Map

PCI Address		Size	Definition	Notes
Start	End			
0000 0000	00FF FFFF	16M	PCI/ISA Memory Space	
0100 0000	2FFF FFFF	752M	VMEbus A32/D32 (Super/Program)	3
3000 0000	37FF FFFF	128M	VMEbus A32/D16 (Super/Program)	3
3800 0000	38FE FFFF	16M - 64K	VMEbus A24/D16 (Super/Program)	4
38FF 0000	38FF FFFF	64K	VMEbus A16/D16 (Super/Program)	4
3900 0000	39FE FFFF	16M - 64K	VMEbus A24/D32 (Super/Data)	4
39FF 0000	39FF FFFF	64K	VMEbus A16/D32 (Super/Data)	4
3A00 0000	3AFE FFFF	16M - 64K	VMEbus A24/D16 (User/Program)	4
3AFF 0000	3AFF FFFF	64K	VMEbus A16/D26 (User/Program)	4
3B00 0000	3BFE FFFF	16M - 64K	VMEbus A24/D32 (User/Data)	4
3BFF 0000	3BFF FFFF	64K	VMEbus A16/D32 (User/Data)	4
3C00 0000	7FFF FFFF	1G + 64M	PCI Memory Space	
8000 0000	FBFF FFFF	2G - 64M	Onboard ECC DRAM	1
FC00 0000	FC03 FFFF	256K	MPIC	1
FC04 0000	FFFF FFFF	64M - 256K	PCI Memory Space	

Notes

1. Programmable via the PHB's PCI Configuration registers. For the MVME2400 series, RAM size is limited to 256MB.
2. To enabled the CHRP "io-hole", program the PHB to ignore the 0x000A0000 - 0x000FFFFF address range.
3. Programmable mapping via the four PCI Slave Images in the Universe II ASIC.

4. Programmable mapping via the Special Slave Image (SLSI) in the Universe II ASIC.

The following table shows the programmed values for the associated PHB PCI registers for the PREP-compatible memory map.

Table 1-11. PHB PCI Register Values for PREP Memory Map

Configuration Address Offset	Configuration Register Name	Register Value
$14	MPIC MBASE	FC00 0000
$80	PSADD0	8000 FBFF
$84	PSOFF0 & PSATT0	8000 00FX
$88	PSADD1	0000 0000
$8C	PSOFF1 & PSATT1	0000 0000
$90	PSADD2	0000 0000
$94	PSOFF2 & PSATT2	0000 0000
$98	PSADD3	0000 0000
$9C	PSOFF3 & PSATT3	0000 0000

The next table shows the programmed values for the associated Universe II PCI registers for the PCI PREP memory map.

Table 1-12. Universe II PCI Register Values for PREP Memory Map

Configuration Address Offset	Configuration Register Name	Register Value
$100	LSI0_CTL	C082 5100
$104	LSI0_BS	0100 0000
$108	LSI0_BD	3000 0000
$10C	LSI0_TO	XXXX 0000
$114	LSI1_CTL	C042 5100
$118	LSI1_BS	3000 0000
$11C	LSI1_BD	3800 0000
$120	LSI1_TO	XXXX 0000
$128	LSI2_CTL	0000 0000

Table 1-12. Universe II PCI Register Values for PREP Memory Map

Configuration Address Offset	Configuration Register Name	Register Value
$12C	LSI2_BS	XXXX XXXX
$130	LSI2_BD	XXXX XXXX
$134	LSI2_TO	XXXX XXXX
$13C	LSI3_CTL	0000 0000
$140	LSI3_BS	XXXX XXXX
$144	LSI3_BD	XXXX XXXX
$148	LSI3_TO	XXXX XXXX
$188	SLSI	C0A05338

VMEbus Mapping

Note For the MVME2400 series, RAM size is limited to 256MB.

VMEbus Master Map

The processor can access any address range in the VMEbus with the help from the address translation capabilities of the Universe II ASIC. The recommended mapping is shown in the *Processor Memory Maps* section. The following figure illustrates how the VMEbus master mapping is accomplished.

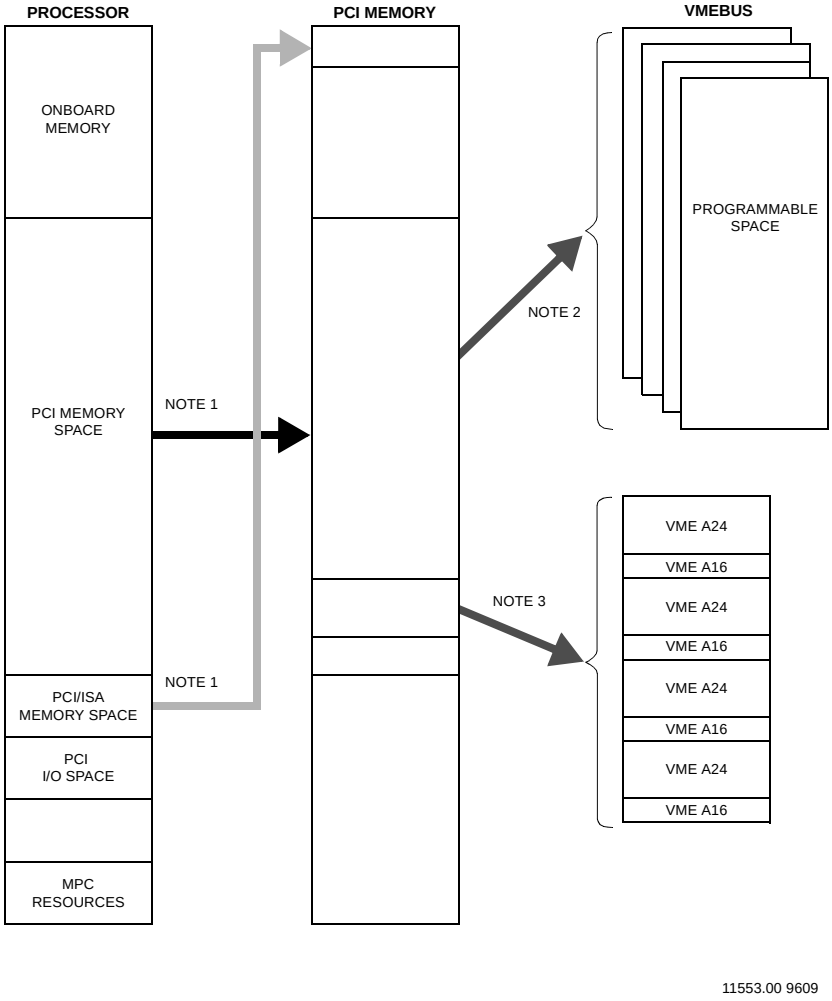


Figure 1-2. VMEbus Master Mapping

Notes

1. Programmable mapping done by the Hawk ASIC.
2. Programmable mapping via the four PCI Slave Images in the Universe II ASIC.
3. Programmable mapping via the Special Slave Image (SLSI) in the Universe II ASIC.

VMEbus Slave Map

The eight programmable VME Slave Images in the Universe II ASIC allow other VMEbus masters to get to any devices on the MVME2400 series. The combination of the four Universe II VME Slave Images and the four PHB PCI Slave Decoders offers a lot of flexibility for mapping the system resources as seen from the VMEbus. In most applications, the VMEbus only needs to see the system memory and, perhaps, the software interrupt registers (SIR1 and SIR2 registers). An example of the VMEbus slave map is shown below:

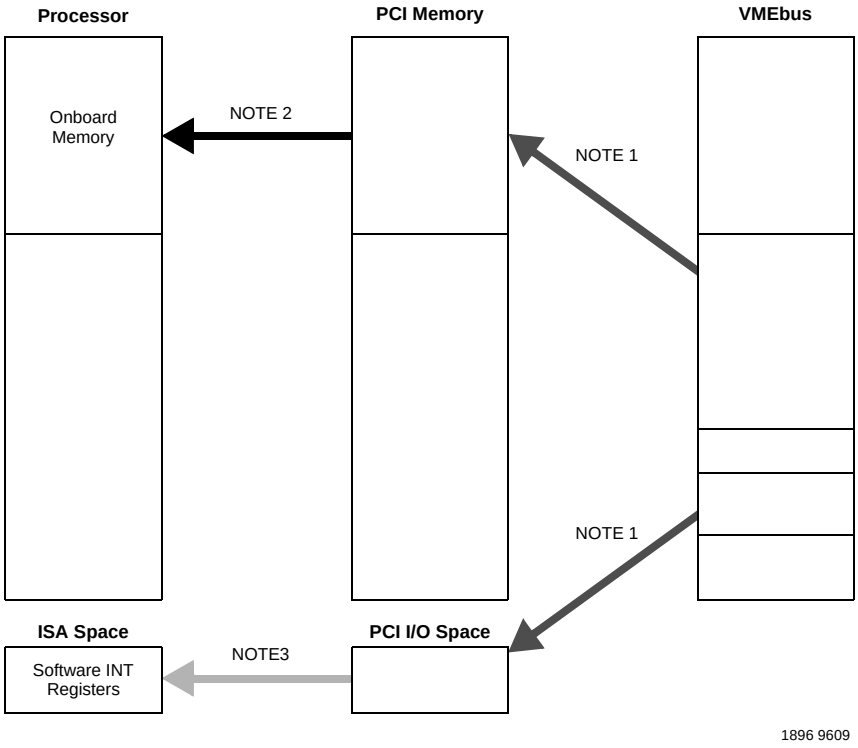


Figure 1-3. VMEbus Slave Mapping

Notes

1. Programmable mapping via the four VME Slave Images in the Universe II ASIC.
2. Programmable mapping via PCI Slave Images in the Hawk ASIC.
3. Fixed mapping via the PIB device.

The following table shows the programmed values for the associated Universe II registers for the VMEbus slave function.

Table 1-13. Universe II PCI Register Values for VMEbus Slave Map Example

Configuration Address Offset	Configuration Register Name	Register Value (CHRP)	Register Value (PREP)
$F00	VSI0_CTL	C0F2 0001	C0F2 0001
$F04	VSI0_BS	4000 0000	4000 0000
$F08	VSI0_BD	4000 1000	4000 1000
$F0C	VSI0_TO	C000 1000	C000 1000
$F14	VSI1_CTL	E0F2 00C0	E0F2 00C0
$F18	VSI1_BS	1000 0000	1000 0000
$F1C	VSI1_BD	2000 0000	2000 0000
$F20	VSI1_TO	F000 0000	7000 0000
$F28	VSI2_CTL	0000 0000	0000 0000
$F2C	VSI2_BS	XXXX XXXX	XXXX XXXX
$F30	VSI2_BD	XXXX XXXX	XXXX XXXX
$F34	VSI2_TO	XXXX XXXX	XXXX XXXX
$F3C	VSI3_CTL	0000 0000	0000 0000
$F40	VSI3_BS	XXXX XXXX	XXXX XXXX
$F44	VSI3_BD	XXXX XXXX	XXXX XXXX
$F48	VSI3_TO	XXXX XXXX	XXXX XXXX

The above register values yield the following VMEbus slave map:

Table 1-14. VMEbus Slave Map Example

VMEbus Address		Size	CHRP Map	PREP Map
Range	Mode			
4000 0000 - 4000 0FFF	A32 U/S/P/D D08/16/32	4K	PCI/ISA I/O Space: 0000 1000 - 0000 1FFF	PCI/ISA I/O Space: 0000 1000 - 0000 1FFF
1000 0000 - 1FFF FFFF	A32 U/S/P/D D08/16/32/64 RMW	256M	PCI/ISA Memory Space (On-board DRAM) 0000 0000 - 0FFF FFFF	PCI/ISA Memory Space (On-board DRAM) 8000 0000 - 8FFF FFFF

System Configuration Information

The MVME2400 uses a 512 byte serial EEPROM to store Vital Product Data (VPD). The VPD is a variable format data structure that contains static board configuration feature information based on your particular board build options. This is a new approach to housing specific baseboard, mezzanine and I/O transition module local hardware configuration information, and will be used as a standard information storage mechanism for future MCG products.

The serial EEPROM can be viewed as two separate and distinct 256 byte SROMs. The first 256 byte portion of such a device contains the product's Vital Product Data (VPD). The second 256 byte portion contains the local memory configuration Serial Presence Detect (SPD) data. The MVME2400 VPD SROM is located at I2C address 0xA0 and the MVME2400 SPD SROM is located at I2C address 0xA8.

Vital product data contains static board build information that is typically used for board initialization, configuration, and verification. Each board has its own unique VPD SROM containing local hardware configuration information.

The VPD consists of a header section, followed by contiguous formatted data packets. The header section consists of eye-catcher and size fields, and the data packets consist of identifier, data length, and data content fields.

The header section begins with an eye-catcher field that can be used to verify the existence of an initialized VPD SROM (an optional EEPROM CRC packet may also be used to verify the integrity of the VPD content). The “size” field contains the total number of bytes assigned to the VPD portion of the SROM.

Each packet begins with a unique identifier field that defines the content and data structure of the packet’s data section. The data length field contains the size of the data section in bytes. This is also added to the data section base address to locate the starting address of the following VPD packet. Different data section lengths are sometimes used to denote different revision levels or array sizes for packets of a particular identifier. Packets must be contiguous but may be placed in any order. The termination packet identifier marks the end of the VPD and must immediately follow the last valid packet. Common VPD packets include assigned ethernet address, board serial number, processor internal/external clock frequency, processor identifier, connector population, and other packets.

Customers may add additional data packets which are assigned to the user range of packet identifiers and adhere to this specification. Although the addition of user packets is discouraged, one potential user packet application is the specification of customer installed hardware modules.

Additional information on VPD Data Definitions, Product Configuration Options, Flash Memory Configuration Data, L2 Cache Configuration Data, and an Example of VPD SROM data can be found in Appendix A, *MVME2400 VPD Reference Information*.

ISA Local Resource Bus

W83C553 PIB Registers

The PIB contains ISA Bridge I/O registers for various functions. These registers are actually accessible from the PCI bus. Refer to the W83C553 Data Sheet for details.

UART

A 16550-compatible UART provides the MVME2400 series with an asynchronous serial port. Refer to the TL16C550 Data Sheet for additional details and programming information.

The following table shows the mapping of the 16550 registers within the MVME2400 series's ISA I/O space beginning at address 0x2f8:

Table 1-15. 16550 Access Registers

ISA I/O Address	Function
0000 02f8	Receiver Buffer (Read); Transmitter Holding (Write)
0000 -03f9	Interrupt Enable
0000 03fa	Interrupt Identification (Read); FIFO Control (Write)
0000 03fb	Line Control
0000 03fc	MODEM Control
0000 03fd	Line Status
0000 03fe	MODEM Status
0000 03ff	Scratch

General-Purpose Software-Readable Header (SRH) Switch (S3)

Switch S3 is an eight pole single-throw switch with software readable switch settings. These settings can be read as a register at ISA I/O address $801 (hexadecimal). Each switch pole can be set to either logic 0 or logic 1. A logic 0 means the switch is in the **ON** position for that particular bit. A logic 1 means the switch is in the **OFF** position for that particular bit. SRH Register Bit 0 is associated with Pin 1 and Pin 16 of the SRH and SRH Register Bit 7 is associated with Pin 8 and Pin 9 of the SRH. The SRH is a read-only register.

If Motorola's PowerPC firmware, PPCBug, is being used, it reserves all bits, SRH0 to SRH7. If it is not being used, the switch can be used for other applications.

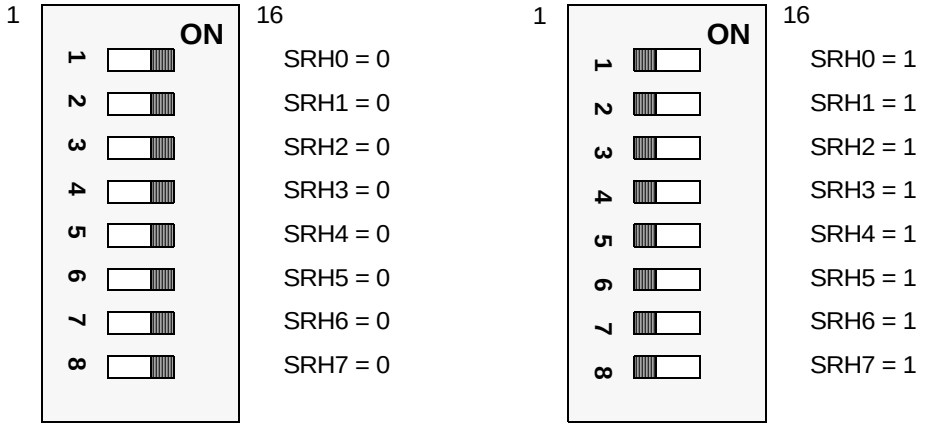


Figure 1-4. General-Purpose Software-Readable Header

NVRAM/RTC & Watchdog Timer Registers

The M48T59/559 provides the MVME2400 series with 8K of non-volatile SRAM, a time-of-day clock, and a watchdog timer. Accesses to the M48T59/559 are accomplished via three registers: The NVRAM/RTC Address Strobe 0 Register, the NVRAM/RTC Address Strobe 1 Register, and the NVRAM/RTC Data Port Register. The NVRAM/RTC Address Strobe 0 Register latches the lower eight bits of the address and the NVRAM/RTC Address Strobe 1 Register latches the upper five bits of the address.

Table 1-16. MK48T59/559 Access Registers

PCI I/O Address	Function
0000 0074	NVRAM/RTC Address Strobe 0 (A7 - A0)
0000 0075	NVRAM/RTC Address Strobe 1 (A15 - A8)
0000 0077	NVRAM/RTC Data Register

The NVRAM and RTC is accessed through the above three registers. When accessing a NVRAM/RTC location, follow the following procedure:

1. Write the low address (A7-A0) of the NVRAM to the NVRAM/RTC STB0 register,
2. Write the high address (A15-A8) of the NVRAM to the NVRAM/RTC STB1 register, and
3. Then read or write the NVRAM/RTC Data Port.

Refer to the M48T59 Data Sheet for additional details and programming information.

VME Registers

The following registers provide the following functions for the VMEbus interface: a software interrupt capability, a location monitor function, and a geographical address status. For these registers to be accessible from the VMEbus, the Universe II ASIC must be programmed to map the VMEbus Slave Image 0 into the appropriate PCI I/O address range. Refer to the *VMEbus Slave Map* section for additional details. The following table shows the registers provided for various VME functions:

Table 1-17. VME Registers

PCI I/O Address	Function
0000 1000	LM/SIG Control Register
0000 1001	LM/SIG Status Register
0000 1002	VMEbus Location Monitor Upper Base Address
0000 1003	VMEbus Location Monitor Lower Base Address
0000 1004	VMEbus Semaphore Register 1
0000 1005	VMEbus Semaphore Register 2
0000 1006	VMEbus Geographical Address Status

These registers are described in the following sub-sections.

LM/SIG Control Register

The LM/SIG Control Register is an 8-bit register located at ISA I/O address x1000. This register provides a method to generate software interrupts. The Universe II ASIC is programmed so that this register can be accessed from the VMEbus to generate software interrupts to the processor(s).

REG	LM/SIG Control Register - Offset $1000							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	SET SIG1	SET SIG0	SET LM1	SET LM0	CLR SIG1	CLR SIG0	CLR LM1	CLR LM0
OPER	WRITE-ONLY							
RESET	0	0	0	0	0	0	0	0

SET_SIG1 Writing a 1 to this bit will set the SIG1 status bit.

SET_SIG0 Writing a 1 to this bit will set the SIG0 status bit.

SET_LM1 Writing a 1 to this bit will set the LM1 status bit.

SET_LM0 Writing a 1 to this bit will set the LM0 status bit.

CLR_SIG1 Writing a 1 to this bit will clear the SIG1 status bit.

CLR_SIG0 Writing a 1 to this bit will clear the SIG0 status bit.

CLR_LM1 Writing a 1 to this bit will clear the LM1 status bit.

CLR_LM0 Writing a 1 to this bit will clear the LM0 status bit.

LM/SIG Status Register

The LM/SIG Status Register is an 8-bit register located at ISA I/O address x1001. This register, in conjunction with the LM/SIG Control Register, provides a method to generate interrupts. The Universe II ASIC is

programmed so that this register can be accessed from the VMEbus to provide a capability to generate software interrupts to the onboard processor(s) from the VMEbus.

REG	LM/SIG Status Register - Offset $1001							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	EN SIG1	EN SIG0	EN LM1	EN LM0	SIG1	SIG0	LM1	LM0
OPER	R/W				READ-ONLY			
RESET	0	0	0	0	0	0	0	0

EN_SIG1 When the EN_SIG1 bit is set, a LM/SIG Interrupt 1 is generated if the SIG1 bit is asserted.

EN_SIG0 When the EN_SIG0 bit is set, a LM/SIG Interrupt 0 is generated if the SIG0 bit is asserted.

EN_LM1 When the EN_LM1 bit is set, a LM/SIG Interrupt 1 is generated and the LM1 bit is asserted.

EN_LM0 When the EN_LM0 bit is set, a LM/SIG Interrupt 0 is generated and the LM0 bit is asserted.

SIG1 SIG1 status bit. This bit can only be set by the SET_LM1 control bit. It can only be cleared by a reset or by writing a 1 to the CLR_LM1 control bit.

SIG0 SIG0 status bit. This bit can only be set by the SET_LM0 control bit. It can only be cleared by a reset or by writing a 1 to the CLR_LM0 control bit.

LM1 LM1 status bit. This bit can be set by either the location monitor function or the SET_LM1 control bit. LM1 correspond to offset 3 from the location monitor base address. This bit can only be cleared by a reset or by writing a 1 to the CLR_LM1 control bit.

LM0 LM0 status bit. This bit can be set by either the location monitor function or the SET_LM0 control bit. LM0 correspond to offset 1 from the location monitor base address. This bit can only be cleared by a reset or by writing a 1 to the CLR_LM0 control bit.

Location Monitor Upper Base Address Register

The Location Monitor Upper Base Address Register is an 8-bit register located at ISA I/O address x1002. The Universe II ASIC is programmed so that this register can be accessed from the VMEbus to provide VMEbus location monitor function.

REG	Location Monitor Upper Base Address Register - Offset $1002							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	VA15	VA14	VA13	VA12	VA11	VA10	VA9	VA8
OPER	R/W							
RESET	0	0	0	0	0	0	0	0

VA[15:8]Upper Base Address for the location monitor function.

Location Monitor Lower Base Address Register

The Location Monitor Lower Base Address Register is an 8-bit register located at ISA I/O address x1003. The Universe II ASIC is programmed so that this register can be accessed from the VMEbus to provide VMEbus location monitor function.

REG	Location Monitor Lower Base Address Register - Offset $1003							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	VA7	VA6	VA5	VA4	LMEN			
OPER	R/W					R	R	R
RESET	0	0	0	0	0	0	0	0

VA[7:4] Lower Base Address for the location monitor function.

LMEN This bit must be set to enable the location monitor function.

Semaphore Register 1

The Semaphore Register 1 is an 8-bit register located at ISA I/O address x1004. The Universe II ASIC is programmed so that this register can be accessible from the VMEbus. This register can only be updated if bit 7 is

low or if the new value has the most significant bit cleared. When bit 7 is high, this register will not latch in the new value if the new value has the most significant bit set.

REG	Semaphore Register 1 - Offset $1004							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	SEM1							
OPER	R/W							
RESET	0	0	0	0	0	0	0	0

Semaphore Register 2

The Semaphore Register 2 is an 8-bit register located at ISA I/O address x1005. The Universe II ASIC is programmed so that this register can be accessible from the VMEbus. This register can only be updated if bit 7 is low or if the new value has the most significant bit cleared. When bit 7 is high, this register will not latch in the new value if the new value has the most significant bit set.

REG	Semaphore Register 2 - Offset $1005							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD	SEM2							
OPER	R/W							
RESET	0	0	0	0	0	0	0	0

VME Geographical Address Register (VGAR)

The VME Geographical Address Register is an 8-bit read-only register located at ISA I/O address x1006. This register reflects the states of the geographical address pins at the 5-row, 160-pin P1 connector.

REG	VME Geographical Address Register - Offset $1006							
BIT	SD7	SD6	SD5	SD4	SD3	SD2	SD1	SD0
FIELD			GAP#	GA4#	GA3#	GA2#	GA1#	GA0#
OPER	READ ONLY							
RESET	X	X	X	X	X	X	X	X

Emulated Z8536 CIO Registers and Port Pins

Although the MVME2400 series does not use a Z8536, there are several functions within this part that are emulated within an ISA Register PLD. These functions are accessed by reading/writing the Port A, B, C Data Registers and Control Register. Note that the Pseudo IACK function is not implemented in the MVME2400 series.

The MVME2400 implements the Z8536 CIO functions according to the following table.

Table 1-18. Emulated Z8536 Access Registers

PCI I/O Address	Function
0000 0844	Port C's Data Register
0000 0845	Port B's Data Register
0000 0846	Port A's Data Register
0000 0847	Control Register

Z8536 CIO Port Pins

The following table shows the signal function and port mapping for the Z8536 CIO emulation. The direction of these ports are fixed in hardware.

Table 1-19. Z8536 CIO Port Pins Assignment

Port Pin	Signal Name	Direction	Descriptions
PA0		I/O	Not used
PA1		I/O	Not used
PA2		I/O	Not used
PA3		I/O	Not used
PA4		I/O	Not used
PA5		I/O	Not used
PA6	BRDFAIL	Output	Board Fail: When set will cause BFL LED to be lit.
PA7		I/O	Not used
PB0		I/O	Not used

Table 1-19. Z8536 CIO Port Pins Assignment (Continued)

Port Pin	Signal Name	Direction	Descriptions
PB1		I/O	Not used
PB2		I/O	Not used
PB3		I/O	Not used
PB4		I/O	Not used
PB5		I/O	Not used
PB6		I/O	Not used
PB7	ABORT_	Input	Status of ABORT# signal
PC0		I/O	Not used
PC1		I/O	Not used
PC2	BASETYP0	Input	Genesis Base Module Type: 00b = Genesis II (see Base Module Status Register) 01b = MVME1600-011 10b = Reserved 11b = MVME1600-001
PC3	BASETYP1	Input	

ISA DMA Channels

The MVME2400 series does not implement any ISA DMA channels.

Hawk PCI Host Bridge & Multi-Processor Interrupt Controller

2

Introduction

Overview

This chapter describes the architecture and usage of the PowerPC to PCI Local Bus Bridge (PHB) and the Multi-Processor Interrupt Controller (MPIC) portion of the Hawk ASIC. The Hawk is intended to provide PowerPC 60*x* (PPC60*x)* compliant devices access to devices residing on the PCI Local Bus. In the remainder of this chapter, the PPC60*x* bus will be referred to as the PPC bus and the PCI Local Bus as PCI. PCI is a high performance 32-bit or 64-bit, burst mode, synchronous bus capable of transfer rates of 132MB/sec in 32-bit mode or 264MB/sec in 64-bit mode using a 33 MHz clock.

Features

- PPC Bus Interface
  - Direct interface to MPC750 processor.
  - 64-bit data bus, 32-bit address bus.
  - Four independent software programmable slave map decoders.
  - Multi-level write post FIFO for writes to PCI.
  - Support for PPC bus clock speeds up to 100 MHz.
  - Selectable big or little endian operation.
  - 3.3 V signal levels
- PCI Interface
  - Fully PCI Rev. 2.1 compliant.
  - 32-bit addressing, 32 or 64-bit data bus.
  - Support for accesses to all three PCI address spaces.
  - Multiple-level write posting buffers for writes to the PPC bus.

  - Read-ahead buffer for reads from the PPC bus.
  - Four independent software programmable slave map decoders.

- Interrupt Controller
  - MPIC compliant.
  - MPIC programming model.
  - Support for 16 external interrupt sources and two processors.
  - Supports 15 programmable Interrupt and Processor Task priority levels.
  - Supports the connection of an external 8259 for ISA/AT compatibility.
  - Distributed interrupt delivery for external I/O interrupts.
  - Multiprocessor interrupt control allowing any interrupt source to be directed to either processor.
  - Multilevel cross processor interrupt control for multiprocessor synchronization.
  - Four Interprocessor Interrupt sources
  - Four 32-bit tick timers.
  - Processor initialization control
- Two 64-bit general purpose registers for cross-processor messaging.

Block Diagram

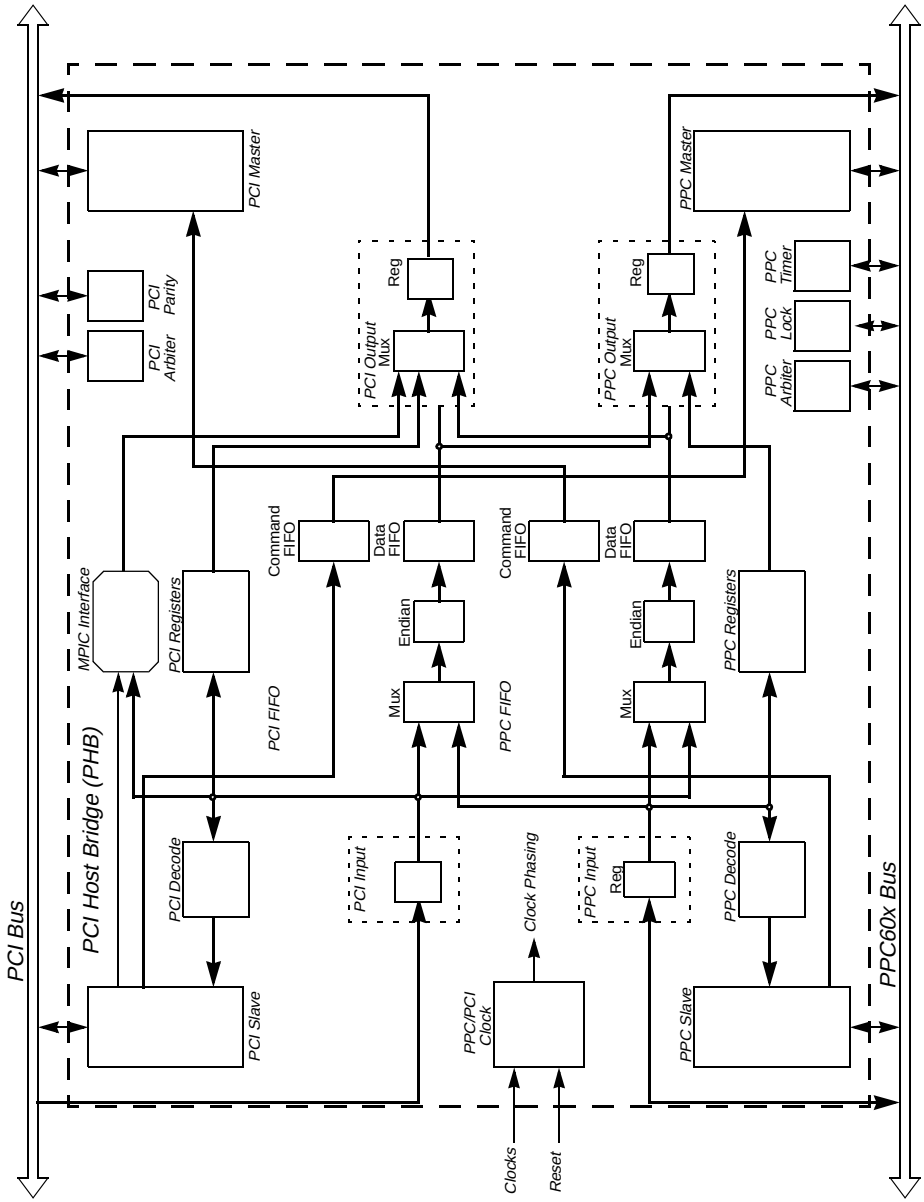


Figure 2-1. Hawk's PCI Host Bridge Block Diagram

2 Functional Description

Architectural Overview

A functional block diagram of the Hawk's PHB is shown in Figure 2-1. The PHB control logic is subdivided into the following functions: PCI slave, PCI master, PPC slave, and PPC master. The PHB data path logic is subdivided into the following functions: PCI FIFO, PPC FIFO, PCI Input, PPC Input, PCI Output, and PPC Output. Address decoding is handled in the PCI Decode and PPC Decode blocks. The control register logic is contained in the PCI Registers and PPC Registers blocks. The clock phasing and reset control logic is contained within the PPC/PCI Clock block.

The FIFO structure implemented within PHB has been selected to allow independent data transfer operations to occur between PCI bound transactions and PPC bound transactions. The PCI FIFO is used to support PPC bound transactions, while the PPC FIFO is used to support PCI bound transactions. Each FIFO supports a command path and a data path. The data path portion of each FIFO incorporates a multiplexer to allow selection between write data and read data, as well as logic to handle the PPC/PCI endian function.

All PPC originated PCI bound transactions utilize the PPC Slave and PCI Master functions for maintaining bus tracking and control. During both write and read transactions, the PPC Slave will place command information into the PPC FIFO. The PCI Master will draw this command information from the PPC FIFO when it is ready to process the transaction. During write transactions, write data is captured from the PPC60*x* bus within the PPC Input block. This data is fed into the PPC FIFO.The PCI Output block removes the data from the FIFO and presents it to the PCI bus. During read transactions, read data is captured from the PCI bus within the PCI Input block. From there, the data is fed into the PPC FIFO. The PPC Output block removes the data from the FIFO and presents it to the PPC60x bus.

All PCI originated PPC bound transactions utilize the PCI Slave and PPC Master functions for maintaining bus tracking and control. During both write and read transactions, the PCI Slave will place command information

into the PCI FIFO. The PPC Master will draw this command information from the PCI FIFO when it is ready to process the transaction. During write transactions, write data is captured from the PCI bus within the PCI Input block. This data is fed into the PCI FIFO. The PPC Output block removes the data from the FIFO and presents it to the PPC60*x* bus. During read transactions, read data is captured from the PPC60*x* bus within the PPC Input block. From there, the data is fed into the PCI FIFO. The PCI Output block removes the data from the FIFO and presents it to the PCI bus.

The MPIC is hosted by the PHB. A custom MPIC Interface is provided to allow write data and control to be passed to the MPIC and to allow read data to be passed back to the PHB. The MPIC Interface is controlled exclusively by the PCI Slave.

The data path function imposes some restrictions on access to the MPIC, the PCI Registers, and the PPC Registers. The MPIC and the PCI Registers are only accessible to PCI originated transactions. The PPC Registers are only accessible to PPC originated transactions.

PHB has several small blocks that support various PPC functions. Arbitration is provide by the PPC Arbiter block. Cache line locking (via PCI Lock) is handled by the PPC Lock block. Finally, a timer function is implemented in the PPC Timer block.

PHB also provides miscellaneous support for various PCI functions. Arbitration on the PCI bus is handled by the PCI Arbiter block. Parity checking and generation is handled within the PCI Parity block.

PPC Bus Interface

The PPC Bus Interface is designed to be coupled directly to up to two PPC601, PPC603, or PPC604 microprocessors and one peripheral PPC60*x* master device. It uses a subset of the capabilities of the PPC bus protocol.

PPC Address Mapping

The PHB will map either PCI memory space or PCI I/O space into PPC address space using four programmable map decoders. These decoders provide windows into the PCI bus from the PPC bus. The most significant

16 bits of the PPC address are compared with the address range of each map decoder, and if the address falls within the specified range, the access is passed on to the PCI. An example of this is shown in Figure 2-2.

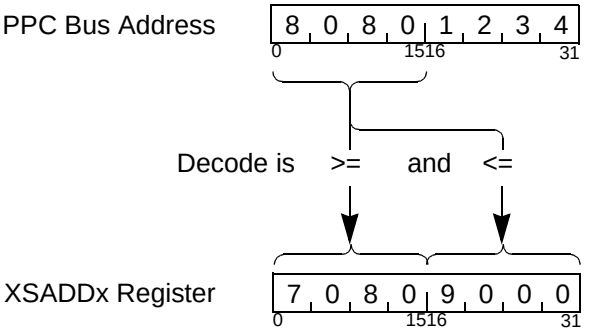


Figure 2-2. PPC to PCI Address Decoding

There are no limits imposed by the PHB on how large of an address space a map decoder can represent. There is a lower limit of a minimum of 64KB due to the resolution of the address compare logic.

For each map, there is an associated set of attributes. These attributes are used to enable read accesses, enable write accesses, enable write posting, and define the PCI transfer characteristics.

Each map decoder also includes a programmable 16-bit address offset. The offset is added to the 16 most significant bits of the PPC address, and the result is used as the PCI address. This offset allows PCI devices to reside at any PCI address, independent of the PPC address map. An example of this is shown in the following figure.

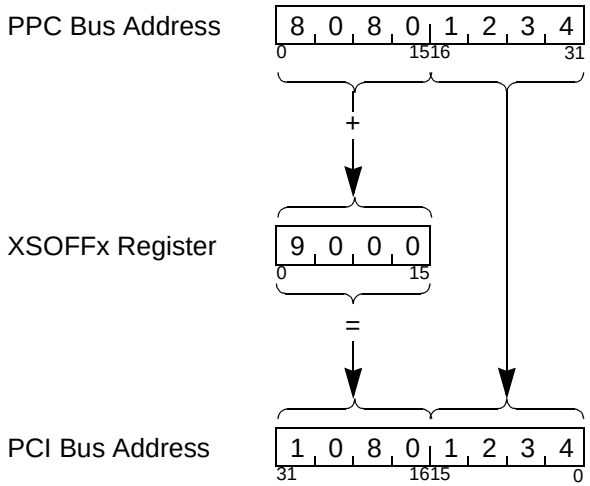


Figure 2-3. PPC to PCI Address Translation

Care should be taken to assure that all programmable decoders decode unique address ranges since overlapping address ranges will lead to undefined operation.

PPC Slave

The PPC slave provides the interface between the PPC bus and the PPC FIFO. The PPC slave is responsible for tracking and maintaining coherency to the PPC60*x* processor bus protocol. The actions taken by the PPC Slave to service a transaction are dependent upon whether the transaction is posted or compelled. During compelled transactions, such as a read or a non-posted single beat write, the PPC Slave will hold off asserting AACK_ and TA_ until after the transaction has completed on the PCI bus. This has the effect of removing all levels of pipelining during compelled PHB accesses. The interdependency between the assertion of

AACK_ and TA_ allows the PPC Slave to assert a retry to the processor in the event that the transaction is unable to complete on the PCI side. It should be noted that any transaction that crosses a PCI word boundary could be disrupted after only having a portion of the data transferred.

The PPC Slave cannot perform compelled burst write transactions. The PPC bus protocol mandates that the qualified retry window must occur no later than the assertion of the first TA_ of a burst transaction. If the PHB were to attempt a compelled linkage for all beats within a burst write, there is a possibility that the transaction could be interrupted. The interruption would occur at a time past the latest qualified retry window and the PPC Slave would be unable to retry the transaction. Therefore, all burst write transactions will be posted regardless of the write posting attribute within the associated map decoder register.

If the PPC Slave is servicing a posted write transaction and the PPC FIFO can accept the transaction, the assertion of AACK_ and TA_ will occur as soon as the PPC Slave decode logic settles out and the PPC bus protocol allows for the assertion. If the PPC FIFO is full, the PPC Slave will hold the processor with wait states (AACK_ will not be asserted) until there is room within the PPC FIFO to store the pending transaction.

The PPC slave divides PPC command types into three categories: address only, write, and read. If a command type is an address only and the address presented at the time of the command is a valid PHB address, the PPC slave will respond immediately by asserting AACK_. The PHB will not respond to address only cycles where the address presented is not a PHB address. The response of the PPC slave to command types is listed in the following table.

Table 2-1. PPC Slave Response Command Types

PPC Transfer Type	Transfer Encoding	Transaction
Clean Block	00000	Addr Only
Flush Block	00100	Addr Only
SYNC	01000	Addr Only
Kill Block	01100	Addr Only
EIEIO	10000	Addr Only

Table 2-1. PPC Slave Response Command Types (Continued)

PPC Transfer Type	Transfer Encoding	Transaction
ECOWX	10100	No Response
TLB Invalidate	11000	Addr Only
ECIWX	11100	No Response
LWARX	00001	Addr Only
STWCX	00101	Addr Only
TLBSYNC	01001	Addr Only
ICBI	01101	Addr Only
Reserved	1XX01	No Response
Write-with-flush	00010	Write
Write-with-kill	00110	Write
Read	01010	Read
Read-with-intent-to-modify	01110	Read
Write-with-flush-atomic	10010	Write
Reserved	10110	No Response
Read-atomic	11010	Read
Read-with-intent-to-modify-atomic	11110	Read
Reserved	00011	No Response
Reserved	00111	No Response
Read-with-no-intent-to-cache	01011	Read
Reserved	01111	No Response
Reserved	1xx11	No Response

PPC FIFO

A 64-bit by 8 entry FIFO (two cache lines total) is used to hold data between the PPC Slave and the PCI Master to ensure that optimum data throughput is maintained. The same FIFO is used for both read and write transactions. A 46-bit by 4 entry FIFO is used to hold command information being passed between the PPC Slave and the PCI Master. If write posting has been enabled, then maximum number of transactions that

may be posted is limited by the abilities of either the data FIFO or the command FIFO. For example, two burst transactions would make the data FIFO the limiting factor for write posting. Four single beat transactions would make the command FIFO be the limiting factor. If either limit is exceeded, then any pending PPC transactions will be delayed (AACK_ and TA_ will not be asserted) until the PCI Master has completed a portion of the previously posted transactions and created some room within the command and/or data FIFOs.

The PHB does not support byte merging or byte collapsing. Each and every single beat transaction presented to the PPC Slave will be presented to the PCI bus as a unique single beat transfer.

PPC Master

The PPC Master can transfer data either in 1-to-8 byte single beat transactions or 32 byte four beat burst transactions. This limitation is strictly imposed by the PPC60*x* bus protocol. The PPC Master will attempt to move data using burst transfers whenever possible. If a transaction starts on a non-cache line address, the PPC Master will perform as many single beat transactions as needed until the next highest cache line boundary is reached. If a write transaction ends on a non-cache line boundary, then the PPC Master will finish the transaction with as many single beat transactions as needed to complete the transaction. Table 2-2 shows the relationship between starting addresses and PPC60*x* bus transaction types when write posting and read ahead are enabled.

Table 2-2. PPC Master Transaction Profiles and Starting Offsets

Start Offset (that is, from 0x00,0x20,0x40, etc.)	Write Profile	Read Profile	Notes
0x...00 -> 0x....07	Burst @ 0x00 Burst @ 0x20	Burst @ 0x00 Burst @ 0x20	Most efficient
0x....08 -> 0x....0f	Single @ 0x08 Single @ 0x10 Single @ 0x18 Burst @ 0x20	Burst @ 0x00 Burst @ 0x20	Discard read beat 0x00
0x....10 -> 0x....17	Single @ 0x10 Single @ 0x18 Burst @ 0x20	Burst @ 0x00 Burst @ 0x20	Discard read beat 0x00 and 0x08
0x....18 -> 0x....1f	Single @ 0x18 Burst @ 0x20	Single @ 0x18 Burst @ 0x20	

While the PCI Slave is filling the PCI FIFO with write data, the PPC Master can be moving previously posted write data onto the PPC60*x* bus. In general, the PPC60*x* bus is running at a higher clock rate than the PCI bus, which means the PCI bus can transfer data at a continuous uninterrupted burst while the PPC60*x* bus transfers data in distributed multiple bursts. The PHB write posting mechanism has been tuned to create the most efficient possible data transfer between the two busses during typical operation. It is conceivable that some non-typical conditions could exist that would upset the default write post tuning of the PHB. For example, if a PPC60*x* master is excessively using PPC60*x* bus bandwidth, then the additional latency associated with obtaining ownership of the PPC60*x* bus might cause the PCI Slave to stall if the PCI FIFO gets full. If the PCI Slave is continuously stalling during write posted transactions, then further tuning might be needed. This can be accomplished by changing the WXFT (Write Any FIFO Threshold) field within the **PSATTx** registers to recharacterize PHB write posting mechanism. The

FIFO threshold should be lowered to anticipate any additional latencies incurred by the PPC Master on the PPC60*x* bus. The following table summarizes the PHB available write posting options.

Table 2-3. PPC Master Write Posting Options

WXFT	WPEN	PPC60x Start	PPC60*x* Continuation
xx	0	FIFO = 1 dword	FIFO = 1 dword
00	1	FIFO >= 4 cache lines	FIFO >= 1 cache line
01	1	FIFO >= 3 cache lines	FIFO >= 1 cache line
10	1	FIFO >= 2 cache lines	FIFO >= 1 cache line
11	1	FIFO >= 1 cache lines	FIFO >= 1 cache line

The PPC Master has an optional read ahead mode controlled by the RAEN bit in the **PSATTx** registers that allows the PPC Master to prefetch data in bursts and store it in the PCI FIFO. The contents of the PCI FIFO will then be used to satisfy the data requirements for the remainder of the PCI read transaction. The PHB read ahead mechanism has been tuned for maximum efficiency during typical operation conditions. If excessive latencies are encountered on the PPC60*x* bus, it may be necessary to tune the read ahead mechanism to compensate for this. Additional tuning of the read-ahead function is controlled by the RXFT/RMFT (Read Any FIFO Threshold/Read Multiple FIFO Threshold) fields in the **PSATTx** registers. These fields can be used to characterize when the PPC Master will continue reading ahead with respect to the PCI FIFO threshold. The FIFO threshold should be raised to anticipate any additional latencies incurred by the PPC Master on the PPC60*x* bus. Table 2-4 summarizes the PHB available read ahead options.

Table 2-4. PPC Master Read Ahead Options

RXFT	RMFT	RAEN	PCI Command	Initial Read Size	Continuation	Subsequent Read Size
xx	xx	0	Read Read Line	1 cache line	PCI received data and FRAME_ asserted	1 cache line
00	xx	1	Read Read Line	4 cache lines	FIFO <= 0 cache lines	FIFO >= 4 cache lines
xx	00	x	Read Multiple			
01	xx	1	Read Read Line	4 cache lines	FIFO <= 1 cache line	FIFO >= 4 cache lines
xx	01	x	Read Multiple			
10	xx	1	Read Read Line	4 cache lines	FIFO <= 2 cache lines	FIFO >= 4 cache lines
xx	10	x	Read Multiple			
11	xx	1	Read Read Line	4 cache lines	FIFO <= 3 cache lines	FIFO >= 4 cache lines
xx	11	x	Read Multiple			

Upon completion of a prefetched read transaction, any residual read data left within the PCI FIFO will be invalidated (discarded).

Caution

The PHB does not have a mechanism for snooping the PPC60x bus for transactions associated with the prefetched read data within the PCI FIFO, therefore caution should be exercised when using the prefetch option within coherent memory space.

The PPC Master will never perform prefetch reads beyond the address range mapped within the PCI Slave map decoders. As an example, assume PHB has been programmed to respond to PCI address range $10000000

through $1001FFFF with an offset of $2000. The PPC Master will perform its last read on the PPC60*x* bus at cache line address $3001FFFC or word address $3001FFF8.

The PPC60*x* bus transfer types generated by the PPC Master depend on the PCI command code and the INV/GBL bits in the **PSATTx** registers. The GBL bit determines whether or not the GBL_ signal is asserted for all portions of a transaction and is fully independent of the PCI command code and INV bit. A following table shows the relationship between the PCI command codes and the INV bit.

Table 2-5. PPC Master Transfer Types

PCI Command Code	INV	PPC Transfer Type	PPC Transfer Size	TT0-TT4
Memory Read Memory Read Multiple Memory Read Line	0	Read	Burst/Single Beat	01010
Memory Read Memory Read Multiple Memory Read Line	1	Read With Intent to Modify	Burst/Single Beat	01110
Memory Write Memory Write and Invalidate	x	Write with Kill	Burst	00110
Memory Write Memory Write and Invalidate	x	Write with Flush	Single Beat	00010

The PPC master incorporates an optional operating mode called Bus Hog. When Bus Hog is enabled, the PPC master will continually request the PPC bus for the entire duration of each PCI transfer. When Bus Hog is not enabled, the PPC master will structure its bus request actions according to the requirements of the FIFO. The Bug Hog mode was primarily designed to assist with system level debugging and is not intended for normal modes of operation. It is a brute force method of guaranteeing that all PCI to PPC60*x* transactions will be performed without any intervention by host CPU transactions.

Caution

Caution should be exercised when using this mode since the over-generosity of bus ownership to the PPC master can be detrimental to the host CPU's performance. The Bus Hog mode can be controlled by the XMBH bit within the GCSR. The default state for XMBH is disabled.

PPC Arbiter

PHB has an internal PPC60*x* bus arbiter. The use of this arbiter is optional. If the internal arbiter is disabled, then the PHB must be allowed to participate in an externally implemented PPC60*x* arbitration mechanism. The selection of either internal or external PPC arbitration mode is made by sampling an RD line at the release of reset. Please see the section titled *PHB Hardware Configuration* on page 2-49 for more information.

PHB has been designed to accommodate up to four PPC60*x* bus masters, including itself (HAWK), two processors (CPU0/CPU1) and an external PPC60*x* master (EXTL). EXTL can be an L2 cache, a second bridge chip, etc. When the PPC Arbiter is disabled, PHB will generate an external request and listen for an external grant for itself. It will also listen to the other external grants to determine the PPC60*x* master identification field (XID) within the **GCSR**. When the PPC Arbiter is enabled, PHB will receive requests and issue grants for itself and for the other three bus masters. The XID field will be determined by the PPC Arbiter.

The PPC60*x* arbitration signals and their functions are summarized in the following table.

Table 2-6. PPC Arbiter Pin Assignments

Pin Name	Pin Type	Reset	Internal Arbiter		External Arbiter	
			Direction	Function	Direction	Function
XARB0	BiDir	Tristate	Output	CPU0 Grant_	Input	CPU0 Grant_
XARB1	BiDir	Tristate	Output	CPU1 Grant_	Input	CPU1 Grant_
XARB2	BiDir	Tristate	Output	EXTL Grant_	Input	EXTL Grant_
XARB3	BiDir	Tristate	Input	CPU0 Request_	Output	HAWK Request_
XARB4	Input	- -	Input	CPU1 Request_	Input	HAWK Grant_
XARB5	Input	- -	Input	EXTL Request_	Input	- -

While RST_ is asserted, XARB0 through XARB4 will be held in tri-state. If the internal arbiter mode is selected, then XARB0 through XARB3 will be driven to an active state no more than ten clock periods after PHB has detected a rising edge on RST_. If the external arbiter mode has been selected, then XARB4 will be driven to an active state no more than ten clock periods after PHB has detected a rising edge on RST_.

The PPC Arbiter implements the following prioritization scheme:

- ❏ HAWK (Highest Priority)
- ❏ EXTL
- ❏ CPUx
- ❏ CPUy (Lowest Priority)

The PPC Arbiter is controlled by the **XARB** register within the PHB PPC60*x* register group.

The PPC Arbiter supports two prioritization schemes. Both schemes affect the priority of the CPU's with respect to each other. The CPU fixed option always places the priority of CPU0 over that of CPU1. The CPU rotating option gives priority on a rotational basis between CPU0 and CPU1. In all cases, the priority of the CPUs remains fixed with respect to the priority of HAWK and EXTL, with HAWK always having the highest priority of all.

The PPC Arbiter supports four parking modes. Parking is implemented only on the CPUs and is not implemented on either HAWK or EXTL. The parking options include parking on CPU0, parking on CPU1, parking on the last CPU, or parking disabled.

There are various system level debug functions provided by the PPC Arbiter. The PPC Arbiter has the optional ability to flatten the PPC60*x* bus pipeline. Flattening can be imposed uniquely on single beat reads, single beat writes, burst reads, and burst writes. It is possible to further qualify the ability to flatten based on whether there is a switch in masters or whether to flatten unconditionally for each transfer type. This is a debug function only and is not intended for normal operation.

PPC Parity

PHB will generate data parity whenever it is sourcing PPC data. This happens during PPC Master write cycles and PPC Slave read cycles. Valid data parity will be presented when DBB_ is asserted for PPC Master write cycles. Valid data parity will be presented when TA_ is asserted for PPC Slave read cycles.

PHB will check data parity whenever it is sinking PPC data. This happens during PPC Master read cycles and PPC Slave write cycles. Data parity will be considered valid anytime TA_ has been asserted. If a data parity error is detected, then the PHB will latch address and attribute information within the **ESTAT**, **EADDR**, and **EATTR** registers and an interrupt or machine check will be generated depending on the programming of the **ESTAT** register.

PHB has a mechanism to purposely induce data parity errors for testability. The DPE field within the **ETEST** register can be used to purposely inject data parity errors on specific data parity lines. Data parity errors can only be injected during cycles where PHB is sourcing PPC data.

PHB will generate address parity whenever it is sourcing a PPC address.This will happen for all PPC Master transactions. Valid address parity will be presented when ABB_ is being asserted.

PHB has a mechanism to purposely inject address parity errors for testability. The APE field within the **ETEST** register can be used to purposely inject address parity errors on specific address parity lines. Address parity errors can only be injected during cycles where PHB is sourcing a PPC address.

PHB does not have the ability to check for address parity errors.

PPC Bus Timer

The PPC Timer allows the current bus master to recover from a potential lock-up condition caused when there is no response to a transfer request. The time-out length of the bus timer is determined by the XBT field within the **GCSR**.

The PPC Timer is designed to handle the case where an address tenure is not closed out by the assertion of AACK_. The PPC Timer will not handle the case where a data tenure is not closed out by the appropriate number of TA_ assertions. The PPC Timer will start timing at the exact moment when the PPC60*x* bus pipeline has gone flat. In other words, the current address tenure is pending closure, all previous data tenures have completed, and the current pending data tenure awaiting closer is logically associated with the current address tenure.

The time-out function will be aborted if AACK_ is asserted anytime before the time-out period has passed. If the time-out period reaches expiration, then the PPC Timer will assert AACK_ to close the faulty address tenure. If the transaction was an address only cycle, then no further action will be taken. If the faulty transaction was a data transfer cycle, then the PPC Timer will assert the appropriate number of TA_'s to close the pending data tenure. Error information related to the faulty transaction will be latched within the **ESTAT**, **EADDR**, and **EATTR** registers and an interrupt or machine check will be generated depending on the programming of the **ESTAT** register.

There are two exceptions that will dynamically disable the PPC Timer. If the transaction is PCI bound, then the burden of closing out a transaction is left to the PCI bus. Note that a transaction to the PPC60*x* registers is considered to be PCI bound since the completion of these types of accesses depends on the ability of the PCI bus to empty PCI bound write posted data.

A second exception is the assertion of the XBTCLM_ signal. This is an open collector (wired OR) bi-directional signal that is used by a bridge to indicate the burden of timing a transaction has been passed on to another bus domain. The PHB will assert this signal whenever it has determined that a transaction is being timed by its own PCI bus. Any other bridge devices listening to this signal will understand that the current pending cycle should not be subject to a time-out period. During non-PCI bound cycles, PPC Timer will abort the timing of the transaction any time it detects XBTCLM_ has been assertedPCI Interface.

PCI Bus Interface

The PCI Interface of the PHB is designed to connect directly to a PCI Local Bus and supports Master and Target transactions within Memory Space, I/O Space, and Configuration Space.

PCI Address Mapping

The PHB provides three resources to the PCI:

- Configuration registers mapped into PCI Configuration space
- PPC bus address space mapped into PCI Memory space
- MPIC control registers mapped into either PCI I/O space or PCI Memory space

Configuration Registers

The PHB Configuration registers are mapped within PCI Configuration space according to how the system connects Hawk's DEVSEL_ pin. PHB provides a configuration space that is fully compliant with the PCI Local Bus Specification 2.1 definition for configuration space. There are two base registers within the standard 64 byte header that are used to control the mapping of MPIC. One register is dedicated to mapping MPIC into PCI I/O space and the other register is dedicated to mapping MPIC into PCI Memory space. The mapping of PPC address space is handled by device specific registers located above the 64 byte header. These control registers support a mapping scheme that is functionally similar to the PCI-to-PPC mapping scheme described in the section titled PPC Address Mapping.

PPC Bus Address Space

The PHB will map PPC address space into PCI Memory space using four programmable map decoders. The most significant 16 bits of the PCI address is compared with the address range of each map decoder and if the address falls within the specified range, the access is passed on to the PPC bus. An example of this is shown in the following figure.

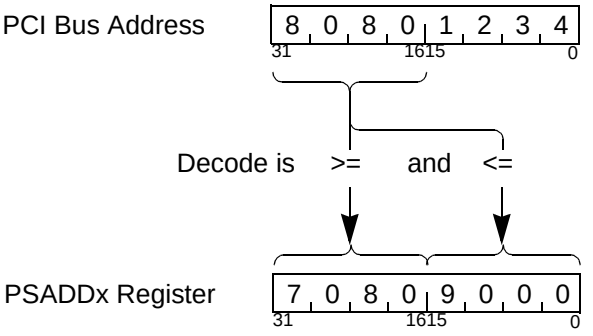


Figure 2-4. PCI to PPC Address Decoding

There are no limits imposed by the PHB on how large of an address space a map decoder can represent. There is a lower limit of a minimum of 64KB due to the resolution of the address compare logic.

For each map, there is an independent set of attributes. These attributes are used to enable read accesses, enable write accesses, enable write posting, and define the PPC bus transfer characteristics.

Each map decoder also includes a programmable 16-bit address offset. The offset is added to the 16 most significant bits of the PCI address and the result is used as the PPC address. This offset allows devices to reside at any PPC address, independent of the PCI address map. An example of this is shown in the following figure.

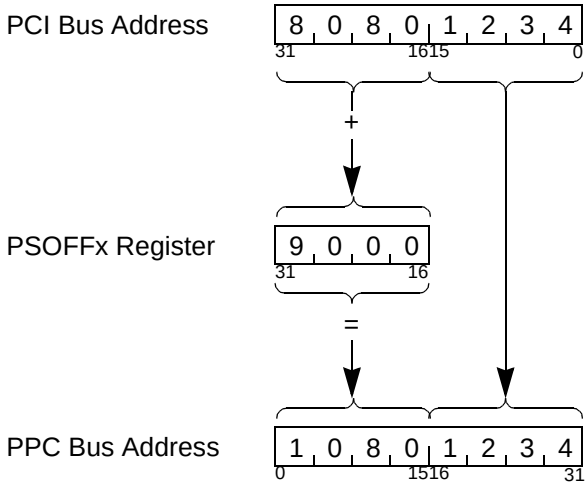


Figure 2-5. PCI to PPC Address Translation

All PHB address decoders are prioritized so that programming multiple decoders to respond to the same address is not a problem. When the PCI address falls into the range of more than one decoder, only the highest priority one will respond. The decoders are prioritized as shown below.

Decoder	Priority
PCI Slave 0	highest
PCI Slave 1	
PCI Slave 2	
PCI Slave 3	lowest

MPIC Control Registers

The MPIC control registers are located within either PCI Memory or PCI I/O space using traditional PCI defined base registers within the predefined 64-byte header. Please see the section on *Multi-Processor Interrupt Controller (MPIC) Functional Description* for more information.

PCI Slave

The PCI Slave provides the control logic needed to interface the PCI bus to the PCI FIFO. The PCI Slave can accept either 32-bit or 64-bit transactions, however it can only accept 32-bit addressing. There is no limit to the length of the transfer that the PCI Slave can handle. During posted write cycles, the PCI Slave will continue to accept write data until the PCI FIFO is full. If the PCI FIFO is full, the PCI Slave will hold off the master with wait states until there is more room in the FIFO. The PCI Slave will not initiate a disconnect. If the write transaction is compelled, the PCI Slave will hold off the master with wait states while each beat of data is being transferred. The PCI Slave will issue TRDY_ only after the data transfer has successfully completed on the PPC bus. If a read transaction is being performed within an address space marked for prefetching, the PCI Slave (in conjunction with the PPC Master) will attempt to read ahead far enough on the PPC bus to allow for an uninterrupted burst transaction on the PCI bus. Read transactions within address spaces marked for no prefetching will receive a TRDY_ indication on the PCI bus only after one burst read has successfully completed on the PPC bus. Each read on the PPC bus will only be started after the previous read has been acknowledged on the PCI bus and there is an indication that the PCI Master wishes for more data to be transferred.

The following paragraphs identify some associations between the operation of the PCI slave and the PCI 2.1 Local Bus Specification requirements.

Command Types

The following table shows which types of PCI cycles the slave has been designed to accept.

Table 2-7. PCI Slave Response Command Types

Command Type	Slave Response?
Interrupt Acknowledge	No
Special Cycle	No
I/O Read	Yes
I/O Write	Yes
Reserved	No
Reserved	No
Memory Read	Yes
Memory Write	Yes
Reserved	No
Reserved	No
Configuration Read	Yes
Configuration Write	Yes
Memory Read Multiple	Yes
Dual Address Cycle	No
Memory Read Line	Yes
Memory Write and Invalidate	Yes

Addressing

The PCI Slave will accept any combination of byte enables during read or write cycles. During write cycles, a discontinuity (that is, a ‘hole’) in the byte enables forces the PCI Slave to issue a disconnect. During all read cycles, the PCI Slave returns an entire word of data regardless of the byte enables. During I/O read cycles, the PCI Slave performs integrity checking of the byte enables against the address being presented and assert SERR* in the event there is an error.

The PCI Slave only honors the Linear Incrementing addressing mode. The PCI Slave performs a disconnect with data if any other mode of addressing is attempted.

Device Selection

The PCI slave will always respond valid decoded cycles as a medium responder.

Target Initiated Termination

The PCI Slave normally strives to complete transactions without issuing disconnects or retries. There are four exceptions where the PCI Slace performs a disconnect:

- All burst configuration cycles are terminated with a disconnect after one data beat has been transferred.
- All transactions that have a byte enable hole are disconnected.
- All transactions attempting to perform non-linear addressing mode are terminated with a disconnect after one data beat is transferred.
- A transaction that crosses from a valid PHB deode space to an invalid PHB decode space is disconnected. Note that this does not include crossing contiguous multiple map decoder space, in which case PHB does not issue a disconnect.

There are two exceptions where the PCI Slave performs a retry (disconnect with no data transfer):

- While within a lock sequence, the PCI Slave retries all non-locking masters.
- At the completion of a lock sequence between the times the two locks are released on the PCI bus and the PPC bus. All accesses to the PCI Slave regardless of who is the master will be retried.

Delayed Transactions

The PCI Slave does not participate in the delayed transaction protocol.

Fast Back-to-Back Transactions

The PCI Slave supports both of the fundamental target requirements for fast back-to-back transactions. The PCI slave meets the first criteria of being able to successfully track the state of the PCI bus without the existence of an IDLE state between transactions. The second criteria associate with signal turn-around timing is met by default since the PCI Slave functions as a medium responder.

Latency

The PCI slave does not have any hardware mechanisms in place to guarantee that the initial and subsequent target latency requirements are met. Typically this is not a problem since the bandwidth of the PPC bus far exceeds the bandwidth of the PCI bus.

Exclusive Access

The PCI Slave fully supports the PCI lock function. From the perspective of the PPC bus, the PHB enables a lock to a single 32 byte cache line. When a cache line has been locked, the PHB snoops all transactions on the PPC bus. If a snoop hit happens, the PHB retries the transaction. Note that the retry is ‘benign’ since there is no follow-on transaction after the retry is asserted. The PHB continues to snoop and retry all accesses to the locked cache line until a valid ‘unlock’ is presented to the PHB and the last locked cache line transaction is successfully executed.

Note that the PHB locks the cache line that encompasses the actual address of the locked transaction. For example, a locked access to offset 0x28 creates a lock on the cache line starting at offset 0x20.

From the perspective of the PCI bus, the PCI Slave locks the entire resource. Any attempt by a non-locking master to access any PCI resource represented by the PHB results in the PCI Slave issuing a retry.

Parity

The PCI Slave supports address parity error detection, data parity generation, and data parity error detection.

Cache Support

The PCI Slave does not participate in the PCI caching protocol.

PCI FIFO

A 64-bit by 16 entry FIFO (4 cache lines total) is used to hold data between the PCI Slave and the PPC Master to ensure that optimum data throughput is maintained. The same FIFO is used for both read and write transactions. A 52-bit by 4 entry FIFO is used to hold command information being passed between the PCI Slave and the PPC Master. If write posting is enabled, then the maximum number of transactions that may be posted is limited by the abilities of either the data FIFO or the command FIFO. For example, one burst transaction, 16 words long, would make the data FIFO the limiting factor for write posting. Four single beat transactions would make the command FIFO be the limiting factor. If either limit is exceeded then any pending PCI transactions are delayed (TRDY_ is not asserted) until the PPC Master has completed a portion of the previously posted transactions and created some room within the command and/or data FIFOs.

PCI Master

The PCI Master, in conjunction with the capabilities of the PPC Slave, attempt to move data in either single beat or four-beat (burst) transactions. The PCI Master supports 32-bit and 64-bit transactions in the following manner:

- All PPC60*x* single beat transactions, regardless of the byte count, are subdivided into one or two 32-bit transfers, depending on the alignment and the size of the transaction. This includes single beat 8-byte transactions.
- All PPC60*x* burst transactions are transferred in 64-bit mode if the PCI bus has 64-bit mode enabled. If at any time during the transaction the PCI target indicates it can not support 64-bit mode, the PCI Master continues to transfer the remaining data within that transaction in 32-bit mode.

The PCI Master can support Critical Word First (CWF) burst transfers. The PCI Master divides this transaction into two parts. The first part starts on the address presented with the CWF transfer request and continues up to the end of the current cache line. The second transfer starts at the beginning of the associated cache line and works its way up to (but not including) the word addressed by the CWF request.

It should be noted that even though the PCI Master can support burst transactions, a majority of the transaction types handled are single-beat transfers. Typically PCI space is not configured as cache-able, therefore burst transactions to PCI space would not naturally occur. It must be supported since it is conceivable that bursting could happen. For example, nothing prevents the processor from loading up a cache line with PCI write data and manually flushing the cache line.

The following paragraphs identify some associations between the operation of the PCI Master and the PCI 2.1 Local Bus Specification requirements.

Command Types

The PCI Command Codes generated by the PCI Master depend on the type of transaction being performed on the PPC bus. Please refer to the section on the *PPC Slave* earlier in this chapter for a further description of PPC bus read and PPC bus write. The following table summarizes the command types supported and how they are generated.

Table 2-8. PCI Master Command Codes

Entity Addressed	PPC Transfer Type	TBST*	MEM	C/BE	PCI Command
PIACK	Read	x	x	0000	Interrupt Acknowledge
CONADD/CONDAT	Write	x	x	0001	Special Cycle
PPC Mapped PCI Space	Read	x	0	0010	I/O Read
	Write	x	0	0011	I/O Write
-- Unsupported --				0100	Reserved
-- Unsupported --				0101	Reserved
PPC Mapped PCI Space	Read	1	1	0110	Memory Read
	Write	x	1	0111	Memory Write

Table 2-8. PCI Master Command Codes (Continued)

Entity Addressed	PPC Transfer Type	TBST*	MEM	C/BE	PCI Command
-- Unsupported --				1000	Reserved
-- Unsupported --				1001	Reserved
CONADD/CONDAT	Read	x	x	1010	Configuration Read
CONADD/CONDAT	Write	x	x	1011	Configuration Write
-- Unsupported --				1100	Memory Read Multiple
-- Unsupported --				1101	Dual Address Cycle
PPC Mapped PCI Space	Read	0	1	1110	Memory Read Line
-- Unsupported --				1111	Memory Write and Invalidate

Addressing

The PCI Master generates all memory transactions using the Linear Incrementing addressing mode.

Combining, Merging, and Collapsing

The PCI Master does not participate in any of these protocols.

Master Initiated Termination

The PCI Master can handle any defined method of target retry, target disconnect, or target abort. If the target responds with a retry, the PCI Master waits for the required two clock periods and attempts the transaction again. This process continues indefinitely until the transaction is completed, the transaction is aborted by the target, or if the transaction is aborted due to a PHB detected bridge lock. The same happens if the target responds with a disconnect and there is still data to be transferred.

If the PCI Master detects a target abort during a read, any untransferred read data is filled with ones. If the PCI Master detects a target abort during a write, any untransferred portions of data will be dropped. The same rule applies if the PCI Master generates a Master Abort cycle.

Arbitration

The PCI Master can support parking on the PCI bus. There are two cases where the PCI Master continuously asserts its request.

- If the PCI Master starts a transaction that is going to take more than one assertion of FRAME_, the PCI Master continuously asserts its request until the transaction has completed. For example, the PCI Master continuously asserts requests during the first part of a two part critical word first transaction.
- If at least one command is pending within the PPC FIFO.

The PCI Master always removes its request when it receives a disconnect or a retry.

There is a case where the PCI Master could assert a request but not actually perform a bus cycle. This may happen if the PCI Master is placed in the speculative request mode. Refer to the section entitled *PCI/PPC Contention Handling* for more information. In no case will the PCI Master assert its request for more than 16 clocks without starting a transaction.

Fast Back-to-Back Transactions

The PCI Master does not generate fast back-to-back transactions.

Arbitration Latency

Because a bulk of the transactions are limited to single-beat transfers on PCI, the PCI Master does not implement a Master Latency Timer.

Exclusive Access

The PCI Master is not able to initiate exclusive access transactions.

Address/Data Stepping

The PCI Master does not participate in the Address/Data Stepping protocol.

Parity

The PCI Master supports address parity generation, data parity generation, and data parity error detection.

Cache Support

The PCI Master does not participate in the PCI caching protocol.

Generating PCI Cycles

There are four basic types of bus cycles that can be generated on the PCI bus:

- Memory and I/O
- Configuration
- Special Cycle
- Interrupt Acknowledge

Generating PCI Memory and I/O Cycles

Each programmable slave may be configured to generate PCI I/O or memory accesses through the MEM and IOM fields in its **XSATTx** register as shown below.

MEM	IOM	PCI Cycle Type
1	x	Memory
0	0	Contiguous I/O
0	1	Spread I/O

If the MEM bit is set, the PHB performs Memory addressing on the PCI bus. The PHB takes the PPC bus address, applies the offset specified in the **XSOFFx** register, and maps the result directly to the PCI bus.

The IBM CHRP specification describes two approaches for handling PCI I/O addressing: contiguous or spread address modes. When the MEM bit is cleared, the IOM bit is used to select between these two modes whenever a PCI I/O cycle is to be performed.

The PHB performs contiguous I/O addressing when the MEM bit is clear and the IOM bit is clear. The PHB takes the PPC address, apply the offset specified in the **XSOFFx** register, and map the result directly to PCI.

The PHB performs spread I/O addressing when the MEM bit is clear and the IOM bit is set. The PHB takes the PPC address, applies the offset specified in the **MSOFFx** register, and maps the result to PCI as shown in the following figure.

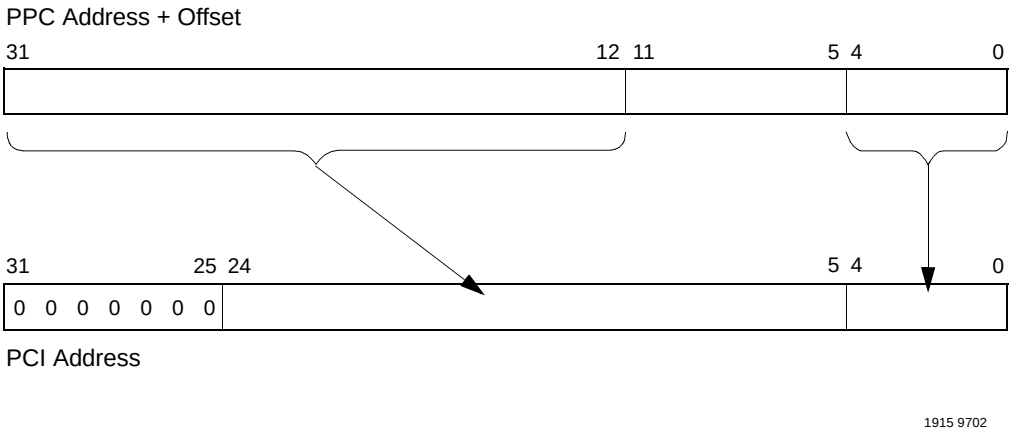


Figure 2-6. PCI Spread I/O Address Translation

Spread I/O addressing allows each PCI device's I/O registers to reside on a different PPC memory page, so device drivers can be protected from each other using memory page protection.

All I/O accesses must be performed within natural word boundaries. Any I/O access that is not contained within a natural word boundary results in unpredictable operation. For example, an I/O transfer of four bytes starting at address $80000010 is considered a valid transfer. An I/O transfer of four bytes starting at address $80000011 is considered an invalid transfer since it crosses the natural word boundary at address $80000013/$80000014.

Generating PCI Configuration Cycles

The PHB uses configuration Mechanism #1 as defined in the PCI Local Bus Specification 2.1 to generate configuration cycles. Please refer to this specification for a complete description of this function.

Configuration Mechanism #1 uses an address register/data register format. Performing a configuration access is a two step process. The first step is to place the address of the configuration cycle within the CONFIG_ADDRESS register. Note that this action does not generate any cycles on the PCI bus. The second step is to either read or write configuration data into the CONFIG_DATA register. If the CONFIG_ADDRESS register is set up correctly, the PHB will pass this access on to the PCI bus as a configuration cycle.

The addresses of the CONFIG_ADDRESS and CONFIG_DATA registers are actually embedded within PCI I/O space. If the CONFIG_ADDRESS register has been set incorrectly or the access to either the CONFIG_ADDRESS or CONFIG_DATA register is not 1, 2, or 4 bytes wide, the PHB will pass the access on to PCI as a normal I/O Space transfer.

The CONFIG_ADDRESS register is located at offset $CF8 from the bottom of PCI I/O space. The CONFIG_DATA register is located at offset $CFC from the bottom of PCI I/O space. The PHB address decode logic has been designed such that XSADD3 and XSOFF3 must be used for mapping to PCI Configuration (consequently I/O) space. The XSADD3/XSOFF3 register group is initialized at reset to allow PCI I/O access starting at address $80000000. The powerup location (that is, little-endian disabled) of the CONFIG_ADDRESS register is $80000CF8 and the CONFIG_DATA register is located at $80000CFC.

The CONFIG_ADDRESS register must be prefilled with four fields: the Register Number, the Function Number, the Device Number, and the Bus Number.

The Register Number and the Function Number get passed along to the PCI bus as portion of the lower address bits.

When performing a configuration cycle, the PHB uses the upper 20 address bits as IDSEL lines. During the address phase of a configuration cycle, only one of the upper address bits will be set. The device that has its IDSEL connected to the address bit being asserted is selected for a configuration cycle. The PHB decodes the Device Number to determine which of the upper address lines to assert. The decoding of the five-bit Device Number is show as follows:

Device Number	Address Bit
00000	AD31
00001 - 01010	All Zeros
01011	AD11
01100	AD12
(etc.)	(etc.)
11101	AD29
11110	AD30
11111	All Zeros

The Bus Number determines which bus is the target for the configuration read cycle. The PHB will always host PCI bus #0. Accesses that are to be performed on the PCI bus connected to the PHB must have zero programmed into the Bus Number. If the configuration access is targeted for another PCI bus, then that bus number should be programmed into the Bus Number field. The PHB will detect a non-zero field and convert the transaction to a Type 1 Configuration cycle.

Generating PCI Special Cycles

The PHB supports the method stated in PCI Local Bus Specification 2.1 using Configuration Mechanism #1 to generate special cycles. To prime the PHB for a special cycle, the host processor must write a 32-bit value to the CONFIG_ADDRESS register. The contents of the write are defined later in this chapter under the *CONFIG_ADDRESS Register* definition. After the write to CONFIG_ADDRESS has been accomplished, the next write to the CONFIG_DATA register causes the PHB to generate a special cycle on the PCI bus. The write data is driven onto AD[31:0] during the special cycle's data phase.

Generating PCI Interrupt Acknowledge Cycles

Performing a read from the PIACK register will initiate a single PCI Interrupt Acknowledge cycle. Any single byte or combination of bytes may be read from and the actual byte enable pattern used during the read will be passed on to the PCI bus. Upon completion of the PCI interrupt acknowledge cycle, the PHB will present the resulting vector information obtained from the PCI bus as read data.

PCI Arbiter

The Hawk's internal PCI arbiter supports up to 8 PCI masters. This includes Hawk and 7 other external PCI masters. The arbiter can be configured to be enabled or disabled at reset time by strapping the rd[9] bit either high for enabled or low for disabled. The following table describes the pins and its function for both modes.

Table 2-9. PCI Arbiter Pin Description

Pin Name	Pin Type	Reset	Internal Arbiter		External Arbiter	
			Direction	Function	Direction	Function
PARBI0	Input	- -	Input	ext req0_	input	HAWK gnt_
PARBI1	Input	- -	Input	ext req1_	Input	NA
PARBI2	Input	- -	Input	ext req2_	Input	NA
PARBI3	Input	- -	Input	ext_req3_	Input	NA
PARBI4	Input	- -	Input	ext_req4_	Input	NA
PARBI5	Input	- -	Input	ext req5_	Input	NA
PARBI6	Input	- -	Input	ext req6_	Input	NA
PARBO0	Output	Tristate	Output	ext gnt0_	Output	HAWK req_
PARBO1	Output	Tristate	Output	ext gnt1_	Output	NA
PARBO2	Output	Tristate	Output	ext gnt2_	Output	NA
PARBO3	Output	Tristate	Output	ext gnt3_	Output	NA
PARBO4	Output	Tristate	Output	ext gnt4_	Output	NA
PARBO5	Output	Tristate	Output	ext gnt5_	Output	NA
PARBO6	Output	Tristate	Output	ext gnt6_	Output	NA

The Hawk's PCI arbiter has various programming options. It supports three different priority schemes: fixed, round robin, and mixed mode. It also allows various levels of reprioritization programming options within fixed and mixed modes. Parking can be programmed to any of the requestors, the last requestor or none. A special bit is added to hold grant asserted for an agent that initiates a lock cycle. Once a lock cycle is detected, the grant is held asserted until the PCI LOCK_ pin is released. This feature works only when the "POL" bit is enabled.

The priority scheme can be programmed by writing the "PRI" field in the PCI Arbiter control register. The default setting for priority scheme is fixed mode. The Fixed mode holds each requestor at a fixed level in its hierarchy. The levels of priority for each requestor is programmable by writing the "HEIR" field in the PCI Arbiter control register. The following table describes all available settings for the "HEIR" field in fixed mode.

Table 2-10. Fixed Mode Priority Level Setting

HEIR Setting	Priority Levels							
	Highest							Lowest
000	PARB6	PARB5	PARB4	PARB3	PARB2	PARB1	PARB0	HAWK
001	HAWK	PARB6	PARB5	PARB4	PARB3	PARB2	PARB1	PARB0
010	PARB0	HAWK	PARB6	PARB5	PARB4	PARB3	PARB2	PARB1
011	PARB1	PARB0	HAWK	PARB6	PARB5	PARB4	PARB3	PARB2
100	PARB2	PARB1	PARB0	HAWK	PARB6	PARB5	PARB4	PARB3
101	PARB3	PARB2	PARB1	PARB0	HAWK	PARB6	PARB5	PARB4
110	PARB4	PARB3	PARB2	PARB1	PARB0	HAWK	PARB6	PARB5
111	PARB5	PARB4	PARB3	PARB2	PARB1	PARB0	HAWK	PARB6

Notes

1. "000" is the default setting in fixed mode.
2. The HEIR setting only covers a small subset of all possible combinations. It is the responsibility of the system designer to connect the request/grant pair in a manner most beneficial to their design goals.

When the arbiter is programmed for round robin priority mode, the arbiter maintains fairness and provides equal opportunity to the requestors by rotating its grants. The contents in “HEIR” field are “don’t cares” when operated in this mode.

When the arbiter is programmed for mixed mode, the eight requestors are divided up into four groups and each groups is occupied by two requestors. PARB6 and PARB5 are defined in group1; PARB4 and PARB3 are defined in group 2; PARB2 and PARB1 are defined in group 3; PARB0 and HAWK are defined in group 4. Arbitration is set for round robin mode between the two requestors within each group and set for fixed mode between the four groups. The levels of priority for each group is programmable by writing the “HEIR” field in the PCI Arbiter control register. The following table describes all available setting for the “HEIR” field in mixed mode.

Table 2-11. Mixed Mode Priority Level Setting

HEIR Setting	PRIORITY Levels			
	Highest			Lowest
000	group 1	group 2	group 3	group 4
	PARB6 & 5	PARB4 & 3	PARB2 & 1	PARB0 & HAWK
001	group 4	group 1	group 2	group 3
	PARB0 & HAWK	PARB6 & 5	PARB4 & 3	PARB2 & 1
010	group 3	group 4	group 1	group 2
	PAR 2 & 1	PARB0 & HAWK	PARB6 & 5	PARB4 & 3
011	group 2	group 3	group 4	group 1
	PARB4 & 3	PARB2 & 1	PARB0 & HAWK	PARB6 & 5

Notes

1. “000” is the default setting in mixed mode.
2. The HEIR setting only covers a small subset of all possible combinations and the requestors within each group is fixed and cannot be interchanged with other groups. It is the responsibility of

the system designer to connect the request/grant pair in a manner most beneficial to their design goals.

3. All other combinations in the HEIR setting not specified in the table are invalid and should not be used.

Arbitration parking is programmable by writing to the “PRK” field of the PCI arbiter control register. Parking can be programmed for any of the requestors, last requestor or none. The following table describes all available settings for the “PRK” field.

Table 2-12. Arbitration Setting

PRK setting	Function
0000	Park on last requestor
0001	Park on PARB6
0010	Park on PARB5
0011	Park on PARB4
0100	Park on PARB3
0101	Park on PARB2
0110	Park on PARB1
0111	Park on PARB0
1000	Park on HAWK
1111	Parking disabled

Notes

1. “1000” is the default setting.
2. Parking disabled is a test mode only and should not be used, since no one will drive the PCI bus when in idle state.
3. All other combinations in the PRK setting not specified in the table are invalid and should not be used.

A special function is added to the PCI arbiter to hold the grant asserted through a lock cycle. When the “POL” bit in the PCI arbiter control register is set, the grant associated with the agent initiating the lock cycle will be held asserted until the lock cycle is complete. If this bit is clear, the arbiter does not distinguish between lock and non-lock cycle.

Endian Conversion

The PHB supports both big- and little-endian data formats. Since the PCI bus is inherently little-endian, conversion is necessary if all PPC devices are configured for big-endian operation. The PHB may be programmed to perform the endian conversion described below.

When PPC Devices are Big-Endian

When all PPC devices are operating in big-endian mode, all data to/from the PCI bus must be swapped such that the PCI bus looks big endian from the PPC bus’s perspective. This association is true regardless of whether the transaction originates on the PCI bus or the PPC bus. This is shown in Figure 2-7.

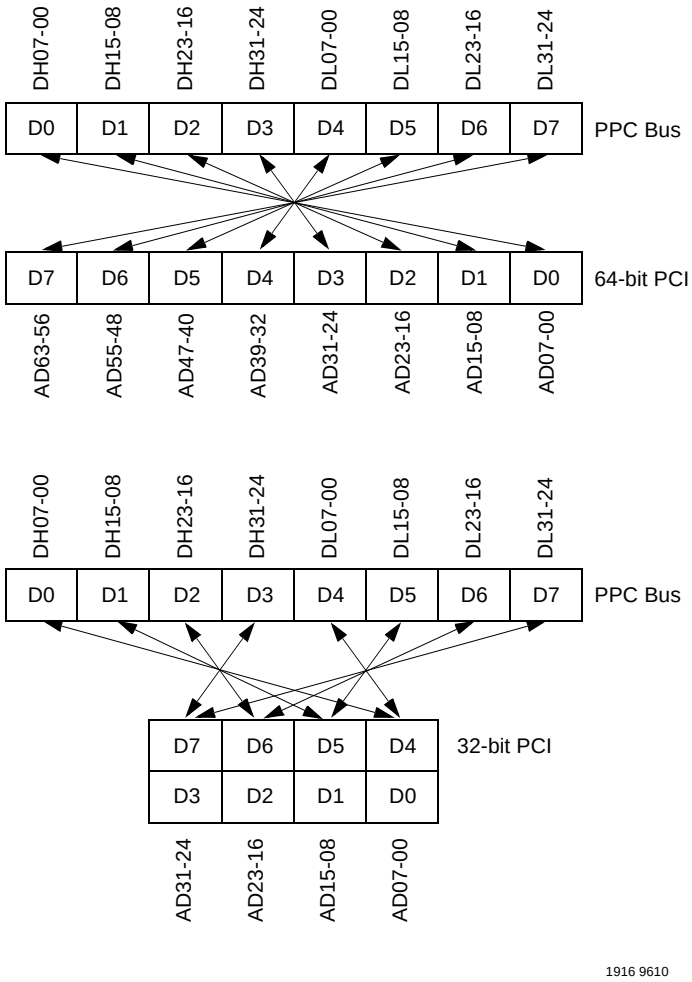


Figure 2-7. Big- to Little-Endian Data Swap

When PPC Devices are Little-Endian

When all PPC devices are operating in little-endian mode, the originating address is modified to remove the exclusive-ORing applied by PPC60*x* processors. Note that no data swapping is performed. Address modification happens to the originating address regardless of whether the

transaction originates from the PCI bus or the PPC bus. The three low order address bits are exclusive-ORed with a three-bit value that depends on the length of the operand, as shown in the following table.

Table 2-13. Address Modification for Little-Endian Transfers

Data Length (bytes)	Address Modification
1	XOR with 111
2	XOR with 110
4	XOR with 100
8	no change

Note The only legal data lengths supported in little-endian mode are 1, 2, 4, or 8-byte aligned transfers.

Since this method has some difficulties dealing with unaligned PCI-originated transfers, the PPC master of the PHB will break up all unaligned PCI transfers into multiple aligned transfers into multiple aligned transfers on the PPC bus.

PHB Registers

The PHB registers are not sensitive to changes in big-endian and little-endian mode. With respect to the PPC bus (but not always the address internal to the processor), the PPC registers are always represented in big-endian mode. This means that the processor's internal view of the PPC registers will appear different depending on which mode the processor is operating in.

With respect with the PCI bus, the configuration registers are always represented in little-endian mode.

The CONFIG_ADDRESS and CONFIG_DATA registers are actually represented in PCI space to the processor and are subject to the endian functions. For example, the powerup location of the CONFIG_ADDRESS register with respect to the PPC bus is $80000cf8 when the PHB is in big-endian mode. When the PHB is switched to little-endian mode, the

CONFIG_ADDRESS register with respect to the PPC bus is $80000cfc. Note that in both cases the address generated internal to the processor will be $80000cf8.

The contents of the CONFIG_ADDRESS register are not subject to the endian function.

The data associated with PIACK accesses is subject to the endian swapping function. The address of a PIACK cycle is undefined, therefore address modification during little-endian mode is not an issue.

Error Handling

The PHB is capable of detecting and reporting the following errors to one or more PPC masters:

- XBTO - PPC address bus time-out
- XDPE - PPC data parity error
- PSMA - PCI master signalled master abort
- PRTA - PCI master received target abort
- PPER - PCI parity error
- PSER - PCI system error

Each of these error conditions will cause an error status bit to be set in the PPC Error Status Register (ESTAT). If a second error is detected while any of the error bits is set, the OVFL bit is asserted, but none of the error bits are changed. Each bit in the ESTAT may be cleared by writing a 1 to it; writing a 0 to it has no effect. New error bits may be set only when all previous error bits have been cleared.

When any bit in the ESTAT is set, the PHB will attempt to latch as much information as possible about the error in the PPC Error Address (EADDR) and Attribute Registers (EATTR). Information is saved as follows:

Error Status	Error Address and Attributes
XBTO	From PPC bus
XDPE	From PPC bus
PRTA	From PCI bus
PSMA	From PCI bus
PPER	Invalid
PSER	Invalid

Each ESTAT error bit may be programmed to generate a machine check and/or a standard interrupt. The error response is programmed through the PPC Error Enable Register (EENAB) on a source by source basis. When a machine check is enabled, either the XID field in the EATTR Register or the DFLT bit in the EENAB Register determine the master to which the machine check is directed. For errors in which the master who originated the transaction can be determined, the XID field is used. For errors not associated with a particular PPC master, or associated with masters other than processor 0,1 or 2, the DFLT bit is used. One example of an error condition which cannot be associated with a particular PPC master would be a PCI system error.

Watchdog Timers

PHB features two watchdog timers called Watchdog Timer 1 (WDT1) and Watchdog Timer 2 (WDT2). Although both timers are functionally equivalent, each timer operates completely independent of each other. WDT1 and WDT2 are initialized at reset to a count value of eight seconds and 16 seconds respectively. The timers are designed to be reloaded by software at any time. When not being loaded, the timer will continuously decrement itself until either reloaded by software or a count of zero is reached. If a timer reaches a count of zero, an output signal will be asserted and the count will remain at zero until reloaded by software or PHB reset is asserted. External logic can use the output signals of the timers to generate interrupts, machine checks, etc.

Each timer is composed of a prescaler and a counter. The prescaler determines the resolution of the timer and is programmable to any binary value between 1 us and 32,768 us. The counter counts in the units provided by the prescaler. For example, the watchdog timer would reach a count of zero within 24 us if the prescaler was programmed to 2 us and the counter was programmed to 12.

The watchdog timers are controlled by registers mapped within the PPC control register space. Each timer has a **WDTxCNTL** register and a **WDTxSTAT** register. The **WDTxCNTL** register can be used to start or stop the timer, write a new reload value into the timer, or cause the timer to initialize itself to a previously written reload value. The **WDTxSTAT** register is used to read the instantaneous count value of the watchdog timer.

Programming of the Watchdog Timers is performed through the **WDTxCNTL** register and is a two step process.

- Step 1 is to 'arm' the **WDTxCNTL** register by writing PATTERN_1 into the KEY field. Only the KEY byte lane may be selected during this process. The **WDTxCNTL** register will not arm itself if any of the other byte lanes are selected or the KEY field is written with any other value than PATTERN_1. The operation of the timer itself remains unaffected by this write.
- Step 2 is to write the new programming information to the **WDTxCNTL** register. The KEY field byte lane must be selected and must be written with PATTERN_2 for the write to take affect. The effects on the **WDTxCNTL** register depend on the byte lanes that are written to during step 2 and are shown in the following table.

Table 2-14. WDTxCNTL Programming

Byte Lane Selection				Results			
KEY	ENAB /RES	RELOAD		WDT		WDTxCNTL Register	
0:7	8:15	16:23	24:31	Prescaler/ Enable	Counter	RES/ENAB	RELOAD
No	x	x	x	No Change	No Change	No Change	No Change
Yes	No	No	x	Update from RES/ENAB	Update from RELOAD	No Change	No Change
Yes	No	x	No	Update from RES/ENAB	Update from RELOAD	No Change	No Change
Yes	No	Yes	Yes	Update from RES/ENAB	Update from data bus	No Change	Update from data bus
Yes	Yes	No	x	Update from data bus	Update from RELOAD	Update from data bus	No Change
Yes	Yes	x	No	Update from data bus	Update from RELOAD	Update from data bus	No Change
Yes	Yes	Yes	Yes	Update from data bus	Update from data bus	Update from data bus	Update from data bus

The **WDTxCNTL** register will always become unarmed after the second write regardless of byte lane selection. Reads may be performed at any time from the **WDTxCNTL** register and will not affect the write arming sequence.

PCI/PPC Contention Handling

The PHB has a mechanism that detects when there is a possible resource contention problem (that is, deadlock) as a result of overlapping PPC and PCI initiated transactions. The PPC Slave, PCI Slave and PCI Master functions contain the logic needed to implement this feature.

The PCI Slave and the PPC Slave contribute to this mechanism in the following manner. Each slave function will issue a stall signal to the PCI Master anytime it is currently processing a transaction that **must** have control of the opposing bus before the transaction can be completed. The events that activate this signal are:

- Read cycle with no read data in the FIFO
- Non-posted write cycle
- Posted write cycle and FIFO full

A simultaneous indication of a stall from both slaves means that a bridge lock has happened. To resolve this, one of the slaves must back out of its currently pending transaction. This will allow the other stalled slave to proceed with its transaction. When the PCI Master detects bridge lock, it will always signal the PPC Slave to take actions to resolve the bridge lock.

If the PPC bus is currently supporting a read cycle of any type, the PPC Slave will terminate the pending cycle with a retry. Note that if the read cycle is across a mod-4 address boundary (that is, from address 0x...02, 3 bytes), it is possible that a portion of the read could have been completed before the stall condition was detected. The previously read data will be discarded and the current transaction will be retried.

If the PPC bus is currently supporting a posted write transaction, the transaction will be allowed to complete since this type of transaction is guaranteed completion. If the PPC bus is currently supporting a non-posted write transaction, the transaction will be terminated with a retry.

Note A mod-4 non-posted write transaction could be interrupted between write cycles, and thereby result in a partially completed write cycle. It is recommended that write cycles to write-sensitive non-posted locations be performed on mod-4 address boundaries.

The PCI Master must make the determination to perform the resolution function since it must make some decisions on possibly removing a currently pending command from the PPC FIFO.

There are some performance issues related to bridge lock resolution. PHB offers two mechanism that allow fine tuning of the bridge lock resolution function.

Programmable Lock Resolution

Consider the scenario where the PPC Slave is hosting a read cycle and the PCI Slave is hosting a posted write transaction. If both transactions happen at roughly the same time, then the PPC Slave will hold off its transaction until the PCI Slave can fill the PCI FIFO with write posted data. Once this happens, both slaves will be stalled and a bridge lock resolution cycle will happen. The effect of this was to make the PPC Slave waste PPC bus bandwidth. In addition, a full PCI FIFO will cause the PCI Slave to start issuing wait states to the PCI bus.

From the perspective of the PCI bus, a better solution would be to select a PCI FIFO threshold that will allow the bridge lock resolution cycle to happen early enough to keep the PCI FIFO from getting filled. A similar case exists with regards to PCI read cycles. Having the bridge lock resolution associated with a particular PCI FIFO threshold would allow the PPC Master to get an early enough start at prefetching read data to keep the PCI Slave from starving for read data.

From the perspective of the PPC bus, a selective FIFO threshold will make the PPC Slave release the PPC bus at an earlier time thereby reducing wasted PPC bus bandwidth. PHB offers an option to have the PPC Slave remove a stalled transaction immediately upon detecting any PCI Slave activity. This option would help in the case where distributing PPC60*x* bus bandwidth between multiple masters is of utmost importance.

The PHB is tuned to provide the most efficient solution for bridge lock resolution under normal operating conditions. If further fine tuning is desired, the WLRT/RLRT (Write Lock Resolution Threshold/Read Lock Resolution Threshold) fields within the **HCSR** can be adjusted accordingly. Note that the FIFO full option exists mainly to remain architecturally backwards compatible with previous bridge designs.

Speculative PCI Request

There is a case where the processor could get starved for PCI read data while the PCI Slave is hosting multiple PPC60*x* bound write cycles. While attempting to perform a read from PCI space, the processor would continually get retried as a result of bridge lock resolution. Between PCI writes, the PPC Master will be taking PPC60*x* bus bandwidth trying to empty write posted data, which will further hamper the ability of the processor to complete its read transaction.

PHB offers an optional speculative PCI request mode that helps the processor complete read cycles from PCI space. If a bridge lock resolution cycle happens when the PPC Slave is hosting a compelled cycle, the PCI Master will speculatively assert a request on the PCI bus. Sometime later when the processor comes back a retries the compelled cycle, the results of the PCI Master holding the request will increase the chance of the processor successfully completing its cycle.

PCI speculative requesting will only be effective if the PCI arbiter will at least some times consider the PHB to be a higher priority master than the master performing the PPC60*x* bound write cycles. The PCI Master obeys the PCI specification for benign requests and will unconditionally remove a speculative request after 16 clocks.

The PHB considers the speculative PCI request mode to be the default mode of operation. If this is not desired, then the speculative PCI request mode can be disable by changing the SPRQ bit in the **HCSR**.

Transaction Ordering

All transactions will be completed on the destination bus in the same order that they are completed on the originating bus. A read or a compelled write transaction will force all previously issued write posted transactions to be flushed from the FIFO. All write posted transfers will be completed before a read or compelled write is begun to assure that all transfers are completed in the order issued.

All PCI Configuration cycles intended for internal PHB registers will also be delayed if PHB is busy so that control bits which may affect write posting do not change until all write posted transactions have completed. For the same reason all PPC60*x* write posted transfers will also be completed before any access to the PHB PPC registers is begun.

The PCI Local Bus Specification 2.1 states that posted write buffers in both directions must be flushed before completing a read in either direction. PHB supports this by providing two optional FIFO flushing options. The XFBR (PPC60*x* Flush Before Read) bit within the **GCSR** register controls the flushing of PCI write posted data when performing PPC-originated read transactions. The PFBR (PCI Flush Before Read) bit within the **GCSR** register controls the flushing of PPC write posted data when performing PCI-originated read transactions. The PFBR and XFBR functions are completely independent of each other, however both functions must be enabled to guarantee full compliance with PCI Local Bus Specification 2.1.

When the XFBR bit is set, the PHB will handle read transactions originating from the PPC bus in the following manner:

- Write posted transactions originating from the processor bus are flushed by the nature of the FIFO architecture. The PHB will hold the processor with wait states until the PCI bound FIFO is empty.
- Write posted transactions originated from the PCI bus are flushed whenever the PCI slave has accepted a write-posted transaction and the transaction has not completed on the PPC bus.

The PPC Slave address decode logic settles out several clocks after the assertion of TS_, at which time the PPC Slave can determine the transaction type. If it is a read and XFBR is enabled, the PPC Slave will look at the ‘ps_fbrabt’ signal. If this signal is active, the PPC Slave will retry the processor.

When the PFBR bit is set, PHB will handle read transactions originating from the PCI bus in the following manner:

- Write posted transactions originating from the PCI bus are flushed by the nature of the FIFO architecture. The PHB will hold the PCI Master with wait states until the PPC bound FIFO is empty.

- Write posted transactions originated from the PPC60*x* bus are flushed in the following manner. The PPC Slave will set a signal called ‘xs_fbrabt’ anytime it has committed to performing a posted write transaction. This signal will remain asserted until the PCI bound FIFO count has reached zero.

The PCI Slave decode logic settles out several clocks after the assertion of FRAME_, at which time the PCI Slave can determine the transaction type. If it is a read and PFBR is enabled, the PCI Slave will look at the ‘xs_fbrabt’ signal. If this signal is active, the PCI Slave will retry the PCI Master.

PHB Hardware Configuration

Hawk has the ability to perform custom hardware configuration to accommodate different system requirements. The PHB has several functions that may be optionally enabled or disabled using passive hardware external to Hawk. The selection process occurs at the first rising edge of CLK after RST_ has been released. All of the sampled pins are cascaded with several layers of registers to eliminate problems with hold time. The following table summarizes the hardware configuration options that relate to the PHB.

Table 2-15. PHB Hardware Configuration

Function	Sample Pin(s)	Sampled State	Meaning
PCI 64-bit Enable	REQ64_	0	64-bit PCI Bus
		1	32-bit PCI Bus
PPC Register Base	RD[5]	0	Register Base = $FEFF0000
		1	Register Base = $FEFE0000
MPIC Interrupt Type	RD[7]	0	Parallel Interrupts
		1	Serial Interrupts
PPC Arbiter Mode	RD[8]	0	Disabled
		1	Enabled
PCI Arbiter Mode	RD[9]	0	Disabled
		1	Enabled

Table 2-15. PHB Hardware Configuration (Continued)

Function	Sample Pin(s)	Sampled State	Meaning
PPC:PCI Clock Ratio	RD[10:12]	000	Reserved
		100	1:1
		010	2:1
		110	3:1
		001	3:2
		101	Reserved
		011	5:2
		111	Reserved

Multi-Processor Interrupt Controller (MPIC) Functional Description

The MPIC is a multi-processor structured intelligent interrupt controller.

MPIC Features:

- MPIC programming model
- Supports two processors
- Supports 16 external interrupts
- Supports 15 programmable Interrupt & Processor Task priority levels
- Supports the connection of an external 8259 for ISA/AT compatibility
- Distributed interrupt delivery for external I/O interrupts
- Direct/Multicast interrupt delivery for Interprocessor and timer interrupts
- Four Interprocessor Interrupt sources

- Four timers
- Processor initialization control

Architecture

The PCI Slave of the PHB implements two address decoders for placing the MPIC registers in PCI IO or PCI Memory space. Access to these registers require PPC and PCI bus mastership. These accesses include interrupt and timer initialization and interrupt vector reads.

The MPIC receives interrupt inputs from 16 external sources, four interprocessor sources, four timer sources, and one PHB internal error detection source. The externally sourced interrupts 1 through 15 have two modes of activation; low level or active high positive edge. External interrupt 0 can be either level or edge activated with either polarity. The PHB interrupt request is an active low level sensitive interrupt. The Interprocessor and timers interrupts are event activated.

If the OPIC is enabled, the PHB detected errors will be passed on to MPIC. If the OPIC is disabled PHB detected errors are passed directly to the processor 0 interrupt pin.

External Interrupt Interface

The external interrupt interface functions as either a parallel or a serial interface depending on the EINTT bit in the MPIC Global Configuration Register. If this bit is set MPIC is in the serial mode. Otherwise MPIC operates in the parallel mode.

In the serial mode, all 16 external interrupts are serially scanned into MPIC using the SI_STA and SI_DAT pins as shown in Figure 2-8.

In the parallel mode, 16 external signal pins are used as interrupt inputs (interrupts 0 through 15).

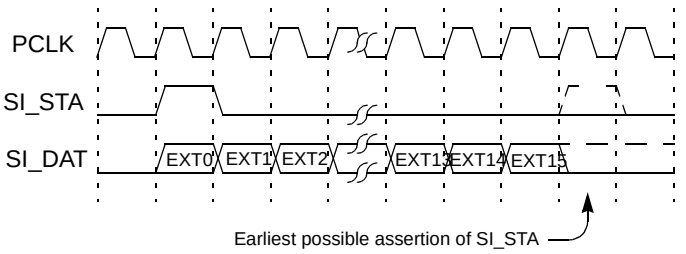


Figure 2-8. Serial Mode Interrupt Scan

Using PCLK as a reference, external logic will pulse SI_STA one clock period indicating the beginning of an interrupt scan period. On the same clock period that SI_STA is asserted, external logic will feed the state of EXT0 on the SI_DAT pin. External logic will continue to sequentially place EXT1 through EXT15 on SI_DAT during the next 15 clock periods. This process may be repeated at any rate, with the fastest possible next assertion of SI_STA on the clock following the sampling of EXT15. Each scan process must always scan exactly 16 external interrupts.

CSR's Readability

Unless explicitly specified, all registers are readable and return the last value written. The exceptions are the IPI dispatch registers and the EOI registers which return zero's on reads, the interrupt source ACT bit which returns current interrupt source status, the interrupt acknowledge register which returns the vector of the highest priority interrupt which is currently pending, and reserved bits which returns zero's. The interrupt acknowledge register is also the only register which exhibits any read side-effects.

Interrupt Source Priority

Each interrupt source is assigned a priority value in the range from 0 to 15, where 15 is the highest. In order for delivery of an interrupt to take place, the priority of the source must be greater than that of the destination processor. Therefore, setting a source priority to zero inhibits interrupt.

Processor's Current Task Priority

Each processor has a task priority register which is set by system software to indicate the relative importance of the task running on that processor. The processor will not receive interrupts with a priority level equal to or lower than its current task priority. Therefore, setting the current task priority to 15 prohibits the delivery of all interrupts to the associated processor.

Nesting of Interrupt Events

A processor is guaranteed never to have an in service interrupt preempted by an equal or lower priority source. An interrupt is considered to be in service from the time its vector is returned during an interrupt acknowledge cycle until an EOI (End of Interrupt) is received for that interrupt. The EOI cycle indicates the end of processing for the highest priority in service interrupt.

Spurious Vector Generation

Under certain circumstances the MPIC will not have a valid vector to return to the processor during an interrupt acknowledge cycle. In these cases the spurious vector from the spurious vector register will be returned. The following cases would cause a spurious vector fetch.

- INT is asserted in response to an externally sourced interrupt which is activated with level sensitive logic and the asserted level is negated before the interrupt is acknowledged.
- INT is asserted for an interrupt source which is masked using the mask bit in the Vector-Priority register before the interrupt is acknowledged.

Interprocessor Interrupts (IPI)

Processor 0 and 1 can generate interrupts which are targeted for the other processor or both processors. There are four Interprocessor Interrupts (IPI) channels. The interrupts are initiated by writing a bit in the IPI dispatch

registers. If subsequent IPI's are initiated before the first is acknowledged, only one IPI will be generated. The IPI channels deliver interrupts in the Direct Mode and can be directed to more than one processor.

8259 Compatibility

The MPIC provides a mechanism to support PC-AT compatible chip sets using the 8259 interrupt controller architecture. After power on reset, the MPIC defaults to 8259 pass-through mode. In this mode, if the OPIC is enabled interrupts from external source number 0 (the interrupt signal from the 8259 is connected to this external interrupt source on the MPIC) are passed directly to processor 0. If the pass-through mode is disabled and the OPIC is enabled, the 8259 interrupts are delivered using the priority and distribution mechanisms of the MPIC.

MPIC does not interact with the vector fetch from the 8259 interrupt controller.

PHB Detected Errors

PHB detected errors are grouped together and sent to the interrupt logic as a singular interrupt source. The interrupt delivery mode for this interrupt is distributed. When the OPIC is disabled, the PHB interrupt will be directly passed on to processor 0 INT pin.

For system implementations where the MPIC controller is not used, the PHB Detected Error condition will be made available by a signal which is external to the Hawk ASIC. Presumably this signal would be connected to an externally sourced interrupt input of a MPIC controller in a different device. Since the MPIC specification defines external I/O interrupts to operate in the distributed mode, the delivery mode of this error interrupt should be consistent.

Timers

There is a divide by eight pre-scaler which is synchronized to the PCI clock. The output of the prescaler enables the decrement of the four timers. The timers may be used for system timing or to generate periodic interrupts. Each timer has four registers which are used for configuration and control. They are:

- Current Count Register
- Base Count Register
- Vector-Priority Register
- Destination Register

Interrupt Delivery Modes

The direct and distributed interrupt delivery modes are supported. Note that the direct delivery mode has sub modes of multicast or non-multicast. The IPI's and Timer interrupts operate in the direct delivery mode. The externally sourced or I/O interrupts operate in the distributed mode.

In the direct delivery mode, the interrupt is directed to one or both processors. If it is directed to two processors (that is, multicast), it will be delivered to two processors. The interrupt is delivered to the processor when the priority of the interrupt is greater than the priority contained in the task register for that processor, and when the priority of the interrupt is greater than any interrupt which is in-service for that processor. An interrupt is considered to be in service from the time its vector is returned during an interrupt acknowledge cycle until an EOI is received for that interrupt. The EOI cycle indicates the end of processing for the highest priority in service interrupt.

In the distributed delivery mode, the interrupt is pointed to one or more processors but it will be delivered to only one processor. Therefore, for externally sourced or I/O interrupts, multicast delivery is not supported.The interrupt is delivered to a processor when the priority of the interrupt is greater than the priority contained in the task register for that processor, and when the priority of the interrupt is greater than any

interrupt which is in-service for that processor, and when the priority of that interrupt is the highest of all interrupts pending for that processor, and when that interrupt is not in-service for the other processor. If both destination bits are set for each processor, the interrupt will be delivered to the processor that has a lower task register priority. Note, due to a deadlock condition that can occur when the task register priorities for each processor are the same and both processors are targeted for interrupt delivery, the interrupt will be delivered to processor 0 or processor 1 as determined by the TIE mode. Additionally, If priorities are set the same for competing interrupts, external int. 0 is given the highest priority in hardware followed by external int.1 through 15 and then followed by timer 0 through timer 3 and followed by IPI 0 and 1. For example, if both ext0 and ext1 interrupts are pending with the same assigned priority; during the following interrupt acknowledge cycles, the first vector returned shall be that of ext0 and then ext1. This is an arbitrary choice.

Block Diagram Description

The description of the block diagram shown in Figure 2-9 focuses on the theory of operation for the interrupt delivery logic. If the preceding section is a satisfactory description of the interrupt delivery modes and the reader is not interested in the logic implementation, this section can be skipped.

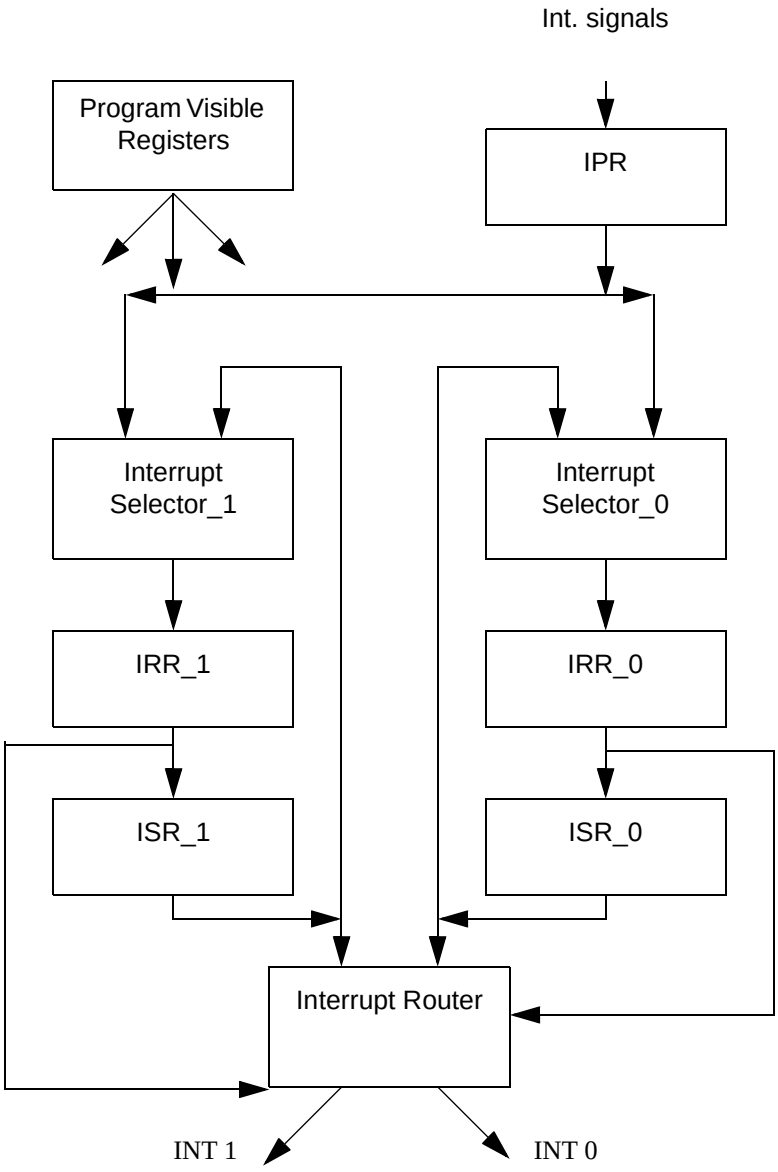


Figure 2-9. MPIC Block Diagram

Program Visible Registers

These are the registers that software can access. They are described in detail in the *MPIC Registers* section.

Interrupt Pending Register (IPR)

The interrupt signals to MPIC are qualified and synchronized to the clock by the IPR. If the interrupt source is internal to the Hawk ASIC or external with their Sense bit = 0 (edge sensitive), a bit is set in the IPR. That bit is cleared when the interrupt associated with that bit is acknowledged. If the interrupt source is external and level activated, the output from the IPR is not negated until the level into the IPR is negated.

Externally sourced interrupts are qualified based upon their Sense and/or Pol bits in the Vector-Priority register. IPI and Timer Interrupts are generated internally to the Hawk ASIC and are qualified by their Destination bit. Since the internally generated interrupts use direct delivery mode with multicast capability, there are two bits in the IPR, one for each processor, associated with each IPI and Timer interrupt source.

The MASK bits from the Vector-Priority registers is used to qualify the output of the IPR. Therefore, if an interrupt condition is detected when the MASK bit is set, that interrupt will be requested when the MASK bit is lowered.

Interrupt Selector (IS)

There is an Interrupt Selector (IS) for each processor. The IS receives interrupt requests from the IPR. If the interrupt request are from an external source, they are qualified by the destination bit for that interrupt and processor. If they are from an internal source, they have been qualified. The output of the IS will be the highest priority interrupt that has been qualified. This output is the priority of the selected interrupt and its source identification. The IS will resolve an interrupt request in two PHB clock ticks.

The IS also receives a second set of inputs from the ISR. During the End Of Interrupt cycle, these inputs are used to select which bits are to be cleared in the ISR.

Interrupt Request Register (IRR)

There is an Interrupt Request Register (IRR) for each processor. The IRR always passes the output of the IS except during Interrupt Acknowledge cycles. This guarantees that the vector which is read from the Interrupt Acknowledge Register is not changing due to the arrival of a higher priority interrupt. The IRR also serves as a pipeline register for the two tick propagation time through the IS.

In-Service Register (ISR)

There is a In-Service Register (ISR) for each processor. The contents of the ISR is the priority and source of all interrupts which are in-service. The ISR receives a bit-set command during Interrupt Acknowledge cycles and a bit-clear command during End Of Interrupt cycles.

The ISR is implemented as a 40-bit register with individual bit set and clear functions. Fifteen bits are used to store the priority level of each interrupt which is in-service. Twenty-five bits are used to store the source identification of each interrupt which is in service. Therefore, there is one bit for each possible interrupt priority and one bit for each possible interrupt source.

Interrupt Router

The Interrupt Router monitors the outputs from the ISR's, Current Task Priority Registers, Destination Registers, and the IRR's to determine when to assert a processor's INT pin.

When considering the following rule sets, it is important to remember that there are two types of inputs to the Interrupt Selectors. If the interrupt is a distributed class interrupt, there is a single bit in the IPR associated with this interrupt and it is delivered to both Interrupt Selectors. This IPR bit is qualified by the destination register contents for that interrupt before the Interrupt Selector compares its priority to the priority of all other requesting interrupts for that processor. If the interrupt is programmed to be edge sensitive, the IPR bit is cleared when the vector for that interrupt is returned when the Interrupt Acknowledge register is examined. On the other hand, if the interrupt is a direct/multicast class interrupt, there are two bits in the IPR associated with this interrupt. One bit for each processor.

Then one of these bits is delivered to each Interrupt Selector. Since this interrupt source can be multicast, each of these IPR bits must be cleared separately when the vector is returned for that interrupt to a particular processor.

If one of the following sets of conditions are true, the interrupt pin for processor 0 is driven active.

- Set1
  - The source ID in IRR_0 is from an external source
  - The destinaition bit for processor 1 is 0 for this interrupt
  - The priority from IRR_0 is greater than the highest priority in ISR_0
  - The priority from IRR_0 is greater than the contents of task register_0
- Set2
  - The source ID in IRR_0 is from an external source
  - The destination bit for processor 1 is a 1 for this interrupt
  - The source ID in IRR_0 is not present is ISR_1
  - The priority from IRR_0 is greater than the highest priority in ISR_0
  - The priority from IRR_0 is greater than the Task Register_0 contents
  - The contents of Task Register_0 is less than the contents of Task Register_1
- Set3
  - The source ID in IRR_0 is from an internal source
  - The priority from IRR_0 is greater than the highest priority in ISR_0
  - The priority from IRR_0 is greater than the Task Register_0 contents

There is a possibility for a priority tie between the two processors when resolving external interrupts. In that case, the interrupt will be delivered to processor 0 or processor 1 as determined by the TIE mode bit. This case is not defined in the above rule set.

Programming Notes

External Interrupt Service

The following summarizes how an external interrupt is serviced:

- An external interrupt occurs.
- The processor state is saved in the machine status save/restore registers. A new value is loaded into the Machine State Register (MSR). The External Interrupt Enable bit in the new MSR (MSRee) is set to zero. Control is transferred to the O/S external interrupt handler.
- The external interrupt handler calculates the address of the Interrupt Acknowledge register for this processor (MPIC Base Address + 0x200A00) + (processor ID shifted left 12 bits).
- The external interrupt handler issues an Interrupt Acknowledge request to read the interrupt vector from the Hawk MPIC. If the interrupt vector indicates the interrupt source is the 8259, the interrupt handler issues a second Interrupt Acknowledge request to read the interrupt vector from the 8259. The Hawk MPIC does not interact with the vector fetch from the 8259.
- The interrupt handler saves the processor state and other interrupt-specific information in system memory and re-enables for external interrupts (the MSRee bit is set to 1). MPIC blocks interrupts from sources with equal or lower priority until an End-of-Interrupt is received for that interrupt source. Interrupts from higher priority interrupt sources continue to be enabled. If the interrupt source was the 8259, the interrupt handler issues an EOI request to the MPIC. This resets the In-Service bit for the 8259 within the MPIC and allows it to recognize higher priority interrupt requests, if any, from

the 8259. If none of the nested interrupt modes of the 8259 are enabled, the interrupt handler issues an EOI request to the 8259.

– The device driver interrupt service routine associated with this interrupt vector is invoked.

– If the interrupt source was not the 8259, the interrupt handler issues an EOI request for this interrupt vector to the MPIC. If the interrupt source was the 8259 and any of the nested interrupt modes of the 8259 are enabled, the interrupt handler issues an EOI request to the 8259.

Normally, interrupts from ISA devices are connected to the 8259 interrupt controller. ISA devices typically rely on the 8259 Interrupt Acknowledge to flush buffers between the ISA device and system memory. If interrupts from ISA devices are directly connected to the MPIC (bypassing the 8259), the device driver interrupt service routine must read status from the ISA device to ensure buffers between the device and system memory are flushed.

Reset State

After power on reset, the MPIC state is:

- Current task priority for all CPUs set to 15.
- All interrupt source priorities set to zero.
- All interrupt source mask bits set to a one.
- All interrupt source activity bits cleared.
- Processor Init Register is cleared.
- All counters stopped and interrupts disabled.
- Controller mode set to 8259 pass-through.

Operation

Interprocessor Interrupts

Four Inter-Processor Interrupt (IPI) channels are provided for use by all processors. During system initialization the IPI vector/priority registers for each channel should be programmed to set the priority and vector returned for each IPI event. During system operation, a processor may generate an IPI by writing a destination mask to one of the IPI dispatch registers. Note that each IPI dispatch register is shared by both processors. Each IPI dispatch register has two addresses but they are shared by both processors. That is, there is a total of four IPI dispatch registers in the MPIC.

The IPI mechanism may be used for self interrupts by programming the dispatch register with the bit mask for the originating processor.

Dynamically Changing I/O Interrupt Configuration

The interrupt controller provides a mechanism for safely changing the vector, priority, or destination of I/O interrupt sources. This is provided to support systems which allow dynamic configuration of I/O devices. In order to change the vector, priority, or destination of an active interrupt source, the following sequence should be performed:

- Mask the source using the MASK bit in the vector/priority register.
- Wait for the activity bit (ACT) for that source to be cleared.
- Make the desired changes.
- Unmask the source.

This sequence ensures that the vector, priority, destination, and mask information remain valid until all processing of pending interrupts is complete.

EOI Register

Each processor has a private EOI register which is used to signal the end of processing for a particular interrupt event. If multiple nested interrupts are in service, the EOI command terminates the interrupt service of the

highest priority source. Once an interrupt is acknowledged, only sources of higher priority will be allowed to interrupt the processor until the EOI command is received. This register should always be written with a value of zero which is the nonspecific EOI command.

Interrupt Acknowledge Register

Upon receipt of an interrupt signal, the processor may read this register to retrieve the vector of the interrupt source which caused the interrupt.

8259 Mode

The 8259 mode bits control the use of an external 8259 pair for PC--AT compatibility. Following reset this mode is set for pass through which essentially disables the advanced controller and passes an 8259 input on external interrupt source 0 directly through to processor zero. During interrupt controller initialization this channel should be programmed for mixed mode in order to take advantage of the interrupt delivery modes.

Current Task Priority Level

Each processor has a separate Current Task Priority Level register. The system software uses this register to indicate the relative priority of the task running on the corresponding processor. The interrupt controller will not deliver an interrupt to a processor unless it has a priority level which is greater than the current task priority level of that processor. This value is also used in determining the destination for interrupts which are delivered using the distributed deliver mode.

Architectural Notes

The hardware and software overhead required to update the task priority register synchronously with instruction execution may far outweigh the anticipated benefits of the task priority register. To minimize this overhead, the interrupt controller architecture should allow the task priority register to be updated asynchronously with respect to instruction execution. Lower priority interrupts may continue to occur for an indeterminate number of cycles after the processor has updated the task priority register. If this is not acceptable, the interrupt controller

architecture should recommend that, if the task priority register is not implemented with the processor, the task priority register should only be updated when the processor enters or exits an idle state.

Only when the task priority register is integrated within the processor, such that it can be accessed as quickly as the MSRee bit, for example, should the architecture require the task priority register be updated synchronously with instruction execution.

Effects of Interrupt Serialization

All external interrupt sources that are level sensitive must be negated at least N PCI clocks prior to doing an EOI cycle for that interrupt source, where N is equal to the number of PCI clocks necessary to scan in the external interrupts. In the example shown, 16 external interrupts are scanned in, N = 16. Serializing the external interrupts cause's a delay between the time that the external interrupt source changes level and when MPIC logic actually see's the change. Spurious interrupts can result if an EOI cycle occurs before the interrupt source is seen to be negated by MPIC logic.

Registers

This section provides a detailed description of all PHB registers. The section is divided into two parts: the first covers the PPC Registers and the second part covers the PCI Configuration Registers. The PPC Registers are accessible only from the PPC bus using any single beat valid transfer size. The PCI Configuration Registers reside in PCI configuration space. These are primarily accessible from the PPC bus by using the CONFIG_ADDRESS and CONFIG_DATA registers. The *PPC Registers* are described first; the *PCI Registers* are described next. A complete discussion of the *MPIC Registers* can be found later in this chapter.

It is possible to place the base address of the PPC registers at either $FEFF0000 or $FEFE0000. Having two choices for where the base registers reside allows the system designer to use two of the Hawk's PCI Host Bridges connected to one PPC60x bus. Please refer to the section

entitled *PHB Hardware Configuration* for more information. All references to the PPC registers of PHB within this document are made with respect to the base address $FEFF0000.

The following conventions are used in the Hawk register charts:

- R Read Only field.
- R/W Read/Write field.
- S Writing a ONE to this field sets this field.
- C Writing a ONE to this field clears this field.

PPC Registers

The PPC register map of the PHB is shown in the table below.

Table 2-16. PPC Register Map for PHB

Bit --->	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
$FEFF0000	VENID																DEVID															
$FEFF0004									REVID																							
$FEFF0008	GCSR																															
$FEFF000C	XARB																PARB															
$FEFF0010																									XPAD							
$FEFF0014																																
$FEFF0018																																
$FEFF001C																																
$FEFF0020	ETEST																EENAB															
$FEFF0024																									ESTAT							
$FEFF0028	EADDR																															
$FEFF002C																	EATTR															
$FEFF0030	PIACK																															
$FEFF0034																																
$FEFF0038																																

Table 2-16. PPC Register Map for PHB (Continued)

Bit --->	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
$FEFF003C																																
$FEFF0040	XSADD0																															
$FEFF0044	XSOFF0																								XSATT0							
$FEFF0048	XSADD1																															
$FEFF004C	XSOFF1																								XSATT1							
$FEFF0050	XSADD2																															
$FEFF0054	XSOFF2																								XSATT2							
$FEFF0058	XSADD3																															
$FEFF005C	XSOFF3																								XSATT3							
$FEFF0060	WDT1CNTL																															
$FEFF0064																									WDT1STAT							
$FFEF0068	WDT2CNTL																															
$FEFF006C																									WDT2STAT							
$FEFF0070	GPREG0(Upper)																															
$FEFF0074	GPREG0(Lower)																															
$FEFF078	GPREG1(Upper)																															
$FEFF07C	GPREG1(Lower)																															

Vendor ID/Device ID Registers

Address	$FEFF0000																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	VENID																DEVID															
Operation	R																R															
Reset	$1057																$4803															

VENID (Vendor ID) This register identifies the manufacturer of the device. This identifier is allocated by the PCI SIG to ensure uniqueness. $1057 has been assigned to Motorola and is hardwired as a read-only value. This register is duplicated in the PCI Configuration Registers.

DEVID (Device ID) This register identifies this particular device. The Hawk will always return $4803. This register is duplicated in the PCI Configuration Registers.

Revision ID Register

Address	$FEFF0004																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name									REVID																							
Operation	R								R								R							R							
Reset	$00								$01								$00								$00							

REVID (Revision ID) This register identifies the PHB revision level. This register is duplicated in the PCI Configuration Registers.

General Control-Status/Feature Registers

The *General Control-Status/Feature Registers* (**GCSR**) provides miscellaneous control and status information for the PHB. The bits within the GCSR are defined as follows:

Address	$FEFF0008																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	GCSR																															
	LEND			PFBR	HMBH	XFBR	XBT1	XBT0	P64		OPIC				XID1	XID0															
Operation	R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

LEND (Endian Select) If set, the PPC bus is operating in little endian mode. The PPC address will be modified as described in the section titled *When PPC Devices are Little-Endian*. When LEND is clear, the PPC bus is operating in big-endian mode, and all data to/from PCI is swapped as described in the section titled *When PPC Devices are Big-Endian*

PFBR (PCI Flush Before Read) If set, the PHB will guarantee that all PPC initiated posted write transactions will be completed before any PCI initiated read transactions will be allowed to complete. When PFBR is clear, there will be no correlation between these transaction types and their order of completion. Please refer to the section on *Transaction Ordering* for more information.

XMBH (PPC Master Bus Hog) If set, the PPC master of the PHB will operate in the Bus Hog mode. Bus Hog mode means the PPC master will continually request the PPC bus for the entire duration of each transfer. If Bus Hog is not enabled, the PPC master will request the bus in a normal manner. Please refer to the section on *PPC Master* for more information.

XFBR (PPC Flush Before Read) If set, the PHB will guarantee that all PCI initiated posted write transactions will be completed before any PPC-initiated read transactions will be allowed to complete. When XFBR is clear, there will be no correlation between these transaction types and their order of completion. Please refer to the section titled *Transaction Ordering* for more information.

XBTx (PPC Bus Time-out) This field specifies the enabling and PPC bus time-out length to be used by the PPC timer. The time-out length is encoded as follows:

MBT	Time Out Length
00	256 µsec
01	64 µsec
10	8 µsec
11	disabled

P64M (64-bit PCI Mode) If set, the PHB is connected to a 64-bit PCI bus. Refer to the section titled *PHB Hardware Configuration* for more information on how this bit gets set.

OPIC (OpenPIC Interrupt Controller Enable) If set, the PHB detected errors will be passed on to the MPIC. If cleared, PHB detected errors will be passed on to the processor 0 INT pin.

XIDx (PPC ID) This field is encoded as shown below to indicate who is currently the PPC bus master. This information is obtained by sampling the XARB0 thru XARB3 pins when in external PPC arbitration mode. When in internal PPC arbitration mode, this information is generated by the *PPC Arbiter*. In a multi-processor environment, these bits allow software to determine which processor it is currently running.

MID	Current PPC Data Bus Master
00	device on ABG0*
01	device on ABG1*
10	device on ABG2
11	Hawk

PPC Arbiter/PCI Arbiter Control Registers

The PPC Arbiter Register **(XARB)** provides control and status for the PPC Arbiter. Please refer to the section titled *PPC Arbiter* for more information. The bits within the XARB register are defined as follows:

Address	$FEFF000C																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	XARB																PARB															
	FBR1	FBR0	FSR1	FSR0	FBW1	FSW0	FSW1	FSW0		PRI	PRK1	PRK0				ENA	PRI1	PRI0	PRK3	PRK2	PRK1	PRK0	HIER2	HIER1	HIER0	POL					ENA
Operation	RW								R	RW	RW	RW	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W
Reset	0								0	0	0	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0

FBRx (Flatten Burst Read) This field is used by the PPC Arbiter to control how bus pipelining will be affected after all burst read cycles. The encoding of this field is shown in the table below.

FSRx (Flatten Single Read) This field is used by the PPC Arbiter to control how bus pipelining will be affected after all single beat read cycles. The encoding of this field is shown in the table below.

FBWx (Flastten Burst Write) This field is used by the PPC Arbiter to control how bus pipelining will be affected after all burst write cycles. The encoding of this field is shown in the table below.

FSWx (Flatten Single Write) This field is used by the PPC Arbiter to control how bus pipelining will be affected after all single beat write cycles. The encoding of this field is shown in the table below.

FBR/FSR/FBW/FSW	Effects on Bus Pipelining
00	None
01	None
10	Flatten always
11	Flatten if switching masters

PRI (Priority) If set, the PPC Arbiter will impose a rotating between CPU0 grants. If cleared, a fixed priority will be established between CPU0 and CPU1 grants, with CPU0 having a higher priority than CPU1.

PRKx (Parking) This field determines how the PPC Arbiter will implement CPU parking. The encoding of this field is shown in the table below.

PRK	CPU Parking
00	None
01	Park on last CPU
10	Park always on CPU0
11	Park always on CPU1

ENA (Enable) This read only bit indicates the enabled state of the PPC Arbiter. If set, the PPC Arbiter is enabled and is acting as the system arbiter. If cleared, the PPC Arbiter is disabled and external logic is implementing the system arbiter. Refer to the section titled *PHB Hardware Configuration* for more information on how this bit gets set.

The PCI Arbiter Register (**PARB**) provides control and status for the PCI Arbiter. Refer to the section titled *PCI Arbiter* for more information. The bits within the PARB register are defined as follows:

PRIx (Priority) This field is used by the PCI Arbiter to establish a particular bus priority scheme. The encoding of this field is shown in the following table.

PRI	Priority Scheme
00	Fixed
01	Round Robin
10	Mixed
11	Reserved

PRKx Parking. This field is used by the *PCI Arbiter* to establish a particular bus parking scheme. The encoding of this field is shown in the following table.

PRK	Parking Scheme
0000	Park on last master
0001	Park always on PARB6
0010	Park always on PARB5
0011	Park always on PARB4
0100	Park always on PARB3
0101	Park always on PARB2
0110	Park always on PARB1
0111	Park always on PARB0
1000	Park always on HAWK
1111	None

HIERx (Hierarchy) This field is used by the PCI Arbiter to establish a particular priority ordering when using a fixed or mixed mode priority scheme. When using the fixed priority scheme, the encoding of this field is shown in the table below.

HIER	Priority ordering, highest to lowest
000	PARB6 -> PARB5 -> PARB4 -> PARB3 -> PARB2 -> PARB1 -> PARB0 -> HAWK
001	HAWK -> PARB6 -> PARB5 -> PARB4 -> PARB3 -> PARB2 -> PARB1 -> PARB0
010	PARB0 -> HAWK -> PARB6 -> PARB5 -> PARB4 -> PARB3 -> PARB2 -> PARB1
011	PARB1 -> PARB0 -> HAWK -> PARB6 -> PARB5 -> PARB4 -> PARB3 -> PARB2
100	PARB2 -> PARB1 -> PARB0 -> HAWK -> PARB6 -> PARB5 -> PARB4 -> PARB3
101	PARB3 -> PARB2 -> PARB1 -> PARB0 -> HAWK -> PARB6 -> PARB5 -> PARB4
110	PARB4 -> PARB3 -> PARB2 -> PARB1 -> PARB0 -> HAWK -> PARB6 -> PARB5
111	PARB5 -> PARB4 -> PARB3 -> PARB2 -> PARB1 -> PARB0 -> HAWK -> PARB6

When using the mixed priority scheme, the encoding of this field is shown in the following table.

HIER	Priority ordering, highest to lowest
000	Group 1 -> Group 2 -> Group 3 -> Group 4
001	Group 4 -> Group 1 -> Group 2 -> Group 3
010	Group 3 -> Group 4 -> Group 1 -> Group 2
011	Group 2 -> Group 3 -> Group 4 -> Group 1
100	Reserved
101	Reserved
110	Reserved
111	Reserved

POL (Park on lock) If set, the PCI Arbiter will park the bus on the master that successfully obtains a PCI bus lock. The PCI Arbiter keeps the locking master parked and does not allow any non-locked masters to obtain access of the PCI bus until the locking master releases the lock. If this bit is cleared, the PCI Arbiter does not distinguish between locked and non-locked cycles.

ENA (Enable) This read only bit indicates the enabled state of the PCI Arbiter. If set, the PCI Arbiter is enabled and is acting as the system arbiter. If cleared, the PCI Arbiter is disabled and external logic is implementing the system arbiter. Please refer to the section titled *PHB Hardware Configuration* for more information on how this bit gets set.

Hardware Control-Status/Prescaler Adjust Register

The Hardware Control-Status Register (**HCSR**) provides hardware specific control and status information for the PHB. The bits within the HCSR are defined as follows:

Address	$FEFF0010																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	HCSR																								XPAD							
						XPR2	XPR1	XPR0				SPRQ	WLRT1	WLRT0	RLRT1	RLRT0																
Operation	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R								R/W							
Reset	0	0	0	0	0	X	X	X	0	0	0	1	0	0	0	0	$00								$9C							

XPRx (PPC/PCI Clock Ratio) This is a read only field that is used to indicate the clock ratio that has been established by the PHB at the release of reset. The encoding of this field is shown in the following table.

XPR	PPC60x/PCI clock ratio
000	Undefined
001	1:1
010	2:1
011	3:1
100	3:2
101	Undefined
110	5:2
111	Undefined

SPRQ (Speculative PCI Request) If set, the PHB PCI Master will perform speculative PCI requesting when a PCI bound transaction has been retried due to bridge lock resolution. If cleared, the PCI Master will only request the PCI bus when a transaction is pending within the PHB FIFOs.

WLRTx (Write Lock Resolution Threshold) This field is used by the PHB to determine a PPC bound write FIFO threshold at which a bridge lock resolution will create a retry on a pending PCI bound transaction. The encoding of this field is shown in the following table.

WLRT	Write lock resolution threshold
00	Match write threshold mode (that is, PSATTx WXFT)
01	Immediate
10	FIFO full
11	FIFO full

RLRTx (Read Lock Resolution Threshold) This field is used by the PHB to determine a PPC bound read FIFO threshold at which a bridge lock resolution will create a retry on a pending PCI bound transaction. The encoding of this field is shown in the following table.

RLRT	Read lock resolution threshold
00	Match read threshold mode (that is, PSATTx RXFT or RMFT)
01	Immediate
10	FIFO less than 1 cache line
11	FIFO less than 1 cache line

The PPC Prescaler Adjust Register **(XPAD)** is used to specify a scale factor for the prescaler to ensure that the time base for the bus timer is 1MHz. The scale factor is calculated as follows:

XPAD = 256 - Clk,

where Clk is the frequency of the CLK input in MHz. The following table shows the scale factors for some common CLK frequencies.

Frequency	XPAD
100	$9C
83	$AD
66	$BE
50	$CE

PPC Error Test/Error Enable Register

The Error Test Register **(ETEST)** provides a way to inject certain types of errors to test the PHB error capture and status circuitry. The bits within the ETEST are defined as follows:

Address	$FEFF0020																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ETEST																EENAB															
	DPE0	DPE1	DPE2	DPE3	DPE4	DPE5	DPE6	DPE7					APE0	APE1	APE2	APE3		DFLT	XBTOM	XDPEM	PPERM	PSERM	PSMAM	PRTAM			XBTOII	XDPEI	PPERI	PSERI	PSMAI	PRTAI
Operation	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DPEx (Data Parity Error Enable) These bits are used for test reasons to purposely inject data parity errors whenever the PHB is sourcing PPC data. A data parity error will be created on the correcponding PPC data parity bus if a bit is set. For example, setting DPE0 will cause DP0 to be generated incorrectly. If the bit is cleared, the PHB will generate correct data parity.

APEx (Address Parity Error Enable) These bits are used for test reasons to purposely inject address parity errors whenever the PHB is acting as a PPC bus master. An address parity error will be created on the corresponding PPC address parity bus if a bit is set. For example, setting APE0 will cause AP0 to be generated incorrectly. If the bit is cleared, the PHB will generate correct address parity.

The Error Enable Register (**EENAB**) controls how the PHB is to respond to the detection of various errors. In particular, each error type can uniquely be programmed to generate a machine check, generate an interrupt, generate both, or generate neither. The bits within the ETEST are defined as follows:

DFLT (Default PPC Master ID) This bit determines which MCHK_ pin will be asserted for error conditions in which the PPC master ID cannot be determined or the PHB was the PPC master. For example, in the event of a PCI parity error for a transaction in which the PHB's PCI master was not involved, the PPC master ID cannot be determined. When DFLT is set, MCHK1_ is used. When DFLT is clear, MCHK0_ will be used.

XBTOM (PPC Address Bus Time-out Machine Check Enable) When this bit is set, the XBTO bit in the ESTAT register will be used to assert the MCHK output to the current address bus master. When this bit is clear, MCHK will not be asserted.

XDPEM (PC Data Parity Error Machine Check Enable) When this bit is set, the XDPE bit in the ESTAT register will be used to assert the MCHK output to the current address bus master. When this bit is clear, MCHK will not be asserted.

PPERM (PCI Parity Error Machine Check Enable) When this bit is set, the PPER bit in the ESTAT register will be used to assert the MCHK output to bus master 0. When this bit is clear, MCHK will not be asserted.

PSERM (PCI System Error Machine Check Enable) When this bit is set, the PSER bit in the ESTAT register will be used to assert the MCHK output to bus master 0. When this bit is clear, MCHK will not be asserted.

PSMAM (PCI Signalled Master Abort Machine Check Enable) When this bit is set, the PSMA bit in the ESTAT register will be used to assert the MCHK output to the bus master which initiated the transaction. When this bit is clear, MCHK will not be asserted.

PRTAM (PCI Master Received Target Abort Machine Check Enable) When this bit is set, the PRTA bit in the ESTAT register will be used to assert the MCHK output to the bus master which initiated the transaction. When this bit is clear, MCHK will not be asserted.

XBTOI PPC (Address Bus Time-out Interrupt Enable) When this bit is set, the XBTO bit in the MERST register will be used to assert an interrupt through the MPIC interrupt controller. When this bit is clear, no interrupt will be asserted.

XDPEI (PPC Data Parity Error Interrupt Enable) When this bit is set, the XDPE bit in the ESTAT register will be used to assert an interrupt through the MPIC. When this bit is clear, no interrupt will be asserted.

PPERI (PCI Parity Error Interrupt Enable) When this bit is set, the PPER bit in the ESTAT register will be used to assert an interrupt through the MPIC interrupt controller. When this bit is clear, no interrupt will be asserted.

PSERI (PCI System Error Interrupt Enable) When this bit is set, the PSER bit in the ESTAT register will be used to assert an interrupt through the MPIC interrupt controller. When this bit is clear, no interrupt will be asserted.

PSMAI (PCI Master Signalled Master Abort Interrupt Enable) When this bit is set, the PSMA bit in the ESTAT register will be used to assert an interrupt through the MPIC interrupt controller. When this bit is clear, no interrupt will be asserted.

PRTAI (PCI Master Received Target Abort Interrupt Enable) When this bit is set, the PRTA bit in the ESTAT register will be used to assert an interrupt through the MPIC interrupt controller. When this bit is clear, no interrupt will be asserted.

PPC Error Status Register

The Error Status Register (**ESTAT**) provides an array of status bits pertaining to the various errors that the PHB can detect. The bits within the ESTAT are defined in the following paragraphs.

Address	$FEFF0024																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																									ESTAT							
																									OVF		XBTO	XDPE	PPER	PSER	PSMA	PRTA
Operation	R								R								R							R/C	R	R/C	R	R/C	R/C	R/C	R/C
Reset	$00								$00								$00								0	0	0	0	0	0	0	0

OVF (Error Status Overflow) This bit is set when any error is detected and any of the error status bits are already set. It may be cleared by writing a 1 to it; writing a 0 to it has no effect.

XBTO (PPC Address Bus Time-out) This bit is set when the PPC timer times out. It may be cleared by writing a 1 to it; writing a 0 to it has no effect. When the XBTOM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the XID field in the EATTR register. When the XBTOI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

XDPE (PPC Data Parity Error) This bit is set when the PHB detects a data bus parity error. It may be cleared by writing a 1 to it; writing a 0 to it has no effect. When the XDPEM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the XID field in the EATTR register. When the XDPEI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

PPER (PCI Parity Error) This bit is set when the PCI PERR_ pin is asserted. It may be cleared by writing it to a 1; writing it to a 0 has no effect. When the PPERM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the DFLT bit in the EATTR register. When the PPERI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

PSER (PCI System Error) This bit is set when the PCI SERR_ pin is asserted. It may be cleared by writing it to a 1; writing it to a 0 has no effect. When the PSERM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the DFLT bit in the EATTR register. When the PSERI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

PSMA (PCI Master Signalled Master Abort) This bit is set when the PCI master signals master abort to terminate a PCI transaction. It may be cleared by writing it to a 1; writing it to a 0 has no effect. When the PSMAM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the XID field in the EATTR register. When the PSMAI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

PRTA (PCI Master Received Target Abort) This bit is set when the PCI master receives target abort to terminate a PCI transaction. It may be cleared by writing it to a 1; writing it to a 0 has no effect. When the PRTAM bit in the EENAB register is set, the assertion of this bit will assert MCHK to the master designated by the XID field in the EATTR register. When the PRTAI bit in the EENAB register is set, the assertion of this bit will assert an interrupt through the MPIC.

PPC Error Address Register

The Error Address Register (**EADDR**) captures addressing information on the various errors that the PHB can detect. The register captures the PPC address when the XBTO bit is set in the ESTAT register. The register captures the PCI address when the PSMA or PRTA bits are set in the ESTAT register. The register's contents are not defined when the XDPE, PPER or PSER bits are set in the ESTAT register.

Address	$FEFF0028																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	EAADR																															
Operation	R																															
Reset	$00000000																															

PPC Error Attribute Register

The Error Attribute Register (**EATTR**) captures attribute information on the various errors that the PHB can detect. If the XDPE, PPER, or PSER bits are set in the ESTAT register, the contents of the EATTR register are zero. If the XBTO bit is set the register is defined by the following figure:

Address	$FEFF002C																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																	EATTR															
																			XID1	XID0			TBST	TSIZ0	TSIZ1	TSIZ2	TT0	TT1	TT2	TT3	TT4
Operation	R								R								R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Reset	$00								$00								0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

XIDx (PPC Master ID) This field contains the ID of the PPC master which originated the transfer in which the error occurred. The encoding scheme is identical to that used in the GCSR register.

TBST (Transfer Burst) This bit is set when the transfer in which the error occurred was a burst transfer.

TSIZx (Transfer Size) This field contains the transfer size of the PPC transfer in which the error occurred.

TTx (Transfer Type) This field contains the transfer type of the PPC transfer in which the error occurred.

If the PSMA or PRTA bits are set, the register is defined in the following table:

Address	$FEFF002C																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																	EATTR															
																	WP		MID1	MID0	COMM3	COMM2	COMM1	COMM0	BYTE7	BYTE6	BYTE5	BYTE4	BYTE3	BYTE2	BYTE1	BYTE0
Operation	R								R								R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Reset	$00								$00								0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

WP (Write Post Completion) This bit is set when the PCI master detects an error while completing a write post transfer.

XIDx (PPC Master ID) This field contains the ID of the PPC master which originated the transfer in which the error occurred. The encoding scheme is identical to that used in the GCSR register

COMMx (PCI Command) This field contains the PCI command of the PCI transfer in which the error occurred.

BYTEx (PCI Byte Enable) This field contains the PCI byte enables of the PCI transfer in which the error occurred. A set bit designates a selected byte.

PCI Interrupt Acknowledge Register

The PCI Interrupt Acknowledge Register (**PIACK**) is a read only register that is used to initiate a single PCI Interrupt Acknowledge cycle. Any single byte or combination of bytes may be read from, and the actual byte enable pattern used during the read will be passed on to the PCI bus. Upon completion of the PCI interrupt acknowledge cycle, the PHB will present the resulting vector information obtained from the PCI bus as read data.

Address	$FEFF0030																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	PIACK																															
Operation	R																															
Reset	$00000000																															

PPC Slave Address (0,1 and 2) Registers

The PPC Slave Address Registers (**XSADD0**, **XSADD1**, and **XSADD2**) contains address information associated with the mapping of PPC memory space to PCI memory/io space. The fields within the **XSADDx** registers are defined as follows:

Address	XSADD0 - $FEFF0040 XSADD1 - $FEFF0048 XSADD2 - $FEFF0050																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	XSADDx																															
	START																END															
Operation	R/W																R/W															
Reset	$0000																$0000															

START (Start Address) This field determines the start address of a particular memory area on the PPC bus which will be used to access PCI bus resources. The value of this field will be compared with the upper 16 bits of the incoming PPC address.

END (End Address) This field determines the end address of a particular memory area on the PPC bus which will be used to access PCI bus resources. The value of this field will be compared with the upper 16 bits of the incoming PPC address.

PPC Slave Offset/Attribute (0, 1 and 2) Registers

Address	XSOFF0/XSATT0 - $FEFF0044 XSOFF1/XSATT1 - $FEFF004C XSOFF2/XSATT2 - $FEFF0054																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	XSOFFx																								XSATTx							
																									REN	WEN		WPEN			MEM	IOM
Operation	R/W																R								R/W	R/W	R	R/W	R	R	R/W	R/W
Reset	$0000																$00								0	0	0	0	0	0	0	0

The PPC Slave Offset Registers (**XSOFF0**, **XSOFF1**, and **XSOFF2**) contains offset information associated with the mapping of PPC memory space to PCI memory/io space. The field within the **XSOFFx** registers is defined as follows:

XSOFFx (PPC Slave Offset) This register contains a 16-bit offset that is added to the upper 16 bits of the PPC address to determine the PCI address used for transfers from the PPC bus to PCI. This offset allows PCI resources to reside at addresses that would not normally be visible from the PPC bus.

The PPC Slave Attributes Registers (**XSATT0**, **XSATT1**, and **XSATT2**) contain attribute information associated with the mapping of PPC memory space to PCI memory/io space. The bits within the **XSATTx** registers are defined as follows:

REN (Read Enable) If set, the corresponding PPC Slave is enabled for read transactions.

WEN (Write Enable) If set, the corresponding PPC Slave is enabled for write transactions.

WPEN (Write Post Enable) If set, write posting is enable for the corresponding PPC Slave.

MEM (PCI Memory Cycle) If set, the corresponding PPC Slave will generate transfers to or from PCI memory space. When clear, the corresponding PPC Slave will generate transfers to or from PCI I/O space using the addressing mode defined by the IOM field.

IOM (PCI I/O Mode) If set, the corresponding PPC Slave will generate PCI I/O cycles using spread addressing as defined in the section titled *Generating PCI Cycles*. When clear, the corresponding PPC Slave will generate PCI I/O cycles using contiguous addressing. This field only has meaning when the MEM bit is clear.

PPC Slave Address (3) Register

Address	MSADD3 - $FEFF0058																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	XSADD3																															
	START																END															
Operation	R/W																R/W															
Reset	Regbase 0xfeff0000 => $8000 Regbase 0xfefe0000 => $9000																Regbase 0xfeff0000 => $8080 Regbase 0xfefe0000 => $9080															

The PPC Slave Address Register3 (**XSADD3**) contains address information associated with the mapping of PPC memory space to PCI memory/io space. XSADD3 (in conjunctiion with XSOFF3/XSATT3) is the only register group that can be used to initiate access to the PCI CONFIG_ADDRESS ($80000CF8) and CONFIG_DATA ($80000CFC) registers. The power up value of XSADD3 (and XSOFF3/XSATT3) are set to allow access to these special register spaces without PPC register initialization. The fields within XSADD3 are defined as follows:

START (Start Address) This field determines the start address of a particular memory area on the PPC bus which will be used to access PCI bus resources. The value of this field will be compared with the upper 16 bits of the incoming PPC address.

END (End Address) This field determines the end address of a particular memory area on the PPC bus which will be used to access PCI bus resources. The value of this field will be compared with the upper 16 bits of the incoming PPC address.

PPC Slave Offset/Attribute (3) Registers

Address	XSOFF3/XSATT3 - $FEFF005C																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	XSOFF3																								XSATT3							
																									REN	WEN		WPEN				IOM
Operation	R/W																R								R/W	R/W	R	R/W	R	R	R	R/W
Reset	Regbase 0xfeff0000 => $8000 Regbase 0xfefe0000 => $7000																$00								1	1	0	0	0	0	0	0

The PPC Slave Offset Register3 (**XSOFF3**) contains offset information associated with the mapping of PPC memory space to PCI memory/IO space. The field within the XSOFF3 register is defined as follows:

XSOFFx (PPC Slave Offset) This register contains a 16-bit offset that is added to the upper 16 bits of the PPC address to determine the PCI address used for transfers from the PPC bus to PCI. This offset allows PCI resources to reside at addresses that would not normally be visible from the PPC bus. It is initialized to $8000 to facilitate a zero based access to PCI space.

The PPC Slave Attributes Register3 (**XSATT3**) contains attribute information associated with the mapping of PPC memory space to PCI memory/IO space. The bits within the XSATT3 register are defined as follows:

REN (Read Enable) If set, the corresponding PPC slave is enabled for read transactions.

WEN (Write Enable) If set, the corresponding PPC slave is enabled for write transactions.

WPEN (Write Post Enable) If set, write posting is enabled for the corresponding PPC slave.

IOM (PCI I/O Mode) If set, the corresponding PPC slave will generate PCI I/O cycles using spread addressing as defined in the section on *Generating PCI Cycles*. When clear, the corresponding PPC slave will generate PCI I/O cycles using contiguous addressing.

WDTxCNTL Registers

Address	WDT1CNTL - $FEFF0060 WDT2CNTL - $FEFF0068					
Bit	0 1 2 3 4 5 6 7	8	9	10 11	12 13 14 15	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	WDTxCNTL					
	KEY	ENAB	ARM		RES	RELOAD
Operation	W	R/W	R	R	R/W	R/W
Reset	$00	1	0	00	$7 or $8	$FF

The Watchdog Timer Control Registers (**WDT1CNTL** and **WDT2CNTL**) are used to provide control information to the watchdog timer functions within the PHB. The fields within WDTxCNTL registers are defined as follows:

KEY (Key) This field is used during the two step arming process of the Control register. This field is sensitive to the following data patterns:

PATTERN_1 = $55

PATTERN_2 = $AA

The Control register will be in the armed state if PATTERN_1 is written to the KEY field. The Control register will be changed if in the armed state and PATTERN_2 is written to the KEY field. An incorrect sequence of patterns will cause the Control register to be in the unarmed state.

A value of all zeros will always be returned within the KEY field during read cycles.

ENAB (ENAB) This field determines whether or not the WDT is enabled. If a one is written to this bit, the timer will be enabled. A zero written to this bit will disable the timer. The ENAB bit may only be modified on the second step of a successful two step arming process.

ARM (ARMED) This read-only bit indicates the armed state of the register. If this bit is a zero, the register is unarmed. If this bit is a one, the register is armed for a write.

RES (RESOLUTION) This field determines the resolution of the timer. The RES field may only be modified on the second step of a successful two step arming process. The following table shows the different options associated with this bit.

RES	Timer Resolution	Approximate Max Time
0000	1 us	64 msec
0001	2 us	128 msec
0010	4 us	256 msec
0011	8 us	512 msec
0100	16 us	1 sec
0101	32 us	2 sec
0110	64 us	4 sec
0111	128 us	8 sec
1000	256 us	16 sec
1001	512 us	32 sec
1010	1024 us	1 min
1011	2048 us	2 min
1100	4096 us	4 min
1101	8192 us	8 min
1110	16,384 us	16 min
1111	32,768 us	32 min

RELOAD (Reload) This field is written with a value that will be used to reload the timer. The RELOAD field may only be modified on the second step of a successful two step arming process.

WDTxSTAT Registers

Address	WDT1STAT - $FEFF0064 WDT2STAT - $FEFF006C		
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
			WDTxSTAT
Name			COUNT
Operation	R	R	R
Reset	$00	$00	$FF

The Watchdog Timer Status Registers (**WDT1STAT** and **WDT2STAT**) are used to provide status information from the watchdog timer functions within the PHB. The field within WDTxSTAT registers is defined as follows:

COUNT (Count) This read-only field reflects the instantaneous counter value of the WDT.

General Purpose Registers

Address	GPREG0 (Upper) - $FEFF0070 GPREG0 (Lower) - $FEFF0074 GPREG1 (Upper) - $FEFF0078 GPREG1 (Lower) - $FEFF007C
Bit	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	GPREGx
Operation	R/W
Reset	$00000000

The General Purpose Registers (**GPREG0**, **GPREG1**, **GPREG2**, and **GPREG3**) are provided for inter-process message passing or general purpose storage. They do not control any hardware.

PCI Registers

The PCI Configuration Registers are compliant with the configuration register set described in the PCI Local Bus Specification, Revision 2.1. The *CONFIG_ADDRESS Register* and the *CONFIG_DATA Register* described in this section are accessed from the PPC bus within PCI I/O space.

All write operations to reserved registers will be treated as no-ops. That is, the access will be completed normally on the bus and the data will be discarded. Read accesses to reserved or unimplemented registers will be completed normally and a data value of 0 returned.

The PCI Configuration Register map of the PHB is shown in Table 2-17. The PCI I/O Register map of the PHB is shown in Table 2-18.

Table 2-17. PCI Configuration Register Map

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	<--- Bit
DEVID																VENID																$00
STATUS																COMMAND																$04
CLASS																								REVID								$08
								HEADER																								$0C
MIBAR																																$10
MMBAR																																$14
																																$18 - $7C
PSADD0																																$80
PSOFF0																								PSATT0								$84
PSADD1																																$88
PSOFF1																								PSATT1								$8C

Table 2-17. PCI Configuration Register Map (Continued)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	<--- Bit
PSADD2																																$90
PSOFF2																				PSATT2												$94
PSADD3																																$98
PSOFF3																				PSATT3												$9C

Table 2-18. PCI I/O Register Map

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	<--- Bit
CONFIG_ADDRESS																																$CF8
CONFIG_DATA																																$CFC

Vendor ID/ Device ID Registers

Offset	$00																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	DEVID																VENID															
Operation	R																R															
Reset	$4803																$1057															

VENID (Vendor ID) This register identifies the manufacturer of the device. This identifier is allocated by the PCI SIG to ensure uniqueness. $1057 has been assigned to Motorola. This register is duplicated in the PPC Registers.

DEVID (Device ID) This register identifies the particular device. The Hawk will always return $4803. This register is duplicated in the PPC Registers.

PCI Command/Status Registers

The Command Register (**COMMAND**) provides course control over the PHB ability to generate and respond to PCI cycles. The bits within the COMMAND register are defined as follows:

Offset	$04																													
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	STATUS																COMMAND															
	RCVPE	SIGSE	RCVMA	RCVTA	SIGTA	SELTIM1	SELTIM0	DPAR	FAST		P66M													SERR		PERR				MSTR	MEMSP	IOSP
Operation	R/C	R/C	R/C	R/C	R/C	R	R	R/C	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R	R	R	R/W	R/W	R/W
Reset	0	0	0	0	0	0	1	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0

IOSP (IO Space Enable) If set, the PHB will respond to PCI I/O accesses when appropriate. If cleared, the PHB will not respond to PCI I/O space accesses.

MEMSP (Memory Space Enable) If set, the PHB will respond to PCI memory space accesses when appropriate. If cleared, the PHB will not respond to PCI memory space accesses.

MSTR (Bus Master Enable) If set, the PHB may act as a master on PCI. If cleared, the PHB may not act as a PCI master.

PERR (Parity Error Response) If set, the PHB will check parity on all PCI transfers. If cleared, the PHB will ignore any parity errors that it detects and continue normal operation.

SERR (System Error Enable) This bit enables the SERR_ output pin. If clear, the PHB will never drive SERR_. If set, the PHB will drive SERR_ active when a system error is detected.

The Status Register (**STATUS**) is used to record information for PCI bus related events. The bits within the STATUS register are defined as follows:

P66M (PCI66 MHz) This bit indicates the PHB is capable of supporting a 66.67 MHz PCI bus.

FAST (Fast Back-to-Back Capable) This bit indicates that the PHB is capable of accepting fast back-to-back transactions with different targets.

DPAR (Data Parity Detected) This bit is set when three conditions are met: 1) the PHB asserted PERR_ itself or observed PERR_ asserted; 2) the PHB was the PCI master for the transfer in which the error occurred; 3) the PERR bit in the PCI Command Register is set. This bit is cleared by writing it to 1; writing a 0 has no effect.

SELTIM (DEVSEL Timing) This field indicates that the PHB will always assert DEVSEL_ as a ‘medium’ responder.

SIGTA (Signaled Target Abort) This bit is set by the PCI slave whenever it terminates a transaction with a target-abort. It is cleared by writing it to 1; writing a 0 has no effect.

RCVTA (Received Target Abort) This bit is set by the PCI master whenever its transaction is terminated by a target-abort. It is cleared by writing it to 1; writing a 0 has no effect.

RCVMA (Received Master Abort) This bit is set by the PCI master whenever its transaction (except for Special Cycles) is terminated by a master-abort. It is cleared by writing it to 1; writing a 0 has no effect.

SIGSE (Signaled System Error) This bit is set whenever the PHB asserts SERR_. It is cleared by writing it to 1; writing a 0 has no effect.

RCVPE (Detected Parity Error) This bit is set whenever the PHB detects a parity error, even if parity error checking is disabled (see bit PERR in the *PCI Command/Status Registers*). It is cleared by writing it to 1; writing a 0 has no effect.

Revision ID/Class Code Registers

Offset	$08																													
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	CLASS																								REVID							
Operation	R																								R							
Reset	$060000																								$01							

REVID (Revision ID) This register identifies the PHB revision level. This register is duplicated in the PPC Registers.

CLASS (Class Code) This register identifies PHB as the following:

Base Class Code $06 PCI Bridge Device

Subclass Code $00 PCI Host Bridge

Program Class Code $00 Not Used

Header Type Register

Offset	$0C																													
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name									HEADER																							
Operation	R								R								R							R							
Reset	$00								$00								$00								$00							

The Header Type Register (**Header**) identifies the PHB as the following:

```
Header Type  $00    Single Function Configuration Header
```

MPIC I/O Base Address Register

Offset	$10																													
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	MIBAR																															
	BASE																													RES	IO/MEM
Operation	R/W																						R							R	R
Reset	$0000																$0000													0	1

The MPIC I/O Base Address Register (**MIBAR**) controls the mapping of the MPIC control registers in PCI I/O space.

IO/MEM (IO Space Indicator) This bit is hard-wired to a logic one to indicate PCI I/O space.

RES (Reserved) This bit is hard-wired to zero.

BASE (Base Address) These bits define the I/O space base address of the MPIC control registers. The MIBAR decoder is disabled when the BASE value is zero.

MPIC Memory Base Register

Offset	$14																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	MMBAR																															
	BASE																												PRE	MTYP1	MTYP0	IO/MEM
Operation	R/W																R												R	R	R	R
Reset	$0000																$0000												0	0	0	0

The MPIC Memory Base Address Register (**MMBAR**) controls the mapping of the MPIC control registers in PCI memory space.

IO/MEM (IO Space Indicator) This bit is hard-wired to a logic zero to indicate PCI memory space.

MTYPx (Memory Type) These bits are hard-wired to zero to indicate that the MPIC registers can be located anywhere in the 32-bit address space

PRE (Prefetch) This bit is hard-wired to zero to indicate that the MPIC registers are not prefetchable.

BASE (Base Address) These bits define the memory space base address of the MPIC control registers. The MBASE decoder is disabled when the BASE value is zero.

PCI Slave Address (0,1,2 and 3) Registers

Offset	PSADD0 - $80 PSADD1 - $88 PSADD2 - $90 PSADD3 - $98	
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0	
Name	PSADDx	
	START	END
Operation	R/W	R/W
Reset	$0000	$0000

The PCI Slave Address Registers (**PSADDx**) contain address information associated with the mapping of PCI memory space to PPC memory space. The fields within the **PSADDx** registers are defined as follows:

START (Start Address) This field determines the start address of a particular memory area on the PCI bus which will be used to access PPC bus resources. The value of this field will be compared with the upper 16 bits of the incoming PCI address.

END (End Address) This field determines the end address of a particular memory area on the PCI bus which will be used to access PPC bus resources. The value of this field will be compared with the upper 16 bits of the incoming PCI address.

PCI Slave Attribute/Offset (0,1,2 and 3) Registers

Offset	PSOFF0/PSATT0 - $84 PSOFF1/PSATT1 - $8C PSOFF2/PSATT2 - $94 PSOFF3/PSATT3 - $9C																										
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	PSOFFx																PSATTx															
																	WXFT1	WXFT0			RXFT1	RXFT0	RMFT1	RMFT0	REN	WEN	WPEN	RAEN			GBL	INV
Operation	R/W																R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/w	R/W	R/W	R/W	R	R	R/W	R/W
Reset	$0000																1	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0

The PCI Slave Attribute Registers (**PSATTx**) contain attribute information associated with the mapping of PCI memory space to PPC memory space. The fields within the **PSATTx** registers are defined as follows:

INV (Invalidate Enable) If set, the PPC master will issue a transfer type code which specifies the current transaction should cause an invalidate for each PPC transaction originated by the corresponding PCI slave. The transfer type codes generated are shown in Table 2-5.

GBL (Global Enable) If set, the PPC master will assert the GBL_ pin for each PPC transaction originated by the corresponding PCI slave.

RAEN (Read Ahead Enable) If set, read ahead is enabled for the corresponding PCI slave.

WPEN (Write Post Enable) If set, write posting is enabled for the corresponding PCI slave.

WEN (Write Enable) If set, the corresponding PCI slave is enabled for write transactions.

REN (Read Enable) If set, the corresponding PCI slave is enabled for read transactions.

RMFTx (Read Multiple FIFO Threshold) This field is used by the PHB to determine a FIFO threshold at which to continue prefetching data from local memory during PCI read multiple transactions. This threshold applies to subsequent prefetch reads since all initial prefetch reads will be four cache lines. This field is only applicable if read-ahead has been enabled. The encoding of this field is shown in the table below.

RMFT/RXFT	Subsequent Prefetch FIFO Threshold
00	0 Cache lines
01	1 Cache line
10	2 Cache lines
11	3 Cache lines

The **PSOFFx** (PCI Slave Offset Registers) contain offset information associated with the mapping of PCI memory space to PPC memory space. The field within the **PSOFFx** registers is defined as follows:

PSOFFx (PCI Slave Offset) This register contains a 16-bit offset that is added to the upper 16 bits of the PCI address to determine the PPC address used for transfers from PCI to the PPC bus. This offset allows PPC resources to reside at addresses that would not normally be visible from PCI.

CONFIG_ADDRESS Register

The description of the CONFIG_ADDRESS register is presented in three perspectives: from the PCI bus, from the PPC Bus in big-endian mode, and from the PPC bus in little-endian mode.

Note The view from the PCI bus is purely conceptual, since there is no way to access the CONFIG_ADDRESS register from the PCI bus.

Conceptual perspective from the PCI bus:

Offset	$CFB								$CFA								$CF9								$CF8							
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	CONFIG_ADDRESS																															
	EN								BUS								DEV					FUN			REG							
Operation	R/W	R							R/W								R/W					R/W			R/W						R	R
Reset	1	$00							$00								$00					$0			$00						0	0

Perspective from the PPC bus in Big-Endian mode:

Offset	$CF8								$CF9								$CFA								$CFB							
Bit (DH)	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	CONFIG_ADDRESS																															
	REG																DEV				FUN				BUS							EN
Operation	R/W								R	R							R/W				R/W				R/W							R/W
Reset	$00								0	0							$00				$0				$00							1

Perspective from the PPC bus in Little-Endian mode:

Offset	$CFC								$CFD								$CFE								$CFF							
Bit (DL)	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	CONFIG_ADDRESS																															
	EN								BUS								DEV					FUN			REG							
Operation	R/W	R							R/W								R/W					R/W			R/W						R	R
Reset	1	$00							$00								$00					$0			$00						0	0

The register fields are defined as follows:

REG (Register Number**)** Configuration Cycles: Identifies a target double word within a target's configuration space. This field is copied to the PCI AD bus during the address phase of a Configuration cycle.

Special Cycles: This field must be written with all zeros.

FUN (Function Number) Configuration Cycles: Identifies a function number within a target's configuration space. This field is copied to the PCI AD bus during the address phase of a Configuration cycle.

Special Cycles: This field must be written with all ones.

DEV (Device Number) Configuration Cycles: Identifies a target's physical PCI device number. Refer to the section on *Generating PCI Cycles* for a description of how this field is encoded.

Special Cycles: This field must be written with all ones.

BUS (Bus Number) Configuration Cycles: Identifies a targeted bus number. If written with all zeros, a Type 0 Configuration Cycle will be generated. If written with any value other than all zeros, then a Type 1 Configuration Cycle will be generated.

Special Cycles: Identifies a targeted bus number. If written with all zeros, a Special Cycle will be generated. If written with any value other than all zeros, then a Special Cycle translated into a Type 1 Configuration Cycle will be generated.

EN (Enable) Configuration Cycles: Writing a one to this bit enables CONFIG_DATA to Configuration Cycle translation. If this bit is a zero, subsequent accesses to CONFIG_DATA will be passed though as I/O Cycles.

Special Cycles: Writing a one to this bit enables CONFIG_DATA to Special Cycle translation. If this bit is a zero, subsequent accesses to CONFIG_DATA will be passed though as I/O Cycles.

CONFIG_DATA Register

The description of the CONFIG_DATA register is also presented in three perspectives; from the PCI bus, from the PPC Bus in big-endian mode, and from the PPC bus in little-endian mode. Note that the view from the PCI bus is purely conceptual, since there is no way to access the CONFIG_DATA register from the PCI bus.

Conceptual perspective from the PCI bus:

Offset	$CFF								$CFE								$CFD								$CFC							
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	CONFIG_DATA																															
	Data ‘D’								Data ‘C’								Data ‘B’								Data ‘A’							
Operation	R/W								R/W								R/W								R/W							
Reset	n/a								n/a								n/a								n/a							

Perspective from the PPC bus in Big-Endian mode:

Offset	$CFC								$CFD								$CFE								$CFF							
Bit (DL)	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	CONFIG_DATA																															
	Data ‘A’								Data ‘B’								Data ‘C’								Data ‘D’							
Operation	R/W								R/W								R/W								R/W							
Reset	n/a								n/a								n/a								n/a							

Perspective from the PPC bus in Little-Endian mode:

Offset	$CF8	$CF9	$CFA	$CFB
Bit (DH)	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31
Name	CONFIG_DATA			
	Data ‘D’	Data ‘C’	Data ‘B’	Data ‘A’
Operation	R/W	R/W	R/W	R/W
Reset	n/a	n/a	n/a	n/a

MPIC Registers

The following conventions are used in the Hawk register charts:

- R Read Only field.
- R/W Read/Write field.
- S Writing a ONE to this field sets this field.
- C Writing a ONE to this field clears this field.

MPIC Registers

The MPIC register map is shown in the following table. The Off field is the address offset from the base address of the MPIC registers in the PPC-IO or PPC-MEMORY space. Note that this map does not depict linear addressing. The PCI-SLAVE of the PHB has two decoders for generating the MPIC select. These decoders will generate a select and acknowledge all accesses which are in a reserved 256KB range. If the index into that 256KB block does not decode a valid MPIC register address, the logic will return $00000000.

The registers are 8-, 16-, or 32-bits accessible.

Table 2-19. MPIC Register Map

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Off
FEATURE REPORTING REGISTER 0																																$01000
GLOBAL CONFIGURATION REGISTER 0																																$01020
MPIC VENDOR IDENTIFICATION REGISTER																																$01080
PROCESSOR INIT REGISTER																																$01090
IPI0 VECTOR-PRIORITY REGISTER																																$010a0
IPI1 VECTOR-PRIORITY REGISTER																																$010b0
IPI2 VECTOR-PRIORITY REGISTER																																$010c0
IPI3 VECTOR-PRIORITY REGISTER																																$010d0
																								SP REGISTER								$010e0
TIMER FREQUENCY REPORTING REGISTER																																$010f0
TIMER 0 CURRENT COUNT REGISTER																																$01100
TIMER 0 BASE COUNT REGISTER																																$01110
TIMER 0 VECTOR-PRIORITY REGISTER																																$01120
TIMER 0 DESTINATION REGISTER																																$01130
TIMER 1 CURRENT COUNT REGISTER																																$01140
TIMER 1 BASE COUNT REGISTER																																$01150
TIMER 1VECTOR-PRIORITY REGISTER																																$01160
TIMER 1DESTINATION REGISTER																																$01170
TIMER 2 CURRENT COUNT REGISTER																																$01180
TIMER 2 BASE COUNT REGISTER																																$01190
TIMER 2 VECTOR-PRIORITY REGISTER																																$011a0
TIMER 2 DESTINATION REGISTER																																$011b0
TIMER 3 CURRENT COUNT REGISTER																																$011c0
TIMER 3 BASE COUNT REGISTER																																$011d0
TIMER 3 VECTOR-PRIORITY REGISTER																																$011e0

Table 2-19. MPIC Register Map (Continued)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Off
TIMER 3 DESTINATION REGISTER																																$011f0
INT. SRC. 0 VECTOR-PRIORITY REGISTER																																$10000
INT. SRC. 0 DESTINATION REGISTER																																$10010
INT. SRC. 1 VECTOR-PRIORITY REGISTER																																$10020
INT. SRC. 1 DESTINATION REGISTER																																$10030
INT. SRC. 2 VECTOR-PRIORITY REGISTER																																$10040
INT. SRC. 2 DESTINATION REGISTER																																$10050
INT. SRC. 3 VECTOR-PRIORITY REGISTER																																$10060
INT. SRC. 3 DESTINATION REGISTER																																$10070
INT. SRC. 4 VECTOR-PRIORITY REGISTER																																$10080
INT. SRC. 4 DESTINATION REGISTER																																$10090
INT. SRC. 5 VECTOR-PRIORITY REGISTER																																$100a0
INT. SRC. 5 DESTINATION REGISTER																																$100b0
INT. SRC. 6 VECTOR-PRIORITY REGISTER																																$100c0
INT. SRC. 6 DESTINATION REGISTER																																$100d0
INT. SRC. 7 VECTOR-PRIORITY REGISTER																																$100e0
INT. SRC. 7 DESTINATION REGISTER																																$100f0
INT. SRC. 8 VECTOR-PRIORITY REGISTER																																$10100
INT. SRC. 8 DESTINATION REGISTER																																$10110
INT. SRC. 9 VECTOR-PRIORITY REGISTER																																$10120
INT. SRC. 9 DESTINATION REGISTER																																$10130
INT. SRC. 10 VECTOR-PRIORITY REGISTER																																$10140
INT. SRC. 10 DESTINATION REGISTER																																$10150
INT. SRC. 11 VECTOR-PRIORITY REGISTER																																$10160
INT. SRC. 11 DESTINATION REGISTER																																$10170
INT. SRC. 12 VECTOR-PRIORITY REGISTER																																$10180
INT. SRC. 12 DESTINATION REGISTER																																$10190
INT. SRC. 13 VECTOR-PRIORITY REGISTER																																$101a0

Table 2-19. MPIC Register Map (Continued)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Off
INT. SRC. 13 DESTINATION REGISTER																																$101b0
INT. SRC. 14 VECTOR-PRIORITY REGISTER																																$101c0
INT. SRC. 14 DESTINATION REGISTER																																$101d0
INT. SRC. 15 VECTOR-PRIORITY REGISTER																																$101e0
INT. SRC. 15 DESTINATION REGISTER																																$101f0
PHB DETECTED ERRORS VECTOR-PRIORITY REGISTER																																$10200
PHB DETECTED ERRORS DESTINATION REGISTER																																$10210
IPI 0 DISPATCH REGISTER PROC. 0																																$20040
IPI 1 DISPATCH REGISTER PROC. 0																																$20050
IPI 2 DISPATCH REGISTER PROC. 0																																$20060
IPI 3 DISPATCH REGISTER PROC. 0																																$20070
CURRENT TASK PRIORITY REGISTER PROC. 0																																$20080
																															IACK REGISTER P0	$200a0
																															EOI REGISTER P0	$200b0
IPI 0 DISPATCH REGISTER PROC. 1																																$21040
IPI 1 DISPATCH REGISTER PROC. 1																																$21050
IPI 2 DISPATCH REGISTER PROC. 1																																$21060
IPI 3 DISPATCH REGISTER PROC. 1																																$21070
CURRENT TASK PRIORITY REGISTER PROC. 1																																$21080
																															IACK REGISTER P1	$210a0
																															EOI REGISTER P1	$210b0

Feature Reporting Register

Offset	$01000				
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0				
Name	FEATURE REPORTING				
		NIRQ		NCPU	VID
Operation	R	R	R	R	R
Reset	$0	$00F	$0	$01	$02

NIRQ (Number of IRQs) The number of the highest external IRQ source supported. The IPI, Timer, and PHB Detected Error interrupts are excluded from this count.

NCPU (Number of CPUs) The number of the highest physical CPU supported. There are two CPUs supported by this design. CPU #0 and CPU #1.

VID (Version ID) Version ID for this interrupt controller. This value reports what level of the specification is supported by this implementation. Version level of 02 is used for the initial release of the MPIC specification.

Global Configuration Register

Offset	$01020							
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0							
Name	GLOBAL CONFIGURATION							
	RESET C	EINTT	M	TIE				
Operation	C	R	R/W	R/W	R	R	R	R
Reset	0	0	0	0	$00	$00	$00	$00

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 register are undefined.

EINTT (External Interrupt Type) This read only bit indicates the external interrupt type: serial or parallel mode. When this bit is set, MPIC is in serial mode for external interrupts 0 through 15. When this bit is cleared, MPIC is in parallel mode for external interrupts.

M (Cascade Mode) If the Cascade mode (M) bit is cleared, the MPIC is completely disabled. To activate the MPIC, set the M bit (mixed mode), independent of the 8259's presence. The Cascade mode allows cascading of an external 8259 pair connected to the first interrupt source input pin (0). In the Pass Through mode, interrupt source 0 is passed directly through to the processor 0 INT pin. MPIC is bypassed in this scenario. In the mixed mode, the 8259 interrupts are delivered using the priority and distribution mechanism of the MPIC. The Vector/Priority and Destination registers for interrupt source 0 are used to control the delivery mode for all 8259 generated interrupt sources.

Table 2-20. Cascade Mode Encoding

M	Mode
0	Pass Through
1	Mixed

TIE (Tie Mode) Writing a one to this register bit will cause a tie in external interrupt processing to swap back and forth between processor 0 and 1. The first tie in external interrupt processing always goes to Processor 0 after a reset. When this register bit is set to 0, a tie in external interrupt processing will always go to Processor 0 (Mode used on Version $02 of MPIC).

Table 2-21. Tie Mode Encoding

T	Mode
0	Processor 0 always selected
1	Swap between Processor's

Vendor Identification Register

Offset	$01080			
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0			
Name	VENDOR IDENTIFICATION			
		STP		
Operation	R	R	R	R
Reset	$00	$02	$00	$00

There are two fields in the Vendor Identification Register which are not defined for the MPIC implementation but are defined in the MPIC specification. They are the vendor identification and device ID fields.

STP (Stepping) The stepping or silicon revision number is initially 0.

Processor Init Register

Offset	$01090					
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0					
Name	PROCESSOR INIT					
					P1	P0
Operation	R	R	R	R	R/W	R/W
Reset	$00	$00	$00	$00	0	0

P1 (PROCESSOR 1) Writing a 1 to P1 will assert the Soft Reset input of processor 1. Writing a 0 to it will negate the SRESET signal.

P0 (PROCESSOR 0) Writing a 1 to P0 will assert the Soft Reset input of processor 0. Writing a 0 to it will negate the SRESET signal.

The Soft Reset input to the 604 is negative edge-sensitive.

IPI Vector/Priority Registers

Offset	IPI 0 - $010A0 IPI 1 - $010B0 IPI 2 - $010C0 IPI 3 - $010D0					
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0					
Name	IPI VECTOR/PRIORITY					
	MASK	ACT		PRIOR		VECTOR
Operation	R/W	R	R	R/W	R	R/W
Reset	1	0	$000	$0	$00	$00

MASK (Mask) Setting this bit 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.

ACT (ACTIVITY) The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to a one when its associated bit in the Interrupt Pending Register or In-Service Register is set.

PRIOR Interrupt priority 0 is the lowest and 15 is the highest. Note that a priority level of 0 will not enable interrupts.

VECTOR This vector is returned when the Interrupt Acknowledge register is examined during a request for the interrupt associated with this vector.

Spurious Vector Register

Offset	$010E0			
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16	15 14 13 12 11 10 9 8	7 6 5 4 3 2 1 0	
Name			VECTOR	
Operation	R	R	R	R/W
Reset	$00	$00	$00	$FF

VECTOR This vector is returned when the Interrupt Acknowledge register is read during a spurious vector fetch.

Timer Frequency Register

Offset	$010F0
Bit	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
Name	TIMER FREQUENCY
Operation	R/W
Reset	$00000000

This register is used to report the frequency (in Hz) of the clock source for the global timers. Following reset, this register contains zero. The system initialization code must initialize this register to one-eighth the MPIC clock frequency. For the PHB implementation of the MPIC, a typical value would be $7de290 (which is 66/8 MHz or 8.25 MHz).

Note Clock frequencies on the Hawk are derived from the PCI clock.

Timer Current Count Registers

Offset	Timer 0 - $01100 Timer 1 - $01140 Timer 2 - $01180 Timer 3 - $011C0																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	TIMER CURRENT COUNT																															
	T	CC																														
Operation	R	R																														
Reset	0	$00000000																														

T (Toggle) This bit toggles whenever the current count decrements to zero. The bit is cleared when a value is written into the corresponding base register and the CI bit of the corresponding base register transitions from a 1 to a 0.

CC (Current Count) The current count field decrements while the Count Inhibit bit is the Base Count Register is zero. When the timer counts down to zero, the Current Count register is reloaded from the Base Count register and the timer's interrupt becomes pending in MPIC processing.

Timer Basecount Registers

Offset	Timer 0 - $01110 Timer 1 - $01150 Timer 2 - $01190 Timer 3 - $011D0																														
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	TIMER BASECOUNT																														
	CI	BC																													
Operation	R/W	R/W																													
Reset	1	$00000000																													

CI (Count Inhibit) Setting this bit to one inhibits counting for this timer. Setting this bit to zero allows counting to proceed.

BC (Base Count) This field contains the 31 bit count for this timer. When a value is written into this register and the CI bit transitions from a 1 to a 0, it is copied into the corresponding Current Count register and the toggle bit in the Current Count register is cleared. When the timer counts down to zero, the Current Count register is reloaded from the Base Count register and the timer's interrupt becomes pending in MPIC processing.

Timer Vector/Priority Registers

<table>
<tr><td>Offset</td><td colspan="32">Timer 0 - $01120
Timer 1 - $01160
Timer 2 - $011A0
Timer 3 - $011E0</td></tr>
<tr><td>Bit</td><td>31</td><td>30</td><td>29</td><td>28</td><td>27</td><td>26</td><td>25</td><td>24</td><td>23</td><td>22</td><td>21</td><td>20</td><td>19</td><td>18</td><td>17</td><td>16</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr>
<tr><td>Name</td><td colspan="32">TIMER VECTOR/PRIORITY</td></tr>
<tr><td></td><td>MASK</td><td>ACT</td><td colspan="10"></td><td colspan="4">PRIOR</td><td colspan="8"></td><td colspan="8">VECTOR</td></tr>
<tr><td>Operation</td><td>R/W</td><td>R</td><td colspan="10">R</td><td colspan="4">R/W</td><td colspan="8">R</td><td colspan="8">R/W</td></tr>
<tr><td>Reset</td><td>1</td><td>0</td><td colspan="10">$000</td><td colspan="4">$0</td><td colspan="8">$00</td><td colspan="8">$00</td></tr>
</table>

MASK (Mask) Setting this bit 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.

ACT (Activity) The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to a one when its associated bit in the Interrupt Pending Register or In-Service Register is set.

PRIOR Interrupt priority 0 is the lowest and 15 is the highest. Note that a priority level of 0 will not enable interrupts.

VECTOR This vector is returned when the Interrupt Acknowledge register is examined upon acknowledgment of the interrupt associated with this vector.

2

Timer Destination Registers

Offset	Timer 0 - $01130 Timer 1 - $01170 Timer 2 - $011B0 Timer 3 - $011F0																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	TIMER DESTINATION																															
																															P1	P0
Operation	R								R								R								R						R/W	R/W
Reset	$00								$00								$00								$00						0	0

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

P1 (Processor 1) The interrupt is directed to processor 1.

P0 (Processor 0) The interrupt is directed to processor 0.

External Source Vector/Priority Registers

Offset	Int Src 0 - $10000 Int Src 2 -> Int Src15 - $10020 -> $101E0																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	EXTERNAL SOURCE VECTOR/PRIORITY																															
	MASK	ACT							POL	SENSE			PRIOR												VECTOR							
Operation	R/W	R	R						R/W	R/W	R	R	R/W				R								R/W							
Reset	1	0	$000						0	0	0	0	$0				$00								$00							

MASK (Mask) Setting this bit 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.

ACT (Activity) The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to a one when its associated bit in the Interrupt Pending Register or In-Service Register is set.

POL (Polarity) This bit sets the polarity for external interrupts. Setting this bit to a zero enables active low or negative edge. Setting this bit to a one enables active high or positive edge. Only External Interrupt Source 0 uses this bit in this register.

SENSE (Sense) This bit sets the sense for external interrupts. Setting this bit to a zero enables edge sensitive interrupts. Setting this bit to a one enables level sensitive interrupts. For external interrupt sources 1 through 15, setting this bit to a zero enables positive edge triggered interrupts. Setting this bit to a one enables active low level triggered interrupts.

PRIOR (Priority) Interrupt priority 0 is the lowest and 15 is the highest. Note that a priority level of 0 will not enable interrupts.

VECTOR (Vector) This vector is returned when the Interrupt Acknowledge register is examined upon acknowledgment of the interrupt associated with this vector.

External Source Destination Registers

Offset	Int Src 0 - $10010 Int Src 2 -> Int Src 15 - $10030 -> $101F0																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	EXTERNAL SOURCE DESTINATION																															
																															P1	P0
Operation	R								R								R													R/W	R/W
Reset	$00								$00								$00						$00								0	0

This register indicates the possible destinations for the external interrupt sources. These interrupts operate in the Distributed interrupt delivery mode.

P1 (Processor 1) The interrupt is pointed to processor 1.

P0 (Processor 0) The interrupt is pointed to processor 0.

PHB-Detected Errors Vector/Priority Register

Offset	$10200																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	PHB DETECTED ERRORS VECTOR/PRIORITY																															
	MASK	ACT							SENSE				PRIOR										VECTOR									
Operation	R/W	R	R						R	R/W	R	R	R/W	R									R/W									
Reset	1	0	$000						0	1	0	0	$0	$00									$00									

MASK (Mask) Setting this bit 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.

ACT (Activity) The activity bit indicates that an interrupt has been requested or that it is in-service. The ACT bit is set to a one when its associated bit in the Interrupt Pending Register or In-Service Register is set.

SENSE (Sense) This bit sets the sense for the internal PHB detected error interrupts. It is hardwired to 1 to enable active low level sensitive interrupts.

PRIOR (Priority) Interrupt priority 0 is the lowest and 15 is the highest. Note that a priority level of 0 will not enable interrupts.

VECTOR (Vectory) This vector is returned when the Interrupt Acknowledge register is examined upon acknowledgment of the interrupt associated with this vector.

PHB-Detected Errors Destination Register

Offset	$10210																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	PHB DETECTED ERROR DESTINATION																															
																															P1	P0
Operation	R								R								R													R/W	R/W
Reset	$00								$00								$00								$00						0	0

This register indicates the possible destinations for the PHB detected error interrupt source. These interrupts operate in the Distributed interrupt delivery mode.

P1 (Processor 1) The interrupt is pointed to processor 1.

P0 (Processor 0) The interrupt is pointed to processor 0.

2

Interprocessor Interrupt Dispatch Registers

Offset	Processor 0 $20040, $20050, $20060, $20070 Processor 1 $21040, $21050, $21060, $21070																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	IPI DISPATCH																															
																															P1	P0
Operation	R								R								R													R/W	R/W
Reset	$00								$00								$00								$00						0	0

There are four Interprocessor Interrupt Dispatch Registers. Writing to an IPI Dispatch Register with the P0 and/or P1 bit set causes an interprocessor interrupt request to be sent to one or more processors. Note that each IPI Dispatch Register has two addresses. These registers are considered to be per processor registers and there is one address per processor. Reading these registers returns zeros.

P1 (Processor 1) The interrupt is directed to processor 1.

P0 (Processor 0) The interrupt is directed to processor 0.

Interrupt Task Priority Registers

Offset	Processor 0 $20080 Processor 1 $21080																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name	INTERRUPT TASK PRIORITY																															
																																TP
Operation	R								R								R														R/W
Reset	$00								$00								$00								$0							$F

There is one Task Priority Register per processor. Priority levels from 0 (lowest) to 15 (highest) are supported. Setting the Task Priority Register to 15 masks all interrupts to this processor. Hardware will set the task register to $F when it is reset or when the Init bit associated with this processor is written to a one.

Interrupt Acknowledge Registers

Offset	Processor 0 $200A0 Processor 1 $210A0			
Bit	31 30 29 28 27 26 25 24	23 22 21 20 19 18 17 16	15 14 13 12 11 10 9 8	7 6 5 4 3 2 1 0
Name				VECTOR
Operation	R	R	R	R
Reset	$00	$00	$00	$FF

On PowerPC based systems, Interrupt Acknowledge is implemented as a read request to a memory-mapped Interrupt Acknowledge register. Reading the Interrupt Acknowledge register returns the interrupt vector corresponding to the highest priority pending interrupt. Reading this register also has the following side effects. Reading this register without a pending interrupt will return a value of $FF hex.

- The associated bit in the Interrupt Pending Register is cleared.
- Reading this register will update the In-Service register.

VECTOR (Vector) This vector is returned when the Interrupt Acknowledge register is read.

End-of-Interrupt Registers

Offset	Processor 0 $200B0 Processor 1 $210B0																															
Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Name																													EOI			
Operation	R								R								R							R					W			
Reset	$00								$00								$00								$0					$0		

EOI (End of Interrupt) There is one EOI register per processor. EOI Code values other than 0 are currently undefined. Data values written to this register are ignored; zero is assumed. Writing to this register signals the end of processing for the highest priority interrupt currently in service by the associated processor. The write operation will update the In-Service register by retiring the highest priority interrupt. Reading this register returns zeros.

System Memory Controller (SMC) 3

Introduction

The SMC in the Hawk ASIC is equivalent to the former Falcon Pair portion of a Falcon/Raven chipset. As were its predecessors, it is designed for the MVME family of boards. The SMC has interfaces between the PowerPC60x bus (also called PPC60*x* bus or PPC bus) and SDRAM, ROM/Flash, and its Control and Status Register sets (CSR). Note that the term SDRAM refers to Synchronous Dynamic Random Access Memory and is used throughout this document.

Overview

This chapter provides a functional description and programming model for the SMC portion of the Hawk. Most of the information for using the device in a system, programming it in a system, and testing it is contained here.

Bit Ordering Convention

All SMC bused signals are named using big-endian bit ordering (bit 0 is the most significant bit), except for the RA signals, which use little-endian bit ordering (bit 0 is the least significant bit).

Features

- SDRAM Interface
  - Double-bit error detect/Single-bit error correct on 72-bit basis.
  - Two blocks with up to 256MB each at 100 MHz.
  - Eight blocks with up to 256MB each at 66.67 MHz
  - Uses -8, -10, or PC100 SDRAMs
  - Programmable base address for each block.
  - Built-in Refresh/Scrub.

- Error Notification for SDRAM
  - Software programmable Interrupt on Single/Double-Bit Error.
  - Error address and Syndrome Log Registers for Error Logging.
  - Does not provide TEA_ on Double-Bit Error. (Chip has no TEA_ pin.)
- ROM/Flash Interface
  - Two blocks with each block being 16 or 64 bits wide.
  - Programmable access time on a per-block basis.
- I^2C master interface.
- External status/control register support

Block Diagrams

Figure 3-1 depicts a Hawk as it would be connected with SDRAMs in a system. Figure 3-2 shows the SMC's internal data paths. Figure 3-3 shows the overall SDRAM connections. Figure 3-4 shows a block diagram of the SMC portion of the Hawk ASIC.

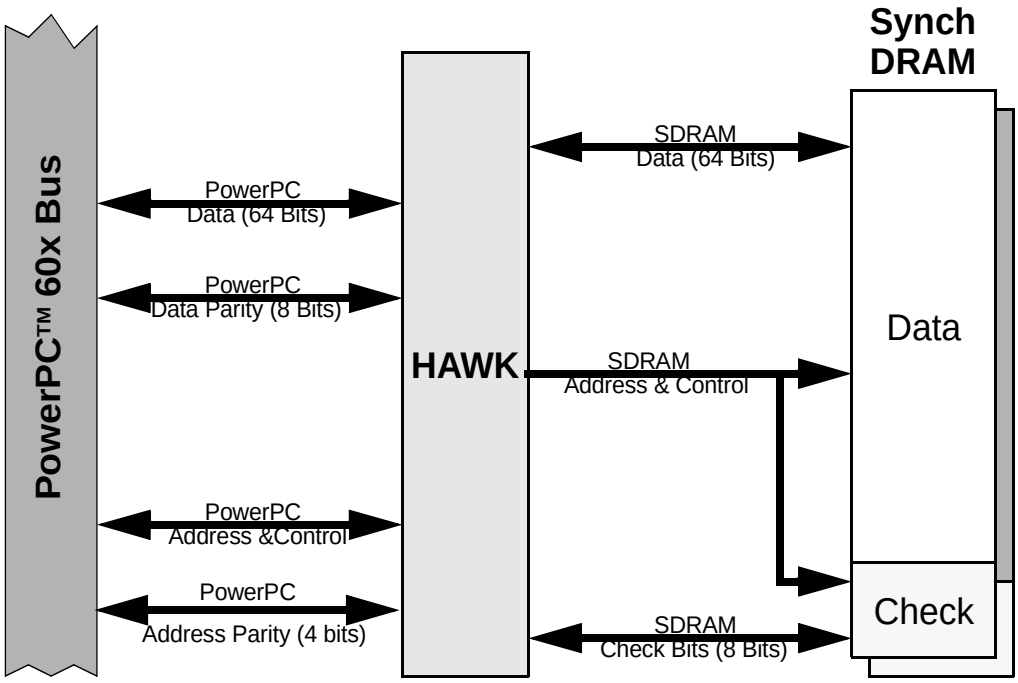


Figure 3-1. Hawk Used with Synchronous DRAM in a System

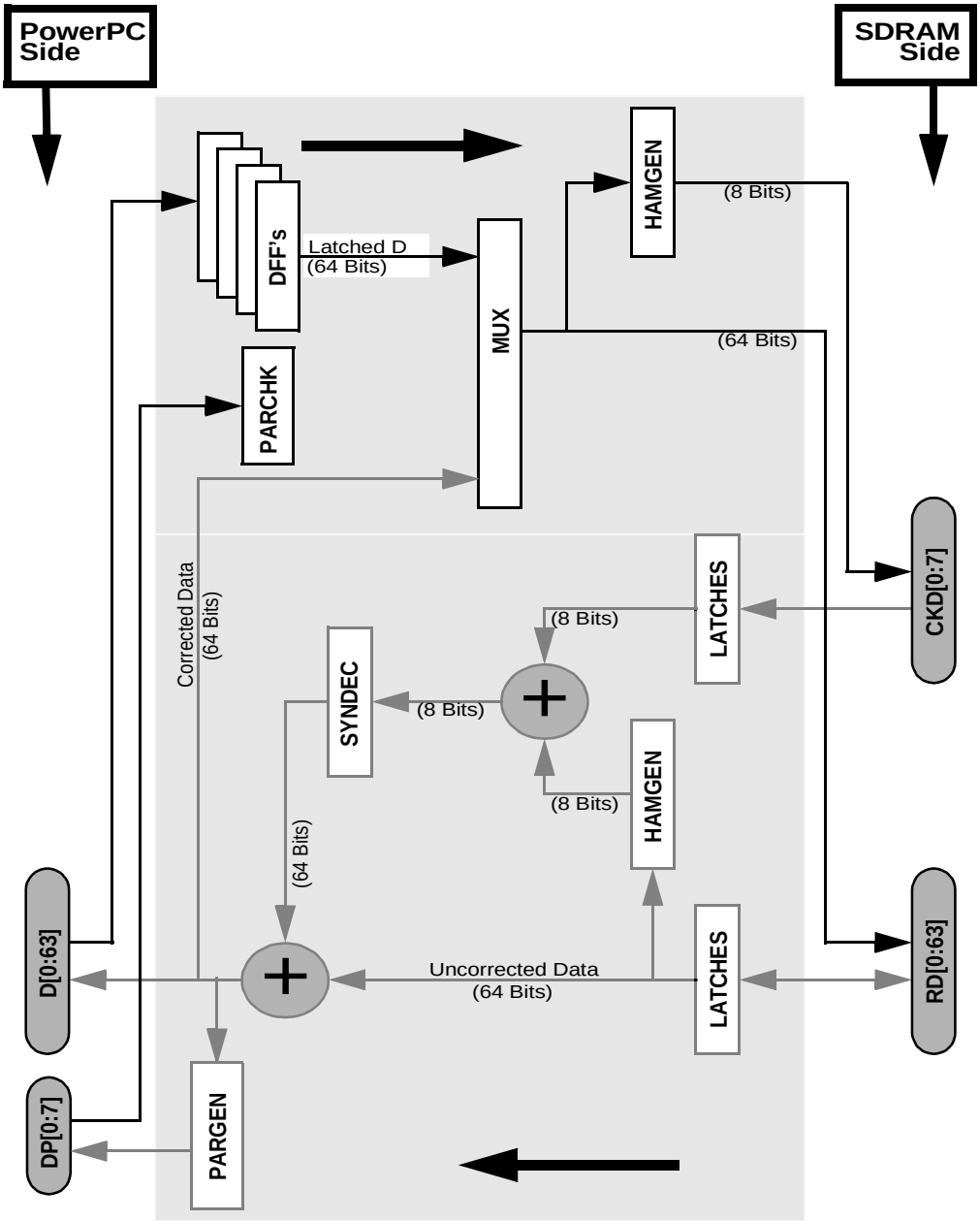


Figure 3-2. Hawk's System Memory Controller Internal Data Paths

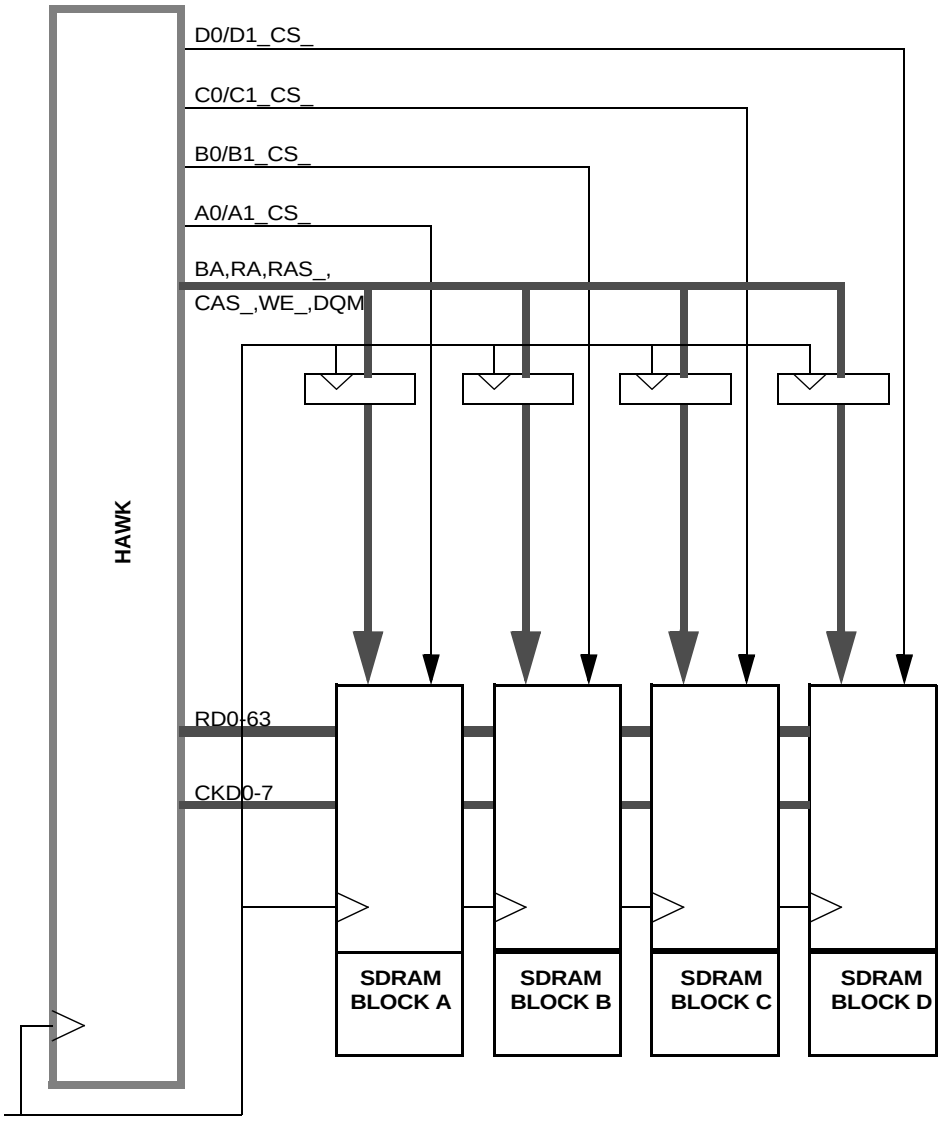


Figure 3-3. Overall SDRAM Connections (4 Blocks using Register Buffers)

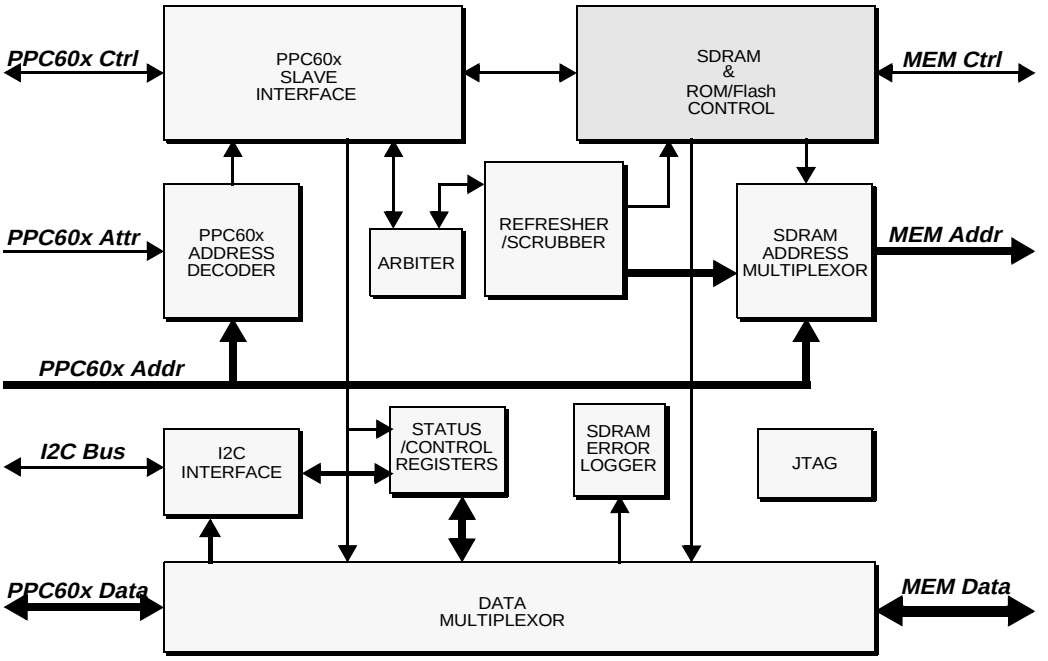


Figure 3-4. Hawk's System Memory Controller Block Diagram

Functional Description

The following sections describe the logical function of the SMC. The SMC has interfaces between the PowerPC bus and SDRAM, ROM/Flash, and its Control and Status Register sets (CSR).

Performance

Four-beat Reads/Writes

The SMC performs best when doing bursting (4-beat accesses). This is made possible by the burst nature of synchronous DRAMs. When the PPC60*x* master begins a burst read to SDRAM, the SMC starts the access

and when the access time is reached, the SDRAM provides all four beats of data, one on each clock. Hence, the SMC can provide the four beats of data with zero idle clocks between each beat.

Single-beat Reads/Writes

Because of start-up, addressing, and completion overhead, single-beat accesses to and from the PPC60*x* bus do not achieve data rates as high as do four-beat accesses. Single-beat writes are the slowest because they require that the SMC perform a read cycle then a write cycle to the SDRAM in order to complete. Fortunately, in most PPC60*x* systems, single-beat accesses can be held to a minimum, especially with data cache and copyback modes in place.

Address Pipelining

The SMC takes advantage of the fact that PPC60*x* processors can do address pipelining. Many times while a data cycle is finishing, the PPC60*x* processor begins a new address cycle. The SMC can begin the next SDRAM access earlier when this happens, thus increasing throughput.

Page Holding

Further savings comes when the new address is close enough to a previous one that it falls within an open page in the SDRAM array. When this happens, the SMC can transfer the data for the next cycle without having to wait to activate a new page in SDRAM. In the SMC this feature is referred to as page holding.

SDRAM Speeds

The SDRAM that the Hawk ASIC controls uses the 60x clock. The SMC can be configured to operate at several different 60x clock frequencies using SDRAMs that have various speed characteristics. The bits that control this configuration are located in the SDRAM Speed Attributes Register, which is described in the Register portion of this section. Refer to the table below for some specific timing numbers.

Table 3-1. 60*x* Bus to SDRAM Estimated Access Timing at 100 MHz with PC100 SDRAMs (CAS_latency of 2)

Access Type	Access Time (tB1-tB2-tB3-tB4)	Comments
4-Beat Read after idle, SDRAM Bank Inactive	10-1-1-1	
4-Beat Read after idle, SDRAM Bank Active - Page Miss	12-1-1-1	
4-Beat Read after idle, SDRAM Bank Active - Page Hit	7-1-1-1	
4-Beat Read after 4-Beat Read, SDRAM Bank Active - Page Miss	5-1-1-1	
4-Beat Read after 4-Beat Read, SDRAM Bank Active - Page Hit	2.5-1-1-1	2.5-1-1-1 is an average of 2-1-1-1 half of the time and 3-1-1-1 the other half.
4-Beat Write after idle, SDRAM Bank Active or Inactive	4-1-1-1	
4-Beat Write after 4-Beat Write, SDRAM Bank Active - Page Miss	6-1-1-1	
4-Beat Write after 4-Beat Write, SDRAM Bank Active - Page Hit	3-1-1-1	3-1-1-1 for the second burst write after idle. 2-1-1-1 for subsequent burst writes.
1-Beat Read after idle, SDRAM Bank Inactive	10	
1-Beat Read after idle, SDRAM Bank Active - Page Miss	12	
1-Beat Read after idle, SDRAM Bank Active - Page Hit	7	
1-Beat Read after 1-Beat Read, SDRAM Bank Active - Page Miss	8	

Table 3-1. 60*x* Bus to SDRAM Estimated Access Timing at 100 MHz with PC100 SDRAMs (CAS_latency of 2) (Continued)

Access Type	Access Time (tB1-tB2-tB3-tB4)	Comments
1-Beat Read after 1-Beat Read, SDRAM Bank Active - Page Hit	5	
1-Beat Write after idle, SDRAM Bank Active or Inactive	5	
1-Beat Write after 1-Beat Write, SDRAM Bank Active - Page Miss	13	
1-Beat Write after 1-Beat Write, SDRAM Bank Active - Page Hit	8	

Notes

1. SDRAM speed attributes are programmed for the following: CAS_latency = 2, tRCD = 2 CLK Periods, tRP = 2CLK Periods, tRAS = 5 CLK Periods, tRC = 7 CLK Periods, tDP = 2 CLK Periods, and the **swr dpl** bit is set in the SDRAM Speed Attributes Register.
2. The Hawk is configured for “no external registers” on the SDRAM control signals.

SDRAM Organization

The SDRAM is organized as 1, 2, 3, 4, 5, 6, 7, or 8 blocks, 72 bits wide with 64 of the bits being normal data and the other 8 being checkbits. The 72 bits of SDRAM for each block can be made up of x4, x8, or x16 components or of 72-bit DIMMs that are made up of x4 or x8 components. The 72-bit, unbuffered DIMMs can be used as long as AC timing is met and they use the components listed. All components must be organized with four internal banks.

ROM/Flash Speeds

The SMC provides the interface for two blocks of ROM/Flash. Access times to ROM/Flash are programmable for each block. Access times are also affected by block width. Refer to the following tables for some specific timing numbers.

Table 3-2. PPC60*x* Bus to ROM/Flash Access Timing (120ns @ 100 MHz)

ACCESS TYPE	CLOCK PERIODS REQUIRED FOR:								Total Clocks	
	1st Beat		2nd Beat		3rd Beat		4th Beat			
	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits
4-Beat Read	70	22	64	16	64	16	64	16	262	70
4-Beat Write	N/A								N/A	
1-Beat Read (1 byte)	22	22	-	-	-	-	-	-	22	22
1-Beat Read (2 to 8 bytes)	70	22	-	-	-	-	-	-	70	22
1-Beat Write	21	21	-	-	-	-	-	-	21	21

Note The information in Table 3-2 applies to access timing when configured for devices with an access time equal to 12 clock periods.

Table 3-3. PPC60*x* Bus to ROM/Flash Access Timing (80ns @ 100 MHz)

ACCESS TYPE	CLOCK PERIODS REQUIRED FOR:								Total Clocks	
	1st Beat		2nd Beat		3rd Beat		4th Beat			
	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits
4-Beat Read	54	18	48	12	48	12	48	12	198	54
4-Beat Write	N/A								N/A	
1-Beat Read (1 byte)	18	18	-	-	-	-	-	-	18	18
1-Beat Read (2 to 8 bytes)	54	18	-	-	-	-	-	-	54	18
1-Beat Write	21	21	-	-	-	-	-	-	21	21

Note The information in Table 3-3 applies to access timing when configured for devices with an access time equal to eight clock periods.

Table 3-4. PPC60*x* Bus to ROM/Flash Access Timing (50ns @ 100 MHz)

ACCESS TYPE	CLOCK PERIODS REQUIRED FOR:								Total Clocks	
	1st Beat		2nd Beat		3rd Beat		4th Beat			
	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits
4-Beat Read	42	15	36	9	36	9	36	9	150	42
4-Beat Write	N/A								N/A	
1-Beat Read (1 byte)	15	15	-	-	-	-	-	-	15	15
1-Beat Read (2 to 8 bytes)	42	15	-	-	-	-	-	-	42	15
1-Beat Write	21	21	-	-	-	-	-	-	21	21

Note The information in Table 3-4 applies to access timing when configured for devices with an access time equal to five clock periods.

Table 3-5. PPC60*x* Bus to ROM/Flash Access Timing (30ns @ 100 MHz)

ACCESS TYPE	CLOCK PERIODS REQUIRED FOR:								Total Clocks	
	1st Beat		2nd Beat		3rd Beat		4th Beat			
	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits	16 Bits	64 Bits
4-Beat Read	34	13	28	7	28	7	28	7	118	34
4-Beat Write	N/A								N/A	
1-Beat Read (1 byte)	13	13	-	-	-	-	-	-	13	13
1-Beat Read (2 to 8 bytes)	34	13	-	-	-	-	-	-	34	13
1-Beat Write	21	21	-	-	-	-	-	-	21	21

Note The information in Table 3-5 applies to access timing when configured for devices with an access time equal to three clock periods.

PPC60*x* Bus Interface

The SMC has a PowerPC slave interface only. It has no PowerPC master interface. The slave interface is the mechanism for all accesses to SDRAM, ROM/Flash, and the internal and external register sets.

Responding to Address Transfers

When the SMC detects an address transfer that it is to respond to, it asserts AACK_ immediately if there is no uncompleted PPC60*x* bus data transfer in process. If there is one in process, then the SMC waits and asserts AACK_ coincident with the uncompleted data transfer's last data beat if the SMC is the slave for the previous data. If it is not, it holds off AACK_ until the CLK after the previous data transfer's last data beat.

Completing Data Transfers

If an address transfer to the SMC will have an associated data transfer, the SMC begins a read or write cycle to the accessed entity (SDRAM/ROM/Flash/Internal or External Register) as soon as the entity is free. If the data transfer will be a read, the SMC begins providing data to the PPC60*x* bus as soon as the entity has data ready and the PPC60*x* data bus is granted. If the data transfer will be a write, the SMC begins latching data from the PowerPC data bus as soon as any previously latched data is no longer needed and the PPC60*x* data bus is available.

PPC60*x* Data Parity

The Hawk has eight DP pins for generating and checking PPC 60x data bus parity.

During read cycles that access the SMC, the Hawk generates the correct value on DP0-DP7 so that each data byte lane along with its corresponding DP signal has odd parity. This can be changed on a lane basis to even parity by software bits that can force the generation of wrong (even) parity.

During write cycles to the SMC, the SMC checks each of the eight PPC60*x* data byte lanes and its corresponding DP signal for odd parity. If any of the eight lanes has even parity, the SMC logs the error in the CSR and can generate a machine check if so enabled.

While normal (default) operation is for the SMC to check data parity only on writes to it, it can be programmed to check data parity on all reads or writes to any device on the PPC bus.

Refer to the *Data Parity Error Log Register* section further on in this document for additional control register details.

PPC60*x* Address Parity

The Hawk has four AP pins for generating and checking PPC60*x* address bus parity.

During any address transfer cycle on the PPC60*x*, the SMC checks each of the four 8-bit PPC60*x* address lanes and its corresponding AP signal for odd parity. If any of the four lanes has even parity, the SMC logs the error in the CSR and can generate a machine check if so enabled.

Note The SMC does not generate address parity because it is not a PPC60*x* address master.

Refer to the *Address Parity Error Log Register* section further on in this document for additional control register details.

Cache Coherency

The SMC supports cache coherency to SDRAM only. It does this by monitoring the ARTRY_ control signal on the PPC60*x* bus and behaving appropriately when it is asserted. When ARTRY_ is asserted, if the access is a SDRAM read, the SMC does not source the data for that access. If the access is a SDRAM write, the SMC does not write the data for that access. Depending upon when the retry occurs, the SMC may cycle the SDRAM even though the data transfer does not happen.

Cache Coherency Restrictions

The PPC60*x* GBL_ signal must not be asserted in the CSR areas.

L2 Cache Support

The SMC provides support for a look-aside L2 cache (only at 66.67 MHz) by implementing a hold-off input, L2CLM_. On cycles that select the SMC, the SMC samples L2CLM_ on the second rising edge of the CLK input after the assertion of TS_. If L2CLM_ is high, the SMC responds normally to the cycle. If it is low, the SMC ignores the cycle.

ECC (Error Correction Code)

The SMC performs single-bit error correction and double-bit error detection for SDRAM across 64 bits of data using eight check bits. No checking is provided for ROM/Flash.

Cycle Types

To support ECC, the SMC always deals with SDRAM using full width (72-bit) accesses. When the PPC60*x* bus master requests any size read of SDRAM, the SMC reads the full width at least once. When the PPC60*x* bus master requests a four-beat write to SDRAM, the SMC writes all 72 bits four times. When the PPC60*x* bus master requests a single-beat write to SDRAM, the SMC performs a full width read cycle to SDRAM, merges in the appropriate PPC60*x* bus write data, and writes full width back to SDRAM.

Error Reporting

The SMC checks data from the SDRAM during single- and four-beat reads, during single-beat writes, and during scrubs. Table 3-6 shows the actions it takes for different errors during these accesses.

Note that the SMC does not assert TEA_ on double-bit errors. In fact, the SMC does not have a TEA_ signal pin and it assumes that the system does not implement TEA_. The SMC can, however, assert machine check (MCHK0_) on double-bit error.

Table 3-6. Error Reporting

Error Type	Single-Beat/Four-Beat Read	Single-Beat Write	Four-Beat Write	Scrub
Single-Bit Error	Terminate the PPC60x bus cycle normally. Provide corrected data to the PPC60x bus master. Assert SMC_INT if so enabled. [2]	Terminate the PPC60x bus cycle normally. Correct the data read from SDRAM, merge with the write data, and write the corrected, merged data to SDRAM. Assert SMC_INT if so enabled. [2]	N/A [1]	This cycle is not seen on the PPC60x bus. Write corrected data back to SDRAM if so enabled. Assert SMC_INT if so enabled. [2]
Double-Bit Error	Terminate the PPC60x bus cycle normally. Provide miss-corrected, SDRAM data to the PPC 60x bus master. Assert SMC_INT if so enabled. [2] Assert MCHK0_ if so enabled.	Terminate the PPC60x bus cycle normally. Do not perform the write portion of the read-modify-write cycle to SDRAM. Assert SMC_INT if so enabled. [2] Assert MCHK0_ if so enabled.	N/A [1]	This cycle is not seen on the PPC60x bus. Do not perform the write portion of the read-modify-write cycle to SDRAM. Assert SMC_INT if so enabled. [2]
Triple- (or greater) Bit Error	Some of these errors are detected correctly and are treated the same as double-bit errors. The rest could show up as “no error” or “single-bit error”, both of which are incorrect.			

Notes

1. No opportunity for error since no read of SDRAM occurs during a four-beat write.
2. The SMC asserts its interrupt output (SMC_INT) upon detecting an interrupt-qualified error condition. The potential sources of SMC_INT assertion are single-bit error, multiple-bit error, and single-bit error counter overflow. The SMC_INT signal is internally connected to the MPIC.

Error Logging

ECC error logging is facilitated by the SMC because of its internal latches. When an error (single- or double-bit) occurs, the SMC records the address and syndrome bits associated with the data in error. Once the error logger has logged an error, it does not log any more until the **elog** control /status bit has been cleared by software, unless the currently logged error is single-bit and a new, double-bit error is encountered. The logging of errors that occur during scrub can be enabled/disabled in software. Refer to the *Error Logger Register* section in this chapter.

ROM/Flash Interface

The SMC provides the interface for two blocks of ROM/Flash. Each block provides addressing and control for up to 64MB. Note that no ECC error checking is provided for the ROM/Flash.

The ROM/Flash interface allows each block to be individually configured by jumpers and/or by software as follows:

1. Access for each block is controlled by three software programmable control register bits: an overall enable, a write enable, and a reset vector enable. The overall enable controls normal read accesses. The write enable is used to program Flash devices. The reset vector enable controls whether the block is also enabled at $FFF00000 - $FFFFFFFF. The overall enable and write enable bits are always cleared at reset. The reset vector enable bit is cleared or set at reset depending on external jumper configuration. This allows the board

designer to use external jumpers to enable/disable Block A/B ROM/Flash as the source of reset vectors.

2. The base address for each block is software programmable. At reset, Block A's base address is $FF000000 and Block B's base address is $FF400000.

   As noted above, in addition to appearing at the programmed base address, the first 1Mbyte of Block A/B also appears at $FFF00000-$FFFFFFFF if the reset vector enable bit is set.

3. The assumed size for each block is software programmable. It is initialized to its smallest setting at reset.

4. The access time for each block is software programmable.

5. The assumed width for Block A/B is determined by an external jumper at reset time. It also is available as a status bit and cannot be changed by software.

   When the width status bit is cleared, the block's ROM /Flash is considered to be 16 bits wide, where each half of the SMC interfaces to eight bits. In this mode, the following rules are enforced:

   a. only single-byte writes are allowed (all other sizes are ignored), and

   b. all reads are allowed (multiple accesses are performed to the ROM/Flash devices when the read is for greater than one byte).

   When the width status bit is set, the block's ROM/Flash is considered to be 64 bits wide, where each half of the SMC interfaces with 32 bits. In this mode, the following rules are enforced:

   c. only aligned, four-byte writes should be attempted (all other sizes are ignored), and

   d. all reads are allowed (multiple accesses to the ROM/Flash device are performed for burst reads).

More information about ROM/Flash is found in the section entitled *External Register Set* in this chapter.

In order to place code correctly in the ROM/Flash devices, address mapping information is required. Table 3-7 shows how PPC60*x* addresses map to the ROM/Flash addresses when ROM/Flash is 16 bits wide. Table 3-8 shows how they map when Flash is 64 bits wide.

Table 3-7. PPC60*x* to ROM/Flash (16 Bit Width) Address Mapping

PPC60*x* A0-A31	ROM/Flash A22-A0	ROM/Flash Device Selected
$XX000000	$000000	Upper
$XX000001	$000001	Upper
$XX000002	$000002	Upper
$XX000003	$000003	Upper
$XX000004	$000000	Lower
$XX000005	$000001	Lower
$XX000006	$000002	Lower
$XX000007	$000003	Lower
$XX000008	$000004	Upper
$XX000009	$000005	Upper
$XX00000A	$000006	Upper
$XX00000B	$000007	Upper
$XX00000C	$000004	Lower
$XX00000D	$000005	Lower
$XX00000E	$000006	Lower
$XX00000F	$000007	Lower
. . .	. . .	. . .
$XXFFFFF8	$7FFFFC	Upper
$XXFFFFF9	$7FFFFD	Upper
$XXFFFFFA	$7FFFFE	Upper
$XXFFFFFB	$7FFFFF	Upper

Table 3-7. PPC60*x* to ROM/Flash (16 Bit Width) Address Mapping

PPC60*x* A0-A31	ROM/Flash A22-A0	ROM/Flash Device Selected
$XXFFFFFC	$7FFFFC	Lower
$XXFFFFFD	$7FFFFD	Lower
$XXFFFFFE	$7FFFFE	Lower
$XXFFFFFF	$7FFFFF	Lower

Table 3-8. PPC60*x* to ROM/Flash (64 Bit Width) Address Mapping

PPC60*x* A0-A31	ROM/Flash A22-A0	ROM/Flash Device Selected
$X0000000	$000000	Upper
$X0000001	$000000	Upper
$X0000002	$000000	Upper
$X0000003	$000000	Upper
$X0000004	$000000	Lower
$X0000005	$000000	Lower
$X0000006	$000000	Lower
$X0000007	$000000	Lower
$X0000008	$000001	Upper
$X0000009	$000001	Upper
$X000000A	$000001	Upper
$X000000B	$000001	Upper
$X000000C	$000001	Lower
$X000000D	$000001	Lower
$X000000E	$000001	Lower
$X000000F	$000001	Lower
. . .	. . .	. . .
$X3FFFFF0	$7FFFFE	Upper
$X3FFFFF1	$7FFFFE	Upper
$X3FFFFF2	$7FFFFE	Upper

Table 3-8. PPC60*x* to ROM/Flash (64 Bit Width) Address Mapping

PPC60*x* A0-A31	ROM/Flash A22-A0	ROM/Flash Device Selected
$X3FFFFF3	$7FFFFE	Upper
$X3FFFFF4	$7FFFFE	Lower
$X3FFFFF5	$7FFFFE	Lower
$X3FFFFF6	$7FFFFE	Lower
$X3FFFFF7	$7FFFFE	Lower
$X3FFFFF8	$7FFFFF	Upper
$X3FFFFF9	$7FFFFF	Upper
$X3FFFFFA	$7FFFFF	Upper
$X3FFFFFB	$7FFFFF	Upper
$X3FFFFFC	$7FFFFF	Lower
$X3FFFFFD	$7FFFFF	Lower
$X3FFFFFE	$7FFFFF	Lower
$X3FFFFFF	$7FFFFF	Lower

I^{2}C Interface

The ASIC has an I^{2}C (Inter-Integrated Circuit) two-wire serial interface bus: Serial Clock Line (SCL) and Serial Data Line (SDA). This interface has *master-only* capability and may be used to communicate the configuration information to a slave I^{2}C device such as serial EEPROM. The I^{2}C interface is compatible with these devices, and the inclusion of a serial EEPROM in the memory subsystem may be desirable. The EEPROM could maintain the configuration information related to the memory subsystem even when the power is removed from the system. Each slave device connected to the I^{2}C bus is software addressable by a unique address. The number of interfaces connected to the I^{2}C bus is solely dependent on the bus capacitance limit of 400pF.

For I^{2}C bus programming, the ASIC is the *only* master on the bus and the serial EEPROM devices are all slaves. The I^{2}C bus supports 7-bit addressing mode and transmits data one byte at a time in a serial fashion with the most significant bit (MSB) being sent out first. Five registers are

required to perform the I^{2}C bus data transfer operations. These are the I^{2}C Clock Prescaler Register, I^{2}C Control Register, I^{2}C Status Register, I^{2}C Transmitter Data Register, and I^{2}C Receiver Data Register.

The I^{2}C serial data (SDA) is an open-drain bidirectional line on which data can be transferred at a rate up to 100Kbits/s in the standard mode, or up to 400 kbits/s in the fast mode. The I^{2}C serial clock (SCL) is programmable via I2_PRESCALE_VAL bits in the I^{2}C Clock Prescaler Register. The I^{2}C clock frequency is determined by the following formula:

I^{2}C CLOCK = SYSTEM CLOCK / (I2_PRESCALE_VAL+1) / 2

The I^{2}C bus has the ability to perform byte write, page write, current address read, random read, and sequential read operations.

I^{2}C Byte Write

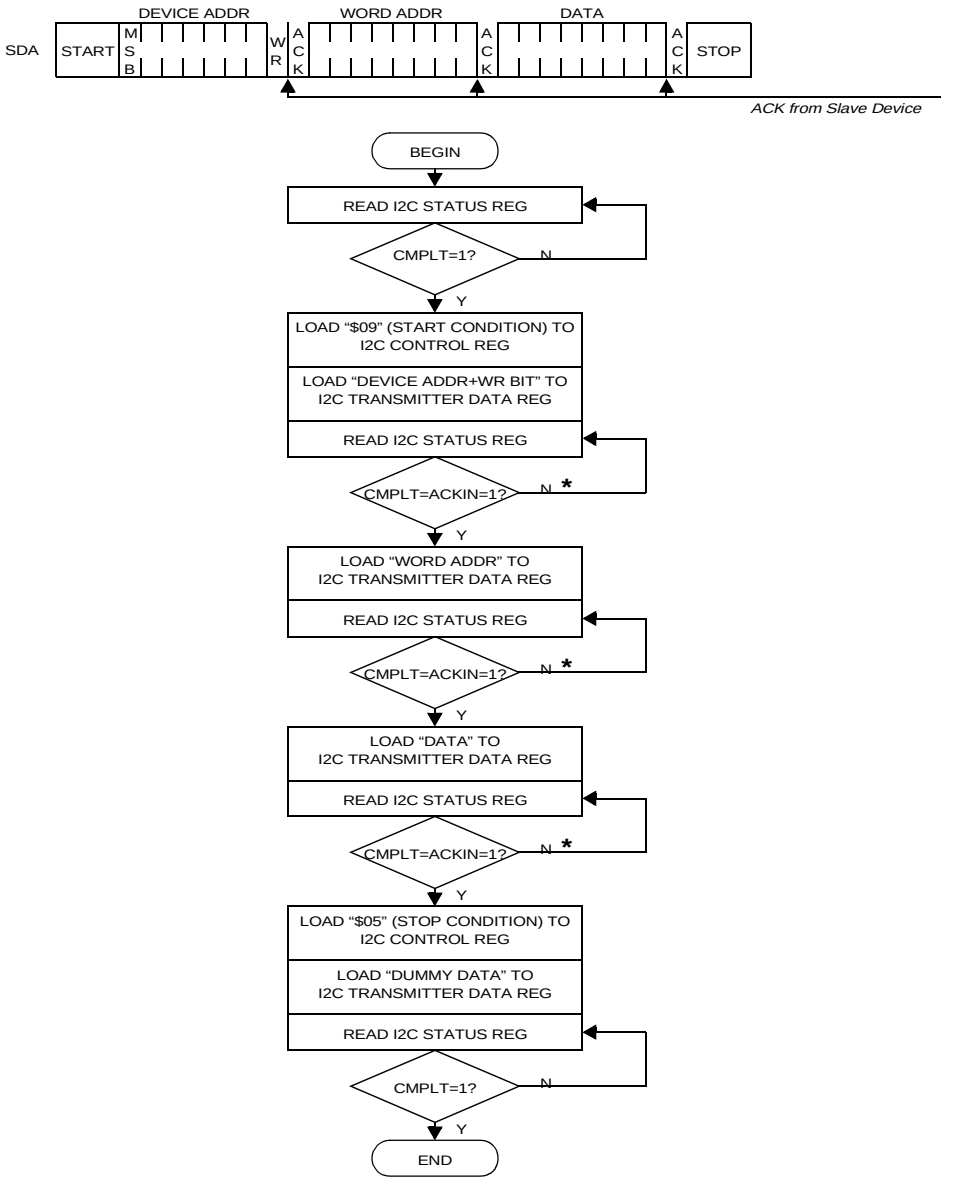
The *I2C Status Register* contains the **i2_cmplt** bit which is used to indicate if the I^{2}C master controller is ready to perform an operation. Therefore, the first step in the programming sequence should be to test the **i2_cmplt** bit for the operation-complete status. The next step is to initiate a start sequence by first setting the **i2_start** and **i2_enbl** bits in the I^{2}C Control Register and then writing the device address (bits 7-1) and write bit (bit 0=0) to the *I2C Transmitter Data Register*. The **i2_cmplt** bit will be automatically clear with the write cycle to the I^{2}C Transmitter Data Register.

The I^{2}C Status Register must now be polled to test the **i2_cmplt** and **i2_ackin** bits. The **i2_cmplt** bit becomes set when the device address and write bit have been transmitted, and the **i2_ackin** bit provides status as to whether or not a slave device acknowledged the device address. With the successful transmission of the device address, the word address will be loaded into the I^{2}C Transmitter Data Register to be transmitted to the slave device. Again, **i2_cmplt** and **i2_ackin** bits must be tested for proper response.

After the word address is successfully transmitted, the next data loaded into the I^{2}C Transmitter Data Register will be transferred to the address location selected previously within the slave device. After **i2_cmplt** and **i2_ackin** bits have been tested for proper response, a stop sequence must

be transmitted to the slave device by first setting the **i2_stop** and **i2_enbl** bits in the I^2C Control Register and then writing a dummy data (data=don't care) to the I^2C Transmitter Data Register.

The I^2C Status Register must now be polled to test **i2_cmplt** bit for the operation-complete status. The stop sequence will initiate a programming cycle for the serial EEPROM and also relinquish the ASIC master's possession of the I^2C bus.



(*): *Stop condition should be generated to abort the transfer after a software wait loop (~1ms) has been expired*

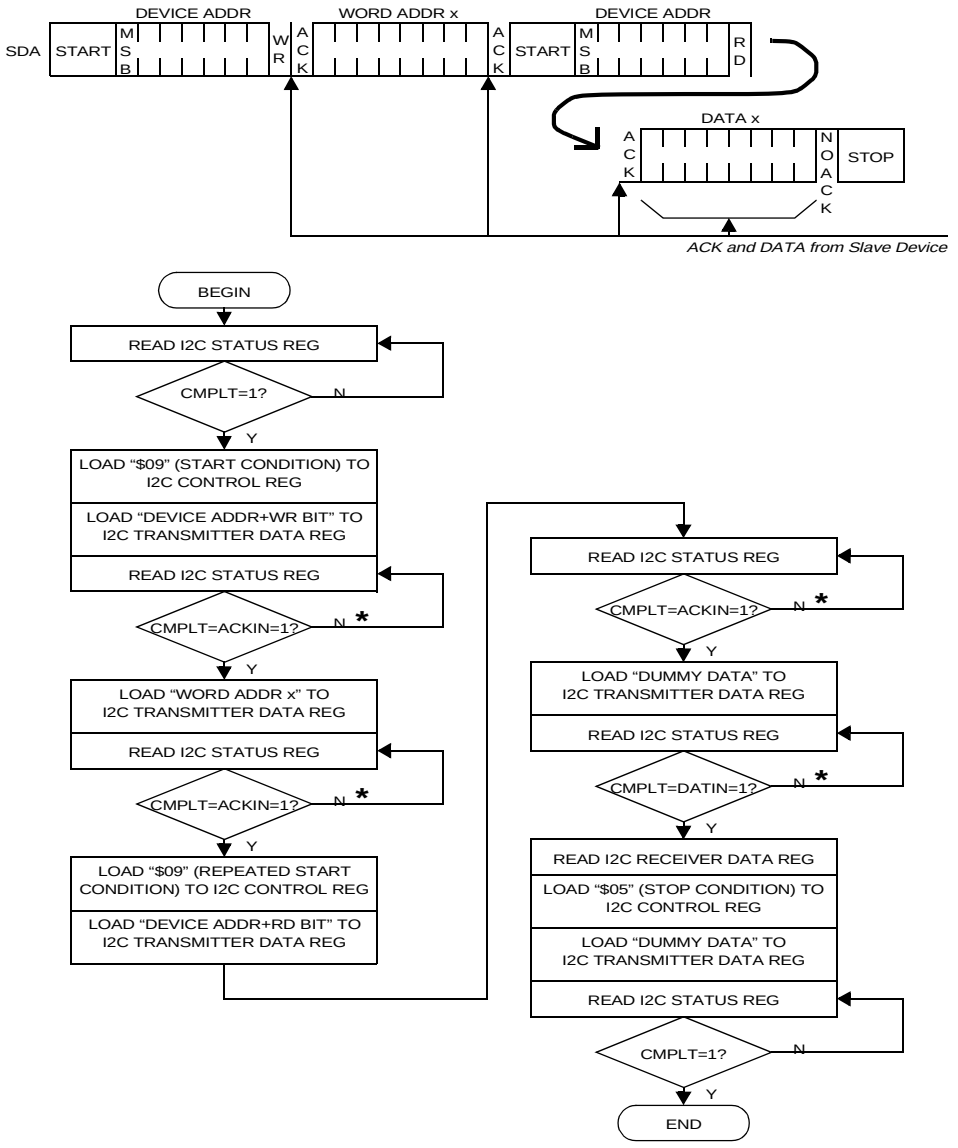
Figure 3-5. Programming Sequence for I²C Byte Write

I²C Random Read

The I²C random read begins in the same manner as the I²C byte write. The first step in the programming sequence should be to test the **i2_cmplt** bit for the operation-complete status. The next step is to initiate a start sequence by first setting the **i2_start** and **i2_enbl** bits in the *I2C Control Register* and then writing the device address (bits 7-1) and write bit (bit 0=0) to the *I2C Transmitter Data Register*. The **i2_cmplt** bit will be automatically clear with the write cycle to the I²C Transmitter Data Register.

The *I2C Status Register* must now be polled to test the **i2_cmplt** and **i2_ackin** bits. The **i2_cmplt** bit becomes set when the device address and write bit have been transmitted, and the **i2_ackin** bit provides status as to whether or not a slave device acknowledged the device address. With the successful transmission of the device address, the word address will be loaded into the I²C Transmitter Data Register to be transmitted to the slave device. Again, **i2_cmplt** and **i2_ackin** bits must be tested for proper response. At this point, the slave device is still in a write mode. Therefore, another start sequence must be sent to the slave to change the mode to read by first setting the **i2_start** and **i2_enbl** bits in the I²C Control Register and then writing the device address (bits 7-1) and read bit (bit 0=1) to the I²C Transmitter Data Register.

After **i2_cmplt** and **i2_ackin** bits have been tested for proper response, the I²C master controller writes a dummy value (data=don't care) to the I²C Transmitter Data Register.This causes the I²C master controller to initiate a read transmission from the slave device. Again, **i2_cmplt** bit must be tested for proper response. After the I²C master controller has received a byte of data (indicated by **i2_datin**=1 in the I²C Status Register), the system software may then read the data by polling the I²C Receiver Data Register. The I²C master controller does not acknowledge the read data for a *single* byte transmission on the I²C bus, but must complete the transmission by sending a stop sequence to the slave device. This can be accomplished by first setting the **i2_stop** and **i2_enbl** bits in the I²C Control Register and then writing a dummy data (data=don't care) to the I²C Transmitter Data Register. The I²C Status Register must now be polled to test **i2_cmplt** bit for the operation-complete status. The stop sequence will relinquish the ASIC master's possession of the I²C bus.



(*): *Stop condition should be generated to abort the transfer after a software wait loop (~1ms) has been expired*

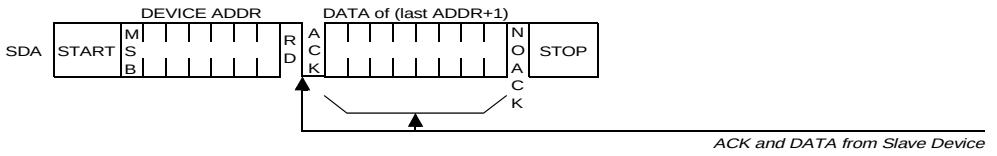
Figure 3-6. Programming Sequence for I²C Random Read

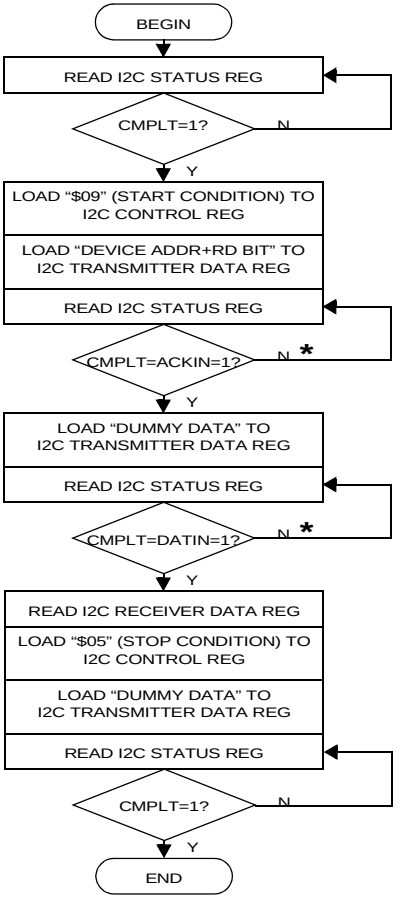
I²C Current Address Read

The I²C slave device should maintain the last address accessed during the last I²C read or write operation, incremented by one. The first step in the programming sequence should be to test the **i2_cmplt** bit for the operation-complete status. The next step is to initiate a start sequence by first setting the **i2_start** and **i2_enbl** bits in the *I2C Control Register* and then writing the device address (bits 7-1) and read bit (bit 0=1) to the *I2C Transmitter Data Register*. The **i2_cmplt** bit will be automatically clear with the write cycle to the I²C Transmitter Data Register.

The I²C Status Register must now be polled to test the **i2_cmplt** and **i2_ackin** bits. The **i2_cmplt** bit becomes set when the device address and read bit have been transmitted and the **i2_ackin** bit provides status as to whether or not a slave device acknowledged the device address. With the successful transmission of the device address, the I²C master controller writes a dummy value (data=don't care) to the I²C Transmitter Data Register. This causes the I²C master controller to initiate a read transmission from the slave device. Again, **i2_cmplt** bit must be tested for proper response.

After the I²C master controller has received a byte of data (indicated by **i2_datin**=1 in the I²C Status Register), the system software may then read the data by polling the I²C Receiver Data Register. The I²C master controller does not acknowledge the read data for a *single* byte transmission on the I²C bus, but must complete the transmission by sending a stop sequence to the slave device. This can be accomplished by first setting the **i2_stop** and **i2_enbl** bits in the I²C Control Register and then writing a dummy data (data=don't care) to the I²C Transmitter Data Register. The I²C Status Register must now be polled to test **i2_cmplt** bit for the operation-complete status. The stop sequence will relinquish the ASIC master's possession of the I²C bus.





(*): *Stop condition should be generated to abort the transfer after a software wait loop (~1ms) has been expired*

Figure 3-7. Programming Sequence for I²C Current Address Read

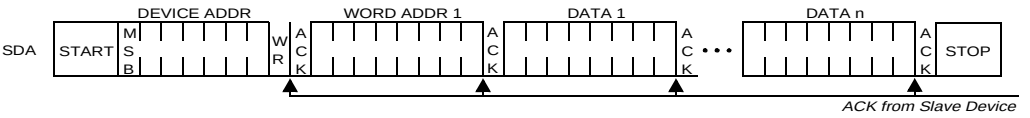
I²C Page Write

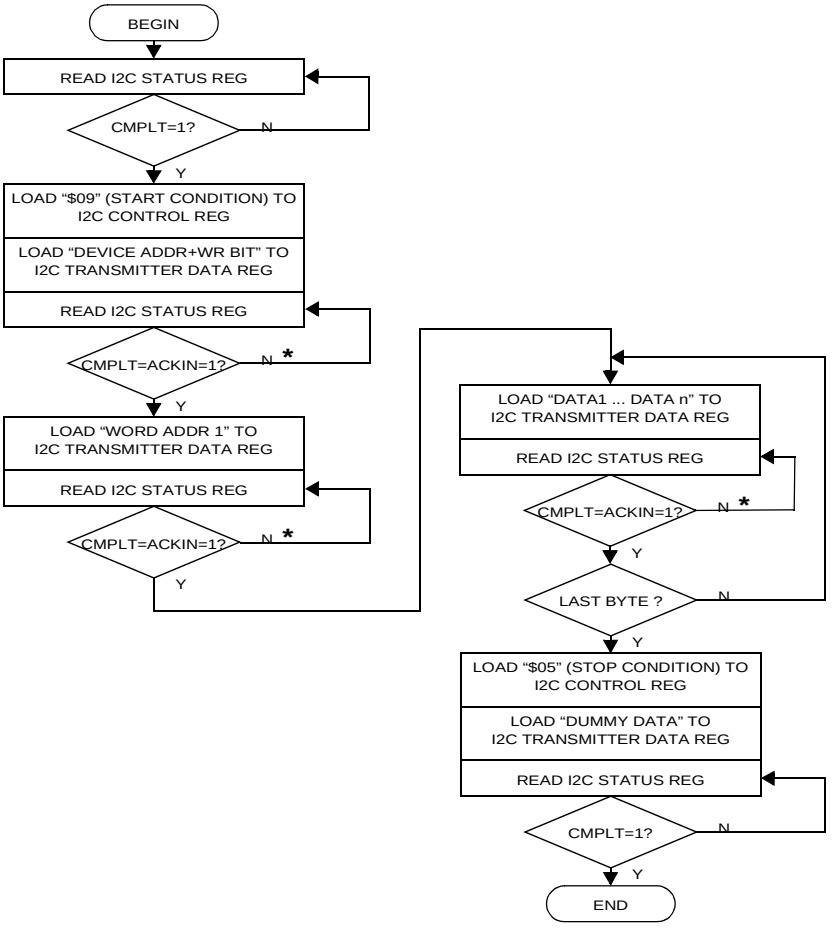
The I²C page write is initiated the same as the I²C byte write, but instead of sending a stop sequence after the first data word, the I²C master controller will transmit more data words before a stop sequence is generated. The first step in the programming sequence should be to test the **i2_cmplt** bit for the operation-complete status. The next step is to initiate a start sequence by first setting the **i2_start** and **i2_enbl** bits in the I²C Control Register and then writing the device address (bits 7-1) and write bit (bit 0=0) to the I²C Transmitter Data Register. The **i2_cmplt** bit will be automatically clear with the write cycle to the I²C Transmitter Data Register.

The I²C Status Register must now be polled to test the **i2_cmplt** and **i2_ackin** bits. The **i2_cmplt** bit becomes set when the device address and write bit have been transmitted, and the **i2_ackin** bit provides status as to whether or not a slave device acknowledged the device address. With the successful transmission of the device address, the initial word address will be loaded into the I²C Transmitter Data Register to be transmitted to the slave device. Again, **i2_cmplt** and **i2_ackin** bits must be tested for proper response.

After the initial word address is successfully transmitted, the first data word loaded into the *I2C Transmitter Data Register* will be transferred to the initial address location of the slave device. After **i2_cmplt** and **i2_ackin** bits have been tested for proper response, the next data word loaded into the I²C Transmitter Data Register will be transferred to the next address location of the slave device, and so on, until the block transfer is complete. A stop sequence then must be transmitted to the slave device by first setting the **i2_stop** and **i2_enbl** bits in the I²C Control Register and then writing a dummy data (data=don't care) to the I²C Transmitter Data Register.

The *I2C Status Register* must now be polled to test **i2_cmplt** bit for the operation-complete status. The stop sequence will initiate a programming cycle for the serial EEPROM and also relinquish the ASIC master's possession of the I²C bus.





(*): *Stop condition should be generated to abort the transfer after a software wait loop (~1ms) has been expired*

Figure 3-8. Programming Sequence for I²C Page Write

I²C Sequential Read

The I²C sequential read can be initiated by either an I²C random read (described here) or an I²C current address read.

The first step in the programming sequence of an I²C random read initiation is to test the **i2_cmplt** bit for the operation-complete status. The next step is to initiate a start sequence by first setting the **i2_start** and **i2_enbl** bits in the I²C Control Register and then writing the device address (bits 7-1) and write bit (bit 0=0) to the I²C Transmitter Data Register. The **i2_cmplt** bit is automatically cleared with the write cycle to the I²C Transmitter Data Register.

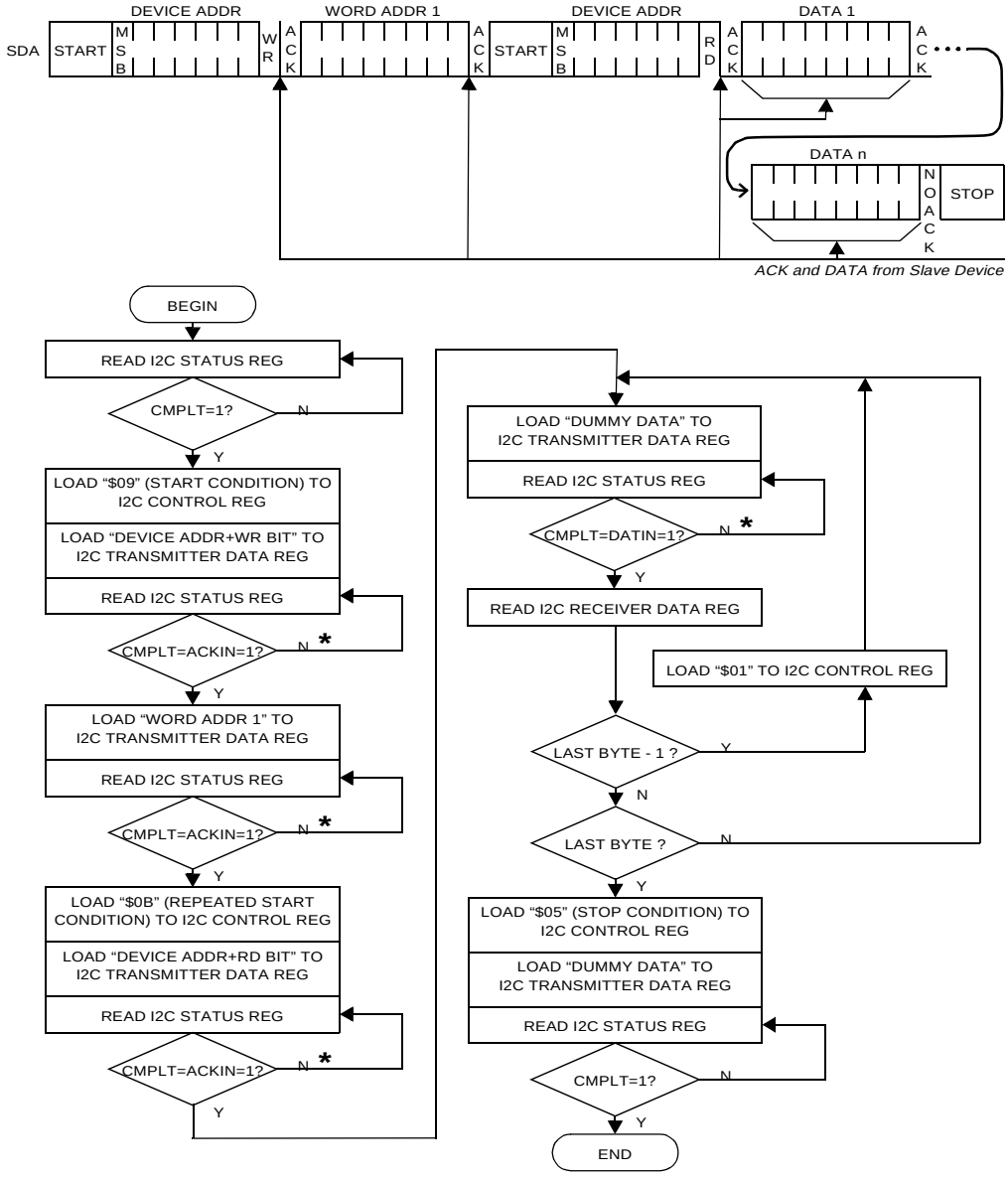
The I²C Status Register must now be polled to test the **i2_cmplt** and **i2_ackin** bits. The **i2_cmplt** bit becomes set when the device address and write bit are transmitted and the **i2_ackin** bit provides status as to whether or not a slave device acknowledged the device address. With the successful transmission of the device address, the initial word address is loaded into the I²C Transmitter Data Register to be transmitted to the slave device. Again, **i2_cmplt** and **i2_ackin** bits must be tested for proper response.

At this point, the slave device is still in a write mode. Therefore, another start sequence must be sent to the slave to change the mode to read by first setting the **i2_start**, **i2_ackout**, and **i2_enbl** bits in the I²C Control Register and then writing the device address (bits 7-1) and read bit (bit 0=1) to the I²C Transmitter Data Register. After **i2_cmplt** and **i2_ackin** bits are tested for proper response, the I²C master controller writes a dummy value (data=don't care) to the I²C Transmitter Data Register.This causes the I²C master controller to initiate a read transmission from the slave device.

After the I²C master controller has received a byte of data (indicated by **i2_datin**=1 in the I²C Status Register) and the **i2_cmplt** bit has also been tested for proper status, the I²C master controller responds with an acknowledge and the system software may then read the data by polling the I²C Receiver Data Register.

As long as the slave device receives an acknowledge, it will continue to increment the word address and serially clock out sequential data words. The I²C sequential read operation is terminated when the I²C master controller does not respond with an acknowledge. This can be

accomplished by setting *only* the **i2_enbl** bit in the I^2C Control Register before receiving the last data word. A stop sequence then must be transmitted to the slave device by first setting the **i2_stop** and **i2_enbl** bits in the I^2C Control Register and then writing a dummy data (data=don't care) to the I^2C Transmitter Data Register. The I^2C Status Register must now be polled to test **i2_cmplt** bit for the operation-complete status. The stop sequence will relinquish the ASIC master's possession of the I^2C bus.



(*): *Stop condition should be generated to abort the transfer after a software wait loop (~1ms) has been expired*

Figure 3-9. Programming Sequence for I²C Sequential Read

Refresh/Scrub

The SMC performs refresh by doing a burst of four CAS-Before-RAS (CBR) refresh cycles to each block of SDRAM once every 60*u*s. It performs scrubs by replacing every 128th refresh burst with a read cycle to eight bytes in each block of SDRAM. If during the read cycle, the SMC detects a single-bit error, it performs a write cycle back to SDRAM using corrected data providing the SWEN control bit is set. It does not perform the write if the SWEN bit is cleared. If the SMC detects a double-bit error, it does not perform a write.

If so enabled, single- and double-bit scrub errors are logged and the PPC60*x* bus master is notified via interrupt.

CSR Accesses

The SMC has a set of control and status registers (CSR) that allow software to control certain functions and to monitor some status.

External Register Set

The SMC has an external register chip select pin which enables it to talk to an external set of registers. This interface is like the ROM/Flash interface but with less flexibility. It is intended for the system designer to be able to implement general-purpose status/control signals with this external set. Refer to the *Register Summary*, further on in this chapter, for a description of this register set.

The SMC has a mode in which two of its pins become control register outputs. When the SMC is to operate in this mode, the External Register Set cannot be implemented. The two control bits appear in the range where the External Register Set would have been had it been implemented.

Chip Configuration

Some configuration options in the Hawk must be configured at power-up reset time before software performs any accesses to it. The Hawk obtains this information by latching the value on some of the upper **RD** signals just

after the rising edge of the PURST_ signal pin. A recommended way to control the RD signals during reset is to place pull-up or pull-down resistors on the RD bus. If there is a set of buffers between the RD bus and the ROM/Flash devices, it is best to put the pull-up/pull-down resistors on the far side of the buffers so that loading will be kept to a minimum. The Hawk's SDRAM buffer control signals cause the buffers to drive toward the Hawk during power-up reset.

Other configuration information is needed by software to properly configure the Hawk's control registers. This information can be obtained from devices connected to the I^2C bus.

Programming Model

CSR Architecture

The CSR (Control and Status Register set) consists of the chip's internal register set and its external register set. The base address of the CSR is hard coded to the address $FEF80000 (or $FEF90000 if the RD[5] pin is low at reset).

Accesses to the CSR are performed on the upper 32 bits of the PPC60*x* data bus. Unlike the internal register set, data for the external register set can be written and read on both the upper and lower halves of the PPC60*x* data bus.

CSR read accesses can have a size of 1, 2, 4, or 8 bytes with any alignment. CSR write accesses are restricted to a size of one or four bytes and they must be aligned.

Register Summary

Table 3-9 shows a summary of the internal and external register set.

3

Table 3-9. Register Summary

BIT # ---->	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
FEF80000	VENDID																DEVID															
FEF80008								tben_en	REVID														aonly_en	isa_hole					PU STAT			
FEF80010	ram a en				RAM A SIZ				ram b en				RAM B SIZ				ram c en				RAM C SIZ				ram d en				RAM D SIZ			
FEF80018	RAM A BASE								RAM B BASE								RAM C BASE								RAM D BASE							
FEF80020	CLK FREQUENCY																															por
FEF80028						refdis	rwcb	derc				apien	scien	dpien	sien	mien	int															mbe_me
FEF80030	elog				escb	esen	embt	esbt	ERR_SYNDROME									esblk0	esblk1	esblk2			scof	SBE COUNT								
FEF80038	ERROR_ADDRESS																															
FEF80040	scb0	scb1						swen																SCRUB FREQUENCY								
FEF80048			SCRUB ADDRESS																													
FEF80050	ROM A BASE													rom_a_64	ROM A SIZ															rom_a_rv	rom a en	rom a we
FEF80058	ROM B BASE													rom_b_64	ROM B SIZ															rom_b_rv	rom b en	rom b we

Table 3-9. Register Summary (Continued)

FEF80060							rom_a_spd0 rom_a_spd1	rom_b_spd0 rom_b_spd1
FEF80068	dpelog DPE_TT		DPE_DP			dpe_ckall dpe_me	GWDP	
FEF80070	DPE_A							
FEF80078	DPE_DH							
FEF80080	DPE_DL							
FEF80090					I2_PRESCALE_VAL			
FEF80098								i2_start i2_stop i2_ackout i2_enbl
FEF800A0								i2_datin i2_err i2_ackin i2_cmplt
FEF800A8							I2_DATAWR	
FEF800B0							I2_DATARD	
FEF800C0	ram e en	RAM E SIZ	ram f en	RAM F SIZ	ram g en	RAM G SIZ	ram h en	RAM H SIZ
FEF800C8	RAM E BASE		RAM F BASE		RAM G BASE		RAM H BASE	
FEF800D0	cl3	trc0 trc1 trc2	tras0 tras1	swr_dpl tdp	trp	trcd		

Table 3-9. Register Summary (Continued)

FEF800E0	apelog			APE_TT									APE_AP											ape_me								
FEF800E8	APE_A																															
FEF80100	CTR32																															
FEF88300			p1_tben	p0_tben																												
FEF88000 - FEF8FFF8	EXTERNAL REGISTER SET																															
BIT # ---->	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

Notes

1. All empty bit fields are reserved and read as zeros.
2. All status bits are shown in italics.
3. All control bits are shown with underline.
4. All control-and-status bits are shown with italics and underline.

Detailed Register Bit Descriptions

The following sections describe the registers and their bits in detail. The possible operations for each bit in the register set are as follows:

R The bit is a read only status bit.

R/W The bit is readable and writable.

R/C The bit is cleared by writing a one to itself.

The possible states of the bits after local and power-up reset are as defined below.

P The bit is affected by power-up reset (PURST_).

L The bit is affected by local reset (RST_).

X The bit is not affected by reset.

V The effect of reset on the bit is variable.

Vendor/Device Register

Address	$FEF80000	
Bit	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	VENDID	DEVID
Operation	READ ONLY	READ ONLY
Reset	$1057	$4803

VENDID This read-only register contains the value $1057. It is the vendor number assigned to Motorola Inc.

DEVID This read-only register contains the value $4803. It is the device number for the Hawk.

Revision ID/ General Control Register

Address	$FEF80008																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	0	0	0	0	0	0	0	tben_en	REVID								0	0	0	0	0	0	aonly_en	isa_hole	0	0	0	0	pu_stat0	pu_stat1	pu_stat2	pu_stat3
Operation	R	R	R	R	R	R	R	R/W	READ ONLY								R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R
Reset	X	X	X	X	X	X	X	0 P	$01								X	X	X	X	X	X	V P	0 PL	X	X	X	X	V P	V P	V P	V P

tben en (tben_en) controls the enable for the p1_tben and p0_tben output signals. When **tben_en** is set, the I^2Clm_ input pin becomes the p1_tben output pin and the ercs_output pin becomes the p0_tben output pin. Also, the SMC does not respond to accesses that fall within the external register set address range except for the address $FEF88300. When **tben_en** is cleared, the I^2Clm_ and ercs_ pins retain their normal function and the SMC does respond to external register set accesses.

Software should only set the **tben_en** bit when there is no external L2 cache connected to the I^2Clm_ pin and when there is no external register set.

REVID The *REVID* bits are hard-wired to indicate the revision level of the SMC. The value for the first revision is $01.

aonly_en Normally, the SMC responds to address-only cycles only if they fall within the address range of one of its enabled map decoders. When the **aonly_en** bit is set, the SMC also responds to address-only cycles that fall outside of the range of its enabled map decoders provided they are not acknowledged by some other slave within eight clock periods. **aonly_en** is read-only and reflects the level that was on the RD4 pin at power-up reset time.

isa_hole When it is set, **isa_hole** disables any of the SDRAM or ROM/Flash blocks from responding to PowerPC accesses in the range from $000A0000 to $000BFFFF. This has the effect of creating a hole in the SDRAM memory map for accesses to ISA. When **isa_hole** is cleared, there is no hole created in the memory map.

pu_stat0-pu_stat3 pu_stat0, pu_stat1, pu_stat2, and pu_stat3 are read-only status bits that indicate the levels that were on the RD13, RD14, RD15, and RD16 signal pins respectively at power-up reset. They provide a means to pass information to software using pull-up/pull-down resistors on the **RD** bus or on a buffered **RD** bus.

SDRAM Enable and Size Register (Blocks A, B, C, D)

Address	$FEF80010																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ram a en	0	0	0	ram a siz0	ram a siz1	ram a siz2	ram a siz3	ram b en	0	0	0	ram b siz0	ram b siz1	ram b siz2	ram b siz3	ram c en	0	0	0	ram c siz0	ram c siz1	ram c siz2	ram c siz3	ram d en	0	0	0	ram d siz0	ram d siz1	ram d siz2	ram d siz3
Operation	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W
Reset	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P

Writes to this register must be enveloped by a period of time in which no accesses to SDRAM occur. The requirements of the envelope are that all SDRAM accesses must have completed before the write starts and none should begin until after the write is done. A simple way to do this is to perform at least two read accesses to this or another register before and after the write.

Additionally, sometime during the envelope, before or after the write, all of the SDRAMs' open pages must be closed and the Hawk's open page tracker reset. The way to do this is to allow enough time for at least one SDRAM refresh to occur by waiting for the 32-bit counter (see *Detailed Register Bit Descriptions* further on in this chapter) to increment at least 100 times. The wait period needs to happen during the envelope.

ram a/b/c/d en ram a/b/c/d en enables 60x accesses to the corresponding block of SDRAM when set, and disables them when cleared.

Note that **ram e/f/g/h en** are located at $FEF800C0 (refer to the section on *SDRAM Enable and Size Register (Blocks E,F,G,H)* further on in this chapter for more information.) They operate the same for blocks E-H as these bits do for blocks A-D.

ram a/b/c/d siz0-3 These control bits define the size of their corresponding block of SDRAM. Table 3-10 shows the block configuration assumed by the SMC for each value of **ram siz0-ram siz3**. Note that **ram e/f/g/h size0-3** are located at $FEF800C0. They operate identically for blocks E-H as these bits do for blocks A-D.

Table 3-10. Block_A/B/C/D/E/F/G/H Configurations

ram a-h siz0-3	Component Configuration	Number of SDRAM Components In the Block	Block SIZE	SDRAM Technology
%0000	-	-	0MBytes	-
%0001	4Mx16	5	32MBytes	64Mbit
%0010	8Mx8	9	64MBytes	64Mbit
%0011	8Mx16	5	64MBytes	128Mbit
%0100	16Mx4	18	128MBytes	64Mbit
%0101	16Mx8	9	128MBytes	128Mbit
%0110	16Mx16	5	128MBytes	256Mbit
%0111	32Mx4	18	256MBytes	128Mbit
%1000	32Mx8	9	256MBytes	256Mbit
%1001	64Mx4	18	512MBytes	256Mbit
%1010 - %1111	Reserved	-	-	-

Notes

1. All SDRAM components should be organized with four internal banks.
2. When DIMMs are used, the Component Configuration refers to the configuration of the devices used on the DIMMs.
3. It is important that all of the **ram a/b/c/d/e/f/g/h siz0-3** bits be set to accurately match the actual size of their corresponding blocks. This includes clearing them to binary 00000 if their corresponding blocks are not present. Failure to do so will cause problems with addressing and with scrub logging.

SDRAM Base Address Register (Blocks A/B/C/D)

Address	\$FEF80018			
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31
Name	RAM A BASE	RAM B BASE	RAM C BASE	RAM D BASE
Operation	READ/WRITE	READ/WRITE	READ/WRITE	READ/WRITE
Reset	0 PL	0 PL	0 PL	0 PL

Writes to this register must be enveloped by a period of time in which no accesses to SDRAM occur. The requirements of the envelope are that all SDRAM accesses must have completed before the write starts and none should begin until after the write is done. A simple way to do this is to perform at least two read accesses to this or another register before and after the write.

Additionally, sometime during the envelope, before or after the write, all of the SDRAMs' open pages must be closed and the Hawk's open page tracker reset. The way to do this is to allow enough time for at least one SDRAM refresh to occur by waiting for the *32-Bit Counter*, described further on in this chapter, to increment at least 100 times. The wait period needs to happen during the envelope.

RAM A/B/C/D BASE These control bits define the base address for their block's SDRAM. **RAM A/B/C/D BASE** bits 0-7/8-15/16-23/24-31 correspond to PPC60*x* address bits 0-7. For larger SDRAM sizes,

the lower significant bits of **A/B/C/D BASE** are ignored. This means that the block's base address will always appear at an even multiple of its size. Remember that bit 0 is MSB.

Note **RAM_E/F/G/H_BASE** are located at $FEF800C8 (refer to the section on *SDRAM Base Address Register (Blocks E/F/G/H)*. They operate the same for blocks E-H as these bits do for blocks A-D.

Also note that the combination of **RAM_X_BASE** and **ram_x_siz** should never be programmed such that SDRAM responds at the same address as the CSR, ROM/Flash, External Register Set, or any other slave on the PowerPC bus.

CLK Frequency Register

Address	$FEF80020																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	CLK FREQUENCY																								0	0	0	0	0	0	0	por
Operation	READ/WRITE								READ ZERO								READ ZERO								R	R	R	R	R	R	R	R/C
Reset	64 P								X								X								X	X	X	X	X	X	X	1 P

CLK FREQUENCY These bits should be programmed with the hexadecimal value of the operating CLOCK frequency in MHz (that is, $42 for 66 MHz). When these bits are programmed this way, the chip's prescale counter produces a 1 MHz (approximate) output. The output of the chip prescale counter is used by the refresher/scrubber and the 32-bit counter. After power-up, this register is initialized to $64 (for 100 MHz). The formula is:

Counter_Output_Frequency =
(Clock Frequency)/CLK_FREQUENCY

For example, if the Clock Frequency is 100 MHz and CLK_FREQUENCY is $64, then the counter output frequency is 100 MHz/100 = 1 MHz.

When the CLK pin is operating slower than 100 MHz, software should program **CLK_FREQUENCY** to be at least as slow as the CLK pin's frequency as soon as possible after power-up reset so that SDRAM refresh does not get behind. It is okay for the software then to take some time to **up CLK_FREQUENCY** to the correct value. Refresh will get behind only when the actual CLK pin's frequency is lower than the value programmed into **CLK_FREQUENCY.**

por por is set by the occurrence of power up reset. It is cleared by writing a one to it. Writing a 0 to it has no effect.

ECC Control Register

Address	$FEF80028																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	0	0	0	0	0	refdis	rwcb	derc	0	0	0	opien	scien	dpien	sien	mien	int								0	0	0	0	0	0	0	mbe_me
Operation	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/C	READ ZERO							R	R	R	R	R	R	R	R/W
Reset	X	X	X	X	X	0 PL	0 PL	1 PL	X	X	X	0PL	0 PL	0 PL	0 PL	0PL	0PL								X	X	X	X	X	X	X	0 PL

refdis When set, **refdis** causes the refresher and all of its associated counters and state machines to be cleared and maintained that way until **refdis** is removed (cleared). If a refresh cycle is in process when **refdis** is updated by a write to this register, the update does not take effect until the refresh cycle has completed. This prevents the generation of illegal cycles to the SDRAM when **refdis** is updated.

rwcb When set, **rwcb** causes reads and writes to SDRAM from the PPC60*x* bus to access check-bit data rather than normal data. The data path used for reading and writing check bits is D0-D7. Each 8-bit check-bit location services 64 bits of normal data. The figure below shows the relationship between normal data and check-bit data.

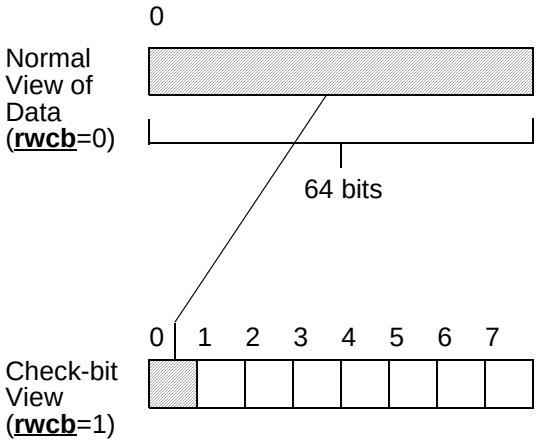


Figure 3-10. Read/Write Check-bit Data Paths

Note that if test software wishes to force a single-bit error to a location using the **rwcb** function, the scrubber may correct the location before the test software gets a chance to check for the single-bit error. This can be avoided by disabling scrub writes. Also note that writing bad check-bits can set the **elog** bit in the Error Logger Register. The writing of check-bits causes the SMC to perform a read-modify-write to SDRAM. If the location to which check-bits are being written has a single- or double-bit error, data in the location may be altered by the write check-bits operation. To avoid this, it is recommended that the **derc** bit also be set while the **rwcb** bit is set. A possible sequence for performing read-write check-bits is as follows:

1. Disable scrub writes by clearing the **swen** bit if it is set.

2. Make sure software is not using DRAM at this point, because while **rwcb** is set, DRAM will not function as normal memory.
3. Set the **derc** and **rwcb** bits in the Data Control register.
4. Perform the desired read and/or write check-bit operations.
5. Clear the **derc** and **rwcb** bits in the Data Control register.
6. Perform the desired testing related to the location/locations that have had their check-bits altered.
7. Enable scrub writes by setting the **swen** bit if it was set before.

derc Setting **derc** to one alters SMC operation as follows:

1. During reads, data is presented to the PPC60*x* data bus uncorrected from the SDRAM array.
2. During single-beat writes, data is written without correcting single-bit errors that may occur on the read portion of the read-modify-write. Check-bits are generated for the data being written.
3. During single-beat writes, the write portion of the read-modify-write happens regardless of whether there is a multiple-bit error during the read portion. No correction of data is attempted. Check-bits are generated for the data being written.
4. During scrub cycles, if **swen** is set, a read-writes to SDRAM happens with no attempt to correct data bits. Check-bits are generated for the data being written.

derc is useful for initializing SDRAM after power-up and for testing SDRAM, but it should be cleared during normal system operation.

apien When **apien** is set, the logging of a PPC60*x* address parity error causes the **int** bit to be set if it is not already. When the **int** bit is set, the Hawk's internal SMC_INT signal to the MPIC is asserted.

scien When **scien** is set, the rolling over of the **SBE COUNT** register causes the **int** bit to be set if it is not already. When the **int** bit is set, the Hawk's internal SMC_INT signal to the MPIC is asserted.

dpien When **dpien** is set, the logging of a PPC60*x* data parity error causes the **int** bit to be set if it is not already. When the **int** bit is set, the Hawk's internal SMC_INT signal to the MPIC is asserted.

sien When **sien** is set, the logging of a single-bit error causes the **int** bit to be set if it is not already. When the **int** bit is set, the Hawk's internal SMC_INT signal to the MPIC is asserted.

mien When **mien** is set, the logging of a non-correctable error causes the **int** bit to be set if it is not already. When the **int** bit is set, the Hawk's internal SMC_INT signal to the MPIC is asserted.

int **int** is set when one of the SMC's interrupt conditions occurs. It is cleared by reset or by software writing a one to it. The Hawk's internal SMC_INT signal tracks **int.** When **int** is set, SMC_INT is asserted. When **int** is cleared, SMC_INT is negated.

mbe_me When **mbe_me** is set, the detection of a multiple-bit error during a PowerPC read or write to SDRAM causes the SMC to pulse its machine check interrupt request pin (MCHK0_) true. When **mbe_me** is cleared, the SMC does not assert its MCHK0_ pin on multiple-bit errors.

Note The SMC never asserts its MCHK0_ pin in response to a multiple-bit error detected during a scrub cycle.

Caution The SMC_INT (internal signal) and the MCHK0_ pin are the only non-polled notification that a multiple-bit error has occurred. The SMC does not assert TEA as a result of a multiple bit error. In fact, the SMC does not have a TEA_ signal pin and it assumes that the system does not implement TEA.

Error Logger Register

Address	$FEF80030																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	elog	0	0	0	escb	esen	embt	esbt	ERR_SYNDROME								0	esblk0	esblk1	esblk2	0	0	0	scof	SBE_COUNT							
Operation	R/C	R	R	R	R	R/W	R	R	READ ONLY								R	R	R	R	R	R	R	R/C	READ/WRITE							
Reset	0 P	X	X	X	0 P	0 PL	0 P	0 P	0P								X	0P	0P	0P	X	X	X	0 P	0P							

elog When set, **elog** indicates that a single- or a multiple-bit error has been logged by the SMC. If **elog** is set by a multiple-bit error, then no more errors will be logged until software clears it. If **elog** is set by a single-bit error, then no more single-bit errors will be logged until software clears it, however if **elog** is set by a single-bit error and a multiple-bit error occurs, the multiple-bit error *will* be logged and the single-bit error information overwritten. **elog** can only be set by the logging of an error and cleared by the writing of a one to itself or by power-up reset.

escb **escb** indicates the entity that was accessing SDRAM at the last logging of a single- or multiple-bit error by the SMC. If **escb** is 1, it indicates that the scrubber was accessing SDRAM. If **escb** is 0, it indicates that the PPC60*x* bus master was accessing SDRAM.

esen When set, **esen** allows errors that occur during scrubs to be logged. When cleared, **esen** does not allow errors that occur during scrubs to be logged.

embt **embt** is set by the logging of a multiple-bit error. It is cleared by the logging of a single-bit error. It is undefined after power-up reset. The syndrome code is meaningless if its **embt** bit is set.

esbt **esbt** is set by the logging of a single-bit error. It is cleared by the logging of a multiple-bit error. When the SMC logs a single-bit error, the syndrome code indicates which bit was in error. (Refer to the section on *ECC Codes*.)

ERR_SYNDROME **ERR_SYNDROME** reflects the syndrome value at the last logging of an error. This eight-bit code indicates the position of the data error. When all the bits are zero, there was no error. Note that if the logged error was multiple-bit then these bits are meaningless. Refer to the section on *ECC Codes* for a decoding of the syndromes.

esblk0,esblk1, esbik2 Together these three bits indicate which block of SDRAM was being accessed when the SMC logged a scrub error. **esblk0**,**esblk1, esbik2** are 0,0,0 for Block A; 0,0,1 for Block B; 0,1,0 for Block C; and 0,1,1 for Block D, etc.

scof **scof** is set by the **SBE COUNT** register rolling over from $FF to $00. It is cleared by software writing a 1 to it.

SBE COUNT **SBE_COUNT** keeps track of the number of single-bit errors that have occurred since it was last cleared. It counts up by one each time it detects a single-bit error (independent of the state of the **elog** bit). The **SBE_COUNT** is cleared by power-up reset and by software writing all zeros to itself. When **SBE COUNT** rolls over from $FF to $00, the SMC sets the **scof** bit. The rolling over of **SBE_COUNT** pulses the internal interrupt signal, SMC_INT, low if the **scien** bit is set.

Error_Address Register

Address	$FEF80038																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ERROR_ADDRESS																													0	0	0
Operation	READ ONLY																													R	R	R
Reset	0 P																													X	X	X

ERROR_ADDRESS These bits reflect the value that corresponds to bits 0-28 of the PPC60*x* address bus when the SMC last logged an error during a PowerPC access to SDRAM. They reflect the value of the SCRUB ADDRESS counter if the error was logged during a scrub cycle.

Scrub/Refresh Register

Address	$FEF80040																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	scb0	scb1	0	0	0	0	0	swen																	SCRUB FREQUENCY							
Operation	R	R	R	R	R	R	R	R/W	READ ZERO								READ ZERO								READ/WRITE							
Reset	0 P	0 P	X	X	X	X	X	0 P	X								X								$00 P							

scb0,scb1 These bits increment every time the scrubber completes a scrub of the entire SDRAM. When they reach binary 11, they roll over to binary 00 and continue. These bits are cleared by power-up reset.

swen When set, **swen** allows the scrubber to perform write cycles. When cleared, **swen** prevents scrubber writes.

SCRUB_FREQUENCY Determines the rate of scrubbing by setting the roll-over count for the scrub prescale counter. Each time the SMC performs a refresh burst, the scrub prescale counter increments by one. When the scrub prescale counter reaches the value stored in this register, it clears and resumes counting starting at 0.

Note that when this register is all 0's, the scrub prescale counter does not increment, disabling any scrubs from occurring. Since **SCRUB_FREQUENCY** is cleared to 0's at power-up reset, scrubbing is disabled until software programs a non-zero value into it.

Scrub Address Register

Address	$FEF80048																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	0	0	0	SCRUB ADDRESS																										0	0	0
Operation	R	R	R	READ/WRITE																										R	R	R
Reset	X	X	X	0 P																										X	X	X

SCRUB ADDRESS These bits form the address counter used by the scrubber for all blocks of SDRAM. The scrub address counter increments by one each time a scrub to one location completes to all of the blocks of SDRAM. When it reaches all 1s, it rolls back over to all 0's and continues counting. The **SCRUB_ADDRESS** counter is readable and writable for test purposes.

Note Note that for each block, the most significant bits of **SCRUB ADDRESS COUNTER** are meaningful only when their SDRAM devices are large enough to require them.

ROM A Base/Size Register

Address	$FEF80050																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ROM A BASE												rom_a_64	rom a siz0	rom a siz1	rom a siz2									0	0	0	0	0	rom_a_rv	rom a en	rom a we
Operation	READ/WRITE												R	R/W	R/W	R/W	READ ZERO								R	R	R	R	R	R/W	R/W	R/W
Reset	$FF0 PL												V P	0 PL	0 PL	0 PL	X								X	X	X	X	X	V P	0 PL	0 PL

Writes to this register must be enveloped by a period of time in which no accesses to ROM/Flash Block A, occur. A simple way to provide the envelope is to perform at least two accesses to this or another of the SMC's registers before and after the write.

ROM A BASE These control bits define the base address for ROM/Flash Block A. **ROM A BASE** bits 0-11 correspond to PPC60*x* address bits 0-11 respectively. For larger ROM/Flash sizes, the lower significant bits of **ROM A BASE** are ignored. This means that the block's base address will always appear at an even multiple of its size. **ROM A BASE** is initialized to $FF0 at power-up or local bus reset.

Note Note that in addition to the programmed address, the first 1 Mbyte of Block A also appears at **$FFF00000 - $FFFFFFFF** if the **rom_a_rv** bit is set and the **rom_b_rv** bit is cleared.

Also note that the combination of **ROM_A_BASE** and **rom_a_siz** should never be programmed such that ROM/Flash Block A responds at the same address as the CSR, SDRAM, External Register Set, or any other slave on the PowerPC bus.

rom_a_64 **rom_a_64** indicates the width of ROM/Flash being used for Block A. When **rom_a_64** is cleared, Block A is 16 bits wide, where each half of SMC interfaces to eight bits. When **rom_a_64** is

set, Block A is 64 bits wide, where each half of the SMC interfaces to 32 bits. **rom_a_64** matches the value that was on the RD2 pin at power-up reset. It cannot be changed by software.

rom a siz The **rom a siz** control bits are the size of ROM/Flash for Block A. They are encoded as shown in the following table.

Table 3-11. ROM Block A Size Encoding

rom a siz	BLOCK SIZE
%000	1MB
%001	2MB
%010	4MB
%011	8MB
%100	16MB
%101	32MB
%110	64MB
%111	Reserved

rom_a_rv and **rom_b_rv** determine which if either of Blocks A and B is the source of reset vectors or any other access in the range $FFF00000 - $FFFFFFFF as shown in the table below.

Table 3-12. rom_a_rv and rom_b_rv encoding

rom_a_rv	rom_b_rv	Result
0	0	Neither Block is the source of reset vectors.
0	1	Block B is the source of reset vectors.
1	0	Block A is the source of reset vectors.
1	1	Block B is the source of reset vectors.

rom_a_rv is initialized at power-up reset to match the value on the RD0 pin.

rom a en When **rom a en** is set, accesses to Block A ROM/Flash in the address range selected by **ROM A BASE** are enabled. When **rom a en** is cleared, they are disabled.

rom a we When **rom a we** is set, writes to Block A ROM/Flash are enabled. When **rom a we** is cleared, they are disabled. Note that if **rom_a_64** is cleared, only 1-byte writes are allowed. If **rom_a_64** is set, only 4-byte writes are allowed. The SMC ignores other writes. If a valid write is attempted and **rom a we** is cleared, the write does not happen but the cycle is terminated normally. See the following table for details of ROM/Flash accesses.

Table 3-13. Read/Write to ROM/Flash

Cycle	Transfer Size	Alignment	rom_x_64	rom_x_we	Hawk Response
write	1-byte	X	0	0	Normal termination, but no write to ROM/Flash
write	1-byte	X	0	1	Normal termination, write occurs to ROM/Flash
write	1-byte	X	1	X	No Response
write	4-byte	Misaligned	X	X	No Response
write	4-byte	Aligned	0	X	No Response
write	4-byte	Aligned	1	0	Normal termination, but no write to ROM/Flash
write	4-byte	Aligned	1	1	Normal termination, write occurs to ROM/Flash
write	2,3,5,6,7, 8,32-byte	X	X	X	No Response
read	X	X	X	X	Normal Termination

ROM B Base/Size Register

Address	$FEF80058																															
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ROM B BASE												rom_b_64	rom b siz0	rom b siz1	rom b siz2									0	0	0	0	0	rom_b_rv	rom b en	rom b we
Operation	READ/WRITE												R	R/W	R/W	R/W	READ ZERO								R	R	R	R	R	R/W	R/W	R/W
Reset	$FF4 PL												V P	0 PL	0 PL	0 PL	X								X	X	X	X	X	V P	0 PL	0 PL

Writes to this register must be enveloped by a period of time in which no accesses to ROM/Flash Block B, occur. A simple way to provide the envelope is to perform at least two accesses to this or another of the SMC's registers before and after the write.

ROM B BASE These control bits define the base address for ROM/Flash Block B. **ROM B BASE** bits 0-11 correspond to PPC60*x* address bits 0 - 11 respectively. For larger ROM/Flash sizes, the lower significant bits of **ROM B BASE** are ignored. This means that the block's base address will always appear at an even multiple of its size. **ROM B BASE** is initialized to $FF4 at power-up or local bus reset.

Note Note that in addition to the programmed address, the first 1 Mbyte of Block B also appears at **$FFF00000 - $FFFFFFFF** if the **rom_b_rv** bit is set.

Also note that the combination of **ROM_B_BASE** and **rom_b_siz** should never be programmed such that ROM/Flash Block B responds at the same address as the CSR, SDRAM, External Register Set, or any other slave on the PowerPC bus.

rom_b_64 **rom_b_64** indicates the width of ROM/Flash device/devices being used for Block B. When **rom_b_64** is cleared, Block B is 16 bits wide, where each half of the SMC interfaces to eight

bits. When **rom_b_64** is set, Block B is 64 bits wide, where each half of the SMC interfaces to 32 bits. **rom_b_64** matches the value that was on the RD3 pin at power-up reset. It cannot be changed by software.

rom b siz The **rom b siz** control bits are the size of ROM/Flash for Block B. They are encoded as shown in the following table.

Table 3-14. ROM Block B Size Encoding

rom b siz	BLOCK SIZE
%000	1Mbytes
%001	2Mbytes
%010	4Mbytes
%011	8Mbytes
%100	16Mbytes
%101	32Mbytes
%110	64Mbytes
%111	Reserved

rom_b_rv and **rom_a_rv** determine which if either of Blocks A and B is the source of reset vectors or any other access in the range $FFF00000 - $FFFFFFFF as shown in Table 3-12.

rom_b_rv is initialized at power-up reset to match the value on the RD1 pin.

rom b en When **rom b en** is set, accesses to Block B ROM/Flash in the address range selected by **ROM B BASE** are enabled. When **rom b en** is cleared they are disabled.

rom b we When **rom b we** is set, writes to Block B ROM/Flash are enabled. When **rom b we** is cleared they are disabled. Refer back to Table 3-13 for more details.

ROM Speed Attributes Registers

Address	$FEF80060																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																									0	0	rom a spd0	rom a spd1	0	0	rom b spd0	rom b spd1
Operation	READ ZERO								READ ZERO								READ ZERO								R	R	R/W	R/W	R	R	R/W	R/W
Reset	X								X								X								X	X	0 PL	0 PL	X	X	0 PL	0 PL

rom_a_spd0,1 **rom_a_spd0,1** determine the access timing used for ROM/Flash Block A. The encoding of these bits are shown in Table 3-15.

The device access times shown in the table are conservative and allow time for buffers on address, control, and data signals. For more accurate information see the sections entitled *ROM/Flash Speeds* and *External Register Set*.

Writes that change these bits must be enveloped by a period of time in which no accesses to ROM/Flash Block A, occur. A simple way to provide the envelope is to perform at least two accesses to this or another of the SMC's registers before and after the write.

Table 3-15. ROM Speed Bit Encodings

rom_a/b_spd0,1	Approximate ROM Block A/B Device Access Time
%00	12 Clock Periods (120 ns @ 100 MHz, 180ns @ 66.67 MHz)
%01	8 Clock Periods (80 ns @ 100 MHz, 120ns @ 66.67 MHz)
%10	5 Clock Periods (50 ns @ 100 MHz, 75ns @ 66.67 MHz)
%11	3 Clock Periods (30 ns @100 MHz, 45ns @ 66.67 MHz)

rom_b_spd0,1 **rom_b_spd0,1** determines the access timing used for ROM/Flash Block B. Refer to the table above.

Writes that change these bits must be enveloped by a period of time in which no accesses to ROM/Flash, Bank B, occur. A simple way to provide the envelope is to perform at least two accesses to this or another of the SMC's registers before and after the write.

Data Parity Error Log Register

Address	$FEF80068																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	dpelog	0	0	dpe_tt0	dpe_tt1	dpe_tt2	dpe_tt3	dpe_tt4	DPE_DP								0	0	0	0	0	0	dpe_ckall	dpe_me	GWDP						
Operation	R/C	R	R	R	R	R	R	R	READ ONLY								R	R	R	R	R	R	R/W	R/W	READ/WRITE						
Reset	0 P		X	0 P	0 P	0 P	0 P	0 P	0 P								X	X	X	X	X	X	0 PL	0 PL	0 PL						

dpelog **dpelog** is set when a parity error occurs on the PPC60*x* data bus during a PPC60*x* data cycle whose parity the SMC is qualified to check. It is cleared by writing a one to it or by power-up reset.

dpe_tt0-4 **dpe_tt** is the value that was on the TT0-TT4 signals when the **dpelog** bit was set.

DPE_DP **DPE_DP** is the value that was on the DP0-DP7 signals when the **dpelog** bit was set.

dpe_ckall When **dpe_ckall** is set, the Hawk checks data parity on all cycles in which TA_ is asserted. When **dpe_ckall** is cleared, the Hawk checks data parity on cycles when TA_ is asserted only during writes to the Hawk.

Note Note that the Hawk does not check parity during cycles in which there is a qualified ARTRY_ at the same time as the TA_

dpe_me When **dpe_me** is set, the transition of the **dpelog** bit from false to true causes the Hawk to pulse its machine check interrupt request pin (MCHK0_) true. When **dpe_me** is cleared, the Hawk does not assert its MCHK0_ pin based on the **dpelog** bit.

GWDP The GWDP0-GWDP7 bits are used to invert the value that is driven onto DP0-DP7 respectively during reads to the Hawk. This allows test software to generate wrong (even) parity on selected byte lanes. For example, to create a parity error on DH24-DH31 and DP3 during Hawk reads, software should set GWDP3.

Data Parity Error Address Register

Address	$FEF80070
Bit	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	DPE_A
Operation	READ ONLY
Reset	0 PL

DPE_A DPE_A is the address of the last PPC60*x* data bus parity error that was logged by the Hawk. It is updated only when **dpelog** goes from 0 to 1.

Data Parity Error Upper Data Register

Address	$FEF80078
Bit	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	DPE_DH
Operation	READ ONLY
Reset	0 PL

DPE_DH DPE_DH is the value on the upper half of the PPC60*x* data bus at the time of the last logging of a PPC60*x* data bus parity error by the Hawk. It is updated only when **dpelog** goes from 0 to 1.

Data Parity Error Lower Data Register

Address	$FEF80080																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	DPE_DL																															
Operation	READ ONLY																															
Reset	0 PL																															

DPE_DL **DPE_DL** is the value on the lower half of the PPC60*x* data bus at the time of the last logging of a PPC60*x* data bus parity error by the Hawk. It is updated only when **dpelog** goes from 0 to 1.

I2C Clock Prescaler Register

Address	$FEF80090																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																	I2_PRESCALE_VAL															
Operation	READ ZERO								READ ZERO								READ/WRITE															
Reset	X								X								$01F3 P															

I2_PRESCALE_VAL **I2_PRESCALE_VAL** is a 16-bit register value that will be used in the following formula for calculating frequency of the I^2C gated clock signal:

I^2C CLOCK = SYSTEM CLOCK/ (**I2_PRESCALE_VAL** +1)/2

After power-up, **I2_PRESCALE_VAL** is initialized to $1F3 which produces a 100 KHz I^2C gated clock signal based on a 100.0 MHz system clock. Writes to this register will be restricted to 4-bytes only.

I2C Control Register

Address	$FEF80098																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																									0	0	0	0	i2_start	i2_stop	i2_ackout	i2_enbl
Operation	READ ZERO								READ ZERO								READ ZERO								R	R	R	R	R/W	R/W	R/W	R/W
Reset	X								X								X								X	X	X	X	0 PL	0 PL	0 PL	0 PL

i2_start When set, the I^{2}C master controller generates a start sequence on the I^{2}C bus on the next write to the I^{2}C Transmitter Data Register and clears the **i2_cmplt** bit in the I^{2}C Status Register. After the start sequence and the I^{2}C Transmitter Data Register contents have been transmitted, the I^{2}C master controller will automatically clear the **i2_start** bit and then set the **i2_cmplt** bit in the *I2C Status Register*.

i2_stop When set, the I^{2}C master controller generates a stop sequence on the I^{2}C bus on the next dummy write (data=don't care) to the I^{2}C Transmitter Data Register and clears the **i2_cmplt** bit in the I^{2}C Status Register. After the stop sequence has been transmitted, the I^{2}C master controller will automatically clear the i2_stop bit and then set the **i2_cmplt** bit in the I^{2}C Status Register.

i2_ackout When set, the I^{2}C master controller generates an acknowledge on the I^{2}C bus during read cycles. This bit should be used *only* in the I^{2}C *sequential* read operation and *must* remain cleared for all other I^{2}C operations. For I^{2}C sequential read operation, this bit should be set for every single byte received except on the last byte in which case it should be cleared.

i2_enbl When set, the I^{2}C master interface will be enabled for I^{2}C operations. If clear, reads and writes to all I^{2}C registers are still allowed but no I^{2}C bus operations will be performed.

I2C Status Register

Address	$FEF800A0																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name																									0	0	0	0	i2_datin	i2_err	i2_ackin	i2_cmplt
Operation	READ ZERO								READ ZERO								READ ZERO								R	R	R	R	R	R	R	R
Reset	X								X								X								X	X	X	X	0 PL	0 PL	0 PL	1 PL

i2_datin This bit is set whenever the I^2C master controller has successfully received a byte of read data from an I^2C bus slave device. This bit is cleared after the I^2C Receiver Data Register is read.

i2_err This bit is set when both **i2_start** and **i2_stop** bits in the I^2C Control Register are set at the same time. The I^2C master controller will then clear the contents of the I^2C Control Register, and further writes to the I^2C Control Register will not be allowed until after the I^2C Status Register is read. A read from the I^2C Status Register will clear this bit.

i2_ackin This bit is set if the addressed slave device is acknowledged to either a start sequence or data writes from the I^2C master controller and cleared otherwise. The I^2C master controller will automatically clear this bit at the beginning of the next valid I^2C operation.

i2_cmplt This bit is set after the I^2C master controller has successfully completed the requested I^2C operation and cleared at the beginning of every valid I^2C operation. This bit is also set after power-up.

I2C Transmitter Data Register

Address	$FEF800A8			
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31
Name				I2_DATAWR
Operation	READ ZERO	READ ZERO	READ ZERO	READ/WRITE
Reset	X	X	X	0 PL

I2_DATAWR The **I2_DATAWR** contains the transmit byte for I^2C data transfers. If a value is written to **I2_DATAWR** when the **i2_start** and **i2_enbl** bits in the I^2C Control Register are set, a start sequence is generated immediately followed by the transmission of the contents of the **I2_DATAWR** to the responding slave device. The **I2_DATAWR**[24:30] is the device address, and the **I2_DATAWR**[31] is the **WR/RD** bit (0=WRite, 1=ReaD). After a start sequence with **I2_DATAWR**[31]=0, subsequent writes to the I^2C Transmitter Data Register will cause the contents of **I2_DATAWR** to be transmitted to the responding slave device. After a start sequence with **I2_DATAWR**[31]=1, subsequent writes to the I^2C Transmitter Data Register (data=don't care) will cause the responding slave device to transmit data to the I^2C Receiver Data Register. If a value is written to **I2_DATAWR** (data=don't care) when the **i2_stop** and **i2_enbl** bits in the I^2C Control Register are set, a stop sequence is generated.

I2C Receiver Data Register

Address	$FEF800B0			
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31
Name				*I2_DATARD*
Operation	READ ZERO	READ ZERO	READ ZERO	READ
Reset	X	X	X	0 PL

I2_DATARD The **I2_DATARD** contains the receive byte for I^2C data transfers. During I^2C *sequential* read operation, the current receive byte must be read before any new one can be brought in. A read of this register will automatically clear the **i2_datin** bit in the I^2C Status Register.

SDRAM Enable and Size Register (Blocks E,F,G,H)

Address	$FEF800C0																											
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	ram e en	0	0	0	ram e siz0	ram e siz1	ram e siz2	ram e siz3	ram f en	0	0	0	ram f siz0	ram f siz1	ram f siz2	ram f siz3	ram g en	0	0	0	ram g siz0	ram g siz1	ram g siz2	ram g siz3	ram h en	0	0	0	ram h siz0	ram h siz1	ram h siz2	ram h siz3
Operation	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W
Reset	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P	0 PL	X	X	X	0 P	0 P	0 P	0 P

Writes to this register must be enveloped by a period of time in which no accesses to SDRAM occur. The requirements of the envelope are that all SDRAM accesses must have completed before the write starts and none should begin until after the write is done. A simple way to do this is to perform at least two read accesses to this or another register before and after the write.

Additionally, sometime during the envelope, before or after the write, all of the SDRAMs open pages must be closed and the Hawk's open page tracker reset. The way to do this is to allow enough time for at least one SDRAM refresh to occur by waiting for the *32-Bit Counter* to increment at least 100 times. The wait period needs to happen during the envelope.

ram e/f/g/h en **ram e/f/g/h en** enables accesses to the corresponding block of SDRAM when set, and disables them when cleared.

Note **ram a/b/c/d en** are located at $FEF80010 (refer to the section on *SDRAM Enable and Size Register (Blocks A, B, C, D)* for more information). They operate the same for blocks A-D as these bits do for blocks E-H.

ram e/f/g/h siz0-3 These control bits define the size of their corresponding block of SDRAM.

Note **ram a/b/c/d siz0-3** are located at $FEF80010. They operate identically for blocks A-D as these bits do for blocks E-H. The table associated with the previous section on blocks A,B,C,D shows how these bits relate to the block configuration.

SDRAM Base Address Register (Blocks E/F/G/H)

Address	$FEF800C8			
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31
Name	RAM E BASE	RAM F BASE	RAM G BASE	RAM H BASE
Operation	READ/WRITE	READ/WRITE	READ/WRITE	READ/WRITE
Reset	0 PL	0 PL	0 PL	0 PL

Writes to this register must be enveloped by a period of time in which no accesses to SDRAM occur. The requirements of the envelope are that all SDRAM accesses must have completed before the write starts and none

should begin until after the write is done. A simple way to do this is to perform at least two read accesses to this or another register before and after the write.

Additionally, sometime during the envelope, before or after the write, all of the SDRAMs' open pages must be closed and the Hawk's open page tracker reset. The way to do this is to allow enough time for at least one SDRAM refresh to occur by waiting for the 32-bit Counter to increment at least 100 times. The wait period needs to happen during the envelope.

RAM E/F/G/H BASE These control bits define the base address for their block's SDRAM. **RAM E/F/G/H BASE** bits 0-7/8-15/16-23/24-31 correspond to PPC60*x* address bits 0 - 7. For larger SDRAM sizes, the lower significant bits of **RAM E/F/G/H BASE** are ignored. This means that the block's base address will always appear at an even multiple of its size. Remember that bit 0 is MSB.

Note **RAM A/B/C/D BASE** are located at $FEF80018 (refer to the section titled *SDRAM Base Address Register (Blocks A/B/C/D)* for more information). They operate the same for blocks A-D as these bits do for blocks E-H.

Also note that the combination of **RAM_X_BASE** and **ram_x_siz** should never be programmed such that SDRAM responds at the same address as the CSR, ROM/Flash, External Register Set, or any other slave on the PowerPC bus.

SDRAM Speed Attributes Register

Address	$FEF800D0																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	0	0	0	cl3	0	trc0	trc1	trc2	0	0	tras0	tras1	0	0	swr_dpll	tdp	0	0	0	trp	0	0	0	trcd	0	0	0	0	0	0	0	0
Operation	R	R	R	R/W	R	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R	R	R	R	R
Reset	X	X	X	1 P	X	0 P	1 P	1 P	X	X	1 P	1 P	X	X	1 P	1 P	X	X	X	1 P	X	X	X	1 P	X	X	X	X	X	X	X	X

The SDRAM Speed Attributes Register should be programmed based on the SDRAM device characteristics and the Hawk's operating frequency to ensure reliable operation.

In order for writes to this register to work properly they should be separated from any SDRAM accesses by a refresh before the write and by another refresh after the write. The refreshes serve two purposes: 1) they make sure that all of the SDRAMs are idle ensuring that mode-register-set operations for **cl3** updates work properly, and 2) they make sure that no SDRAM accesses happen during the write. A simple way to meet theses requirements is to use the following sequence:

1. Make sure all accesses to SDRAM are done.
2. Wait for the *32-Bit Counter* to increment at least 100 times.
3. Perform the write/writes to this register (and other SMC registers if desired)
4. Wait again for the *32-Bit Counter* to increment at least 100 times before resuming accesses to SDRAM.

cl3 When **cl3** is cleared, the SMC assumes that the SDRAM runs with a **CAS_ latency** of 2. When **cl3** is set, the SMC assumes that it runs with a **CAS_latency** of 3.

Note Writing so as to change **cl3** from 1 to 0 or vice-versa causes the SMC to perform a mode-register-set operation to the SDRAM array. The mode-register-set operation updates the SDRAM's **CAS_latency** to match **cl3**.

trc0,1,2 Together **trc0,1,2** determine the minimum number of clock cycles that the SMC assumes the SDRAM requires to satisfy its Trc parameter. These bits are encoded as follows:

Table 3-16. Trc Encoding

trc0,1,2	Minimum Clocks for Trc
%000	8
%001	9
%010	10
%011	11
%100	reserved
%101	reserved
%110	6
%111	7

tras0,1 Together **tras0,1** determine the minimum number of clock cycles that the SMC assumes the SDRAM requires to satisfy its tRAS parameter. These bits are encoded as follows:

Table 3-17. tras Encoding

tras0,1	Minimum Clocks for tras
%00	4
%01	5
%10	6
%11	7

swr_dpl **swr_dpl** causes the SMC to always wait until four clocks after the write command portion of a single write before allowing a precharge to occur. This function may not be required. If such is the case, **swr_dpl** can be cleared by software.

tdp **tdp** determines the minimum number of clock cycles that the SMC assumes the SDRAM requires to satisfy its **tdp** parameter. When tdp is 0, the minimum time provided for Tdp is 1 clock. When **tdp** is 1, the minimum is 2 clocks.

trp **trp** determines the minimum number of clock cycles that the SMC assumes the SDRAM requires to satisfy its Trp parameter. When trp is 0, the minimum time provided for Trp is 2 clocks. When trp is 1, the minimum is 3 clocks.

trcd **trcd** determines the minimum number of clock cycles that the SMC assumes the SDRAM requires to satisfy its **trcd** parameter. When trcd is 0, the minimum time provided for **trcd** is 2 clocks. When trcd is 1, the minimum is 3 clocks.

Address Parity Error Log Register

Address	$FEF800E0																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	apelog	0	0	ape_tt0	ape_tt1	ape_tt2	ape_tt3	ape_tt4	0	0	0	0	ape_ap0	ape_ap1	ape_ap2	ape_ap3	0	0	0	0	0	0	0	ape_me								
Operation	R/C	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	READ ZERO							
Reset	0 P	X	X	0 P	0 P	0 P	0 P	0 P	X	X	X	X	0 P	0 P	0 P	0 P	X	X	X	X	X	X	X	0 PL	X							

apelog **apelog** is set when a parity error occurs on the PPC60*x* address bus during any PPC60*x* address cycle (**TS_ asserted** to **AACK_ asserted**). It is cleared by writing a one to it or by power-up reset.

ape_tt0-4 **ape_tt** is the value that was on the TT0-TT4 signals when the apelog bit was set.

ape_ap0-3 APE_AP is the value that was on the AP0-AP7 signals when the **apelog** bit was set.

ape_me When **ape_me** is set, the transition of the **apelog** bit from false to true causes the Hawk to pulse its machine check interrupt request pin (**MCHK0_**) true. When **ape_me** is cleared, **apelog** does not affect the **MCHK0_ pin**.

Address Parity Error Address Register

Address	$FEF800E8																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	APE_A																															
Operation	READ ONLY																															
Reset	0 PL																															

APE_A APE_A is the address of the last PPC60*x* address bus parity error that was logged by the Hawk. It is updated only when **apelog** goes from 0 to 1.

32-Bit Counter

Address	$FEF80100																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	CTR32																															
Operation	READ/WRITE																															
Reset	0 PL																															

CTR32 CTR32 is a 32-bit, free-running counter that increments once per microsecond if the **CLK_FREQUENCY** register has been programmed properly. Notice that **CTR32** is cleared by power-up and local reset.

Note When the system clock is a fractional frequency, such as 66.67 MHz, **CTR32** will count at a fractional amount faster or slower than 1MHz, depending on the programming of the CLK_FREQUENCY Register.

External Register Set

Address	$FEF88000 - $FEF8FFF8
Bit	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Name	EXTERNAL REGISTER SET
Operation	READ/WRITE
Reset	X PL

EXTERNAL REGISTER SET The **EXTERNAL REGISTER SET** is user provided and is external to the Hawk. It is enabled only when the **tben_en** bit is cleared. When the **tben_en** bit is set, the **EXTERNAL REGISTER SET** is disabled and the Hawk does not respond in its range except for the tben register at $FEF88300.

The tben register (which is internal to Hawk) responds only when **tben_en** is set.

The Hawk's **EXTERNAL REGISTER SET** interface is similar to that for ROM/Flash Block A and B. In fact, another name for the External Register Set is ROM/Flash Block C. The differences between Blocks A/B and C are that the following parameters are fixed rather than programmable for Block C.

1. The device speed for Block C is fixed at 11 Clocks.

2. The width for Block C is fixed at 64 bits.

3. The address range for Block C is fixed at $FEF88000-$FEF8FFF8 ($FEF98000-$FEF9FFF8 when Hawk is configured for the alternate CSR base address).

4. Block C is never used for reset vectors.
5. Block C is always enabled unless the **tben_en** bit is set.
6. Writes to Block C cannot be disabled.

Note The fact that the assumed width is 64 bits does not require that all 64 bits have to be used. The system designer can connect the needed width device to the bits desired for the application. Devices less than 64 bits will cause holes for addresses corresponding to non-connected bits.

tben Register

Address	$FEF88300																													
Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Name	0	0	p1_tben	p0_tben	0	0	0	0																								
Operation	R	R	R/W	R/W	R	R	R	R	READ ZERO								READ ZERO								READ ZERO							
Reset	X	X	1 PL	1 PL	X	X	X	X	X								X								X							

The tben Register is only enabled when the **tben_en** bit in the Revision ID/General Control Register is set. When **tben_en** is cleared, the External Register Set interface is enabled and appears in its designated range. When **tben_en** is set, the External Register Set interface is disabled and the SMC does not respond to accesses in its designated range except that it responds to the address of this, tben register.

p1_tben When the **tben_en** bit is set, the L2CLM_ input pin becomes the P1_TBEN output pin and it tracks the value on **p1_tben**. When **p1_tben** is 0, the P1_TBEN pin is low and when **p1_tben** is 1, the P1_TBEN pin is high.

When the **tben_en** bit is cleared, **p1_tben** has no effect on any pin.

p0_tben When the **tben_en** bit is set, the ERCS_ output pin becomes the P1_TBEN output pin and it tracks the value on **p0_tben**. When **p0_tben** is 0, the P0_TBEN pin is low and when **p1_tben** is 1, the P0_TBEN pin is high.

When the **tben_en** bit is cleared, **p0_tben** has no effect on any pin.

Note When **tben_en** is high, L2CLM_ cannot be driven by an external L2 cache controller and no External Register Set devices can be controlled.

Software Considerations

This section contains information that will be useful in programming a system that uses the Hawk.

Programming ROM/Flash Devices

Those who program devices to be controlled by the Hawk should make note of the address mapping that is shown in Table 3-7 and in Table 3-8. For example, when using 8-bit devices, the code will be split so that every other 4-byte segment goes in each device.

Writing to the Control Registers

Software should not change control register bits that affect SDRAM operation while SDRAM is being accessed. Because of pipelining, software should always make sure that the two accesses before and after the updating of critical bits are not SDRAM accesses. A possible scenario for trouble would be to execute code out of SDRAM while updating the critical SDRAM control register bits. The preferred method is to be executing code out of ROM/Flash and avoiding SDRAM accesses while updating these bits.

Some registers have additional requirements for writing. For more information refer to the register sections in this chapter titled *SDRAM Enable and Size Register (Blocks A, B, C, D)*, *SDRAM Base Address Register (Blocks A/B/C/D)*, *SDRAM Enable and Size Register (Blocks E,F,G,H)*, *SDRAM Base Address Register (Blocks E/F/G/H)*, and *SDRAM Speed Attributes Register*.

Since software has no way of controlling refresh/scrub accesses to SDRAM, the hardware is designed so that updating control bits coincidentally with refreshes is not a problem.

As with SDRAM control bits, software should not change control bits that affect ROM/Flash while the affected Block is being accessed. This generally means that the ROM/Flash size, base address, enable, write enable, etc. are changed only while executing initially in the reset vector area ($FFF00000 - $FFFFFFFF).

Initializing SDRAM Related Control Registers

In order to establish proper SDRAM operation, software must configure control register bits in Hawk that affect each SDRAM block's speed, size, base address, and enable. The SDRAM speed attributes are the same for all blocks and are controlled by one 32-bit register. The size, base address and enable can be different for each block and are controlled in individual 8-bit registers.

SDRAM Speed Attributes

The SDRAM speed attributes come up from power-up reset initialized to the slowest settings that Hawk is capable of. This allows SDRAM accesses to be performed before the SDRAM speed attributes are known. An example of a need for this is when software requires some working memory that it can use while gathering and evaluating SDRAM device data from serial EEPROM's. Once software knows the SDRAM speed parameters for all blocks, it should discontinue accessing SDRAM for at least one refresh period before and after it programs the SDRAM speed attribute bits.

SDRAM Size

The SDRAM size control bits come up from power-up reset cleared to zero. Once software has determined the correct size for an SDRAM block, it should set the block's size bits to match. The value programmed into the size bits tells the Hawk how big the block is (for map decoding) and how to translate that block's 60x addresses to SDRAM addresses. Programming a block's size to non-zero also allows it to participate in scrubbing if scrubbing is enabled.

After software programs the size bits, it should wait for a refresh to happen before beginning to access SDRAM.

I^2C EEPROMs

Most of the information needed to program the SDRAM speed attributes and size is provided by EEPROM devices that are connected to Hawk's I^2C bus. The EEPROM devices contain data in a specific format called Serial Presence Detect (SPD).

Board designers can implement one EEPROM for each of Hawk's SDRAM blocks or they can implement one EEPROM for several such blocks. When using DIMMs, the board designer can use the EEPROM that is provided on the DIMM.

I^2C EEPROMs that are used for SPD can be wired to appear at one of 8 different device locations. Board designers should establish an I^2C EEPROM addressing scheme that will allow software to know which I^2C address to use to find information for each SDRAM block. For example, hardware could always place the I^2C EEPROM for SDRAM block A at the first address, block B at the second, etc. Whatever addressing scheme is used should also deal with cases where multiple blocks are described by one I^2C EEPROM.

SDRAM Base Address and Enable

Each block needs to be programmed for a unique base address that is an even multiple of its size. Once a block's speed attributes, size, and base address have been programmed and time for at least one refresh has passed, it can be enabled.

SDRAM Control Registers Initialization Example

The following is a possible sequence for initializing SDRAM control registers:

1. Get a small piece of SDRAM for software to use for this routine (optional). This routine assumes that SDRAM related control bits are still at the power-up-reset default settings. We will use a small enough piece of SDRAM that the address signals that are affected by SDRAM size will not matter. For each SDRAM block:
   a. Set the block's base address to some even multiple of 32MB. Refer to the section entitled *SDRAM Base Address Register (Blocks A/B/C/D)* for more information.
   b. Set the block's size to 4Mx16 and enable it. Refer to the section entitled *SDRAM Enable and Size Register (Blocks A, B, C, D)* for more information.
   c. Test the first 1MB of the block.
   d. If the test fails, disable the block, clear its size to 0MB, disable it and then repeat steps 1 through 5 with the next block. If the test passes, go ahead and use the first 1MB of the block.
2. Using the I^2C bus, determine which memory blocks are present. Using the addressing scheme established by the board designer, probe for SPD's to determine which blocks of SDRAM are present. SPD byte 0 could be used to determine SPD presence. SPD byte 5 indicates the number of SDRAM blocks that belong to an SPD.
3. Obtain the CAS latency information for all blocks that are present to determine whether to set or to clear the **cl3** bit. For each SDRAM block that is present:
   a. Check SPD byte 18 to determine which CAS latencies are supported.
   b. If a CAS latency of 2 is supported, then go to step 3. Otherwise, a CAS latency of 3 is all that is supported for this block.
   c. If a CAS latency of 2 is supported, check SPD byte 23 to determine the CAS_latency _2 cycle time. If the CAS_latency_2

cycle time is less than or equal to the period of the system clock then this block can operate with a CAS latency of 2. Otherwise a CAS latency of 3 is all that is supported for this block. If any block does not support a CAS latency of 2, then **cl3** is to be set. If all of the blocks support a CAS latency of 2, then the **cl3** bit is to be cleared. Do not update the **cl3** bit at this point. You will use the information from this step later.

4. Determine the values to use for **tras, trp, trcd,** and **trc**. The values to use for **tras, trp, trcd** and **trc** can be obtained from the SPD. The **tras** bits determine the minimum tRAS time produced by the Hawk. The **trp** bit determines the minimum tRP time produced by the Hawk, etc. Each set of bits should accommodate the slowest block of SDRAM. The SPD parameters are specified in nanoseconds and have to be converted to 60x clock periods for the Hawk. Use the following table to convert SPD bytes 27, 29 and 30 to the correct values for **tras, trp, trcd** and **trc**. Do not actually update these bits in the Hawk at this time. You will use the information from this step later.

Table 3-18. Deriving tras, trp, trcd and trc Control Bit Values from SPD Information

Control Bits	Parameter	Parameter Expressed in CLK Periods	Possible Control Bit Values	
$FEF800D1 bits 2,3 (**tras**)	tRAS (SPD Byte 30)	tRAS_CLK = tRAS/T (T = CLK Period in nanoseconds) See Notes 1, 2 and 9	0.0 < tRAS_CLK <= 4.0	**tras** =%00
			4.0 < tRAS_CLK <=5.0	**tras** =%01
			5.0 < tRAS_CLK <= 6.0	**tras** =%10
			6.0 < tRAS_CLK <= 7.0	**tras** =%11
			7.0 < tRAS_CLK	Illegal
$FEF800D2 bit 3 (**trp**)	tRP (SPD Byte 27)	tRP_CLK = tRP/T (T = CLK Period in nanoseconds) See Notes 3, 4 and 9	0.0 < tRP_CLK <= 2	**trp** =%0
			2.0 < tRP_CLK <= 3	**trp** =%1
			3 < tRP_CLK	Illegal

Table 3-18. Deriving tras, trp, trcd and trc Control Bit Values from SPD Information (Continued)

Control Bits	Parameter	Parameter Expressed in CLK Periods	Possible Control Bit Values	
$FEF800D2 bit 7 (**trcd**)	tRCD (SPD Byte 29)	tRCD_CLK = tRCD/T (T = CLK Period in nanoseconds) See Notes 5, 6 and 9	0.0 < tRCD_CLK <= 2	**trcd** =%0
			2.0 < tRCD_CLK <= 3	**trcd** =%1
			3 < tRCD_CLK	Illegal
$FEF800D0 bits 5,6,7 (**trc**)	tRC (SPD Bytes 30 and 27)	tRC_CLK = (tRAS + tRP)/T (T = CLK Period in nanoseconds) See Notes 7, 8 and 9	0.0 < tRC_CLK <= 6.0	**trc** =%110
			6.0 < tRC_CLK <= 7.0	**trc** =%111
			7.0 < tRC_CLK <= 8.0	**trc** =%000
			8.0 < tRC_CLK <= 9.0	**trc** =%001
			9.0 < tRC_CLK <= 10.0	**trc** =%010
			10.0 < tRC_CLK <= 11.0	**trc** =%011
			11.0 < tRC_CLK	illegal

Notes

1. Use tRAS from the SDRAM block that has the slowest tRAS.
2. tRAS_CLK is tRAS expressed in CLK periods.
3. Use tRP from the SDRAM block that has the slowest tRP.
4. tRP_CLK is tRP expressed in CLK periods.
5. Use tRCD from the SDRAM block that has the slowest tRCD.
6. tRCD_CLK is tRCD expressed in CLK periods.
7. Use tRC from the SDRAM block that has the slowest tRC.
8. tRC_CLK is tRC expressed in CLK periods.
    a. Remember that CLK is the Hawk's 60x clock input pin.

9. Determine the size for each block that is present. (Do not actually program the Hawk's size bits at this point. You use this information to program them later.) Each block's size can be determined using the following algorithm:

   a. Calculate the number of rows in each device using SPD byte 3. If the number of rows is *ROWS* and the value in SPD byte 3 is *R*, then $ROWS=2^R$.

   b. Calculate the number of columns in each device using SPD byte 4. If the number of columns is *COLUMNS* and the value in SPD byte 4 is *C*, then $COLUMNS=2^C$.

   c. Calculate the total number of addresses within each device. If the total number of addresses in a device is *A*, then *A=ROWS X COLUMNS*

   d. Calculate the total number of locations in the block using the results of step 3 and SPD byte 17. If the total number of locations in the block is *L*, and the value in byte 17 is 4, then:
   $L = A \times 4$
   or
   $L = 2^R \times 2^C \times 4$
   (Note that the Hawk only works if byte 17 is 4).

   e. Obtain the primary device width from SPD byte 13.

   f. Determine the size bits based on the results of steps *d* and *e* using the following table:

Table 3-19. Programming SDRAM SIZ Bits

Total Number of Locations within the Block (L) [1]	Primary Device Width [2]	Block Size [3]	Value to be programmed into the Block's ram_x_siz bits [4]
4M	16	32Mbytes	%0001
8M	8	64Mbytes	%0010
8M	16	64Mbytes	%0011
16M	4	128Mbytes	%0100
16M	8	128Mbytes	%0101
16M	16	128Mbytes	%0110
32M	4	256Mbytes	%0111
32M	8	256Mbytes	%1000
64M	4	512Mbytes	%1001

Notes

1. Total Number of block Locations (L) is 2^R x 2^C x 4 where R is the value in SPD byte 3 and C is the value in SPD byte 4.
2. Primary Device Width is from SPD byte 13.
3. Block Size is the total number of block locations (L) x 8 bytes.
4. **ram_x_siz** refers to **ram_a_siz**, **ram_b_siz**, **ram_c_siz**, etc. Refer to the sections titled *SDRAM Enable and Size Register (Blocks A, B, C, D)* and *SDRAM Enable and Size Register (Blocks E,F,G,H)* for more information.
5. Make sure the software is no longer using SDRAM and disable the block that was being used.
6. Wait for at least one SDRAM refresh to complete. A simple way to do this is to wait for the 32-bit counter to increment at least 100 times. Refer to the section titled *32-Bit Counter* for more

information. Note that the **refdis** control bit must not be set in the ECC Control Register.

7. Now that at least one refresh has occurred since SDRAM was last accessed, it is okay to write to the SDRAM control registers.

   a. Program the SDRAM Speed Attributes Register using the information obtained in steps 3 and 4 and the fact that the **swr_dp** and **tdp** bits should be set to 1's.

   b. Program the SDRAM Base Address Register (Blocks A/B/C/D) and the SDRAM Base Address Register (Blocks E/F/G/H). Each block's base address should be programmed so that it is an even multiple of its size. (The size information was obtained in Step 5.) If the **isa_hole** bit is to be set this may be a good time to do that also. Refer to the *Revision ID/ General Control Register* section for more information.

   c. Program the SDRAM Enable and Size Register (Blocks A,B,C,D) and the SDRAM Enable and Size Register (Blocks E,F,G,H). Use the information from step 5. for this. Only those blocks that exist should be enabled. Also, only those that exist should be programmed with a non-zero size.

8. Wait for at least one SDRAM refresh to complete. A simple way to do this is to wait for the 32-bit counter to increment at least 100 times (refer to the section on the *32-Bit Counter* for more information). Note that the **refdis** control bit must not be set in the ECC Control Register.

9. SDRAM is now ready to use.

Optional Method for Sizing SDRAM

Generally SDRAM block sizes can be determined by using SPD information (refer to the previous section on *SDRAM Control Registers Initialization Example*). Another method for accomplishing this is as follows:

1. Initialize the SMC's control register bits to a known state.

a. Clear the isa_hole bit (refer to the section titled *Vendor/Device Register* for more information).

b. Make sure the *CLK Frequency Register* matches the operating frequency.

c. Wait for at least one SDRAM refresh to complete. A simple way to do this is to wait for the 32-bit counter to increment at least 100 times (refer to the section on *32-Bit Counter* for more information). Note that the **refdis** control bit must not be set in the ECC Control Register.

d. Make sure that the SDRAM Speed Attributes Register contains its power-up reset values. If not, make sure that the values match the actual characteristics of the SDRAM being used.

e. Make sure the following bits are initialized as follows:
refdis = 0
rwcb = 0
derc = 1
scien = 0
dpien = 0
sien = 0
mien = 0
mbe_me = 0
SCRUB_FREQUENCY = $00
(Refer to the *ECC Control Register* section and the *Scrub/Refresh Register* section for more information).

f. Make sure that ROM/Flash banks A and B are not enabled to respond in the range $00000000 - $20000000. (Refer to the section on *ROM A Base/Size Register* and *ROM B Base/Size Register* for more information.)

g. Make sure that no other devices are set up to respond in the range $00000000 - $20000000.

2. For each of the Blocks A through H:

a. Set the block's base address to $00000000. Refer to the sections titled *SDRAM Base Address Register (Blocks A/B/C/D)* and *SDRAM Enable and Size Register (Blocks E,F,G,H)*.

b. Enable the block and make sure that the other seven blocks are disabled. Refer to the same sections as referenced in the previous step.

c. Set the block's size control bits. Start with the largest possible (512Mbytes). Refer to the same sections as referenced in the previous step.

d. Wait for at least one SDRAM refresh to complete.

e. Write a unique 64-bit data pattern to each one of a specified list of addresses. The list of addresses to be written varies depending on the size that is currently being checked. The address lists are shown in the table below.

f. Read back all of the addresses that have been written. If all of the addresses still contain exactly what was written, then the block's size has been found. It is the size for which it is currently programmed. If any of the addresses do not contain exactly what was written, then the block's memory size is less than that for which it is programmed. Sizing needs to continue for this block by programming its control bits to the next smaller size, waiting for at least one refresh to complete, and repeating steps e and f.

g. If no match is found for any size then the block is unpopulated and has a size of 0MB. Its size should be programmed to 0.

Table 3-20. Address Lists for Different Block Size Checks

512MB (64Mx4)	256MB (32Mx8)	256MB (32Mx4)	128MB (16Mx16)	128MB (16Mx8)[1]	128MB (16Mx4)[1]
$00000000 $00008000 $10000000	$00000000 $00004000 $08000000	$00000000 $00008000	$00000000 $04000000	$00000000 $00004000	$00000000 $00004000
64MB (8Mx16)[2]	64MB (8Mx8)[2]	32MB (4Mx16)[3]			
$00000000 $00002000	$00000000 $00002000	$00000000 $00001000			

Notes

1. 16Mx8 and 16Mx4 are the same. If the real size is either one of these, this algorithm will program for 16Mx8 regardless of whether the SDRAM size is 16Mx8 or 16Mx4. This is not a problem because the Hawk behaves identically when programmed for either size.
2. 8Mx16 and 8Mx8 are the same. The same idea that applies to 16Mx8 and 16Mx4 applies to them.
3. This needed only to check for non-zero size.
4. Wait enough time to allow at least 1 SDRAM refresh to occur before beginning any SDRAM accesses.

ECC Codes

When the Hawk reports a single-bit error, software can use the syndrome that was logged by the Hawk to determine which bit was in error. Table 3-21 shows the syndrome for each possible single bit error. Table 3-22 shows the same information ordered by syndrome.

Table 3-21. Syndrome Codes Ordered by Bit in Error

Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome
rd0	$4A	rd16	$92	rd32	$A4	rd48	$29	ckd0	$01
rd1	$4C	rd17	$13	rd33	$C4	rd49	$31	ckd1	$02
rd2	$2C	rd18	$0B	rd34	$C2	rd50	$B0	ckd2	$04
rd3	$2A	rd19	$8A	rd35	$A2	rd51	$A8	ckd3	$08
rd4	$E9	rd20	$7A	rd36	$9E	rd52	$A7	ckd4	$10
rd5	$1C	rd21	$07	rd37	$C1	rd53	$70	ckd5	$20
rd6	$1A	rd22	$86	rd38	$A1	rd54	$68	ckd6	$40
rd7	$19	rd23	$46	rd39	$91	rd55	$64	ckd7	$80
rd8	$25	rd24	$49	rd40	$52	rd56	$94		
rd9	$26	rd25	$89	rd41	$62	rd57	$98		
rd10	$16	rd26	$85	rd42	$61	rd58	$58		
rd11	$15	rd27	$45	rd43	$51	rd59	$54		
rd12	$F4	rd28	$3D	rd44	$4F	rd60	$D3		
rd13	$0E	rd29	$83	rd45	$E0	rd61	$38		
rd14	$0D	rd30	$43	rd46	$D0	rd62	$34		
rd15	$8C	rd31	$23	rd47	$C8	rd63	$32		

Table 3-22. Single Bit Errors Ordered by Syndrome Code

Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit
$00	-	$20	ckd5	$40	ckd6	$60	-	$80	ckd7	$A0	-	$C0	-	$E0	rd45
$01	ckd0	$21	-	$41	-	$61	rd42	$81	-	$A1	rd38	$C1	rd37	$E1	-
$02	ckd1	$22	-	$42	-	$62	rd41	$82	-	$A2	rd35	$C2	rd34	$E2	-
$03	-	$23	rd31	$43	rd30	$63	-	$83	rd29	$A3	-	$C3	-	$E3	-
$04	ckd2	$24	-	$44	-	$64	rd55	$84	-	$A4	rd32	$C4	rd33	$E4	-
$05	-	$25	rd8	$45	rd27	$65	-	$85	rd26	$A5	-	$C5	-	$E5	-
$06	-	$26	rd9	$46	rd23	$66	-	$86	rd22	$A6	-	$C6	-	$E6	-
$07	rd21	$27	-	$47	-	$67	-	$87	-	$A7	rd52	$C7	-	$E7	-
$08	ckd3	$28	-	$48	-	$68	rd54	$88	-	$A8	rd51	$C8	rd47	$E8	-
$09	-	$29	rd48	$49	rd24	$69	-	$89	rd25	$A9	-	$C9	-	$E9	rd4
$0A	-	$2A	rd3	$4A	rd0	$6A	-	$8A	rd19	$AA	-	$CA	-	$EA	-
$0B	rd18	$2B	-	$4B	-	$6B	-	$8B	-	$AB	-	$CB	-	$EB	-
$0C	-	$2C	rd2	$4C	rd1	$6C	-	$8C	rd15	$AC	-	$CC	-	$EC	-
$0D	rd14	$2D	-	$4D	-	$6D	-	$8D	-	$AD	-	$CD	-	$ED	-
$0E	rd13	$2E	-	$4E	-	$6E	-	$8E	-	$AE	-	$CE	-	$EE	-
$0F	-	$2F	-	$4F	rd44	$6F	-	$8F	-	$AF	-	$CF	-	$EF	-
$10	ckd4	$30	-	$50	-	$70	rd53	$90	-	$B0	rd50	$D0	rd46	$F0	-
$11	-	$31	rd49	$51	rd43	$71	-	$91	rd39	$B1	-	$D1	-	$F1	-
$12	-	$32	rd63	$52	rd40	$72	-	$92	rd16	$B2	-	$D2	-	$F2	-
$13	rd17	$33	-	$53	-	$73	-	$93	-	$B3	-	$D3	rd60	$F3	-
$14	-	$34	rd62	$54	rd59	$74	-	$94	rd56	$B4	-	$D4	-	$F4	rd12
$15	rd11	$35	-	$55	-	$75	-	$95	-	$B5	-	$D5	-	$F5	-
$16	rd10	$36	-	$56	-	$76	-	$96	-	$B6	-	$D6	-	$F6	-
$17	-	$37	-	$57	-	$77	-	$97	-	$B7	-	$D7	-	$F7	-
$18	-	$38	rd61	$58	rd58	$78	-	$98	rd57	$B8	-	$D8	-	$F8	-
$19	rd7	$39	-	$59	-	$79	-	$99	-	$B9	-	$D9	-	$F9	-
$1A	rd6	$3A	-	$5A	-	$7A	rd20	$9A	-	$BA	-	$DA	-	$FA	-

Table 3-22. Single Bit Errors Ordered by Syndrome Code (Continued)

Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit	Syndrome	Bit
$1B	-	$3B	-	$5B	-	$7B	-	$9B	-	$BB	-	$DB	-	$FB	-
$1C	rd5	$3C	-	$5C	-	$7C	-	$9C	-	$BC	-	$DC	-	$FC	-
$1D	-	$3D	rd28	$5D	-	$7D	-	$9D	-	$BD	-	$DD	-	$FD	-
$1E	-	$3E	-	$5E	-	$7E	-	$9E	rd36	$BE	-	$DE	-	$FE	-
$1F	-	$3F	-	$5F	-	$7F	-	$9F	-	$BF	-	$DF	-	$FF	-

Universe II (VMEbus to PCI) Chip

4

Note All of the information in this chapter is taken from the *Universe II User Manual*, which is listed in Appendix B, *Related Documentation*. Refer to that manual for complete information.

General Information

Introduction

The Universe II VMEbus interface chip (CA91C142) provides a reliable high performance 64-bit VMEbus to PCI interface in one device.

Designed by Tundra Semiconductor Corporation in consultation with Motorola, the Universe II is compliant with the VME64 specification and is tuned to the new generation of high speed processors.

The Universe II is ideally suited for CPU boards acting as both master and slave in the VMEbus system and is particularly fitted for PCI local systems. The Universe II is manufactured in a CMOS process.

Product Overview – Features

- Fully compliant, 64-bit, 33 MHz PCI local bus interface
- Fully compliant, high performance 64-bit VMEbus interface
- Integral FIFOs for write posting to maximize bandwidth utilization
- Programmable DMA controller with linked list support
- VMEbus transfer rates of 60-70 MBytes/sec
- Complete suite of VMEbus address and data transfer modes
  - A32/A24/A16 master and slave
  - D64 (MBLT)/D32/D16/D08 master and slave

  - BLT, ADOH, RMW, LOCK
- Automatic initialization for slave-only applications
- Flexible register set, programmable from both the PCI bus and VMEbus ports
- Full VMEbus system controller functionality
- IEEE 1149.1 JTAG testability support, and
- Available in 313-pin Plastic BGA and 324-pin contact Ceramic BGA

Functional Description

Architectural Overview

This section introduces the general architecture of the Universe II. This description makes reference to the functional block diagram provided in Figure 4-1 that follows. Notice that for each of the interfaces, VMEbus and PCI bus, there are three functionally distinct modules: master module, slave module, and interrupt module. These modules are connected to the different functional channels operating in the Universe II. These channels are:

- VME Slave Channel
- PCI Bus Slave Channel
- DMA Channel
- Interrupt Channel
- Register Channel

The Architectural Overview is organized into the following sections:

- VMEbus Interface
- PCI Bus Interface

- Interrupter and Interrupt Handler
- DMA Controller

These sections describe the operation of the Universe II in terms of the different modules and channels illustrated in the following figure.

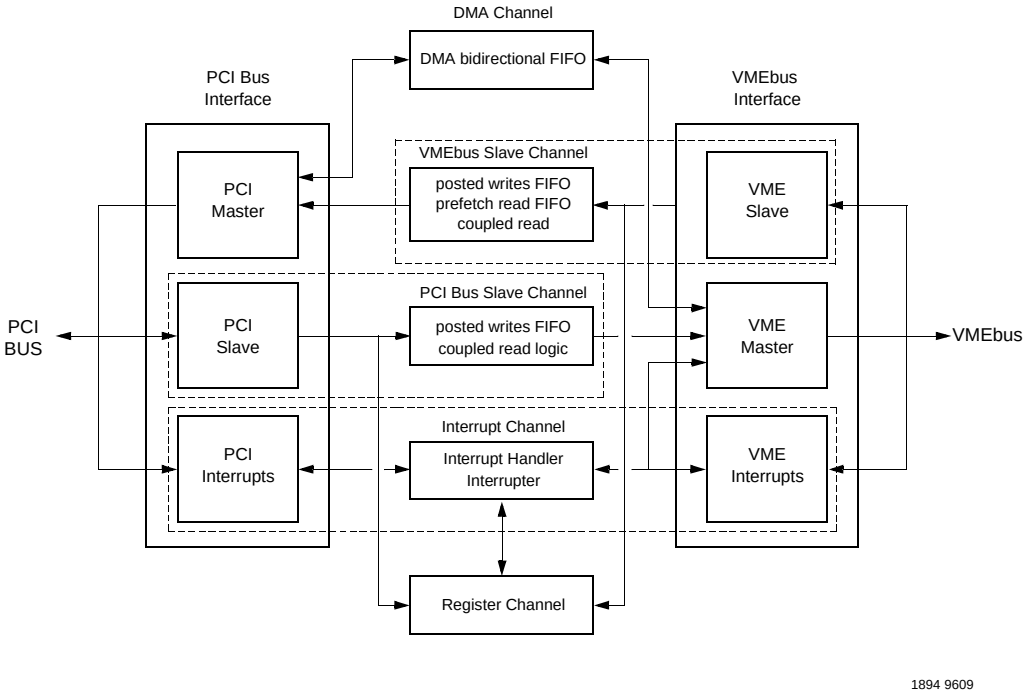


Figure 4-1. Architectural Diagram for the Universe II

VMEbus Interface

Universe II as VMEbus Slave

The Universe II VME Slave Channel accepts all of the addressing and data transfer modes documented in the VME64 specification (except A64 and those intended to support 3U applications, that is, A40 and MD32). Incoming write transactions from the VMEbus may be treated as either coupled or posted, depending upon the programming of the VMEbus slave image. (Refer to *VME Slave Images* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*.) With posted write transactions, data is written to a Posted Write Receive FIFO (RXFIFO) and the VMEbus master receives data acknowledgment from the Universe II. Write data is transferred to the PCI resource from the RXFIFO without the involvement of the initiating VMEbus master (Refer to the section entitled *Posted Writes* in the *Universe II User Manual* for a full explanation of this operation.). With a coupled cycle, the VMEbus master only receives data acknowledgment when the transaction is complete on the PCI bus. This means that the VMEbus is unavailable to other masters while the PCI bus transaction is executed.

Read transactions may be prefetched or coupled. If enabled by the user, a prefetched read is initiated when a VMEbus master requests a block read transaction (BLT or MBLT) and this mode is enabled. When the Universe II receives the block read request, it begins to fill its Read Data FIFO (RDFIFO) using burst transactions from the PCI resource. The initiating VMEbus master then acquires its block read data from the RDFIFO rather than from the PCI resources directly.

Universe II as VMEbus Master

The Universe II becomes VMEbus master when the VME Master Interface is internally requested by the PCI Bus Slave Channel, the DMA Channel, or the Interrupt Channel. The Interrupt Channel always has priority over the other two channels. Several mechanisms are available to configure the relative priority that the PCI Bus Slave Channel and DMA Channel have over ownership of the VMEbus Master Interface.

The Universe II's VME Master Interface generates all of the addressing and data transfer modes documented in the VME64 specification (except A64 and those intended to support 3U applications, that is, A40 and MD32). The Universe II is also compatible with all VMEbus modules conforming to pre-VME64 specifications. As VMEbus master, the Universe II supports Read-Modify-Write (RMW), and Address-Only-with-Handshake (ADOH) but does not accept RETRY* as a termination from the VMEbus slave. The ADOH cycle is used to implement the VMEbus Lock command allowing a PCI master to lock VMEbus resources.

PCI Bus Interface

Universe II as PCI Slave

Read transactions from the PCI bus are always processed as coupled. Write transactions may be either coupled or posted, depending upon the setting of the PCI bus slave image. (Refer to the section entitled *PCI Bus Slave Images* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*.) With a posted write transaction, write data is written to a Posted Write Transmit FIFO (TXFIFO) and the PCI bus master receives data acknowledgment from the Universe II with zero wait states. Meanwhile, the Universe II obtains the VMEbus and writes the data to the VMEbus resource independent of the initiating PCI master. (Refer to the section entitled *Posted Writes* in the *Universe II User Manual* for a full description of this operation.)

To allow PCI masters to perform RMW and ADOH cycles, the Universe II provides a Special Cycle Generator. The Special Cycle Generator can be used in combination with a VMEbus ownership function to guarantee PCI masters exclusive access to VMEbus resources over several VMEbus transactions, and. (Refer to the sections entitled *Exclusive Accesses* and *RMW and ADOH Cycles* in the *Universe II User Manual*, Appendix B, *Related Documentation*, for a full description of this functionality.)

Universe II as PCI Master

The Universe II becomes PCI master when the PCI Master Interface is internally requested by the VME Slave Channel or the DMA Channel. There are mechanisms provided which allow the user to configure the relative priority of the VME Slave Channel and the DMA Channel.

Interrupter and Interrupt Handler

Interrupter

The Universe II interrupt channel provides a flexible scheme to map interrupts to either the PCI bus or VMEbus interface. Interrupts are generated from either hardware or software sources (Refer to the section entitled *Interrupter* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*, for a full description of hardware and software sources.). Interrupt sources can be mapped to any of the PCI bus or VMEbus interrupt output pins. Interrupt sources mapped to VMEbus interrupts are generated on the VMEbus interrupt output pins VIRQ#[7:1]. When a software and hardware source are assigned the same VIRQn# pin, the software source always has higher priority.

Interrupt sources mapped to PCI bus interrupts are generated on one of the INT#[7:0] pins. To be fully PCI compliant, all interrupt sources must be routed to a single INT# pin.

For VMEbus interrupt outputs, the Universe II interrupter supplies an 8-bit STATUS/ID to a VMEbus interrupt handler during the IACK cycle and optionally generates an internal interrupt to signal that the interrupt vector has been provided. (Refer to the section entitled *VMEbus Interrupt Generation* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*.)

Interrupts mapped to PCI bus outputs are serviced by the PCI interrupt controller. The CPU determines which interrupt sources are active by reading an interrupt status register in the Universe II. The source negates its interrupt when it has been serviced by the CPU. (Refer to the section entitled *PCI Interrupt Generation* in the *Universe II User Manual*.)

VMEbus Interrupt Handling

A VMEbus interrupt triggers the Universe II io generate a normal VMEbus IACK cycle and generate the specified interrupt output. When the IACK cycle is complete, the Universe II releases the VMEbus and the interrupt vector is read by the PCI resource servicing the interrupt output. Software interrupts are ROAK, while hardware and internal interrupts are RORA.

DMA Controller

The Universe II provides an internal DMA controller for high performance data transfer between the PCI and VMEbus. DMA operations between the source and destination bus are decoupled through the use of a single bidirectional FIFO (DMAFIFO). Parameters for the DMA transfer are software configurable in the Universe II registers. (Refer to the section entitled *DMA Controller* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*.)

The principal mechanism for DMA transfers is the same for operations in either direction (PCI to VME or VME to PCI), only the relative identity of the source and destination bus changes. In a DMA transfer, the Universe II gains control of the source bus and reads data into its DMAFIFO. Following specific rules of DMAFIFO operation (refer to the section entitled *FIFO Operation and Bus Ownership* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*), it then acquires the destination bus and writes data from its DMAFIFO.

The DMA controller can be programmed to perform multiple blocks of transfers using entries in a linked list. The DMA will work through the transfers in the linked-list following pointers at the end of each linked-list entry. Linked-list operation is initiated through a pointer in an internal Universe II register, but the linked list itself resides in PCI bus memory.

Registers – Universe II Control and Status Registers (UCSR)

The Universe II Control and Status Registers (UCSR) facilitate host system configuration and allow the user to control Universe II operational characteristics. The UCSRs are divided into three groups:

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

The Universe II registers are little-endian.

The figure below summarizes the supported register access mechanisms.

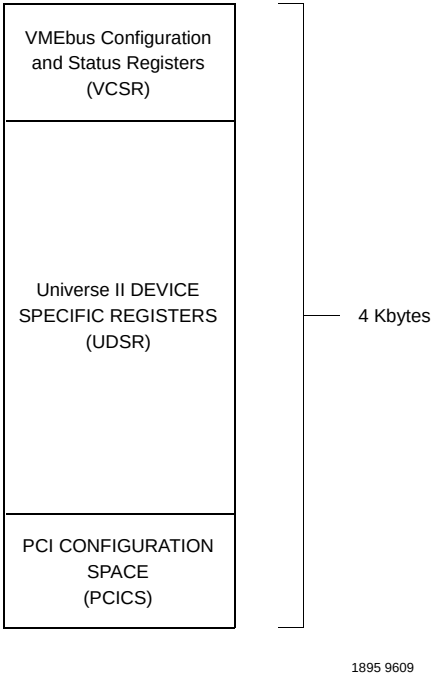


Figure 4-2. UCSR Access Mechanisms

Universe II Register Map

Table 4-1 below lists the Universe II registers by address offset. Tables in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*, provide detailed descriptions of each register.

Address offsets in the table below apply to accesses from the PCI bus and to accesses from the VMEbus side using the VMEbus Register Access Image (refer to the section entitled *Registers* in the *Universe II User Manual*, listed in Appendix B, *Related Documentation*). For register accesses in CR/CSR space, be sure to add 508 KBytes (0x7F00) to the address offsets provided in the table.

Table 4-1. Universe II Register Map

Offset	Register	Name
000	PCI Configuration Space ID Register	PCI_ID
004	PCI Configuration Space Control and Status Register	PCI_CSR
008	PCI Configuration Class Register	PCI_CLASS
00C	PCI Configuration Miscellaneous 0 Register	PCI_MISC0
010	PCI Configuration Base Address Register	PCI_BS
014	PCI Unimplemented	
018	PCI Unimplemented	
01C	PCI Unimplemented	
020	PCI Unimplemented	
024	PCI Unimplemented	
028	PCI Reserved	
02C	PCI Reserved	
030	PCI Unimplemented	
034	PCI Reserved	
038	PCI Reserved	
03C	PCI Configuration Miscellaneous 1 Register	PCI_MISC1
040 - 0FF	PCI Unimplemented	
100	PCI Slave Image 0 Control	LSI0_CTL
104	PCI Slave Image 0 Base Address Register	LSI0_BS

Table 4-1. Universe II Register Map (Continued)

Offset	Register	Name
108	PCI Slave Image 0 Bound Address Register	LSI0_BD
10C	PCI Slave Image 0 Translation Offset	LSI0_TO
110	Universe II Reserved	
114	PCI Slave Image 1 Control	LSI1_CTL
118	PCI Slave Image 1 Base Address Register	LSI1_BS
11C	PCI Slave Image 1 Bound Address Register	LSI1_BD
120	PCI Slave Image 1 Translation Offset	LSI1_TO
124	Universe II Reserved	
128	PCI Slave Image 2 Control	LSI2_CTL
12C	PCI Slave Image 2 Base Address Register	LSI2_BS
130	PCI Slave Image 2 Bound Address Register	LSI2_BD
134	PCI Slave Image 2 Translation Offset	LSI2_TO
138	Universe II Reserved	
13C	PCI Slave Image 3 Control	LSI3_CTL
140	PCI Slave Image 3 Base Address Register	LSI3_BS
144	PCI Slave Image 3 Bound Address Register	LSI3_BD
148	PCI Slave Image 3 Translation Offset	LSI3_TO
14C - 16C	Universe II Reserved	
170	Special Cycle Control Register	SCYC_CTL
174	Special Cycle PCI bus Address Register	SCYC_ADDR
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 Miscellaneous Register	LMISC
188	Special PCI Slave Image	SLSI
18C	PCI Command Error Log Register	L_CMDERR
190	PCI Address Error Log	LAERR
194 - 1FC	Universe II Reserved	
200	DMA Transfer Control Register	DCTL

Table 4-1. Universe II Register Map (Continued)

Offset	Register	Name
204	DMA Transfer Byte Count Register	DTBC
208	DMA PCI bus Address Register	DLA
20C	Universe II Reserved	
210	DMA VMEbus Address Register	DVA
214	Universe II Reserved	
218	DMA Command Packet Pointer	DCPP
21C	Universe II Reserved	
220	DMA General Control and Status Register	DGCS
224	DMA Linked List Update Enable Register	D_LLUE
228 - 2FC	Universe II Reserved	
300	PCI Interrupt Enable	LINT_EN
304	PCI Interrupt Status	LINT_STAT
308	PCI Interrupt Map 0	LINT_MAP0
30C	PCI Interrupt Map 1	LINT_MAP1
310	VMEbus Interrupt Enable	VINT_EN
314	VMEbus Interrupt Status	VINT_STAT
318	VMEbus Interrupt Map 0	VINT_MAP0
31C	VMEbus Interrupt Map 1	VINT_MAP1
320	Interrupt Status/ID Out	STATID
324	VIRQ1 STATUS/ID	V1_STATID
328	VIRQ2 STATUS/ID	V2_STATID
32C	VIRQ3 STATUS/ID	V3_STATID
330	VIRQ4 STATUS/ID	V4_STATID
334	VIRQ5 STATUS/ID	V5_STATID
338	VIRQ6 STATUS/ID	V6_STATID
33C	VIRQ7 STATUS/ID	V7_STATID
340 - 3FC	Universe II Reserved	
400	Master Control	MAST_CTL
404	Miscellaneous Control	MISC_CTL

Table 4-1. Universe II Register Map (Continued)

Offset	Register	Name
408	Miscellaneous Status	MISC_STAT
40C	User AM Codes Register	USER_AM
410 - EFC	Universe II Reserved	
F00	VMEbus Slave Image 0 Control	VSI0_CTL
F04	VMEbus Slave Image 0 Base Address Register	VSI0_BS
F08	VMEbus Slave Image 0 Bound Address Register	VSI0_BD
F0C	VMEbus Slave Image 0 Translation Offset	VSI0_TO
F10	Universe II Reserved	
F14	VMEbus Slave Image 1 Control	VSI1_CTL
F18	VMEbus Slave Image 1 Base Address Register	VSI1_BS
F1C	VMEbus Slave Image 1 Bound Address Register	VSI1_BD
F20	VMEbus Slave Image 1 Translation Offset	VSI1_TO
F24	Universe II Reserved	
F28	VMEbus Slave Image 2 Control	VSI2_CTL
F2C	VMEbus Slave Image 2 Base Address Register	VSI2_BS
F30	VMEbus Slave Image 2 Bound Address Register	VSI2_BD
F34	VMEbus Slave Image 2 Translation Offset	VSI2_TO
F38	Universe II Reserved	
F3C	VMEbus Slave Image 3 Control	VSI3_CTL
F40	VMEbus Slave Image 3 Base Address Register	VSI3_BS
F44	VMEbus Slave Image 3 Bound Address Register	VSI3_BD
F48	VMEbus Slave Image 3 Translation Offset	VSI3_TO
F4C - F6C	Universe II Reserved	
F70	VMEbus Register Access Image Control Register	VRAI_CTL
F74	VMEbus Register Access Image Base Address	VRAI_BS
F78	Universe II Reserved	
F7C	Universe II Reserved	
F80	VMEbus CSR Control Register	VCSR_CTL
F84	VMEbus CSR Translation Offset	VCSR_TO

Table 4-1. Universe II Register Map (Continued)

Offset	Register	Name
F88	VMEbus AM Code Error Log	V_AMERR
F8C	VMEbus Address Error Log	VAERR
F90 - FEC	Universe II Reserved	
FF0	VME CR/CSR Reserved	
FF4	VMEbus CSR Bit Clear Register	VCSR_CLR
FF8	VMEbus CSR Bit Set Register	VCSR_SET
FFC	VMEbus CSR Base Address Register	VCSR_BS

Caution Register space marked as “Reserved” should not be overwritten. Unimplemented registers return a value of 0 on reads; writes complete normally.

Note The VMEbus CSR Bit Clear Register and the VMEbus CSR Bit Set Register are not supported on the MVME2400. Writing a 1 to the VMEbus CSR Bit Set Register RESET bit will cause the board to go into a permanent reset condition.

Programming Details 5

Introduction

This chapter contains details of several programming functions that are not tied to any specific ASIC chip.

PCI Arbitration

PCI arbitration can be performed by either the Hawk ASIC (default), or the PIB. The Hawk ASIC supports eight external PCI masters. This includes Hawk and seven external PCI masters. The arbitration assignments on the MVME2400 series when the Hawk is the PCI arbiter are as follows:

Table 5-1. Hawk Arbitration Assignments

PCI Bus Request	PCI Master(s)
Request 0	Hawk ASIC
Request 1	PIB
Request 2	Universe II ASIC (VMEbus)
Request 3	PMC Slot 1
Request 4	PMC Slot 2
Request 5	PCIX Slot
Request 6	Ethernet

Interrupt Handling

The interrupt architecture of the MVME2400 series SBC is shown in the following figure:

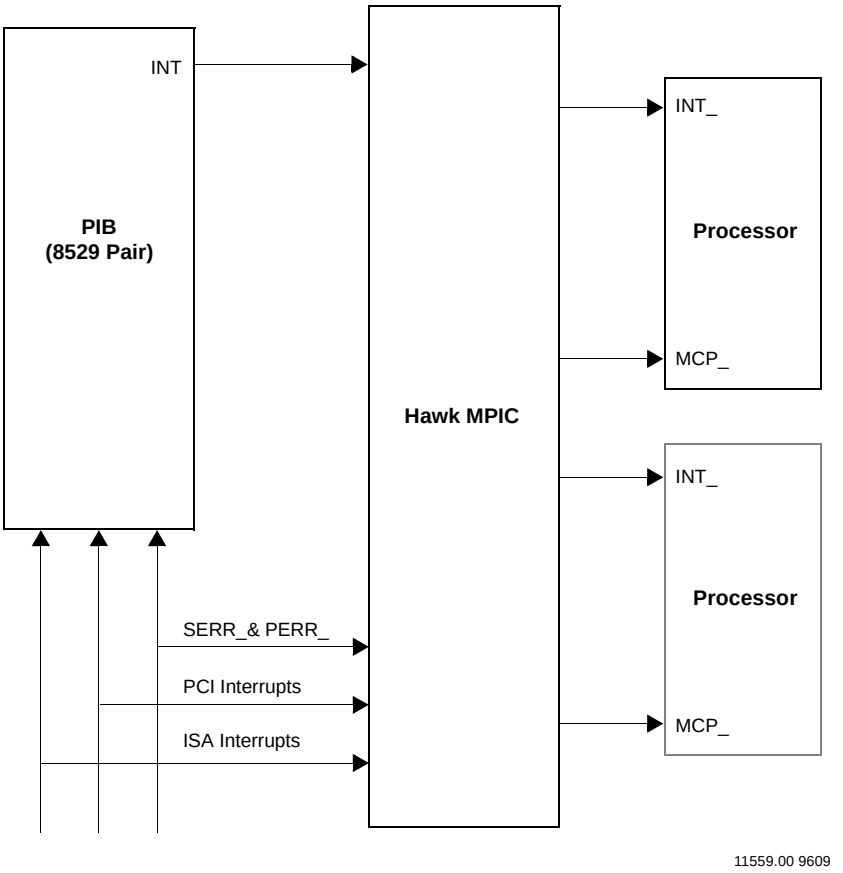


Figure 5-1. MVME2400 Series Interrupt Architecture

Hawk MPIC

The Hawk ASIC has a built-in interrupt controller that meets the Multi-Processor Interrupt Controller (MPIC) Specification. This MPIC supports up to two processors and 16 external interrupt sources. There are also six other interrupt sources inside the MPIC: two cross-processor interrupts and four timer interrupts. All ISA interrupts go through the 8259 pair in the PIB. The output of the PIB then goes through the MPIC in the Hawk. Refer to Chapter 2, *Hawk PCI Host Bridge & Multi-Processor Interrupt Controller* for details on the MPIC. The following table shows the interrupt assignments for the MPIC on the MVME2400 series:

Table 5-2. MPIC Interrupt Assignments

MPIC IRQ	Edge/ Level	Polarity	Interrupt Source	Notes
IRQ0	Level	High	PIB (8259)	1
IRQ1	N/A	N/A	Not used	
IRQ2	Level	Low	PCI-Ethernet	3
IRQ3	Level	Low	Hawk WDT1O_L (resistor population option)	
IRQ4	Level	Low	Hawk WDT20_L (resistor population option)	
IRQ5	Level	Low	PCI-VME INT 0 (Universe II LINT0#)	2,3
IRQ6	Level	Low	PCI-VME INT 1 (Universe II LINT1#)	2
IRQ7	Level	Low	PCI-VME INT 2 (Universe II LINT2#)	2
IRQ8	Level	Low	PCI-VME INT 3 (Universe II LINT3#)	2
IRQ9	Level	Low	PCI-PMC1 INTA#, PMC2 INTB#, PCIX INTA#	3
IRQ10	Level	Low	PCI-PMC1 INTB#, PMC2 INTC#, PCIX INTB#	
IRQ11	Level	Low	PCI-PMC1 INTC#, PMC2 INTD#, PCIX INTC#	
IRQ12	Level	Low	PCI-PMC1 INTD#, PMC2 INTA#, PCIX INTD#	
IRQ13	Level	Low	LM/SIG Interrupt 0	3
IRQ14	Level	Low	LM/SIG Interrupt 1	3
IRQ15	N/A	N/A	Not used	

Notes

1. Interrupt from the PCI/ISA Bridge.
2. The mapping of interrupt sources from the VMEbus and Universe II internal interrupt sources is programmable via the Local Interrupt Map 0 Register and the Local Interrupt Map 1 Register in the Universe II ASIC.
3. These interrupts also appear at the PIB for backward compatibility with older MVME1600 and PM603/4 modules.

8259 Interrupts

There are 15 interrupt requests supported by the PIB. These 15 interrupts are ISA-type interrupts that are functionally equivalent to two 82C59 interrupt controllers. Except for IRQ0, IRQ1, IRQ2, IRQ8_, and IRQ13, each of the interrupt lines can be configured for either edge-sensitive mode or level-sensitive mode by programming the appropriate ELCR registers in the PIB.

There is also support for four PCI interrupts, PIRQ3_-PIRQ0_. The PIB has four PIRQ Route Control Registers to allow each of the PCI interrupt lines to be routed to any of eleven ISA interrupt lines (IRQ0, IRQ1, IRQ2, IRQ8_, and IRQ13 are reserved for ISA system interrupts). Since PCI interrupts are defined as level-sensitive, software must program the selected IRQ(s) for level-sensitive mode. Note that more than one PCI interrupt can be routed to the same ISA IRQ line. The PIB can be programmed to handle the PCI interrupts if the MPIC is either not present or not used.

The following figure shows the interrupt structure of the PIB.

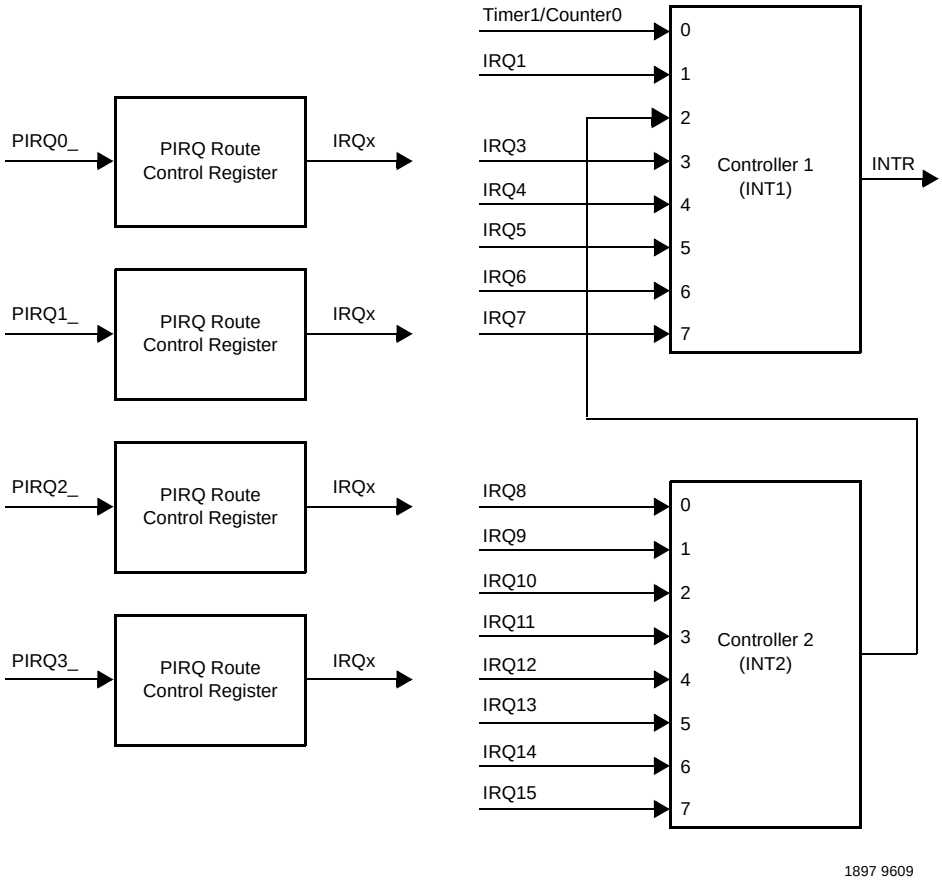


Figure 5-2. PIB Interrupt Handler Block Diagram

The assignments of the PCI and ISA interrupts supported by the PIB are as follows:

Table 5-3. PIB PCI/ISA Interrupt Assignments

PRI	ISA IRQ	PCI IRQ	Controller	Edge/ Level	Polarity	Interrupt Source	Notes
1	IRQ0		INT1	Edge	High	Timer 1 / Counter 0	**1**
2	IRQ1			N/A	N/A	Not used	
3-10	IRQ2			Edge	High	Cascade Interrupt from INT2	
3	IRQ8_		INT2	Edge	Low	ABORT Switch Interrupt	
4	IRQ9			N/A	N/A	Not used	
5	IRQ10	PIRQ0_		Level	Low	PCI-Ethernet Interrupt	**2,3,4**
6	IRQ11	PIRQ1_		Level	Low	Universe II Interrupt (LINT0#)	**2,3,4**
7	IRQ12			N/A	N/A	Not used	
8	IRQ13			N/A	N/A	Not used	
9	IRQ14	PIRQ2_		N/A	N/A	Not used	
10	IRQ15	PIRQ3_		Level	Low	PMC/PCIX Interrupt	**2,3,4**
11	IRQ3		INT1	N/A	N/A	Not used	
12	IRQ4			Edge	High	COM1 (16550)	
13	IRQ5			Level	High	LM/SIG Interrupt 0/1	**4**
14	IRQ6			N/A	N/A	Not used	
15	IRQ7			N/A	N/A	Not used	

Notes

1. Internally generated by the PIB.
2. After a reset, all ISA IRQ interrupt lines default to edge-sensitive mode.
3. These PCI interrupts are routed to the ISA interrupts by programming the PRIQ Route Control Registers in the PIB. The PCI to ISA interrupt assignments in this table are suggested. Each

ISA IRQ to which a PCI interrupt is routed to MUST be programmed for level-sensitive mode. Use this routing for PCI interrupts only when the MPIC is either not present or not used.

4. The MPIC, when present, should be used for these interrupts.

ISA DMA Channels

The MVME2400 series does not implement any ISA DMA channels.

Exceptions

Sources of Reset

There are eight potential sources of reset on the MVME2400 series. They are:

1. Power-On Reset
2. RESET Switch
3. Watchdog Timer Reset via the MK48T59 TIMEKEEPER device
4. Port 92 Register via the PIB
5. I/O Reset via the Clock Divisor Register in the PIB
6. VMEbus SYSRESET# signal
7. Local software reset via the Universe II ASIC (MISC_CTL Register)
8. VME System Reset Via the Universe II ASIC (MISC_CTL Register)

Note On the MVME2400, Watchdog Timer 2 is a source of reset *only* if component R25 is installed on the board. Consult your local Motorola Computer Group (MCG) sales representative if this feature needs to be enabled.

The following table shows which devices are affected by various reset sources:

Table 5-4. Reset Sources and Devices Affected

Device Affected	Processor (s)	Hawk ASIC	PCI Devices	ISA Devices	VMEbus (System Controller)
Power-On	x	x	x	x	x
Reset Switch	x	x	x	x	x
Watchdog (MK48T59)	x	x	x	x	x
VME System Reset (SYSRESET# Signal)	x	x	x	x	x
VME System Software Reset (MISC_CTL Register)	x	x	x	x	x
VME Local Software Reset (MISC_CTL Register)	x	x	x	x	
Hot Reset (Port 92 Register)	x	x	x	x	
PCI/ISA Reset (Clock Divisor Register)			x	x	

Soft Reset

Software can assert the SRESET# pin of any processor by programming the Processor Init Register of the MPIC appropriately.

Universe II Chip Problems after a PCI Reset

Under certain conditions, there can be problems with the Universe II chip after a PCI reset. Refer to Chapter 4, *Universe II (VMEbus to PCI) Chip*, for details.

Error Notification and Handling

The Hawk ASIC can detect certain hardware errors and can be programmed to report these errors via the MPIC interrupts or Machine Check Interrupt. Note that the TEA* signal is not used at all by the MVME2400 series. The following table summarizes how the hardware errors are handled by the MVME2400 series:

Table 5-5. Error Notification and Handling

Cause	Action
Single-bit ECC	*Store*: Write corrected data to memory *Load*: Present corrected data to the MPC master Generate interrupt via MPIC if so enabled
Double-bit ECC	*Store*: Terminate the bus cycle normally without writing to SDRAM *Load*: Present un-corrected data to the MPC master Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled
MPC Bus Time Out	*Store*: Discard write data and terminate bus cycle normally *Load*: Present undefined data to the MPC master Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled

Table 5-5. Error Notification and Handling (Continued)

Cause	Action
PCI Target Abort	*Store*: Discard write data and terminate bus cycle normally *Load*: Return all 1's and terminate bus cycle normally Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled
PCI Master Abort	*Store*: Discard write data and terminate bus cycle normally *Load*: Return all 1's and terminate bus cycle normally Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled
PERR# Detected	Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled
SERR# Detected	Generate interrupt via MPIC if so enabled Generate Machine Check Interrupt to the Processor(s) if so enabled

Endian Issues

The MVME2400 series supports both little-endian software and big-endian software. Because the PowerPC processor is inherently big-endian, PCI is inherently little-endian, and the VMEbus is big-endian, things do get rather confusing. The following figures shows how the MVME2400 series handles the endian issue in big-endian and little-endian modes:

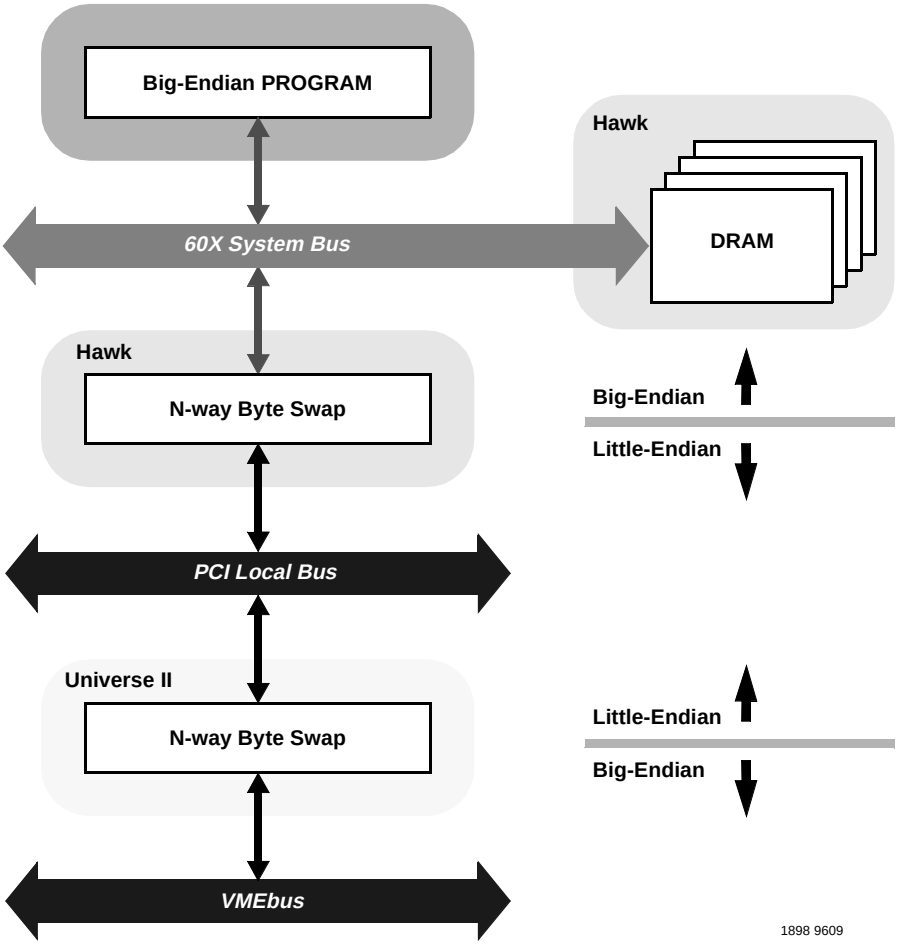


Figure 5-3. Big-Endian Mode

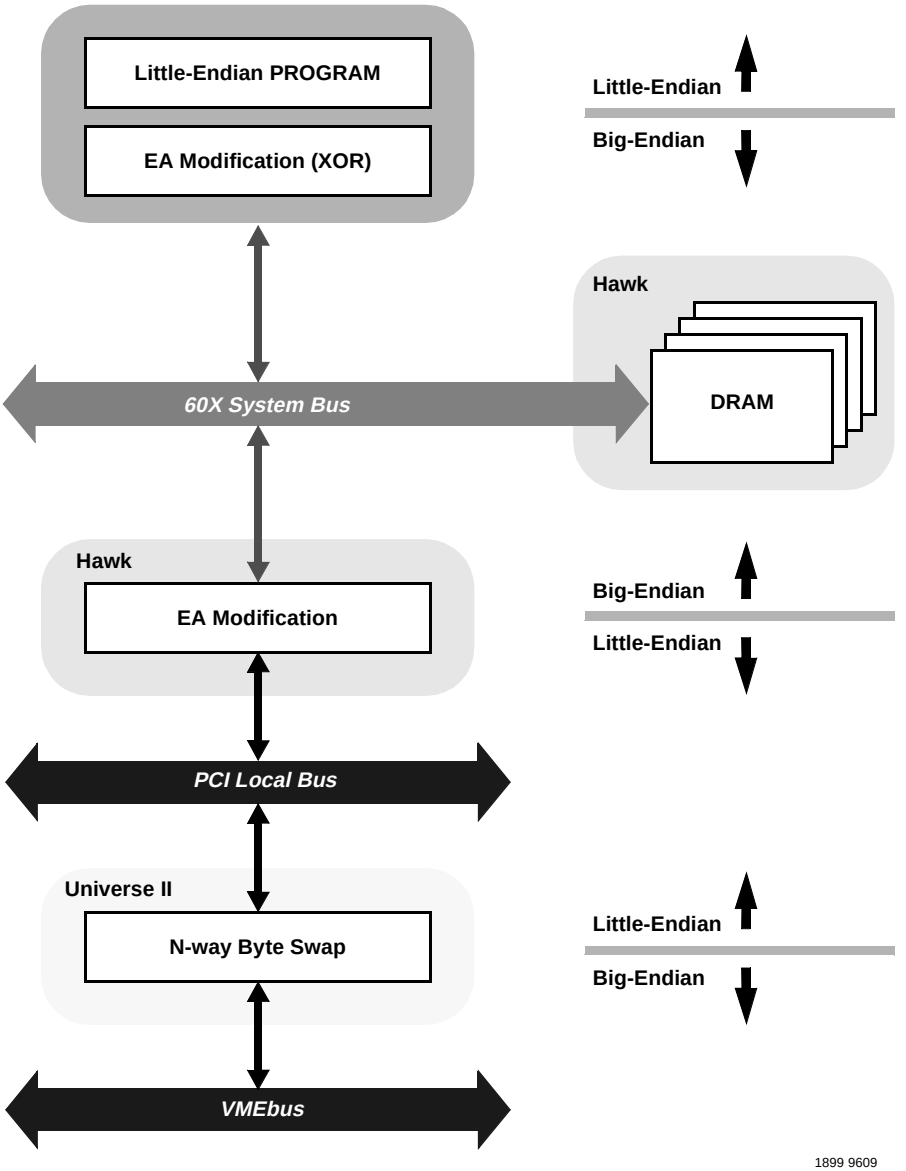


Figure 5-4. Little-Endian Mode

Processor/Memory Domain

The MPC604 processor can operate in both big-endian and little-endian mode. However, it always treats the external processor/memory bus as big-endian by performing *address rearrangement* and *reordering* when running in little-endian mode.

The MPIC registers inside the Hawk, the registers inside the SMC, the SDRAM, the ROM/Flash and the system registers always appear as big-endian.

MPIC's Involvement

Since PCI is little-endian, the MPIC performs byte swapping in both directions (from PCI to memory and from the processor to PCI) to maintain address invariance when it is programmed to operate in big-endian mode with the processor and the memory sub-system.

In little-endian mode, it *reverse-rearranges* the address for PCI-bound accesses and *rearranges* the address for memory-bound accesses (from PCI). In this case, no byte swapping is done.

PCI Domain

The PCI bus is inherently little-endian and all devices connected directly to PCI will operate in little-endian mode, regardless of the mode of operation in the processor's domain.

PCI-SCSI

The MVME2400 series does not implement SCSI.

PCI-Ethernet

Ethernet is byte stream oriented with the byte having the lowest address in memory being the first one to be transferred regardless of the endian mode. Since address invariance is maintained by the Hawk in both little-endian

and big-endian mode, there should be no endian issues for the Ethernet data. Big-endian software must still however be aware of the byte-swapping effect when accessing the registers of the PCI-Ethernet device.

PCI-Graphics

The effects of byte swapping on big-endian software must be considered by big-endian software.

Note There are no graphics on the MVME2400 series boards.

Universe II's Involvement

Since PCI is little-endian and the VMEbus is big-endian, the Universe II performs byte swapping in both directions (from PCI to VMEbus and from VMEbus to PCI) to maintain address invariance, regardless of the mode of operation in the processor's domain.

VMEbus Domain

The VMEbus is inherently big-endian and all devices connected directly to VMEbus are expected to operate in big-endian mode, regardless of the mode of operation in the processor's domain.

In big-endian mode, byte-swapping is performed by the Universe II and then by the MPIC. The result has the desirable effect by being transparent to the big-endian software.

In little-endian mode, however, software must be aware of the byte-swapping effect from the Universe II and the address reverse-rearranging effect of the MPIC.

ROM/Flash Initialization

There are two methods used to inject code into the Flash in Bank A: (1) In-circuit programming and (2) Loading it from the ROM/Flash Bank B. For the second method, the hardware must direct the SMC to map the FFF00000-FFFFFFFF address range to Bank B following a hard reset. Bank A then can be programmed by code from Bank B.

Software can determine the mapping of the FFF00000-FFFFFFFF address range by examining the **rom_b_rv** bit in the SMC's Rom B Base/Size Register.

Table 5-6. ROM/Flash Bank Default

rom_b_rv	Default Mapping for FFF00000-FFFFFFFF
0	ROM/Flash Bank A
1	ROM/Flash Bank B

MVME2400 VPD Reference Information

A

Vital Product Data (VPD) Introduction

The data listed in the following tables are for general reference information. The VPD identifies board information that may be useful during board initialization, configuration, and verification.

VPD Data Definitions

The following table describes and lists the currently assigned packet identifiers.

Note Additional packet identifiers may be added to this list as future versions of the VPD are released**.**

Table A-1. VPD Packet Types

ID#	Size	Description	Data Type	Notes
00	N/A	Guaranteed Illegal	N/A	
01	Variable	Product Identifier (for example, “MBX”, “MTX”, “MVME2600”, “MCP750”, “MVME2400”, etc.)	ASCII	1
02	Variable	Factory Assembly Number (for example, “01-W3394F01C”, etc.)	ASCII	1
03	Variable	Serial Number (for example, “3383185”, etc.)	ASCII	1
04	10	Product Configuration Options Data The data in this packet further describes the board configuration (for example, header population, I/O routing, etc.). Its exact contents is dependent upon the product configuration/type. A following table describes this packet.	Binary	
05	04	MPU Internal Clock Frequency in Hertz (for example, 350,000,000 decimal, etc.)	Integer (4-byte)	2

Table A-1. VPD Packet Types (Continued)

ID#	Size	Description	Data Type	Notes
06	04	MPU External Clock Frequency in Hertz (for example, 100,000,000 decimal, etc.). This is also called the local processor bus frequency.	Integer (4-byte)	2
07	04	Reference Clock Frequency in Hertz (for example, 32,768 decimal, etc.). This value is the frequency of the crystal driving the OSCM.	Integer (4-byte)	2
08	06	Ethernet Address (for example, 08003E26A475, etc.)	Binary	3, 4
09	Variable	MPU Type (for example, 601, 602, 603, 604, 750, 801, 821, 823, 860, 860DC, 860DE, 860DH, 860EN, 860MH, etc.)	ASCII	1
0A	4	EEPROM CRC This packet is optional. This packet would be utilized in environments where CRC protection is required. When computing the CRC this field (that is, 4 bytes) is set to zero. This CRC only covers the range as specified the size field.	Integer (4-byte)	2
0B	9	Flash Memory Configuration A table found later in this document further describes this packet.	Binary	
0C	TBD	VLSI Device Revisions/Versions	Binary	
0D	04	Host PCI-Bus Clock Frequency in Hertz (for example, 33,333,333 decimal, etc.)	Integer (4-byte)	2

Table A-1. VPD Packet Types (Continued)

ID#	Size	Description	Data Type	Notes
0E	Variable	L2 Cache Configuration A table found later in this document further describes this packet.	Binary	
0F-BF		Reserved		
C0-FE		User Defined An example of a user defined packet could be the type of LCD panel connected in an MPC821 based application.		
FF	N/A	Termination Packet (follows the last initialized data packet)	N/A	

Notes

1. The data size is variable. Its actual size is dependent upon the product configuration/type.
2. Integer values are formatted/stored in big-endian byte ordering.
3. This packet may be omitted if the ethernet interface is non-existent, or the ethernet interface has an associative SROM (for example, DEC21x4x).
4. This packet may contain an additional byte following the address data. This additional byte indicates the ethernet interface number. This additional byte would be specified in applications where the host product supports multiple ethernet interfaces. For each ethernet interface present, the instance number would be incremented by one starting with zero.

VPD Data Definitions – Product Configuration Options Data

The product configuration options data packet consists of a binary bit field. The first bit of the first byte is bit 0 (that is, PowerPC bit numbering). An option is present when the assigned bit is a 1. the following table further describes the product configuration options VPD data packet:

Table A-2. MVME2400 Product Configuration Options Data

Bit Number	Bit Mnemonic	Bit Description
0	PCO_PCI0_CONN1	PCI/PMC bus 0 connector 1 present
1	PCO_PCI0_CONN2	PCI/PMC bus 0 connector 2 present
2	PCO_PCI0_CONN3	PCI/PMC bus 0 connector 3 present
3	PCO_PCI0_CONN4	PCI/PMC bus 0 connector 4 present
4	PCO_PCI1_CONN1	PCI/PMC bus 1 connector 1 present
5	PCO_PCI1_CONN2	PCI/PMC bus 1 connector 2 present
6	PCO_PCI1_CONN3	PCI/PMC bus 1 connector 3 present
7	PCO_PCI1_CONN4	PCI/PMC bus 1 connector 4 present
8	PCO_ISA_CONN1	ISA bus connector 1 present
9	PCO_ISA_CONN2	ISA bus connector 2 present
10	PCO_ISA_CONN3	ISA bus connector 3 present
11	PCO_ISA_CONN4	ISA bus connector 4 present
12	PCO_EIDE1_CONN1	IDE/EIDE device 1 connector 1 present
13	PCO_EIDE1_CONN2	IDE/EIDE device 1 connector 2 present
14	PCO_EIDE2_CONN1	IDE/EIDE device 2 connector 1 present
15	PCO_EIDE2_CONN2	IDE/EIDE device 2 connector 2 present
16	PCO_ENET1_CONN	Ethernet device 1 connector present
17	PCO_ENET2_CONN	Ethernet device 2 connector present
18	PCO_ENET3_CONN	Ethernet device 3 connector present
19	PCO_ENET4_CONN	Ethernet device 4 connector present
20	PCO_SCSI1_CONN	SCSI device 1 connector present
21	PCO_SCSI2_CONN	SCSI device 2 connector present
22	PCO_SCSI3_CONN	SCSI device 3 connector present
23	PCO_SCSI4_CONN	SCSI device 4 connector present

Table A-2. MVME2400 Product Configuration Options Data (Continued)

Bit Number	Bit Mnemonic	Bit Description
24	PCO_SERIAL1_CONN	Serial device 1 connector present
25	PCO_SERIAL2_CONN	Serial device 2 connector present
26	PCO_SERIAL3_CONN	Serial device 3 connector present
27	PCO_SERIAL4_CONN	Serial device 4 connector present
28	PCO_FLOPPY_CONN1	Floppy device connector 1 present
29	PCO_FLOPPY_CONN2	Floppy device connector 2 present
30	PCO_PARALLEL1_CONN	Parallel device 1 connector present
31	PCO_PARALLEL2_CONN	Parallel device 2 connector present
32	PCO_PMC1_IO_CONN	PMC slot 1 I/O connector present
33	PCO_PMC2_IO_CONN	PMC slot 2 I/O connector present
34	PCO_USB0_CONN	USB channel 0 connector present
35	PCO_USB1_CONN	USB channel 1 connector present
36	PCO_KEYBOARD_CONN	Keyboard connector present
37	PCO_MOUSE_CONN	Mouse connector present
38	PCO_VGA1_CONN	VGA device 1 connector present
39	PCO_SPEAKER_CONN	Speaker connector present
40	PCO_VME_CONN	VME backplane connector present
41	PCO_CPCI_CONN	Compact PCI backplane connector present
42	PCO_ABORT_SWITCH	Abort switch present
43	PCO_BDFAIL_LIGHT	Board fail light present
44	PCO_SWREAD_HEADER	Software readable header present
45		Reserved for future configuration options
46		Reserved for future configuration options
47		Reserved for future configuration options
48-127		Reserved for future configuration options

VPD Data Definitions – Flash Memory Configuration Data

The Flash memory configuration data packet consists of byte fields which indicate the size/organization/type of the Flash memory array. The following table(s) further describe the Flash memory configuration VPD data packet.

Table A-3. Flash Memory Configuration Data

Byte Offset	Field Size (Bytes)	Field Mnemonic	Field Description
00	2	FMC_MID	Manufacturer's Identifier (FFFF = Undefined/Not-Applicable)
02	2	FMC_DID	Manufacturer's Device Identifier (FFFF = Undefined/Not-Applicable)
04	1	FMC_DDW	Device Data Width (for example, 8-bits, 16-bits)
05	1	FMC_NOD	Number of Devices/Sockets Present
06	1	FMC_NOC	Number of Columns (Interleaves)
07	1	FMC_CW	Column Width in Bits This will always be a multiple of the device's data width.
08	1	FMC_WEDW	Write/Erase Data Width The Flash memory devices must be programmed in parallel when the write/erase data width exceeds the device's data width.
09	1	FMC_BANK	Bank Number of Flash Memory Array: 0 = A, 1 = B

VPD Data Definitions – L2 Cache Configuration Data

The L2 cache configuration data packet consists of byte fields that show the size, organization, and type of the L2 cache memory array. The following table(s) further describe the L2 cache memory configuration VPD data packet.

Table A-4. L2 Cache Configuration Data

Byte Offset	Field Size (Bytes)	Field Mnemonic	Field Description
00	2	L2C_MID	Manufacturer's Identifier (FFFF = Undefined/Not-Applicable)
02	2	L2C_DID	Manufacturer's Device Identifier (FFFF = Undefined/Not-Applicable)
04	1	L2C_DDW	Device Data Width (for example, 8-bits, 16-bits, 32-bits, 64-bits, 128-bits)
05	1	L2C_NOD	Number of Devices Present
06	1	L2C_NOC	Number of Columns (Interleaves)
07	1	L2C_CW	Column Width in Bits This will always be a multiple of the device's data width.
08	1	L2C_TYPE	L2 Cache Type: 00 - Arthur Backside 01 - External 02 - In-Line
09	1	L2C_ASSOCIATE	Associative Microprocessor Number (If Applicable)
0A	1	L2C_OPERATIONMODE	Operation Mode: 00 - Either Write-Through or Write-Back (S/W Configurable) 01 - Either Write-Through or Write-Back (H/W Configurable) 02 - Write-Through Only 03 - Write-Back Only

Table A-4. L2 Cache Configuration Data (Continued)

Byte Offset	Field Size (Bytes)	Field Mnemonic	Field Description
0B	1	L2C_ERROR_DETECT	Error Detection Type: 00 - None 01 - Parity 02 - ECC
0C	1	L2C_SIZE	L2 Cache Size (Should agree with the physical organization above): 00 - 256K 01 - 512K 02 - 1M 03 - 2M 04 - 4M
0D	1	L2C_TYPE_BACKSIDE	L2 Cache Type (Backside Configurations): 00 - Late Write Sync, 1nS Hold, Differential Clock, Parity 01 - Pipelined Sync Burst, 0.5nS Hold, No Differentia Clock, Parity 02 - Late Write Sync, 1nS Hold, Differential Clock, No Parity 03 - Pipelined Sync Burst, 0.5nS Hold, No Differential Clock, No Parity
0E	1	L2C_RATIO_BACKSIDE	L2 Cache Core to Cache Ration (Backside Configurations): 00 - Disabled 01 - 1:1 (1) 02 - 3:2 (1.5) 03 - 2:1 (2) 04 - 5:2 (2.5) 05 - 3:1 (3)

Note It is possible for a product to contain multiple L2 cache configuration packets.

Example VPD SROM

One MVME2400 board build configuration example is provided below.

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
00 (0x00)	4D	ASCII	Eye-Catcher (“MOTOROLA”) **Note: Lowest CRC byte for the calculation of CRC**.
01 (0x01)	4F		
02 (0x02)	54		
03 (0x03)	4F		
04 (0x04)	52		
05 (0x05)	4F		
06 (0x06)	4C		
07 (0x07)	41		
08 (0x08)	01	BINARY	Size of VPD in bytes
09 (0x09)	00		
10 (0x0a)	01	PACKET ASCII	Product Identifier **[MVME2431-1]**
11 (0x0b)	0A		
12 (0x0c)	4D		
13 (0x0d)	56		
14 (0x0e)	4D		
15 (0x0f)	45		
16 (0x10)	32		
17 (0x11)	34		
18 (0x12)	33		
19 (0x13)	31		
20 (0x14)	2D		
21 (0x15)	31		
22 (0x16)	02	PACKET ASCII	Factory Assembly Number **[01-W3394F01C]**

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
23 (0x17)	0C		
24 (0x18)	30		
25 (0x19)	31		
26 (0x1a)	2D		
27 (0x1b)	57		
28 (0x1c)	33		
29 (0x1d)	33		
30 (0x1e)	39		
31 (0x1f)	34		
32 (0x20)	46		
33 (0x21)	30		
34 (0x22)	31		
35 (0x23)	43		
36 (0x24)	03	PACKET ASCII	Serial Number
37 (0x25)	07		
38 (0x26)	xx		**Serial number to be filled in at ATE
39 (0x27)	xx		
40 (0x28)	xx		
41 (0x29)	xx		
42 (0x2a)	xx		
43 (0x2b)	xx		
44 (0x2c)	xx		
45 (0x2d)	04	PACKET BINARY	Product Configuration Options Data
46 (0x2e)	10		
47 (0x2f)	CO		
48 (0x30)	00		
49 (0x31)	80		

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
50 (0x32)	80		
51 (0x33)	00		
52 (0x34)	B8		
53 (0x35)	00		
54 (0x36)	00		
55 (0x37)	00		
56 (0x38)	00		
57 (0x39)	00		
58 (0x3A)	00		
59 (0x3B)	00		
60 (0x3C)	00		
61 (0x3D)	00		
62 (0x3E)	00		
63 (0x3F)	05	PACKET INTEGER	MPU Internal Clock Frequency in Hertz **[350 MHz]**
64 (0x40)	04		
65 (0x41)	14		
66 (0x42)	DC		
67 (0x43)	93		
68 (0x44)	80		
69 (0x45)	06	PACKET ASCII	MPU External Clock Frequency in Hertz **[100 MHz]**
70 (0x46)	04		
71 (0x47)	05		
72 (0x48)	F5		
73 (0x49)	E1		
74 (0x4A)	00		
75 (0x4B)	09		MPU Type **[750]**
76 (0x4C)	03		

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
77 (0x4D)	37		
78 (0x4E)	35		
79 (0x4F)	30		
80 (0x50)	0A	PACKET INTEGER	EPROM CRC When computing the CRC this field (that is, 4 bytes) is set to zero.This CRC only covers the range as Integer (4-byte). **Note: Lower CRC byte for the calculation of CRC = 00, and Upper CRC byte for the calculation of CRC = 255**
81 (0x51)	04		
82 (0x52)	xx		** CRC to be filled in at ATE
83 (0x53)	xx		
84 (0x54)	xx		
85 (0x55)	xx		
86 (0x56)	OB	PACKET BINARY	Flash Memory Configuration #1
87 (0x57)	0A		
88 (0x58)	00		
89 (0x59)	01		
90 (0x5A)	22		
91 (0x5B)	C4		
92 (0x5C)	10		
93 (0x5D)	04		
94 (0x5E)	02		
95 (0x5F)	20		
96 (0x60)	20		
97 (0x61)	00		
98 (0x62)	OB	PACKET BINARY	Flash Memory Configuration #2
99 (0x63)	0A		
100 (0x64)	FF		

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
101 (0x65)	FF		
102 (0x66)	FF		
103 (0x67)	FF		
104 (0x68)	08		
105 (0x69)	02		
106 (0x6A)	02		
107 (0x6B)	08		
108 (0x6C)	08		
109 (0x6D)	01		
110 (0x6E)	OE	PACKET BINARY	L2 Cache Configuration
111 (0x6F)	OF		
112 (0x70)	FF		
113 (0x71)	FF		
114 (0x72)	FF		
115 (0x73)	FF		
116 (0x74)	20		
117 (0x75)	02		
118 (0x76)	02		
119 (0x77)	20		
120 (0x78)	00		
121 (0x79)	00		
122 (0x7A)	00		
123 (0x7B)	01		

Table A-5. VPD SROM Configuration Specification for 01-W3394F01*

Offset	Value	Field Type	Description
124 (0x7C)	02		
125 (0x7D)	01		
126 (0x7E)	04		
127 (0x7F)	OD	PACKET INTEGER	Host PCI-Bus Clock Frequency in Hertz **[33 MHz]**
128 (0x80)	04		
129 (0x81)	01		
130 (0x82)	FC		
131 (0x83)	AO		
132 (0x84)	55		
133 (0x85)	FF	BINARY	Reserved for future expansion
:			:
255 (0xFF)	FF	BINARY	Reserved for future expansion Note: Upper CRC byte for the calculation of CRC

Note *This data will change to reflect the specific configuration of the corresponding board assembly number to which it applies.

Related Documentation B

Motorola Computer Group Documents

The Motorola publications listed below are referenced in this manual. You can obtain paper or electronic copies of Motorola Computer Group publications by:

- Contacting your local Motorola sales office
- Visiting Motorola Computer Group's World Wide Web literature site, http://www.motorola.com/computer/literature.

Table B-1. Motorola Computer Group Documents

Document Title	Motorola Publication Number
MVME2400 Series VME Processor Module Installation and Use	V2400A/IH
MVME2400 Series VME Processor Module Programmer's Reference Guide	V2400A/PG
PPCBug Firmware Package User's Manual (Parts 1 and 2)	PPCBUGA1/UM
	PPCBUGA2/UM
PPCBug Diagnostics Manual	PPCDIAA/UM
PMCspan PMC Adapter Carrier Module Installation and Use	PMCSPANA/IH

To obtain the most up-to-date product information in PDF or HTML format, visit http://www.motorola.com/computer/literature.

B

Manufacturers' Documents

For additional information, refer to the following table for manufacturers' data sheets or user's manuals. As an additional help, a source for the listed document is provided. Please note that, while these sources have been verified, the information is subject to change without notice.

Table B-2. Manufacturers' Documents

Document Title and Source	Publication Number
PowerPC 750 RISC Microprocessor Technical Summary Literature Distribution Center for Motorola Telephone: 1-800- 441-2447 FAX: (602) 994-6430 or (303) 675-2150 Web Site: http://e-www.motorola.com/webapp/DesignCenter/ E-mail: ldcformotorola@hibbertco.com	MPC750/D
PowerPC 750 RISC Microprocessor User's Manual Literature Distribution Center for Motorola Telephone: 1-800- 441-2447 FAX: (602) 994-6430 or (303) 675-2150 Web Site: http://e-www.motorola.com/webapp/DesignCenter/ E-mail: ldcformotorola@hibbertco.com OR IBM Microelectronics PowerPC603/EM603e User Manual PowerPC604e User Manual Web Site: http://www.chips.ibm.com/techlib/products/powerpc/manuals	MPC750UM/AD MPR750UMU-01
PC16550 UART National Semiconductor Corporation Web Site: http://www.national.com/	PC16550DV
21143 PCI/CardBus 10/100Mb/s Ethernet LAN Controller Hardware Reference Manual Web Site: http://developer.intel.com/design/network/manuals/278074.htm	27807401.pdf
W83C553 Enhanced System I/O Controller with PCI Arbiter (PIB) Winbond Electronics Corporation; Web Site: http://www.winbond.com.tw/product/	W83C553F

Table B-2. Manufacturers' Documents (Continued)

Document Title and Source	Publication Number
M48T59 CMOS 8K x 8 TIMEKEEPER™ SRAM Data Sheet STMicroelectronics; Web Site: http://eu.st.com/stonline/index.shtml	M48T59
Universe II User Manual Tundra Semiconductor Corporation Web Site: http://www.tundra.com/page.cfm?tree_id=100008#Universe II (CA91C142)	8091142_MD300_01.pdf

Related Specifications

For additional information, refer to the following table for related specifications. As an additional help, a source for the listed document is provided. Please note that, while these sources have been verified, the information is subject to change without notice.

Table B-3. Related Specifications

Document Title and Source	Publication Number
VME64 Specification VITA (VMEbus International Trade Association) Web Site: http://www.vita.com/	ANSI/VITA 1-1994
Versatile Backplane Bus: VMEbus Institute of Electrical and Electronics Engineers, Inc. OR Microprocessor system bus for 1 to 4 byte data Bureau Central de la Commission Electrotechnique Internationale 3, rue de Varembé Geneva, Switzerland Web Site: http://standards.ieee.org/catalog/	ANSI/IEEE Standard 1014-1987 IEC 821 BUS

B

Table B-3. Related Specifications (Continued)

Document Title and Source	Publication Number
IEEE - Common Mezzanine Card Specification (CMC) Institute of Electrical and Electronics Engineers, Inc. Web Site: http://standards.ieee.org/catalog	P1386 Draft 2.0
IEEE - PCI Mezzanine Card Specification (PMC) Institute of Electrical and Electronics Engineers, Inc. Web Site: http://standards.ieee.org/catalog	P1386.1 Draft 2.0
Peripheral Component Interconnect (PCI) Local Bus Specification, Revision 2.0, 2.1, 2.2 PCI Special Interest Group; Web Site: http://www.pcisig.com/	PCI Local Bus Specification
PowerPC Reference Platform (PRP) Specification,Third Edition, Version 1.0, Volumes I and II; International Business Machines Corporation Web Site: http://www.ibm.com	MPR-PPC-RPU-02
PowerPC Microprocessor Common Hardware Reference Platform: A System Architecture (CHRP), Version 1.0 Literature Distribution Center for Motorola Telephone: 1-800- 441-2447 FAX: (602) 994-6430 or (303) 675-2150 Web Site: http://e-www.motorola.com/webapp/DesignCenter/ E-mail: ldcformotorola@hibbertco.com OR Morgan Kaufmann Publishers, Inc. Telephone: (415) 392-2665 Telephone: 1-800-745-7323 Web Site: http://www.mkp.com/books_catalog/	
Interface Between Data Terminal Equipment and Data Circuit-Terminating Equipment Employing Serial Binary Data Interchange; Electronic Industries Alliance; Web Site: http://global.ihs.com/index.cfm (for publications) Web Site: http://www.eia.org/	TIA/EIA-232 Standard

Index

C

D

E

F

G

INDEX

H

I

L

M

N

O

INDEX

P

INDEX

R

INDEX

S

INDEX

T

U

V

INDEX

W

Z

INDEX