



Z16C35

ISCC

User's Manual

UM011001-0601



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ZiLOG Worldwide Headquarters

910 E. Hamilton Avenue
Campbell, CA 95008
Telephone: 408.558.8500
Fax: 408.558.8300
www.ZiLOG.com

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CHAPTER 1

GENERAL DESCRIPTION

1.1 INTRODUCTION

The Z16C35, ISCC™ is a CMOS superintegration device with a flexible Bus Interface Unit (BIU) connecting a built-in Direct Memory Access (DMA) cell to the CMOS Serial Communications Control (SCC) cell.

The ISCC is a dual-channel, multi-protocol data communications peripheral which easily interfaces to CPU's with either multiplexed or non-multiplexed address and data buses. The advanced CMOS process offers lower power consumption, higher performance, and superior noise immunity. The programming flexibility of the internal registers allow the ISCC to be configured for a wide variety of serial communications applications. The many on-chip features such as streamlined bus interface, four channel DMA, baud rate generators, digital phase-locked loops, and crystal oscillators dramatically reduce the need for external logic. Additional features, including a 10x19 bit status FIFO, are added to support high speed SDLC transfers using on-chip DMA controllers.

The ISCC can address up to 4 gigabytes per DMA channel by using the /UAS and /AS signals to strobe out 32-bit multiplexed addresses.

The ISCC handles asynchronous formats, synchronous byte-oriented protocols such as IBM Bisync, and synchronous bit-oriented protocols such as HDLC and IBM SDLC. This versatile device supports virtually any serial data transfer application (terminals, printers, diskette, tape drives, etc.).

The device can generate and check CRC codes in any synchronous mode and can be programmed to check data integrity in various modes. The ISCC also has facilities for modem controls in both channels. In applications where these controls are not needed, the modem controls can be used for general-purpose I/O.

The standard Zilog interrupt daisy chain is supported for interrupt hierarchy control. Internally, the SCC cell has higher interrupt priority than the DMA cell.

The DMA cell consists of four DMA channels; one for transmit and one for receive to and from each SCC channel, respectively.

The DMA cell adopts a simple fly-by-mode DMA transfer, providing a powerful and efficient DMA access. The cell does not support memory-to-memory transfer.

Priorities between the four DMA channels are programmable to custom-fit user applications. Arbitration of Bus priority control signals between the ISCC DMA and other system DMA's should be handled outside the ISCC.

The BIU has a universal interface to most system/CPU bus structures and timing. The first write to the ISCC after a hardware reset will configure the bus interface type being implemented.

1.1 INTRODUCTION (Continued)

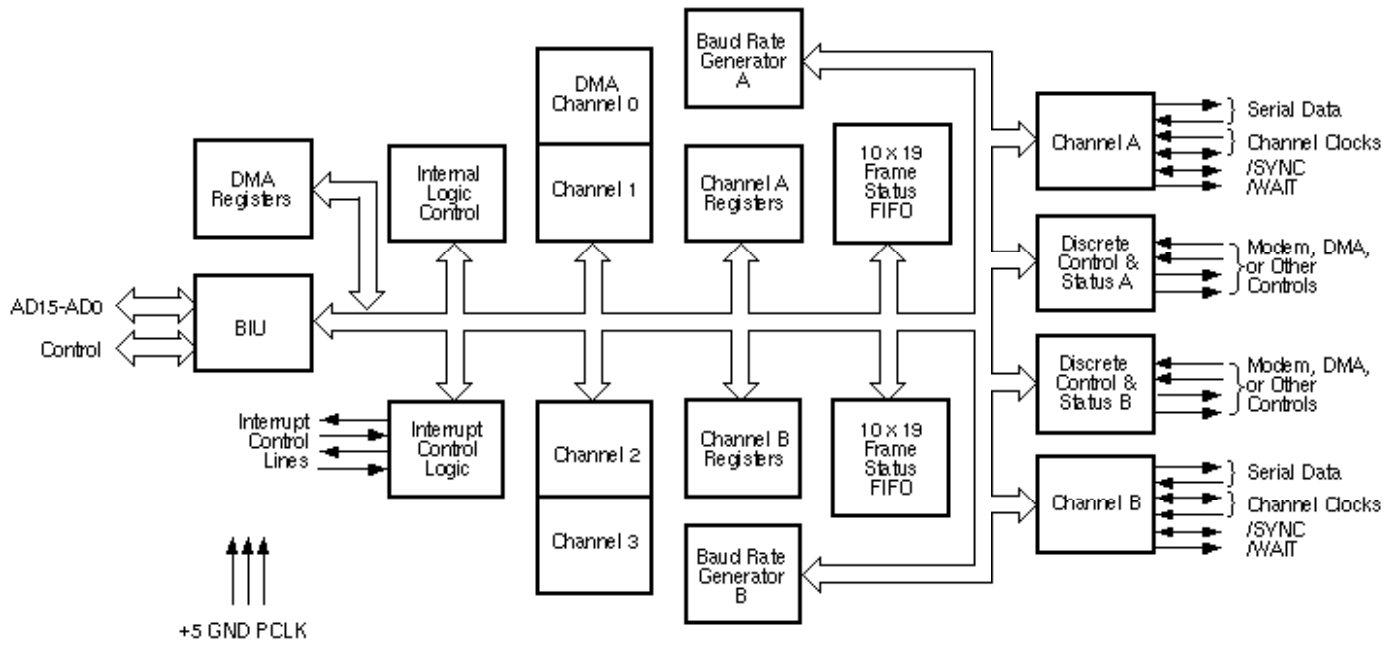


Figure 1-1. Block Diagram

1.2 FEATURES

- Low Power CMOS Technology
- Two General-Purpose SCC Channels, Four DMA Channels; and Universal Bus Interface Unit
- Software Compatible to the Zilog CMOS SCC
- Four DMA Channels; Two Transmit and Two Receive Channels to and from the SCC
- Four Gigabyte Address Range per DMA Channel
- Flyby DMA Transfer Mode
- Programmable DMA Channel Priorities
- Independent DMA Register Set
- A Universal Bus Interface Unit Providing Simple Interface to Most CPUs Multiplexed or Non-Multiplexed Bus; Compatible with 680X0 and 8X86 CPUs
- 32-Bit Addresses Multiplexed to 16-pin Address/Data Lines
- 8-Bit Data Supporting High/Low Byte Swapping
- 10 MHz Timing
- 12.5 and 16 MHz Timing Planned
- 68-Pin PLCC
- Supports all Zilog CMOS SCC Features:
- Two Independent, 0 to 4.0 Mbit/Second, Full-Duplex Channels, Each with a Separate Crystal Oscillator, Baud Rate Generator, and Digital Phase-Locked Loop Circuit for Clock Recovery.
- Multi-Protocol Operation under Program Control; Programmable for NRZ, NRZI, or FM Data Encoding.
- Asynchronous Mode with Five to Eight Bits and One, One and One-Half, or Two Stop Bits per Character; Programmable Clock Factor; Break Detection and Generation; Parity, Overrun, and Framing Error Detection.
- Synchronous Mode with Internal or External Character Synchronization on One or Two Synchronous Characters and CRC Generation and Checking with CRC-16 or CRC-CCITT preset to either 1's or 0's.
- SDLC/HDLC Mode with Comprehensive Frame-Level Control, Automatic Zero Insertion and Deletion, I-Field Residue Handling, Abort Generation and Detection, CRC Generation and Checking, and SDLC Loop Mode Operation.
- Local Loopback and Auto Echo modes
- Supports T1 Digital Trunk
- Enhanced SDLC 10x19 Status FIFO for DMA Support
- Full CMOS SCC Register Set

1.2 FEATURES (Continued)

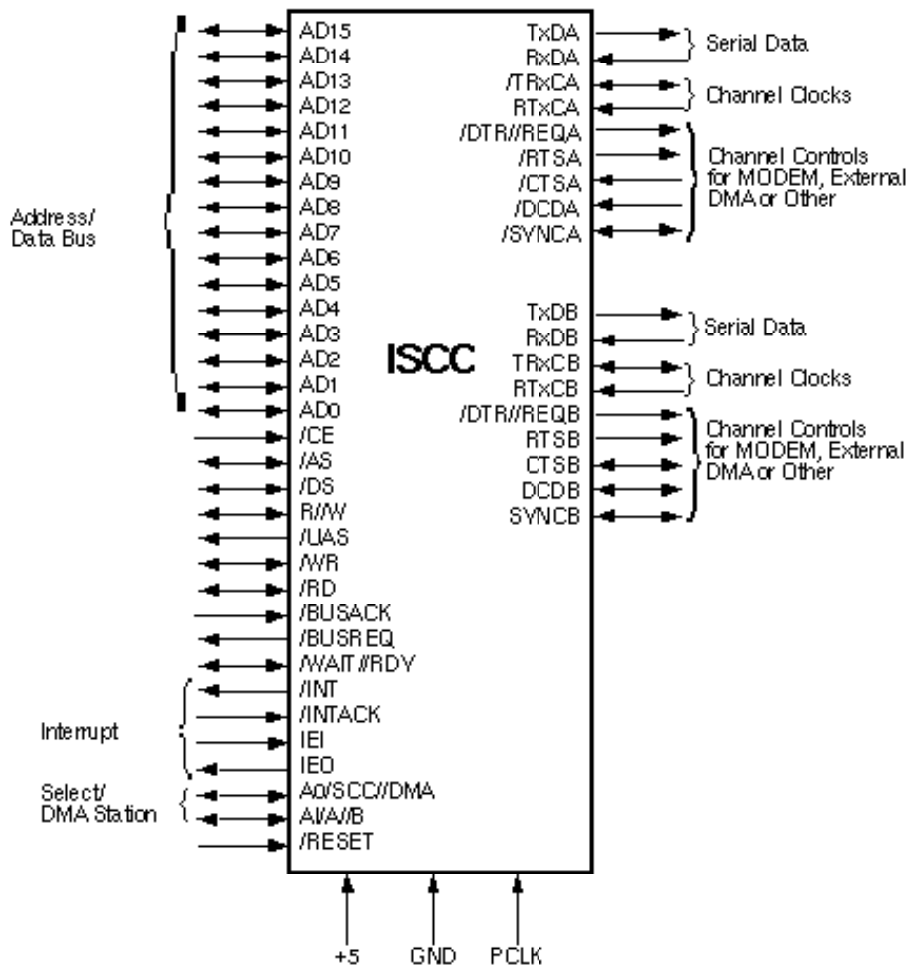


Figure 1-2. Pin Functions

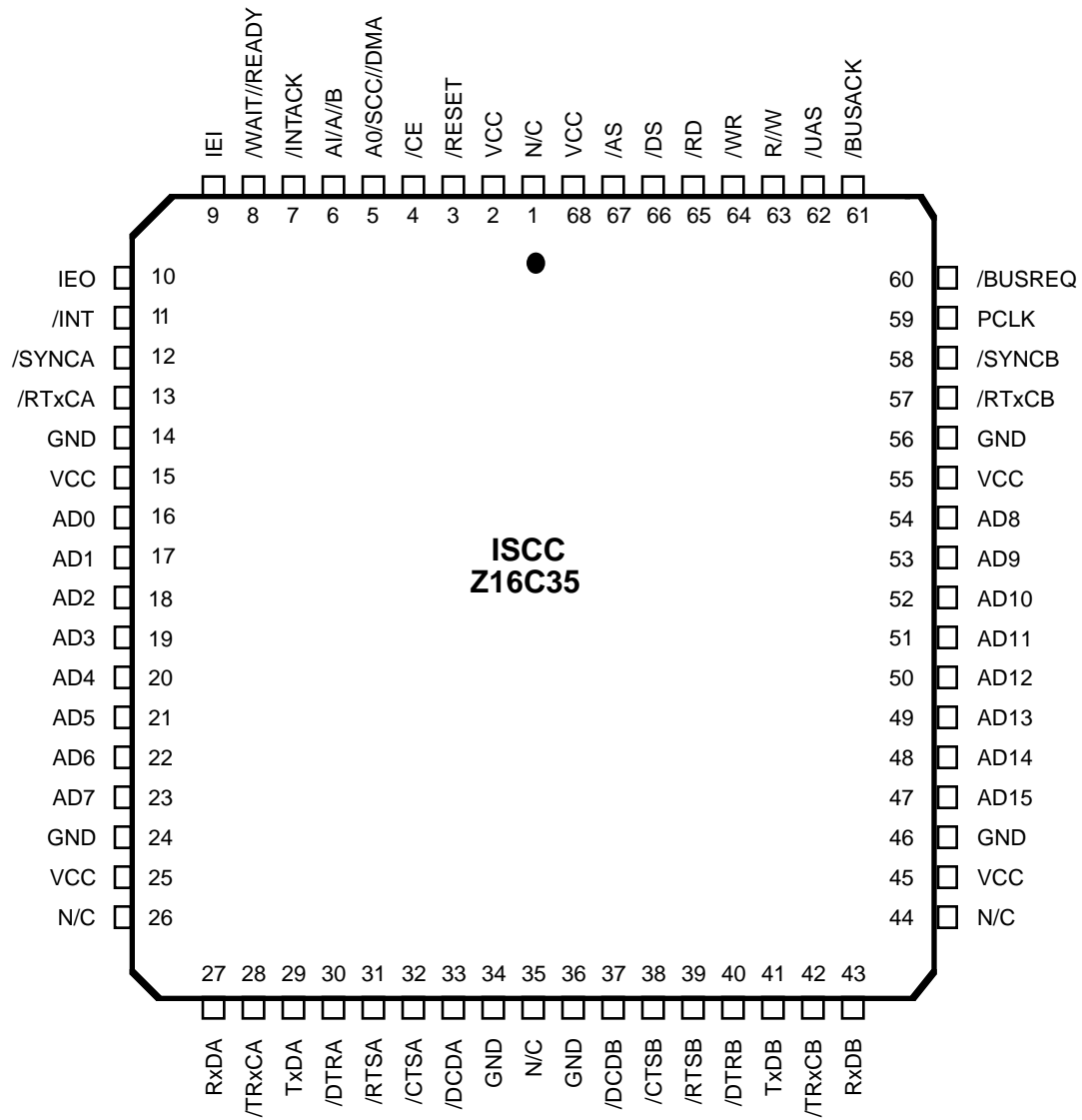


Figure 1-3. Pin Assignments

1.3 PIN DESCRIPTION

The following section describes the Z16C35 pin functions. Figures 1-2 and 1-3 detail the respective pin functions and pin assignments. All references to DMA are internal.

/CTSA, /CTSB. *Clear To Send* (inputs, active Low). These pins function as transmitter enables if they are programmed for Auto Enables (WR3, D5). If these pins are programmed as Auto Enables, a Low on the inputs enables the respective transmitters. If not programmed as Auto Enables, they may be used as general-purpose inputs. Both inputs are Schmitt-trigger buffered to accommodate slow rise-time inputs. The SCC cell detects transitions on these inputs and can interrupt the CPU on both low to high and high to low transitions.

/DCDA, /DCDB. *Data Carrier Detect* (inputs, active Low). These pins function as receiver enables if they are programmed for Auto Enables (WR3 D5), otherwise they are used as general-purpose input pins. Both pins are Schmitt-trigger buffered to accommodate slow rise time signals. The SCC cell detects transitions on these inputs and can interrupt the CPU on both low to high and high to low transitions.

/DTR//REQA, /DTR//REQB. *Data Terminal Ready/Request* (outputs, active Low). These pins are programmable (WR14, D2) to serve as either general-purpose outputs or as DMA request lines. When programmed for the DTR function These outputs follow the state programmed into the DTR bit of Write Register 5 (WR5, D7). When programmed for the Ready mode, these pins serve as DMA requests for the transmitter. Note that this DMA request is not associated with the on-chip DMA and is intended for use in requesting DMA service from an external DMA.

/IEI. *Interrupt Enable In* (input, active High). IEI is used with IEO to form an interrupt daisy chain when there is more than one interrupt driven device. A high IEI indicates that no other higher priority device has an interrupt under service or is requesting an interrupt.

/IEO. *Interrupt Enable Out* (output, active High). IEO is High only if IEI is High and the CPU is not servicing the ISCC (SCC or DMA) interrupt or the ISCC is not requesting an interrupt (Interrupt Acknowledge cycle only). IEO is connected to the next lower priority device's IEI input and thus inhibits interrupts from lower priority devices.

/INT. *Interrupt* (output, active Low). This signal is activated when the SCC or DMA requests an interrupt. Note that /INT is pulled high and is not an open-drain output.

/INTACK. *Interrupt Acknowledge* (input, active Low). This is a strobe which indicates that an interrupt acknowledge cycle is in progress. During this cycle, the SCC and DMA interrupt daisy chain is resolved. The device is capable of returning an interrupt vector that may be encoded with the

type of interrupt pending during this acknowledge cycle when /RD or /DS become high. /INTACK may be programmed to accept a status acknowledge, a single pulse acknowledge, or a double pulse acknowledge. This is programmed in the Bus Configuration Register (BCR). The double pulse acknowledge is compatible with 8X86 family microprocessors.

PCLK. *Clock* (input). This is the master SCC cell and DMA cell clock used to synchronize internal signals. PCLK is a TTL level signal. PCLK is not required to have any phase relationship with the master system clock.

RxDA, RxDB. *Receive Data* (inputs, active High). These input signals receive serial data at standard TTL levels.

/RTxCA, /RTxCB. *Receive/Transmit Clocks* (inputs, active Low). These pins can be programmed to several modes of operation. In each channel, /RTxC may supply the receive clock, the transmit clock, the clock for the baud rate generator, or the clock for the Digital Phase-Locked Loop. These pins can also be programmed for use with the respective /SYNC pins as a crystal oscillator. The receive clock may be 1, 16, 32, or 64 times the data rate in asynchronous modes.

/RTSA, /RTSB. *Request To Send* (outputs, active Low). When the Request To Send (RTS) bit in Write Register 5 is set, the /RTS signal goes Low. When the RTS bit is reset in the Asynchronous mode and Auto Enable is on, the signal goes High after the transmitter is empty. In Synchronous mode or in Asynchronous mode with Auto Enable off, the /RTS pin strictly follows the state of the RTS bit. Both pins can be used as general-purpose outputs.

/SYNCA, /SYNCB. *Synchronization* (inputs or outputs, active Low). These pins can act either as inputs, outputs, or part of the crystal oscillator circuit. In the Asynchronous Receive mode (crystal oscillator option not selected), these pins are inputs similar to /CTS and /DCD. In this mode, transitions on these lines affect the state of the Sync/Hunt status bits in Read Register 0 but have no other function.

In External Synchronization mode with the crystal oscillator not selected, these lines also act as inputs. In this mode, /SYNC must be driven Low two receive clock cycles after the last bit in the synchronous character is received. Character assembly begins on the rising edge of the receive clock immediately preceding the activation of /SYNC.

In the Internal Synchronization mode (Monosync and Bisync) with the crystal oscillator not selected, these pins act as outputs and are active only during the part of the receive clock cycle in which sync condition is not latched. These outputs are active each time a sync pattern is recognized

(regardless of character boundaries). In SDLC mode, the pins act as outputs and are valid on receipt of a flag. The output is active for one receive clock period (refer to Chapter 4).

TxDA, TxDB. *Transmit Data* (outputs, active high). These output signals transmit serial data at standard TTL levels.

/TRxCA, /TRxCB. *Transmit/Receive Clocks* (inputs or outputs, active Low). These pins can be programmed in several different modes of operation. /TRxC may supply the receive clock or the transmit clock in the input mode or supply the output of the Digital Phase-Locked Loop, the crystal oscillator, the baud rate generator, or the transmit clock in the output mode.

/CE. *Chip Enable* (input, active Low). This signal selects the ISCC for a peripheral read or write operation. This signal is ignored when the ISCC is bus master.

AD15-AD0. *Data bus* (bidirectional, tri-state). These lines carry data and commands to and from the ISCC.

/RD. *Read* (bidirectional, active Low). When the ISCC is a peripheral (i.e., bus slave), this signal indicates a read operation and when the ISCC is selected, enables the ISCC's bus drivers. As an input, /RD indicates that the CPU wants to read from the ISCC read registers. During the Interrupt Acknowledge cycle, /RD gates the interrupt vector onto the bus if the ISCC is the highest priority device requesting an interrupt. When the ISCC is the bus master, this signal is used to read data. As an output, after the ISCC has taken control of the system buses, /RD indicates a DMA-controlled read from a memory or I/O port address.

/WR. *Write* (bidirectional, active Low). When the ISCC is selected, this signal indicates a write operation. As an input, this indicates that the CPU wants to write control or command bytes to the ISCC write registers. As an output, after the ISCC has taken control of the system buses /WR indicates a DMA-controlled write to a memory or I/O port address.

/DS. *Data Strobe* (bidirectional, active Low). A Low on this signal indicates that the AD15-AD0 bus is used for data transfer. When the ISCC is not in control of the system bus and the external system is transferring information to or from the ISCC, /DS is a timing input used by the ISCC to move data to or from the AD15-AD0 bus. Data is written into the ISCC by the external system on the High to Low /DS transition. Data is read from the ISCC by the external system while /DS is Low. There are no timing requirements between /DS as an input and ISCC clock; this allows use of the ISCC with a system bus which does not have a bussed clock.

During a DMA operation when the ISCC is in control of the system, /DS is an output generated by the ISCC and used by the system to move data to or from the AD15-AD0 bus.

When the ISCC has bus control, it writes to the external system by placing data on the AD15-AD0 bus before the High-to-Low /DS transition and holds the data stable until after the Low-to-High /DS transition; while reading from the external system, the Low-to-High transition of /DS inputs data from the AD15-AD0 bus into the ISCC.

R/W. *Read/Write* (bidirectional). Read polarity is High and write polarity is Low. When the ISCC is not in control of the system bus and the external system is transferring information to or from the ISCC, R/W is a status input used by the ISCC to determine if data is entering or leaving on the AD15-AD0 bus during /DS time. In such a case, Read (High) indicates that the system is requesting data from the ISCC and Write (Low) indicates that the system is presenting data to the ISCC. The only timing requirements for R/W as an input are defined relative to /DS. When the ISCC is in control of the system bus, R/W is an output generated by the ISCC, with Read (high) indicating that data is being requested from the addressed location or device, and Write (low) indicating that data is being presented to the addressed location or device.

/UAS. *Upper Address Strobe* (Output, active Low). This signal is used if the output address is more than 16-bit. The upper address, A31-A16, can be latched externally by the rising edge of this signal. /UAS is active first before /AS becomes active. This signal and /AS are used by the DMA cell.

/AS. *Lower Address Strobe* (bidirectional, active Low). When the ISCC is bus master, this signal is an output, and is used as a lower address strobe for AD15-AD0. It is used in conjunction with /UAS since the address is 32-bits. This signal and /UAS are used by the DMA cell when it is bus master. When ISCC is not bus master, this signal is used in the multiplexed bus modes to latch the address on the AD lines. The /AS signal is not used in the non-multiplexed bus modes and should be tied to V_{CC} through a resistor in these cases.

/WAIT//RDY. *Wait/Ready* (bidirectional, active Low). This signal may be programmed to function either as a Wait signal or Ready signal during the BCR write. When the BCR is written to Channel A (A1/A/B High during the BCR write), this signal functions as a /WAIT and thus supports the READY function of 8X86 microprocessors family. When the BCR writes to Channel B (A1/A/B Low), this signal functions as a /READY and supports the /DTACK function of the 680X0 microprocessor family.

This signal is an output when the ISCC is not bus master. In this case, the /Wait//RDY signal indicates when the data is available during a read cycle; when the device is ready to receive data during a write cycle; and when a valid vector is available during an interrupt acknowledge cycle.

1.3 PIN DESCRIPTION (Continued)

When the ISCC is the bus master (the DMA cell has taken control of the bus), the /Wait/RDY signal functions as a /WAIT or /READY input. Slow memories and peripheral devices can assert /WAIT to extend /DS during bus transfers. Similarly, memories and peripherals use /READY to indicate that its output is valid or that it is ready to latch input data.

/BUSACK. *Bus Acknowledge* (input, active Low). Signals the bus has been released to the DMA. If the /BUSACK goes inactive before the DMA transfer is completed, the current DMA transfer is aborted.

/BUSREQ. *Bus Request* (output, active Low). This signal is used by the DMA to obtain the bus from the CPU.

A0/SCC//DMA. *DMA Channel/SCC Select/DMA Select* (bidirectional). When this pin is used as input, a high selects the SCC cell and a low selects the DMA cell, (during BCR Write should be kept Low). When this pin is used as output, the signal on this pin is used in conjunction with A1/A//B pin output to identify which DMA channel is active. This information can be used by the user to determine whether to issue a DMA abort command. A0/SCC//DMA and A1/A//B output encoding is shown on the following page.

A1/A//B	A0/SCC//DMA	DMA channel
1	1	RxA
1	0	TxA
0	1	RxB
0	0	TxB

A1/A//B. *DMA Channel/Channel A/Channel B* (bidirectional). This signal, when used as input, selects the SCC channel in which the read and write operation occurs. Note that A0/SCC//DMA pin must be held high to select this feature. When this pin is used as an output, it is used in conjunction with the A0/SCC//DMA pin output to identify which DMA channel is active. During a DMA peripheral access, the A1/A//B pin is ignored.

/RESET. (input, active Low). This signal resets the device to a known state. The first write to the ISCC after a reset accesses the BCR to select additional bus options for the device.

CHAPTER 2

INTERFACING THE ISCC™

2.1 INTRODUCTION

This chapter details the interfacing of the 16C35 ISCC to a system. Covered in this chapter is a description of the Bus Interface Unit (BIU) and information about the ISCC in non-multiplexed and multiplexed bus operation. The following

section entails the ISCC's capabilities for three types of I/O operations: polling, interrupt (vectored or non-vectored), and DMA Transfer modes. Also included in this chapter is information about the ISCC registers and register access.

2.2 BUS INTERFACE UNIT (BIU) DESCRIPTION

The ISCC™ contains a flexible bus interface that is compatible with a variety of microprocessors and microcontrollers. The device is designed to work with 8- or 16-bit bus systems and may be used with address/data multiplexed buses or non-multiplexed buses. The bus interface style is selected by certain actions which take place after a hardware reset.

The ISCC contains a Bus Configuration Register, the BCR. This register has no address and is only accessible in the first transaction to the ISCC after a hardware reset; this first transaction must be a write with A0/sec//DMA Low and is automatically directed to the Bus Configuration Register by the ISCC. The Bus Configuration Register contains bits which program the byte swapping feature, the interrupt acknowledge type and other aspects of the bus interface configuration. Refer to Chapter 5 for BCR details.

The multiplexed bus is selected for the ISCC if there is an Address Strobe prior to or during the transaction which writes the BCR. If no Address Strobe is present prior to or during the transaction which writes the BCR, a non-multiplexed bus is selected. The address strobe is recognized whether or not the ISCC Chip Enable is active.

2.2.1 Non-Multiplexed Bus Operation

When the ISCC is initialized for non-multiplexed operation, register addressing for the ISCC cell is (with the exception of WR0 and RR0), accomplished using an internal pointer accessed via WR0. Accessing internal registers by this means is a two step operation requiring a write to the pointer followed by access of the desired register. This is described in detail in later sections. Note

that when the DMA is not used to address the data, the data registers must be accessed by pointing to Register 8. (This is in contrast to the Z8530 which allows direct addressing of the data registers through the C/D pin.)

When the ISCC is initialized for non-multiplexed operation, register addressing for the DMA cell (with the exception of CSAR) is accomplished in a manner similar to that used in the SCC cell. In this case the pointer is accessed in the Command Status Address Register (CSAR bits 4 - 0). The SCC cell and DMA cell pointers are independent. Detailed operation is described in a later section.

2.2.2 Multiplexed Bus Operation

When the ISCC is initialized for multiplexed bus operation, all registers in the SCC cell are directly addressable with the register address occupying AD5 through AD1, or AD4 through AD0 (Shift Left/Shift Right modes). The A0/SCC //DMA pin controls the SCC cell /DMA selection. The SCC cell channel A/B selection may be controlled either by the A0/A//B pin or by the A/B selection in the address on AD7-AD0 that is strobed into the ISCC with /AS. Use of this requires that the unused SCC channel select option to be set to Channel A. That is, if the A0/A//B pin is used to select the channel, then the AD bit for channel selection must select channel A (the actual bit is determined by the Shift Left/Shift Right mode employed) and conversely, if the AD bus bit is used to select the channel, then the A0/A//B pin must select channel A. Refer to the A0/SCC//DMA and A1/A//B pin descriptions for the encoding of these signals.

In the multiplexed bus mode of operation, the register pointer in WR0 of the SCC cell is ignored and has no effect

2.2 BUS INTERFACE UNIT (BIU) DESCRIPTION (Continued)

on the accessing of the internal registers. Register access is made solely through the latched address. However, the pointer in the DMA Channel Command/Address Register functions in the multiplexed bus mode and may be used to access DMA registers in a manner identical to that in the non-multiplexed bus mode. To use the DMA pointer in the multiplexed bus mode, the multiplexed address must always address the CCAR of the DMA even though the actual register access will be made according to the pointer. This requires that in the normal multiplexed mode of operation with register access through the latched address, writes to the DMA CCAR must always write zeros to the pointer field.

In the multiplexed bus mode in some host configurations, address A0 may be used for byte transfer control in 16-bit systems. Therefore, it may be necessary to ignore A0 in the register decode. This is accommodated in the ISCC by providing an option to decode the multiplexed address from A1 upwards rather than from A0 upwards. This option is the Shift Left/Shift Right mode. The Shift Left/Shift Right modes for the address decoding for the internal registers (multiplexed bus) are separately programmable for the SCC cell and for the DMA cell. For the SCC cell the programming and operation is identical to that in the SCC; programming is accomplished through Write Register 0 (WR0), bits 1 and 0 (Figure 5-2). The programming of the Shift Left/Shift Right modes for the DMA cell is accomplished in the BCR, bit 0. In this case, the shift function is similar to that for the SCC cell; with Shift left, the internal register addresses are decoded from bits AD5 through AD1 and with Shift Right, the internal register addresses are decoded from bits AD4 through AD0.

When the multiplexed bus mode is selected, Write Register 0 (WR0) takes on the form of WR0 in the Z8030 (Figure 5-2).

2.2.3 Data Transfers

All data transfers to and from the ISCC are done in bytes even though the data may at special times occupy the lower or upper byte of the 16-bit bus. Bus transfers as a slave peripheral are done differently than bus transfers when the ISCC is the bus master during DMA transactions. The ISCC is fundamentally an 8-bit peripheral but supports 16-bit buses in the DMA mode. Slave peripheral and DMA transactions are described in the next paragraphs.

Data Bus Transfers as a Slave Peripheral: When accessed as a peripheral device (when the ISCC is not a bus master performing DMA transfers), only 8 bits are transferred. When the ISCC registers are read, the byte data present on the lower 8 bits of the bus is replicated on the upper 8 bits of the bus. Data is accepted by the ISCC only on the lower 8 bits of the bus.

ISCC DMA Bus Transfers: During DMA transfers, when the ISCC is bus master, only byte data is transferred. However, data may be transferred from the ISCC on the upper 8 bits of the bus or on the lower 8 bits of the bus. Moreover, odd or even byte transfers may be done on the lower or upper 8 bits of the bus. This is programmable and is described below.

During DMA transfers to memory from the ISCC, byte data only is transferred and the data appears on the lower 8 bits and is replicated on the upper 8 bits of the bus. Thus the data may be written to an odd or even byte of the system memory by address decoding and strobe generation.

During DMA transfers to the ISCC from memory, byte data only is transferred and normally data is accepted only on the lower 8 bits of the bus. However, the byte swapping feature may be used to enable data to be accepted on either the lower or upper 8 bits of the bus. The byte swapping feature is enabled by programming the Byte Swap Enable bit to a 1 in the BCR. The odd/even byte transfer selection is made by programming the Byte Swap Select bit in the BCR. If Byte Swap Select is a 1, then even address bytes (transfers where the DMA address has A0 equal 0) are accepted on the lower 8 bits of the bus and odd address bytes (transfers where the DMA address has A0 equal 1) are accepted on the upper 8 bits of the bus. If Byte Swap Select is a 0, then even address bytes (transfers where the DMA address has A0 equal 0) are accepted on the upper 8 bits of the bus and odd address bytes (transfers where the DMA address has A0 equal 1) are accepted on the lower 8 bits of the bus.

Table 2-1. ISCC Bus Access Summary

Process	Byte Enable	Swap Select	Lower 8 Bits	Action on Bus Upper 8 Bits
Read	X	X	data	same data
Write	X	X	data read	data ignored
DMA Write	0	X	data	same data
DMA Read	0	X	data read	data ignored
DMA Write	1	X	data	same data
DMA Read	1	0	depends upon A0 (see below)	

In the DMA Read with Byte Swap enabled:

Byte Swap Select	A0	ISCC Accepts Data
0	0	Upper 8 Bits of Bus
0	1	Lower 8 Bits of Bus
1	0	Lower 8 Bits of Bus
1	1	Upper 8 Bits of Bus

In this table DMA read refers to a DMA controlled transfer from memory to the ISCC and DMA write refers to a DMA controlled transfer from the ISCC to memory. Read refers to a normal peripheral transaction where the CPU reads data from the ISCC and Write refers to a normal peripheral transaction where the CPU writes data to the ISCC.

2.3 I/O INTERFACE CAPABILITIES

The ISCC offers the choice of Polling, Interrupt (vectored or non-vectored), and DMA Transfer modes to transfer data, status, and control information to and from the CPU.

2.3.1 Polling

In this mode all interrupts and the DMA's are disabled. Three status registers in the SCC are automatically updated whenever any function is performed. For example, end-of-frame in SDLC mode sets a bit in one of these status registers. With polling, the CPU must periodically read a status register until the register contents indicate the need for some CPU action to be taken. Only one register in the SCC cell needs to be read; depending on the contents of the register, the CPU either reads data, writes data, or satisfies an error condition. Two bits in the register indicate the need for data transfer. An alternative is to poll the Interrupt Pending register to determine the source of an interrupt. The status for both SCC channels resides in one register.

2.3.2 Interrupts

When the ISCC responds to an Interrupt Acknowledge signal (INTACK) from the CPU, an interrupt vector is placed on the data bus. Both the SCC and the DMA contain vector registers. Depending on the source of interrupt, one of these vectors is returned, either unmodified or modified by the interrupt status to indicate the exact cause of the interrupt.

Each of the six sources of interrupt in the SCC (Transmit, Receive, and External/Status interrupts in both channels) and each DMA channel has three bits associated with the

interrupt source: Interrupt Pending (IP), Interrupt Under Service (IUS), and Interrupt Enable (IE). If the IE bit is set for any given source of interrupt, then that source can request interrupts. The only exception to this rule is when the associate Master Interrupt Enable (MIE) bit is reset, then no interrupts are requested. Both the SCC cell and the DMA have an associated MIE bit. The IE bits in the SCC cell are write only, but the IE bits in the DMA are read/write.

The ISCC provides for nesting of interrupt sources with an interrupt daisy chain using the IEI, IEO, and /INTACK pins. As a microprocessor peripheral, the ISCC may request an interrupt only when no higher priority device is requesting one, e.g., when IEI is High. If the device in question requests an interrupt, it enables the /INT signal. The CPU then responds with /INTACK, and the interrupting cell places the vector on the data bus.

In the ISCC, the IP bit signals a need for interrupt servicing. When an IP bit is 1 and the IEI input pin is High, the /INT signal is activated, requesting an interrupt. In the SCC cell, if the IE bit is not set, then the IP for that source can never be set. The IP bits in the DMA cell are set independent of the IE bit.

The IUS bits signal that an interrupt request is being serviced. If an IUS is set, all interrupt sources of lower priority in the ISCC and external to the ISCC are prevented from requesting interrupts. The internal interrupt sources are inhibited by the state of the internal daisy chain, while lower priority devices are inhibited by the IEO output of the ISCC being pulled Low and propagated to

2.3 I/O INTERFACE CAPABILITIES (Continued)

subsequent peripherals. Internally, the SCC cell is higher priority than the DMA cell. An IUS bit is set during an Interrupt Acknowledge cycle if there are no higher priority devices requesting interrupts. The IUS bit must be cleared by the CPU. This is usually done at the end of the corresponding interrupt service routine.

Within the SCC portion of the ISCC there are three types of interrupts: Transmit, Receive, and External/Status. Each interrupt type is enabled under program control with Channel A having higher priority than Channel B, and with Receive, Transmit, and External/Status interrupts prioritized in that order within each channel. When the Transmit interrupt is enabled, the CPU is interrupted when the transmit buffer becomes empty. This implies that data has shifted from the transmit buffer to the transmitter, thus emptying the transmit buffer. When enabled, the receiver interrupts the CPU in one of three ways:

1. Interrupt on First Receive Character or Special Receive Condition
2. Interrupt on All Receive Characters or Special Receive Condition
3. Interrupt on Special Condition Only

Interrupt on First Character or Special Condition, and Interrupt on Special Condition Only, are typically used when doing block transfers with the DMA. A Special Receive Condition is one of the following: receiver overrun, framing error in Asynchronous mode, end-of-frame in SDLC mode and, optionally, a parity error. The Special Receive Condition interrupt is different from an Ordinary Receive Character Available interrupt only by the status placed in the vector during the Interrupt Acknowledge cycle. In Interrupt on First Receive Character, an interrupt occurs from Special Receive Conditions any time after the First Receive Character interrupt.

The main function of the External/Status interrupt is to monitor the signal transitions of the /CTS, /DCD, and /SYNC pins; however, an External/Status interrupt is also

caused by a Transmit Underrun condition, or a zero count in the baud rate generator, or by the detection of a Break (Asynchronous mode), Abort (SDLC mode) or EOP (SDLC Loop mode) sequence in the data stream. The interrupt caused by the Abort or EOP has a special feature allowing the ISCC to interrupt when the Abort or EOP sequence is detected or terminated. This feature facilitates the proper termination of the current message, correct initialization of the next message, and the accurate timing of the Abort condition in external logic.

2.3.3 DMA Interrupts

Each DMA in the ISCC has two sources of interrupt, which share an IP bit and an IUS bit, but have independent enables: Terminal Count and Abort. The Abort interrupt is generated when an active DMA channel is forced to terminate its transfers because /BUSACK is de-asserted during a transfer. The Terminal Count interrupt is generated when the DMA transfer count reaches zero. The DMA channels themselves are prioritized in a fixed order: Receive A, Transmit A, Receive B, and Transmit B.

When DMA transfers are used, the on-chip DMA channels transfer data directly to the transmit buffers or directly from the receive buffers. No other transfers are possible (for initialization, for example). The request signals from the receivers and transmitters are hard-wired to the request inputs of the DMA channels internally. Each DMA channel provides a 32-bit address which is either incremented or decremented with a 16-bit transfer length. Whenever a DMA channel receives a request from its associated receiver or transmitter and the DMA channel is enabled, the ISCC activates the /BUSREQ signal. Upon receipt of an active /BUSACK, the DMA channel transfers data between memory and the SCC cell. This transfer continues until the receiver or transmitter stops requesting a transfer or until the terminal count is reached, or /BUSACK is deactivated. The four DMA channels operate independently when the Request Per Channel option is selected; otherwise, all requests pending at the time of bus acquisition will be serviced before the bus is released. Each DMA channel is independently enabled and disabled.

2.4 REGISTER ACCESS

ISCC registers may be accessed explicitly, directly or indirectly. Explicit addressing occurs only for three registers in the ISCC: these are the Bus Configuration Register (for the first write after a hardware reset), the RDR (Receive Data Register) by a fly-by DMA read, and the TDR (Transmit Data Register) by a fly-by DMA write. In the non-multiplexed bus case, only WR0/RR0 of the SCC cell and only the Channel Command/Address Register of the DMA cell are accessed directly. Other registers are accessed using the pointers in these directly accessed registers. In the multiplexed bus case, all registers (except the WR0, RR0 and CCAR) are accessed through a two step address/read-write bus transaction. In this case there are two options available for address decoding: shift right and shift left. These options are independently selectable for both the SCC cell and the DMA cell.

2.4.1 SCC Cell Register Access, Multiplexed Bus

The registers in the ISCC in the multiplexed bus mode are addressed via the address on AD7-AD0 which is latched by the rising edge of /AS. As discussed in the paragraphs below, the address contains a bit to select the SCC cell channel (A or B). Although this selection is in the address, the A1/A//B input remains active and must be set to select Channel A for the selection bit in the AD7-AD0 address to function correctly. Conversely, the A1/A//B pin may also be used to select the channel instead of the bit in the AD7-AD0 address. In this case, the bit in the AD7-AD0 address must be set to select Channel A for the A1/A//B input to function correctly.

There are two address decoding modes: shift left and shift right. In shift left mode, the register address is decoded from AD5-AD1. This mode is set by a hardware reset.

In the shift left mode, the register address itself is placed on AD4-AD1 and the Channel Select bit, A/B, is decoded from AD5. The register map for this case is shown in Table 2-2.

Table 2-2. SCC Cell Address Map, Multiplexed Bus Mode, Shift Left

Address AD5-AD1	Write	Read
10000	WR0A	RR0A
10001	WR1A	RR1A
10010	WR2	RR2A
10011	WR3A	RR3A
10100	WR4A	(RR0A)
10101	WR5A	(RR1A)
10110	WR6A	(RR2A)
10111	WR7A	(RR3A)
11000	WR8A	RR8A
11001	WR9	(RR13A)
11010	WR10A	RR10A
11011	WR11A	(RR15A)
11100	WR12A	RR12A
11101	WR13A	RR13A
11110	WR14A	(RR10A)
11111	WR15A	RR15A

Note: The above table applies to Channel "B" also.

In Shift Right Mode, bits 0-1 in WR0A controls which bits will be decoded to form the register address. It is placed in this register to simplify programming when the current state of the Shift Right/Shift Left bit is not known.

The register address is decoded from AD4-AD0. The Shift Right/Shift Left bit is written via command to make the software writing to WR0 independent of the state of the Shift Right/Shift Left bit.

AD4-AD0 is the actual register address and AD0 determines the channel selection (A//B). The register map is shown in Table 2-3.

Because the ISCC SCC Cell does not contain 16 read registers, the decoding of the read registers is not complete; this is indicated in Table 2-2 and Table 2-3 by parentheses around the register name. These addresses may also be used to access the read registers.

Note also that in the multiplexed bus mode, only one WR2 and WR9 are shown in the address map; these registers may be written from either SCC cell channel.

2.4 REGISTER ACCESS (Continued)

Table 2-3. SCC Cell Address Map, Multiplexed Bus Mode, Shift Right

Address		
AD4-AD0	Write	Read
00000	WR0B	RR0B
00001	WR0A	RR0A
00010	WR1B	RR1B
00011	WR1A	RR1A
00100	WR2	RR2B
00101	WR2	RR2A
00110	WR3B	RR3B
00111	WR3A	RR3A
01000	WR4B	RR0B
01001	WR4A	RR0A
01010	WR5B	(RR1B)
01011	WR5A	(RR1A)
01100	WR6B	RR2B
01101	WR6A	RR2A
01110	WR7B	(RR3B)
01111	WR7A	(RR3A)
10000	WR8B	RR8B
10001	WR8A	RR8A
10010	WR9	(RR13B)
10011	WR9	(RR13A)
10100	WR10B	RR10B
10101	WR10A	RR10A
10110	WR11B	(RR15B)
10111	WR11A	(RR15A)
11000	WR12B	RR12B
11001	WR12A	RR12A
11010	WR13B	RR13B
11011	WR13A	RR13A
11100	WR14B	(RR10B)
11101	WR14A	(RR10A)
11110	WR15B	RR15B
11111	WR15A	RR15A

2.4.2 SCC Cell Register Access, Non-Multiplexed Bus

The registers in the SCC cell in the non-multiplexed bus mode are accessed in a two-step process, using a Register Pointer to perform the addressing. To access a particular register, the pointer bits must be set by writing to WR0 bits 2, 1, and 0 and, if required, using the Point High command to extend the three bit pointer to registers 8 through 15. This write to WR0 to set the pointer bits may be done in either channel. There is only one pointer register and it is used for both A and B channels. After the pointer bits are set, the next read or write cycle to the SCC cell will access the desired register in the channel selected during this read or write cycle. At the conclusion of this read or write cycle, the pointer bits are reset to "0s," so that the next access will be to WR0.

The fact that the pointer bits are reset to "0," unless explicitly set otherwise, means that WR0 and RR0 may also be accessed in a single cycle. That is, it is not necessary to write the pointer bits with "0" before accessing WR0 or RR0. There are three pointer bits in WR0, and these allow access to the registers with addresses 0 through 7. Note that a command may be written to WR0 at the same time that the pointer bits are written.

To access the registers with addresses 8 through 15, a special command must accompany the pointer bits; WR0(4-3)=001. This precludes concurrently issuing a command when pointing to these registers. The register map for the ISCC in the non-multiplexed bus mode is shown in Table 2-4 below. If, for some reason, the state of the pointer bits is unknown, they may be reset to "0" by performing a read cycle of the SCC cell. Once the pointer bits have been set, the desired channel is selected by the state of the A1/A//B pin during the actual read or write of the desired SCC cell register.)

Table 2-4. SCC Cell Register Address Map Using Pointer (Non-multiplexed Bus Mode)

Using Null Command				
A1/A//B	Address D2 D1 D0	Write Register	Read Register	
0	000	WR0B	RR0B	
0	001	WR1B	RR1B	
0	010	WR2	RR2B	
0	011	WR3B	RR3B	
0	100	WR4B	(RR0B)	
0	101	WR5B	(RR1B)	
0	110	WR6B	(RR2B)	
0	111	WR7B	(RR3B)	
1	000	WR0A	RR0A	
1	001	WR1A	RR1A	
1	010	WR2	RR2A	
1	011	WR3A	RR3A	
1	100	WR4A	(RR0A)	
1	101	WR5A	(RR1A)	
1	110	WR6A	(RR2A)	
1	111	WR7A	(RR3A)	
Using Point High Command				
A1/A//B	Address D2 D1 D0	Write Register	Read Register	
0	000	WR8B	RR8B	
0	001	WR9	RR13B	
0	010	WR10B	RR10B	
0	011	WR11B	(RR15B)	
0	100	WR12B	RR12B	
0	101	WR13B	RR13B	
0	110	WR14B	(RR10B)	
0	111	WR15B	RR15B	
1	000	WR8A	RR8A	
1	001	WR9A	(RR13A)	
1	010	WR10A	RR10A	
1	011	WR11A	(RR15A)	
1	100	WR12A	RR12A	
1	101	WR13A	RR13A	
1	110	WR14A	(RR10A)	
1	111	WR15A	RR15A	

2.4.3 SCC Cell Register Reset

Table 2-5 lists the contents of the SCC cell registers after a hardware reset and after a channel reset.

Table 2-5. SCC Cell Reset Value

Register	Hardware Reset	Channel Reset
WR0	00000000	00000000
WR1	00x00x00	00x00x00
WR2	xxxxxxx	xxxxxxx
WR3	xxxxxxx0	xxxxxxx0
WR4	xxxxx1xx	xxxxx1xx
WR5	0xx0000x	0xx0000x
WR6	xxxxxxx	xxxxxxx
WR7	xxxxxxx	xxxxxxx
WR9	110000xx	xx0xxxx
WR10	00000000	0xx00000
WR11	00001000	xxxxxxx
WR12	xxxxxxx	xxxxxxx
WR13	xxxxxxx	xxxxxxx
WR14	xx100000	xx1000xx
WR15	11111000	11111000
RR0	01xxx100	01xxx100
RR1	00000110	00000110
RR3	00000000	00000000
RR10	00000000	00000000

2.4.4 DMA Cell Registers

The DMA cell contains seventeen registers counting the Bus Configuration Register. All of these registers are read/write except the Bus Configuration Register (write only), the Channel Command Address Register (write only), the DMA Status Register (read only), the Interrupt Command Register (write only), and the Interrupt Status Register (read only).

The reset content of all of the DMA registers identified in the address map is all zeros.

2.4.5 DMA Register Access, Multiplexed Bus

The registers in the ISCC in the multiplexed bus mode are addressed via the address on AD7-AD0 which is latched by the rising edge of /AS.

There are two address decoding modes: shift left and shift right. In shift left mode, the register address is decoded from AD5-AD1. This mode is set by a hardware reset. In shift right mode, the register address is decoded from AD4-AD0. The shift right/shift left selection for the DMA is located in the Bus Configuration Register, bit D0. When set, this bit programs the Shift Right mode for the DMA and when reset, this bit programs the Shift Left mode.

The address map for the DMA registers is shown in Table 2-6. This Table is also applicable to the non-multiplexed bus mode.

2.4 REGISTER ACCESS (Continued)

Table 2-6. DMA Address Map

Address*	Name	Description
xxxxx	BCR	Bus Configuration Register
00000	CCAR	Channel Command/Address Register (Write)
00000	DSR	DMA Status (Read)
00001	ICR	Interrupt Control Register
00010	IVR	Interrupt Vector Register
00011	ICSR	Interrupt Command Register (Write)
00011	ISR	Interrupt Status Register (Read)
00100	DER	DMA Enable/Disable Register
00101	DCR	DMA Control Register
00110		Reserved Address
00111		Reserved Address
01000	RDCRA	Receive DMA Count Register, Channel A (Low Byte)
01001	RDCRA	Receive DMA Count Register, Channel A (High Byte)
01010	TDCRA	Transmit DMA Count Register, Channel A (Low Byte)
01011	TDCRA	Transmit DMA Count Register, Channel A (High Byte)
01100	RDCRB	Receive DMA Count Register, Channel B (Low Byte)
01101	RDCRB	Receive DMA Count Register, Channel B (High Byte)
01110	TDCRB	Transmit DMA Count Register, Channel B (Low Byte)
01111	TDCRB	Transmit DMA Count Register, Channel B (High Byte)
10000	RDARA	Receive DMA Address Register, Channel A (Bits 0-7)
10001	RDARA	Receive DMA Address Register, Channel A (Bits 8-15)
10010	RDARA	Receive DMA Address Register, Channel A (Bits 16-23)
10011	RDARA	Receive DMA Address Register, Channel A (Bits 24-31)
10100	TDARA	Transmit DMA Address Register, Channel A (Bits 0-7)
10101	TDARA	Transmit DMA Address Register, Channel A (Bits 8-15)
10110	TDARA	Transmit DMA Address Register, Channel A (Bits 16-23)
10111	TDARA	Transmit DMA Address Register, Channel A (Bits 24-31)
11000	RDARB	Receive DMA Address Register, Channel B (Bits 0-7)
11001	RDARB	Receive DMA Address Register, Channel B (Bits 8-15)
11010	RDARB	Receive DMA Address Register, Channel B (Bits 16-23)
11011	RDARB	Receive DMA Address Register, Channel B (Bits 24-31)
11100	TDARB	Transmit DMA Address Register, Channel B (Bits 0-7)
11101	TDARB	Transmit DMA Address Register, Channel B (Bits 8-15)
11110	TDARB	Transmit DMA Address Register, Channel B (Bits 16-23)
11111	TDARB	Transmit DMA Address Register, Channel B (Bits 24-31)

Note:

* Address in this Table is AD5-AD1 in the Multiplexed Bus with the Shift Left mode selected, AD4-AD0 in the Multiplexed Bus with the Shift Right mode selected, and D4 -D0 of the Channel Command/Address Register in the Non-multiplexed Bus mode.

2.4.6 DMA Register Access, Non-Multiplexed Bus Mode

The registers in the DMA cell in the non-multiplexed bus mode are accessed in a two-step process, using a Register Pointer to perform the addressing. To access a particular register, the pointer bits must be set by writing to the Channel Command /Address Register bits 4 through 0. After the pointer bits are set, the next read or write cycle to the DMA cell will access the desired register. At the conclusion of this read or write cycle, the pointer bits are reset to "0s," so that the next access will be to the Channel Command/Address Register.

The fact that the pointer bits are reset to "0," unless explicitly set otherwise, means that the Channel Command/Address Register may be accessed in a single cycle. That is, it is not necessary to write the pointer bits with "0" before accessing the Channel Command/Address Register. This permits single access DMA enabling and resetting the highest IUS through the encoded DMA Commands.

2.4.7 Notes on Pointer Accesses

The non-multiplexed bus accesses are accomplished as described in the preceding paragraphs using the DMA pointer for the DMA cell and the SCC cell pointer for channels A and B. These two pointers are completely independent. If one of these pointers is written to with a

pointer value in preparation for a read or write to the selected register, the pointer will hold its value until the corresponding cell is accessed. For example, suppose the SCC cell pointer is written to in preparation to read an SCC cell register in the next (or even subsequent) software program steps. Before this SCC cell read takes place, a DMA interrupt occurs and the program enters the interrupt service routine prior to the SCC register read. In the interrupt service routine, several DMA register accesses are made. When the program exits the interrupt service routine and returns to the interrupted process, the register access to the SCC cell register proceeds correctly; the pointer was left unaltered. A converse situation is true for the DMA cell.

It should be clear, however, that if an interrupt routine is invoked between the pointer write and the register access, there can be conflict if the same cell is accessed in the interrupt service routine. Assume in the above example that the interrupt service routine accesses the SCC cell also. Since the pointer has already been written, a second write (the one in the interrupt service routine) will not write to the pointer in WR0 but will write to the pointed to register. Subsequent register access will also be incorrect. This suggests that the pointer write and subsequent register access be an uninterruptable pair and that the SCC Cell and DMA cell or the processor interrupts be disabled during the register access sequence.

CHAPTER 3

ISCC™ DMA AND ANCILLARY SUPPORT CIRCUITRY

3.1 INTRODUCTION

The most important feature of the ISCC other than SCC cell is the integrated, four channel DMA controller. As in the original SCC, the serial channels of the ISCC are support-

ed by ancillary circuitry for generating clocks and performing data encoding and decoding. This chapter presents a description of these functional blocks.

3.2 DMA

The ISCC™ contains four independent DMA Channels, one for each receiver and transmitter. The DMA channels operate in fly-by mode; a 32-bit transfer address is generated along with the bus acquisition signals for executing the DMA transfer. Each DMA consists of a 32-bit address counter, a 16-bit (transfer) counter, and the required sequencing and control circuitry.

The DMA is set up by initializing the address registers with the starting address of the DMA transfer and the count registers for the length of the block. Following this, the option to increment or decrement the address after a transfer is selected. Other DMA selections that must be programmed include the DMA priority, if separate bus requests are to be made for each DMA channel, the programming of the interrupt vector and the option to include interrupt status in the vector. Note that a no vector interrupt option is also possible. Following this, the Interrupt On Abort is programmed as desired, the individual channel interrupt enables are programmed, the Master Interrupt Enable is set (if interrupts are used), and lastly the appropriate DMA channels are enabled.

3.2.1 Receiver DMA Operation

Assuming the receiver has been appropriately set up, the DMA request will be made when the receive FIFO contains a byte and will continue to hold the bus and transfer bytes until the FIFO is empty. Once started, the DMA for the channel continues until the FIFO is empty even though a request from a higher priority DMA channel arises. Upon completion of the current DMA channel service, the next highest priority DMA channel commences its operation. The ISCC continues to hold the bus until all pending DMA requests have been served. Note that if the Bus Request

Per Channel option has been selected, then the bus will be released and subsequently re-requested for each channel. At the completion of the block transfer (terminal count reached), an interrupt will be generated, if enabled. If selected, the interrupt vector will indicate the interrupt source according to Table 3-1.

Table 3-1. DMA Interrupt Vector Modification

IV3	IV2	IV1	Interrupt Source
0	0	0	No Interrupt Pending
0	0	1	Not Possible
0	1	0	Not Possible
0	1	1	Not Possible
1	0	0	Rx A Interrupt Pending
1	0	1	Rx B Interrupt Pending
1	1	0	Tx A Interrupt Pending
1	1	1	Tx B Interrupt Pending

An Interrupt Pending only modifies the interrupt vector if the corresponding Interrupt Enable bit is set. Note that software may have to test status bits to determine if the channel interrupt is due to terminal count or an abort.

When the receive DMA enable bit is set, a DMA request is made if the receive FIFO contains a character at the time, or no request will be made until a character enters the receive FIFO. Note that DMA requests will follow the state of the receive FIFO even though the receiver is disabled. Thus, if the receiver is disabled and the DMA is still enabled, the DMA will transfer the previously received data correctly. In this mode the DMA requests directly follow the state of the receive FIFO. This operation is essentially equivalent to the DMA requests following the state of the

Receive Character Available bit in the SCC cell in Read Register 0.

The SCC cell will not generate a DMA request in the case of a special receive condition in the Receive Interrupt on First Character or Special Condition mode, or the Receive Interrupt on Special Condition Only mode.

In these two interrupt modes any receive character with a special receive condition is locked at the top of the FIFO until an Error Reset command is issued. This character in the receive FIFO would ordinarily cause additional DMA Requests after the first time it is read. However, the logic in the SCC cell guarantees no extra DMA transfers by terminating DMA requests after the time the character with the special receive condition is read, and the FIFO locked. DMA requests are held off until after the Error Reset command has been issued.

Once the FIFO is locked, it allows the checking of the Receive Error FIFO (RR1) to find the cause of the error. Locking the data FIFO therefore, will stop the error status from popping out of the Receive Error FIFO. Also, since DMA request will become inactive, the interrupt (Special Condition) can be serviced. Once the FIFO is unlocked by the Error Reset command, DMA requests again follow the state of the receive FIFO.

3.2.2 Transmitter DMA Operation

With the DMA enabled, the status of an empty transmitter FIFO triggers the DMA to request the bus and begin DMA transfer to the transmit FIFO. Once this DMA channel is selected for service, DMA transfers continue until the

transmit FIFO is full (or until terminal count is reached if there are not enough bytes remaining to fill the FIFO). Once started, the DMA for the channel continues until the FIFO is full even though a request from a higher priority DMA channel arises. Upon completion of the current DMA channel service, the next highest priority DMA channel commences its operation. The ISCC continues to hold the bus until all pending DMA requests have been served. Note that if the Bus Request Per Channel option has been selected, then the bus will be released and subsequently re-requested for each channel. At the completion of the block transfer (terminal count reached), an interrupt will be generated, if enabled. If selected, the interrupt vector will indicate the interrupt source according to Table 3-1.

An Interrupt Pending only modifies the interrupt vector if the corresponding Interrupt Enable bit is set. Note that software may have to test status bits to determine if the channel interrupt is due to terminal count or an abort.

Note that the DMA request will follow the state of the transmit FIFO even though the transmitter is disabled. Thus, if the DMA is enabled, the DMA may write data to the SCC cell before the transmitter is enabled. This will not cause a problem in Asynchronous mode but may cause problems in Synchronous mode because the ISCC will send data in preference to flags or sync characters. Thus a data character in the transmit FIFO may get transmitted prior to the frame sync character or opening flag. It may also complicate the CRC initialization, which cannot be done until after the transmitter is enabled. DMA requests essentially follow the Tx Buffer Empty bit in the SCC cell Read Register 0.

3.3 BAUD RATE GENERATOR

The Baud Rate Generator (BRG) is essential for asynchronous communications. Each channel in the ISCC contains a programmable baud rate generator. Each generator consists of two 8-bit, time-constant registers forming a 16-bit time constant, a 16-bit down counter, and a flip-flop on the output that makes the output a square wave. On start-up, the flip-flop on the output is set High, so that it starts in a known state, the value in the time-constant register is loaded into the counter, and the counter begins counting down. When a count of zero is reached, the output of the baud rate generator toggles, the value in the time-constant register is loaded into the counter, and the process starts over. A block diagram of the baud rate generator is shown in Figure 3-1.

The time-constant can be changed at any time, but the new value does not take effect until the next load of the counter (i.e., after zero count is reached).

No attempt is made to synchronize the loading of a new time-constant with the clock used to drive the generator.

When the time-constant is to be changed, the generator should be stopped first by writing to an enable bit in WR14. After loading the time constant, the BRG can be started again. This ensures the loading of a correct time constant, but loading will not be taking place until zero count or a reset occurs.

If neither the transmit clock nor the receive clock are programmed to come from the /TRxC pin, the output of the baud rate generator may be made available for external use on the /TRxC pin.

The clock source for the baud rate generator is selected by bit D1 of WR14. When this bit is set to "0," the baud rate generator uses the signal on the /RTxC pin as its clock, independent of whether the /RTxC pin is a simple input or part of the crystal oscillator circuit. When this bit is set to "1," the baud rate generator is clocked by PCLK. To avoid metastable problems in the counter, this bit should be changed only while the baud rate generator is disabled,

since arbitrarily narrow pulses can be generated at the output of the multiplexer when it changes state.

The BRG is enabled while bit D0 of WR14 is set to 1 and disabled while this bit is set to 0 and it is disabled after a hardware reset. To prevent metastable problems when the baud rate generator is first enabled, the enable bit is synchronized to the baud rate generator clock. This

introduces an additional delay when the baud rate generator is first enabled. This is shown in Figure 3-2. The baud rate generator is disabled immediately when bit D0 of WR14 is set to "0," because the delay is only necessary on start-up. The baud rate generator may be enabled and disabled on the fly, but this delay on start-up must be taken into consideration.

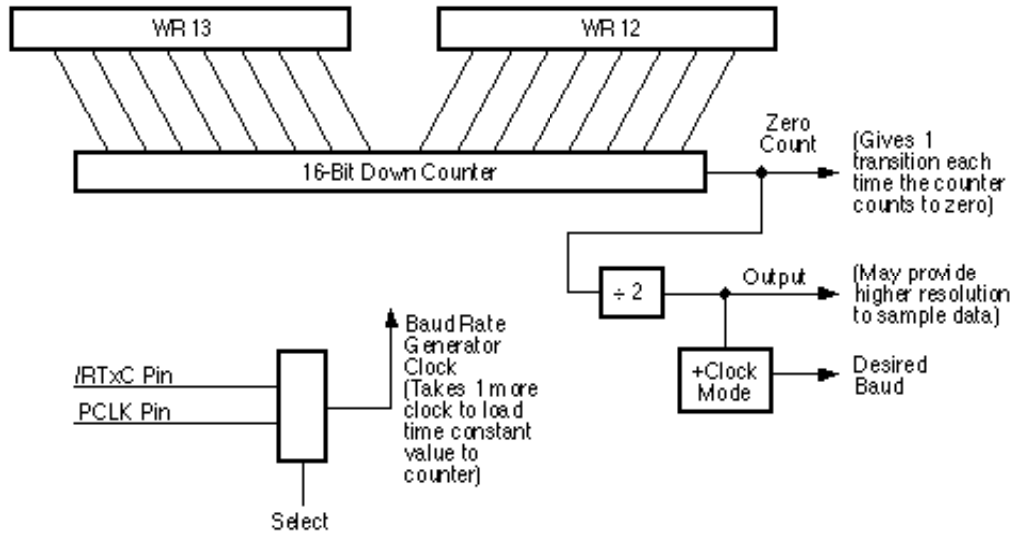


Figure 3-1. Baud Rate Generator

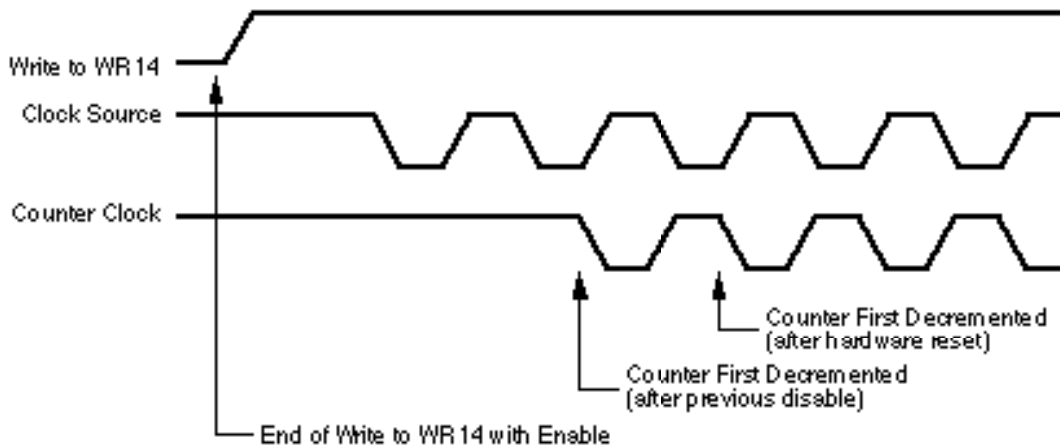


Figure 3-2. Baud Rate Generator Start-Up

3.3 BAUD RATE GENERATOR (Continued)

The formulas relating the baud rate to the time-constant and vice versa are shown below. The clock mode in the formula is the ratio of the receive clock applied to the ISCC relative to the data rate. The ISCC may be programmed to accept a receive clock that is one, sixteen, thirty-two, or sixty-four times the data rate (refer to the description of WR4 and the descriptions in Chapter 4).

$$\text{Time Constant} = \frac{\text{Clock Frequency}}{2 * (\text{Clock Mode}) * (\text{Baud Rate})} - 2$$

$$\text{Baud Rate} = \frac{\text{Clock Frequency}}{2 * (\text{Clock Mode}) * (\text{Time Constant} + 2)}$$

In these formulas, the baud rate generator clock frequency (PCLK or /RTxC) is in Hertz, the desired baud rate in bits/second and the time constant is dimensionless. The example in Table 3-1 assumes a 2.4576 MHz clock (from /RTxC) clock factor of 16 and shows the time constant for a number of popular baud rates.

For example:

$$\text{TC} = \frac{2.4576 \times 10^6}{2 \times 16 \times 150} = 510$$

Table 3-2. Baud Rates for 2.4576 MHz Clock and 16x Clock Factor

Time Constant		Baud Rate
Decimal	Hex	
0	0000	38400
2	0002	19200
6	0006	9600
14	000E	4800
30	001E	2400
62	003E	1200
126	007E	600
254	00FE	300
510	01FE	150

Initializing the baud rate generator is done in three steps. First, the time-constant is determined and loaded into WR12 and WR13. Next, the processor must select the clock source for the baud rate generator by setting bit D1 of WR14. Finally, the baud rate generator is enabled by setting bit D0 of WR14 to "1."

Note that the first write to WR14 is not necessary after a hardware reset if the clock source is the /RTxC pin. This is because a hardware reset automatically selects the /RTxC pin as the baud rate generator clock source.

3.4 DATA ENCODING/DECODING

The ISCC provides four different data encoding methods, selected by bits D6 and D5 in WR10. An example of these four encoding methods is shown in Figure 3-3. Any encoding method may be used in any X1 mode in the

ISCC, asynchronous or synchronous. The data encoding selected is active even though the transmitter or receiver may be idling or disabled. The data encoding methods are shown in Figure 3-3.

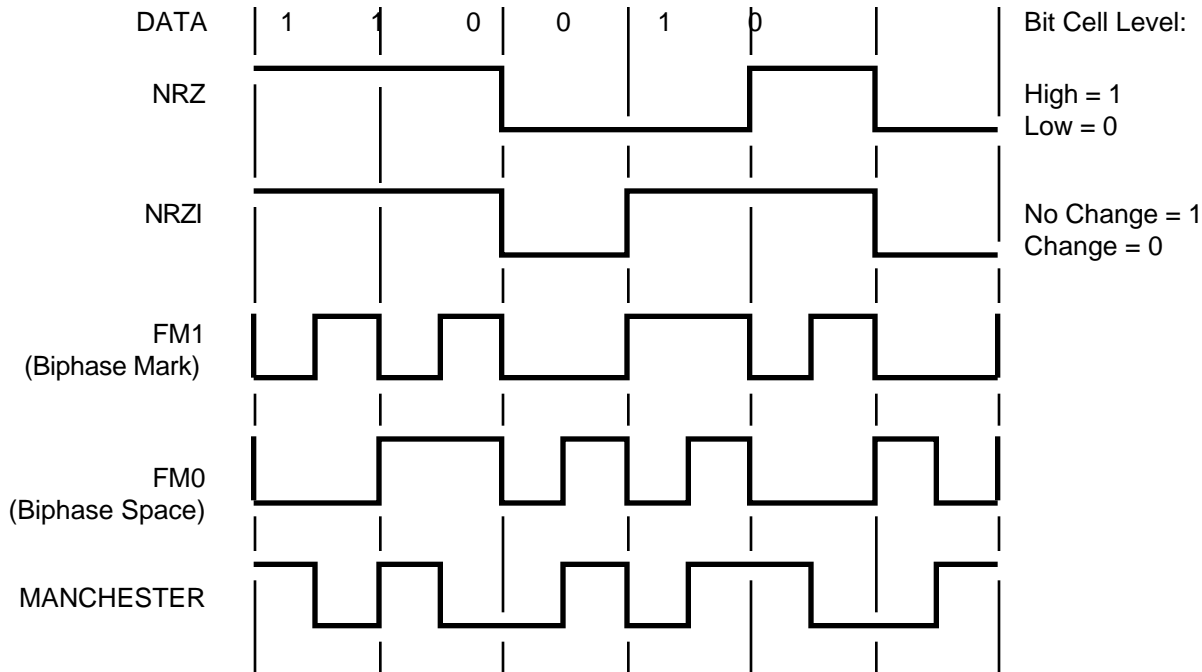


Figure 3-3. Data Encoding Methods

In NRZ, encoding a “1” is represented by a HIGH level and a “0” is represented by a LOW level. In this encoding method, only a minimal amount of clocking information is available in the data stream in the form of transitions on bit-cell boundaries. In an arbitrary data pattern, this may not be sufficient to generate a clock for the data from the data itself.

In NRZI, encoding a “1” is represented by no change in the level and a “0” is represented by a change in the level. As in NRZ, only a minimal amount of clocking information is available in the data stream, in the form of transitions on bit cell boundaries. In an arbitrary data pattern this may not be sufficient to generate a clock for the data from the data itself. In the case of SDLC, where the number of consecutive “1s” in the data stream is limited, a minimum number of transitions to generate a clock are guaranteed.

In FM1 encoding, also known as biphase mark, a transition is present on every bit cell boundary, and an additional transition may be present in the middle of the bit cell. In FM1 a “0” is sent as no transition in the center of the bit cell and a “1” is sent as a transition in the center of the bit cell. FM1 encoded data contains sufficient information to recover a clock from the data.

In FM0 encoding, also known as biphase space, a transition is present on every bit cell boundary and an additional transition may be present in the middle of the bit cell. In FM0, a “1” is sent as no transition in the center of the bit cell and a “0” is sent as a transition in the center of the bit cell. FM0 encoded data contains sufficient information to recover a clock from the data.

Manchester encoding, which is not directly supported, always produces a transition at the center of the bit cell. If the transition is Low to High, the bit is “0.” If the transition is High to Low, the bit is “1.” ISCC can be used to decode Manchester (biphase level) data by using the DPLL in the FM mode and programming the receiver for NRZ data. (See section 3.5.3.)

The data encoding method should be selected in the initialization procedure before the transmitter and receiver are enabled, but no other restrictions apply. Note, in Figure 3-3, that in NRZ and NRZI the receiver samples the data only on one edge. However, in FM1 and FM0 the receiver samples the data on both edges. Also, as shown in Figure 6-4, the transmitter defines bit cell boundaries by one edge in all cases and uses the other edge in FM1 and FM0 to create the mid-bit transition.

3.5 DIGITAL PHASE-LOCKED LOOP (DPLL)

Each channel of the SCC cell contains a digital phase-locked loop that can be used to recover clock information from a data stream with NRZI, FM or NRZ encoding. The DPLL is driven by a clock nominally 32 (NRZI) or 16 (FM) times the data rate. The DPLL uses this clock, along with the data stream, to construct a receive clock for the data. This clock can then be used as the ISCC receive clock, the transmit clock, or both.

Figure 3-4 shows a block diagram of the digital phase-locked loop. It consists of a 5-bit counter, an edge detector, and a pair of output decoders. The clock for the DPLL comes from the output of a two-input multiplexer, and the two outputs go to the transmitter and receive clock multiplexers. The DPLL is controlled by the seven commands that are encoded in bits D7, D6 and D5 of WR14.

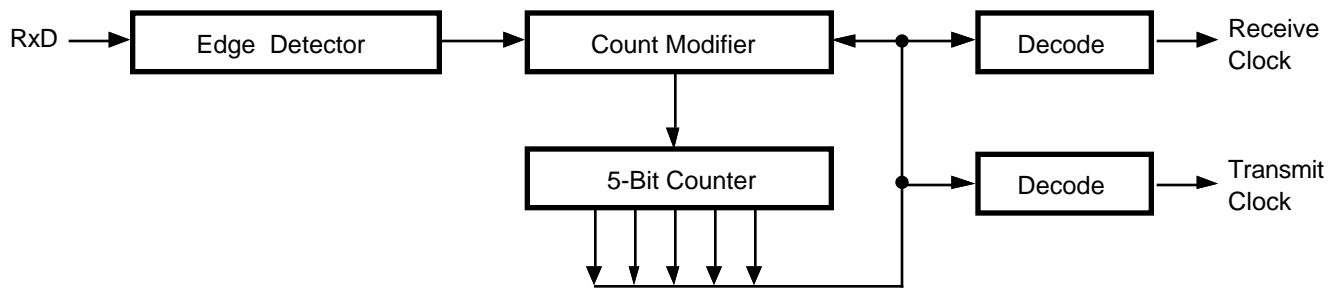


Figure 3-4. Digital Phase Lock Loop

The clock for the DPLL is selected by two of the commands in WR14, that is:

WR14 (7-5) = 100	BRG Clock Source
WR14 (7-5) = 101	/RTxC Pin Clock Source

The first command selects the baud rate generator as the clock source. The other command selects /RTxC pin as the clock source, independent of whether the /RTxC pin is a simple input or part of the crystal oscillator circuit.

Initialization of the DPLL may be done at any time during the initialization sequence, but should preferably be done after the clock modes have been selected in WR11, and before the receiver and transmitter are enabled. When initializing the DPLL, the clock source should be selected first, followed by the selection of the operating mode.

To avoid metastable problems in the counter, the clock source selection should be made only while DPLL is disabled, since arbitrarily narrow pulses can be generated at the output of the multiplexer when it changes status.

The DPLL is enabled by issuing the Enter Search Mode command in WR14; that is WR14 (7-5) = 001. The Enter Search Mode command unlocks the counter, which is held while the DPLL is disabled, and enables the edge detector. If the DPLL is already enabled when this command is issued, the DPLL also enters Search Mode.

Enter Search Mode is also used to reset the DPLL to a known state if it is suspected that synchronization has been lost. Note that the DPLL and the receiver are inde-

pendent, so whether the receiver is disabled or not enabled, DPLL will sample whatever is on the RxD line.

DPLL requires a transition in every bit cell, and if this transition is not present in two consecutively sampled bit cells, the DPLL will automatically enter search mode and the DPLL will not provide any clock output.

In Search mode, the counter is held at a specific count and no outputs are provided. The DPLL remains in this status until an edge is detected in the receive data stream. This first edge is assumed to occur on a bit cell boundary, and the DPLL will begin providing an output to the receiver that will properly sample the data. From this point on the DPLL will adjust its output to remain in phase with the receive data. If the first edge that the DPLL sees does not occur on a bit cell boundary, the DPLL will eventually lock on to the receive data, but it will take longer to do so.

The DPLL may be programmed to operate in either of two modes, as selected by command in WR14.

WR14 (7-5) = 111	for NRZI mode and
WR14 (7-5) = 110	for FM mode

Note that a channel or hardware reset disables the DPLL, selects the /RTxC pin as the clock source for the DPLL, and places it in the NRZI mode.

As in the case of the clock source selection, the mode of operation should only be changed while the DPLL is disabled to prevent unpredictable results.

In the NRZI mode, the DPLL clock must be 32 times the data rate. In this mode, the transmit and receive clock outputs of the DPLL are identical, and the clocks are phased so that the receiver samples the data in the middle of the bit cell. In NRZI mode, the DPLL does not require a transition in every bit cell, so this mode is useful for recovering the clocking information from NRZ and NRZI data streams.

In the FM mode, the DPLL clock must be 16 times the data rate. In this mode the transmit clock output of the DPLL lags the receive clock outputs by 90 degrees to make the transmit and receive bit cell boundaries the same, because the receiver must sample FM data at one-quarter and three-quarters bit time.

3.5.1 DPLL Operation in the NRZI Mode

To operate in NRZI mode, the DPLL must be supplied with a clock that is 32 times the data rate. The DPLL uses this clock, along with the receive data, to construct receive and transmit clock outputs that are phased to properly receive and transmit data.

To do this, the DPLL divides each bit cell into four regions, and makes an adjustment to the count cycle of the 5-bit counter dependent upon in which region a transition on the receive data input occurred. This is shown in Figure 3-5.

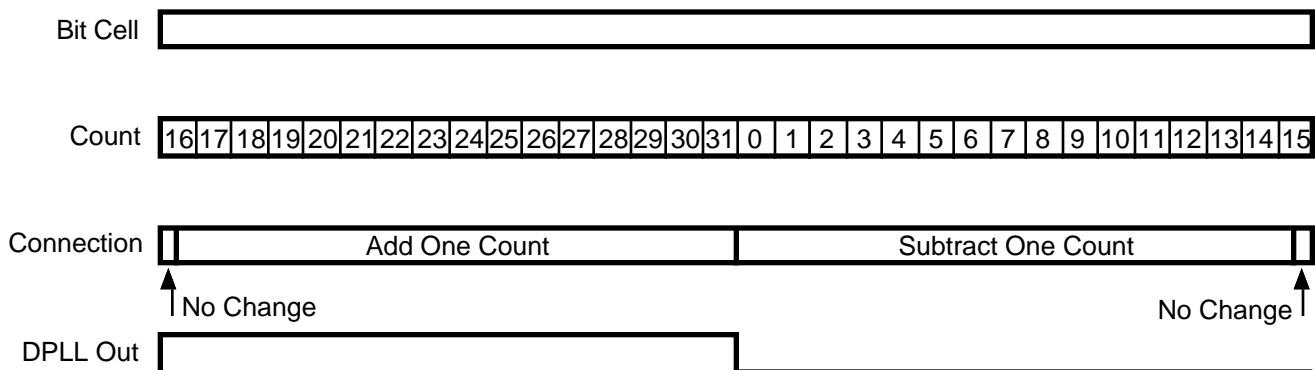


Figure 3-5. DPLL in NRZI Mode

Ordinarily, a bit cell boundary will occur between count 15 and count 16, and the DPLL output will cause the data to be sampled in the middle of the bit cell. However, four different situations may happen:

The DPLL actually allows the transition marking a bit cell boundary to occur anywhere during the second half of count 15 or the first half of count 16 without making a correction to its count cycle.

If the transition marking a bit cell boundary occurs between the middle of count 16 and count 31, the DPLL is sampling the data too early in the bit cell. In response to this, the DPLL extends its count by one during the next 0 to 31 counting cycle, which effectively moves the edge of the clock that samples the receive data closer to the center of the bit cell.

If the transition occurs between count 0 and the middle of count 15, the output of the DPLL is sampling the data too

late in the bit cell. To correct this, the DPLL shortens its count by one during the next 0 to 31 counting cycle, which effectively moves the edge of the clock that samples the receive data closer to the center of the bit cell.

If the DPLL does not see any transition during a counting cycle, no adjustment is made in the following counting cycle.

If an adjustment to the counting cycle is necessary, the DPLL modifies count 5, either deleting it or doubling it. Thus, only the LOW time of the DPLL output will be lengthened or shortened.

While the DPLL is in search mode, the counter remains at count 16 where the DPLL outputs are both HIGH. The missing clock latches in the DPLL which may be accessed in RR10. They are not used in NRZI mode. An example of the DPLL in operation is shown in Figure 3-6.

3.5 DIGITAL PHASE-LOCKED LOOP (DPLL) (Continued)

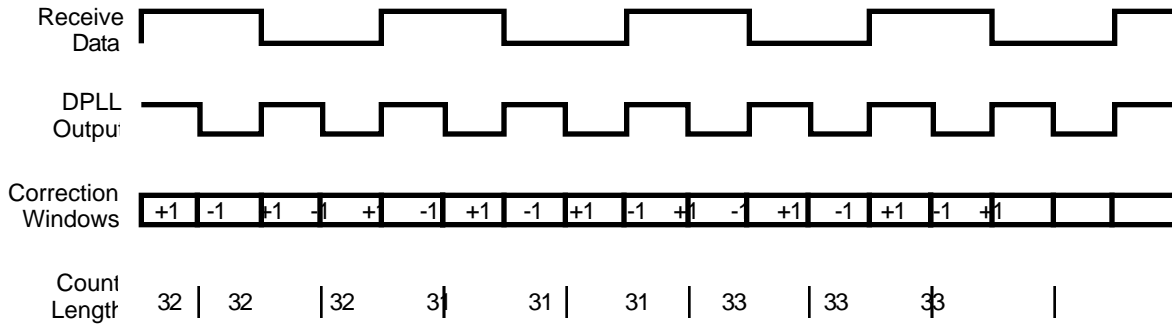


Figure 3-6. DPLL Operating Example (NRZI Mode)

3.5.2 DPLL Operation in the FM Modes

To operate in FM mode, the DPLL must be supplied with a clock that is 16 times the data rate. The DPLL uses this clock, along with the receive data, to construct receive and transmit clock outputs that are phased to receive and transmit data properly.

In FM mode one cycles of the counter in the DPLL is a count from 0 to 31, but now each cycle corresponds to 2-bit cells. To make adjustments to remain in phase with the receive data, the DPLL divides a pair of bit cells into 5 regions, making the adjustment to the counter dependent upon which region the transition on the receive data input occurred. This is shown in Figure 3-7.

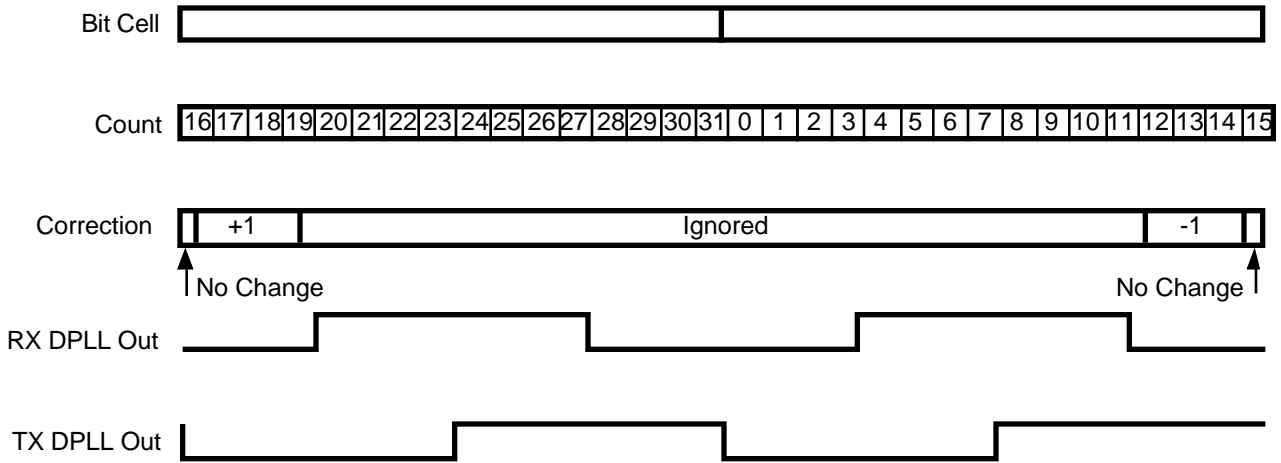


Figure 3-7. DPLL Operation in the FM Mode

In FM mode, the transmit clock and receive clock outputs from the DPLL are not in phase. This is necessary to make the transmit and receive bit cell boundaries coincide, since the receive clock must sample the data one-fourth and three-fourths of the way through the bit cell.

Ordinarily, a bit cell boundary will occur between count 15 or count 16, and the DPLL receive output will cause the

data to be sampled at one-fourth and three-fourths of the way through the bit cell.

However, four variations may happen:

1. The DPLL actually allows the transition marking a bit-cell boundary to occur anywhere during the second half of count 15 or the first half of count 16, without making a correction to its count cycle.

2. If the transition marking a bit cell boundary occurs between the middle of count 16 and the middle of count 19, the DPLL is sampling the data too early in the bit cell. In response to this, the DPLL extends its count by 1 during the next 0 to 31 counting cycle, which effectively moves the receive clock edges closer to where they should be.

Any transitions occurring between the middle of count 19 in one cycle and the middle of count 12 during the next cycle are ignored by the DPLL. This is necessary to guarantee that any data transitions in the bit cells will not cause an adjustment to the counting cycle.

3. If no transition occurs between the middle of count 12 and the middle of count 19, the DPLL is probably not locked onto the data properly. When the DPLL misses an edge, the One Clock Missing bit is RR10, it is set to "1" and latched. It will hold this value until a Reset missing Clock command is issued in WR14 or until the DPLL is disabled or programmed to enter the Search mode. Upon missing this one edge, the DPLL takes no other action and does not modify its count during the next counting cycle.
4. If the DPLL does not see an edge between the middle of count 12 and the middle of count 19 in two successive 0 to 31 count cycles, a line error condition is assumed. If this occurs, the Two Clocks Missing bit in RR10 is set to "1" and latched. At the same time, the DPLL enters the Search mode. The DPLL makes the decision to enter Search mode during count 2, where both the receive clock and transmit clock outputs are LOW. This prevents any glitches on the clock outputs when search mode is entered. While in search mode, no clock outputs are provided by the DPLL. The Two Clocks Missing bit in RR10 is latched until a Reset Missing Clock command is issued in WR14, or until the DPLL is disabled or programmed to enter the Search mode.

While the DPLL is disabled, the transmit clock output of the DPLL may be toggled by alternately selecting FM and NRZI mode in the DPLL. The same is true of the receive clock.

While the DPLL is in Search mode, the counter remains at count 16, where the receive output is LOW and the transmit output is LOW. This fact can be used to provide a transmit clock under software control since the DPLL is in Search mode while it is disabled.

As in NRZI mode, if an adjustment to the counting cycle is necessary, the DPLL modifies count 5, either deleting it or doubling it. If no adjustment is necessary, the count sequence proceeds normally.

From the above discussion, together with an examination of FM0 and FM1 data encoding, it should be obvious that only clock transitions should exist on the receive data pin when the DPLL is programmed to enter search mode. If this is not the case, the DPLL may attempt to lock on to the data transitions.

With FM0 encoding this requires continuous "1s" received when leaving Search. In FM1 encoding, it is continuous "0s"; with Manchester encoded data this means alternating "1s" and "0s." With all three of these data encoding methods there will always be at least one transition in every bit cell, and in FM mode the DPLL is designed to expect this transition.

3.5.3 DPLL Operation and Encoding in the Manchester Mode

The ISCC can encode Manchester data using the external logic shown in Figure 3-8, and it can decode Manchester data using the DPLL. Recall that Manchester encoded data contains a transition at the center of every bit cell; it is the direction of this transition that distinguishes a "1" from a "0." Hence, for Manchester data, the DPLL should be in FM mode, but the receiver should be set up to accept NRZ data. As with the FM modes, when in the Search Mode the data stream should contain only clock transitions.

3.5 DIGITAL PHASE-LOCKED LOOP (DPLL) (Continued)

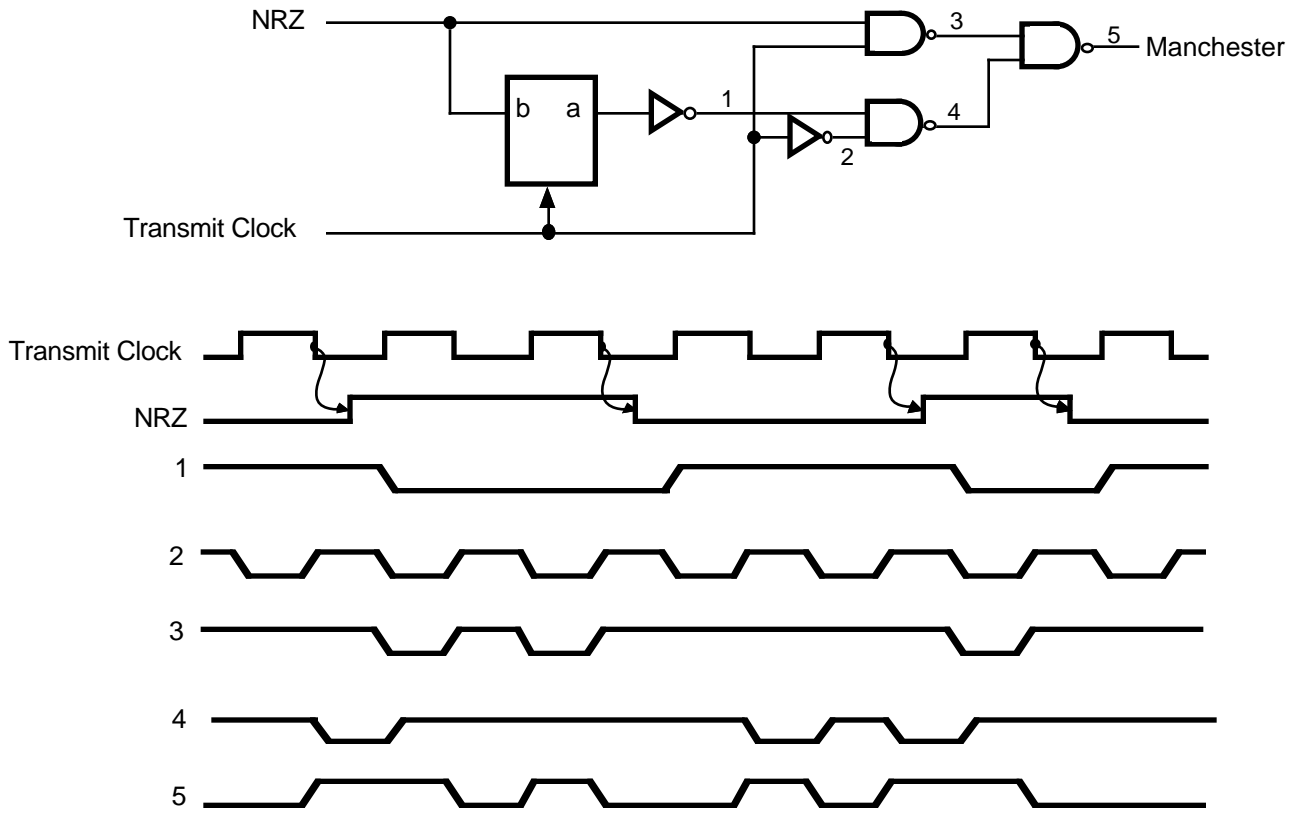


Figure 3-8. Encoding Manchester Data

3.6 CLOCK SELECTION

The ISCC can select several clock sources for internal and external use. Write Register 11 is the Clock Mode Control register for both the receive and transmit clocks. It determines the type of signal on the /SYNC and /RTxC pins and the direction of the /TRxC pin.

The ISCC may be programmed to select one of several sources to provide the receive and receive clocks.

The source of the receive clock is controlled by bits D6 and D5 of WR11. The receive clock may be programmed to come from the /RTxC pin, the /TRxC pin, the output of the baud rate generator, or the receive output of the DPLL.

The source of the transmit clock is controlled by bits D4 and D3 of WR11. The transmit clock may be programmed to come from the /RTxC pin, the /TRxC pin, the output of the baud rate generator, or the transmit output of the DPLL.

Ordinarily the /TRxC pin is an input, but it becomes an output if this pin has not been selected as the source for the transmitter or the receiver, and bit D2 of WR11 is set to "1." The selection of the signal provided on the /TRxC output pin is controlled by bits D1 and D0 of WR11. The /TRxC pin may be programmed to provide the output of the crystal oscillator, the output of the baud rate generator, the receive output of the DPLL or the actual transmit clock. If the output of the crystal oscillator is selected, but the crystal oscillator has not been enabled, the /TRxC pin will be driven HIGH. The option of placing the transmit clock signal on the /TRxC pin when it is an output allows access to the transmit output of the DPLL.

Figure 3-9 shows a simplified schematic diagram of the circuitry used in the clock multiplexing. It shows the inputs to the multiplexer section, as well as the various signal inversions that occur in the paths to the outputs.

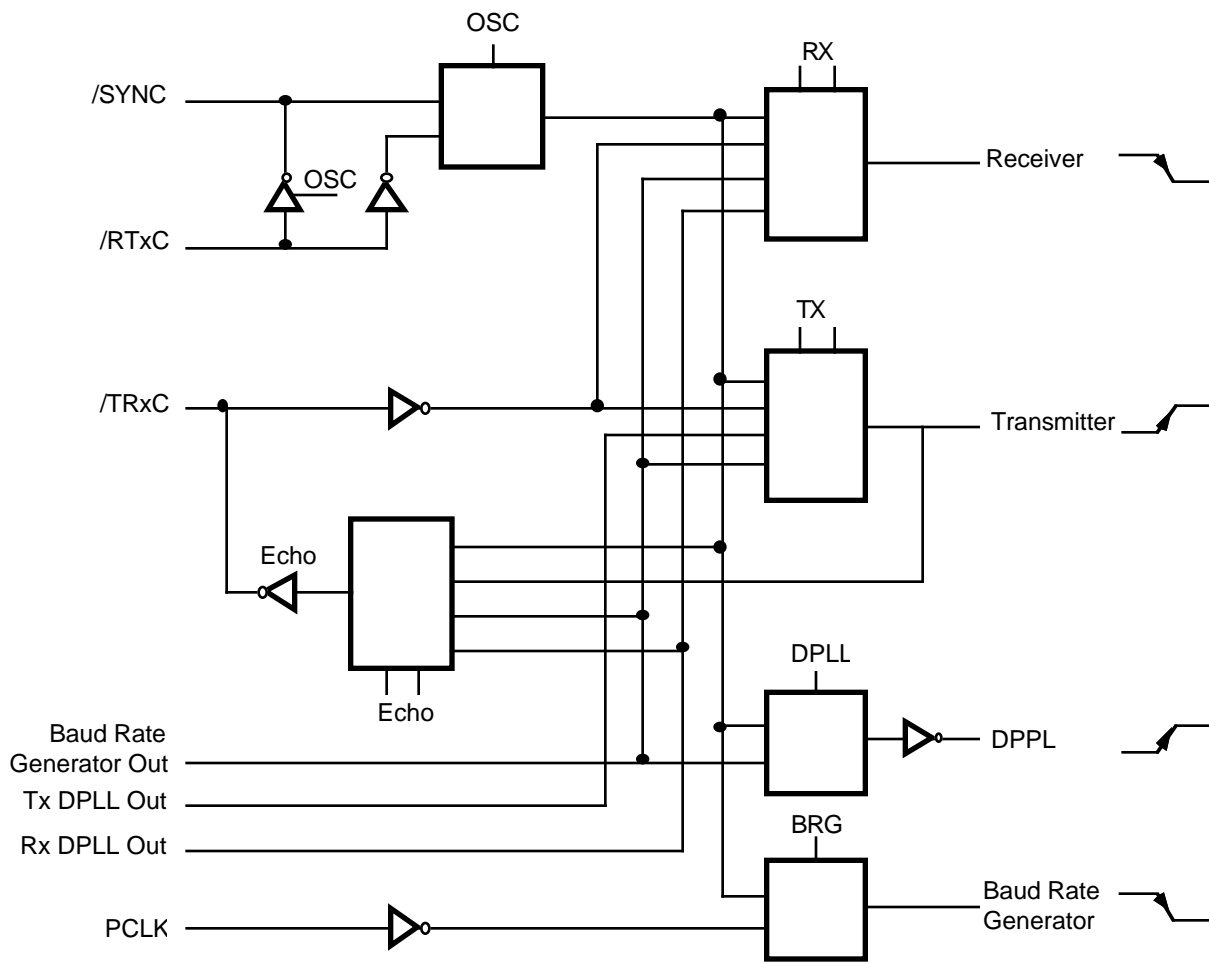


Figure 3-9. Clock Multiplexer

Selection of the clocking options may be done anywhere in the initialization sequence, but the final values must be selected before the receiver, transmitter, baud rate generator, or DPLL are enabled to prevent problems from arbitrarily narrow clock signals out of the multiplexers. The same is true of the crystal oscillator, in that the output should be allowed to stabilize before it is used as a clock source.

Also shown are the edges used by the receiver, transmitter, baud rate generator and DPLL to sample or send data or otherwise change state. For example, the receiver samples data on the falling edge, but since there is an inversion in the clock path between the /RTxC pin and the receiver, a rising edge of the /RTxC pin samples the data for the receiver.

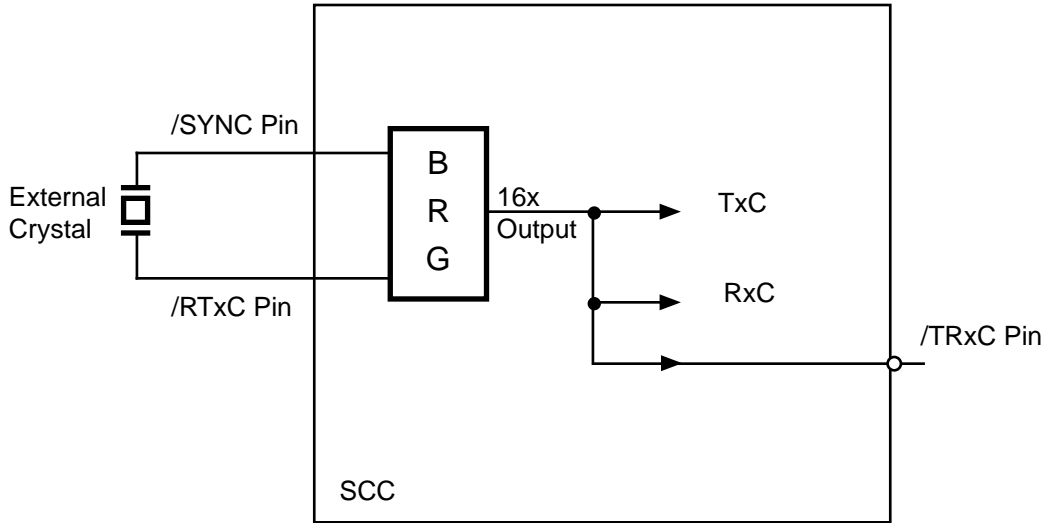


Figure 3-10a. Async Transmission, 16x Clock Mode Using External Crystal

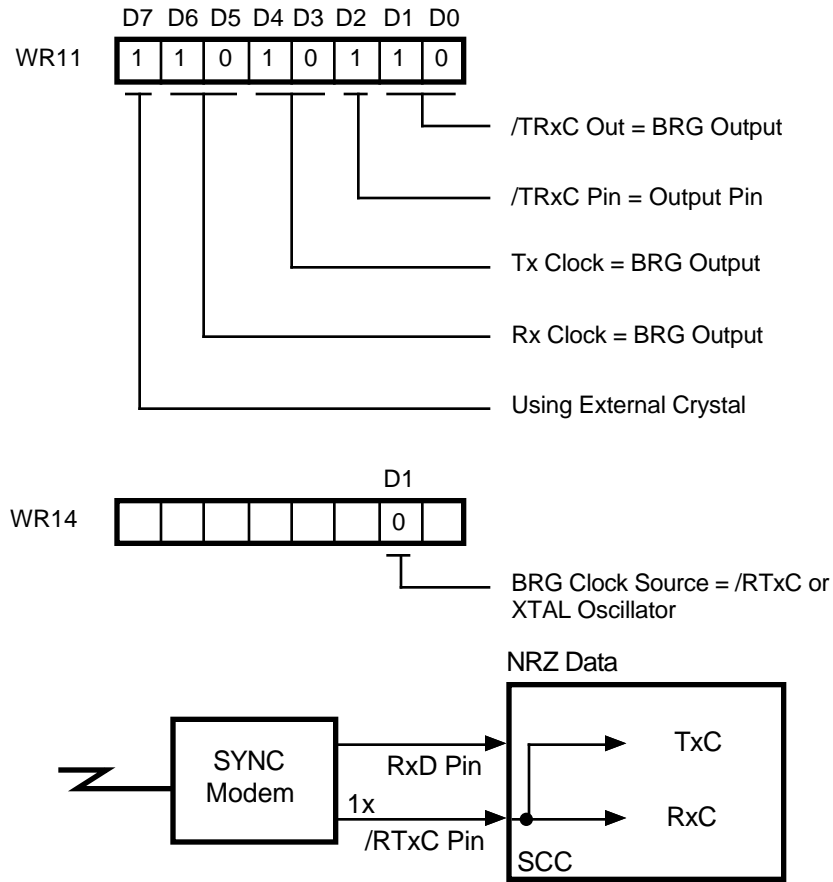


Figure 3-10b. Async Transmission, 1x Clock Rate, NRZ Data Encoding

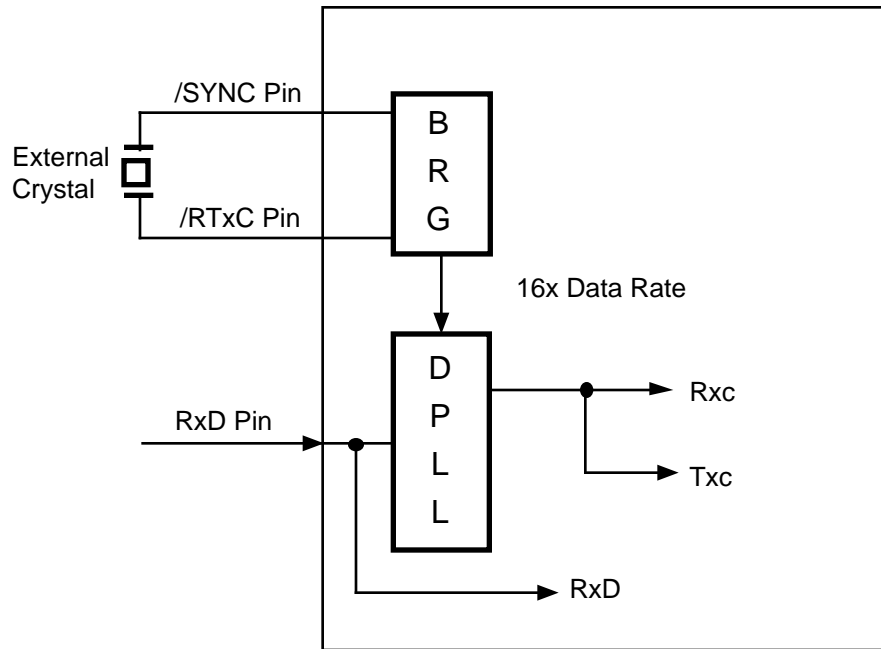


Figure 3-10c. Asynchronous Transmission, 1x Clock Rate, FM Data Encoding

Figure 3-10 shows three examples of clock sources and selection. Part (a) of the figure shows the clock set up for asynchronous transmission, 16x clock mode using the on chip oscillator with an external crystal. The registers involved are WR11 and WR14 and the figure shows the programming in these registers. Part (b) of the figure shows asynchronous communication where a 1x clock is obtained from an external MODEM. The data encoding is NRZ.

Note: that the BRG is not used under this configuration.

The x1 mode in Asynchronous mode is a combination of both synchronous and asynchronous transmission. The data are clocked by a common timing base, but characters are still framed with Start and Stop bits. Because the receiver waits for one clock period after detecting the first

High-to-Low transition before beginning to assemble characters, the data and clock must be synchronized externally. The x1 mode is the only mode in which a data encoding method other than NRZ may be used.

Part (c) of Figure 3-10 shows the use of the DPLL to derive a 1x clock from the data. In this example:

- The DPLL clock input = BRG output (x16 the data rate) WR14.
- The DPLL clock output = RxC (receiver clock) WR11.
- Set FM mode WR14.
- Set FM mode WR10.

3.7 CRYSTAL OSCILLATORS

For a given channel, if bit D7 of WR11 is set to 1, the crystal oscillator is enabled and a high-gain amplifier is connected between the /RTxC pin and the /SYNC pin. While the crystal oscillator is enabled, anything that has selected /RTxC as its clock source will automatically be connected to the output of the crystal oscillator. This also makes the /SYNC pin unavailable for other use.

In synchronous modes, no sync pulse is output, and the External Sync mode cannot be selected. In asynchronous modes, the state of the Sync/Hunt bit in RR0 is no longer controlled by the /SYNC pin. Instead, the Sync/Hunt bit is forced to "0." The crystal oscillator requires some finite time to stabilize and must be allowed to stabilize before it is used as a clock source. The External Crystal used should operate in parallel resonance.

CHAPTER 4

DATA COMMUNICATION MODES

4.1 INTRODUCTION

The ISCC™ provides two independent full-duplex channels programmable for use in any common asynchronous or synchronous data communication protocols. The data communication protocols handled by the SCC cell within the ISCC are:

- Asynchronous Mode
- Character-Oriented Mode
- Monosynchronous
- Bisynchronous
- External Synchronous
- Bit-Oriented Mode
- SDLC
- SDLC Loop Mode

4.1.1 General Description of the Transmitter

A block diagram of the transmitter is given in Figure 4-1. The transmitter has an 8-bit Transmit Data register (WR8) loaded from the internal data bus and a Transmit Shift register loaded from either WR6, WR7, or the Transmit Data register. In byte-oriented modes, WR6 and WR7 can be programmed with sync characters. In Monosync mode, an 8-bit or 6-bit sync character is used (WR6), whereas a 16-bit sync character is used (WR6 and WR7) in Bisync mode. In bit-oriented synchronous modes, the flag contained in WR7 is loaded into the Transmit Shift register at the beginning and end of a message.

4.1 INTRODUCTION (Continued)

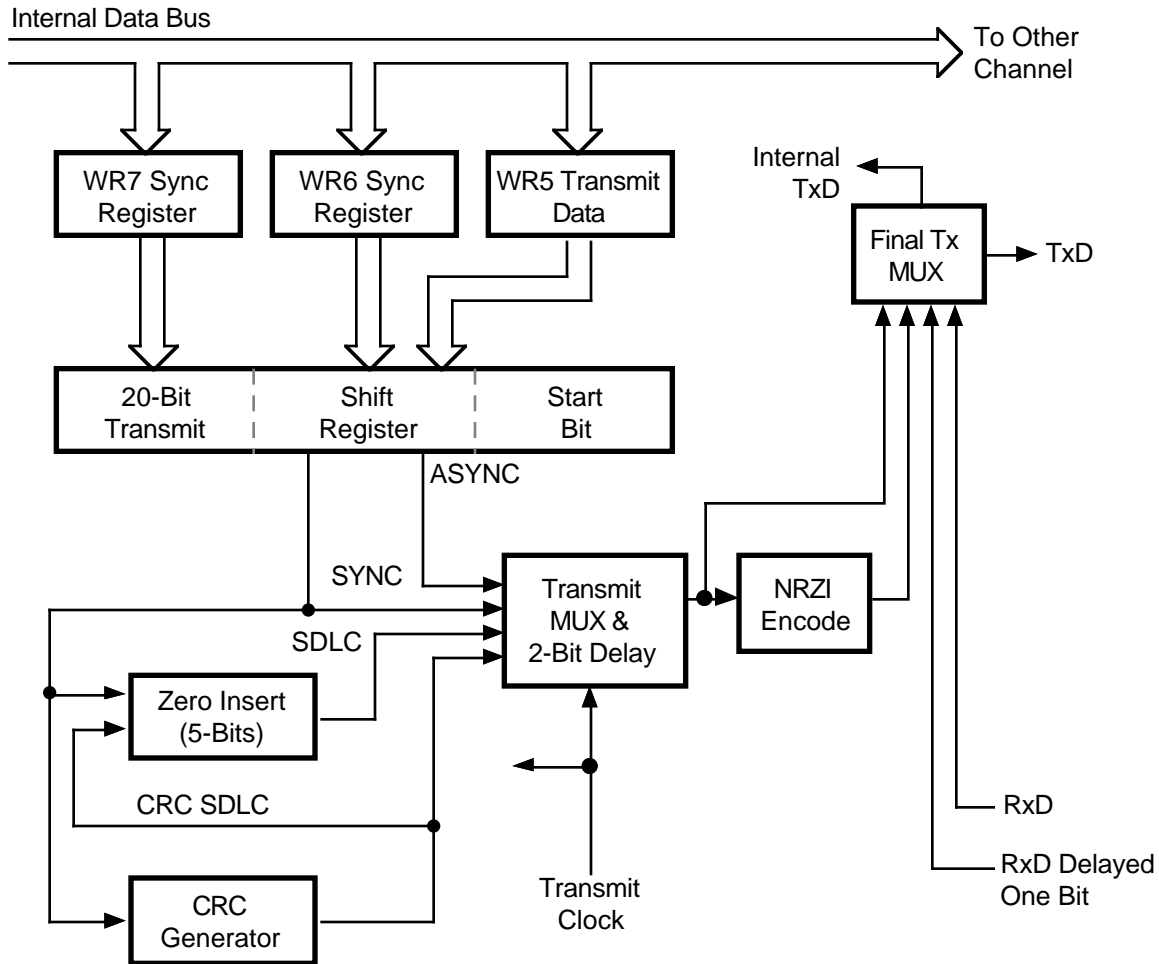


Figure 4-1. Transmitter Block Diagram

If asynchronous data is processed, WR6 and WR7 are not used and the Transmit Shift register is formatted with start and stop bits shifted out to the transmit multiplexer at the selected clock rate. Synchronous data (except SDLC/HDLC) is shifted to the CRC generator as well as to the transmit multiplexer.

SDLC/HDLC data is shifted to the CRC Generator and out through the zero insertion logic (which is disabled while the flags are being sent). A “0” is inserted in all address, control, information, and frame check fields following five contiguous “1s” in the data stream. The result of the CRC generator for SDLC data is also routed through the zero insertion logic and then to the transmit multiplexer.

4.1.2 General Description of the Receiver

The receiver has a three deep, 8-bit Data FIFO (paired with a three deep Error FIFO), and an 8-bit shift register. The receiver block diagram is shown in Figure 4-2. This arrangement creates a three-character delay time, which allows the CPU time to service an interrupt at the beginning of a block of high-speed data. With each Receive Data FIFO, the Error FIFO stores parity and framing errors and other types of status information. The Error FIFO is readable in Read Register 1.

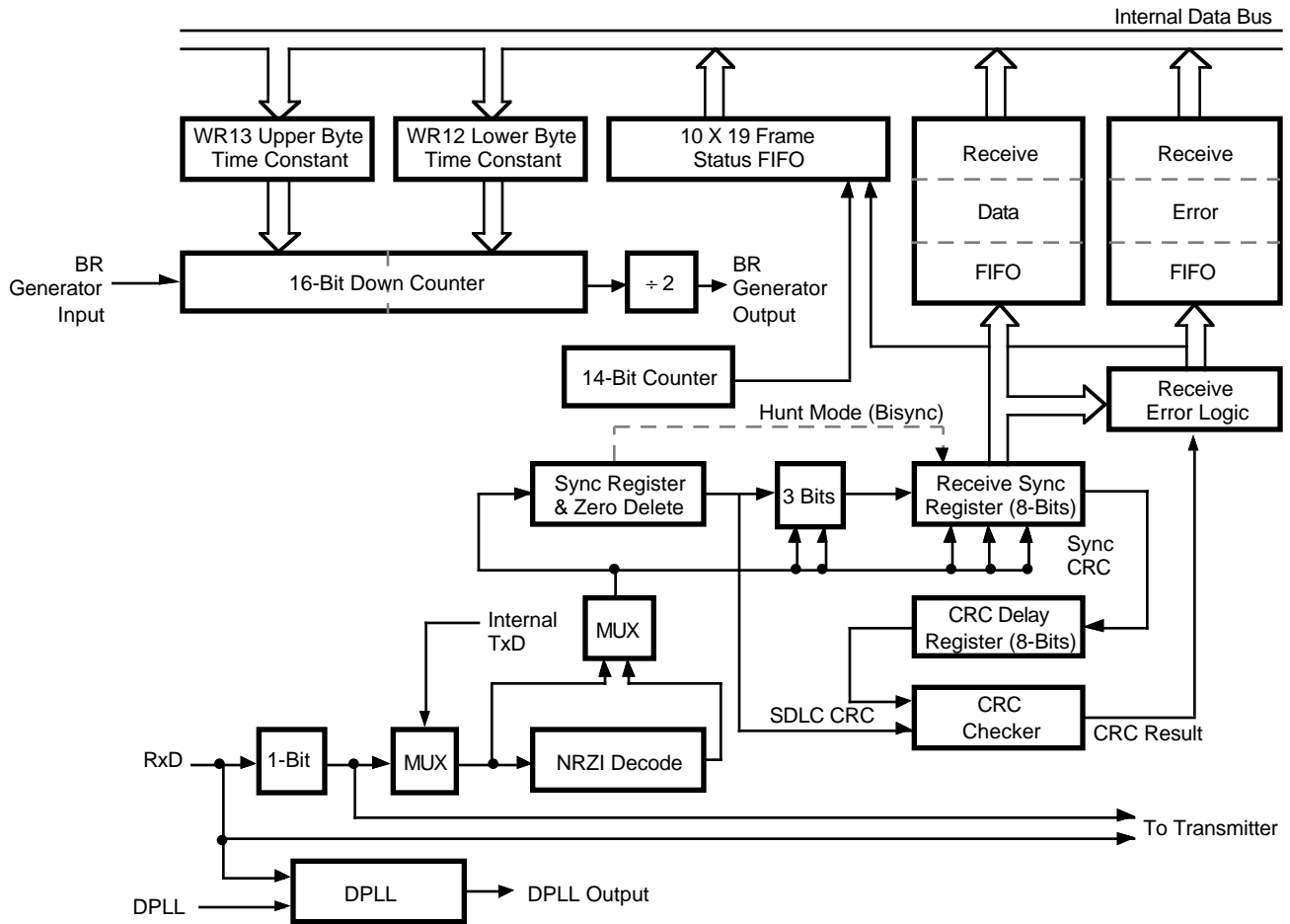


Figure 4-2. Receiver Block Diagram

Incoming data is routed through one of several paths depending on the mode and character length. In Asynchronous mode, serial data enters the 3-bit delay if the character length of seven or eight bits is selected. If a character length of five or six bits is selected, data enters the receive shift register directly.

In synchronous modes, the data path is determined by the phase of the receive process currently in operation. A synchronous receive operation begins with a hunt phase in which a bit pattern that matches the programmed sync characters (6-,8-, or 16-bit is searched).

The incoming data then passes through the Sync register and is compared to a sync character stored in WR6 or WR7 (depending on which mode it is in). The Monosync mode matches the sync character programmed in WR7 and the character assembled in the Receive Sync register to establish synchronization.

Synchronization is achieved differently in the Bisync mode. Incoming data is shifted to the Receive Shift register while the next eight bits of the message are assembled in the Receive Sync register. If these two characters match the programmed characters in WR6 and WR7, synchronization is established. Incoming data can then bypass the Receive Sync register and enter the 3-bit delay directly.

The SDLC mode of operation uses the receive Sync register to monitor the receive data stream and to perform zero

deletion when necessary; i.e., when five continuous "1s" are received, the sixth bit is inspected and deleted from the data stream if it is "0". The seventh bit is inspected only if the sixth bit equals one. If the seventh bit is "0", a flag sequence has been received and the receiver is synchronized to that flag. If the seventh bit is a "1" an abort or an EOP (End Of Poll) is recognized, depending upon the selection of either the normal SDLC mode or SDLC Loop mode.

The same path is taken by incoming data for both SDLC modes. The reformatted data enters the 3-bit delay and is transferred to the Receive Shift register. The SDLC receive operation begins in the hunt phase by attempting to match the assembled character in the Receive Shift Register with the flag pattern in WR7. Then the flag character is recognized, subsequent data is routed through the same path, regardless of character length.

Either the CRC-16 or CRC-SDLC cyclic redundancy check (CRC) polynomial can be used for both Monosync and Bisync modes, but only the CRC-SDLC polynomial is used for SDLC operation. The data path taken for each mode is also different. Bisync protocol is a byte-oriented operation that requires the CPU to decide whether or not a data character is to be included in CRC calculation. An 8-bit delay in all synchronous modes except SDLC is allowed for this process. In SDLC mode, all bytes are included in the CRC calculation.

4.2 ASYNCHRONOUS MODE

In asynchronous communications data is transferred in the format shown in Figure 4-3.

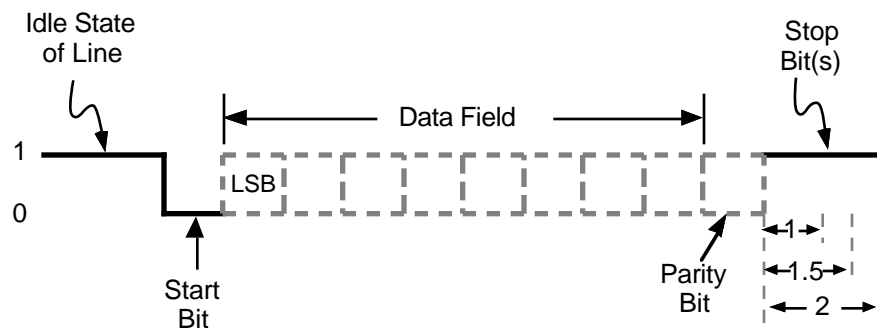


Figure 4-3. Asynchronous Message Format

The transmission of a character begins when the line makes a transition from the "1" state, or MARK condition to the "0" state or SPACE condition. This transition is the reference by which the character's bit cell boundaries are defined. Though the transmitter and receiver have no common clock signal, there must be an agreement as to the

data rate so that the receiver can always sample the data in the center of the bit cell.

The character can be broken up into four fields:

1. Start bit - signals the beginning of a character frame.

2. Data field - typically 5-8 bits wide.
3. Parity bit - optional, provides mechanism for checking character validity, transmitter and receiver agree that:
4. Data + Parity bit contains odd number of 1s (odd parity) or Data + Parity bit contains even number of 1s (even parity).

Stop bit(s) - provides a minimum interval between the end of one character and the beginning of the next.

The ISCC™ supports Asynchronous mode with a number of programmable options including the number of bits per character, the number of stop bits, the clock factor, modem interface signals and break detect and generation.

Asynchronous mode is selected by programming the desired number of stop bits in D3 and D2 or WR4. Programming these two bits with other than "00" places both the receiver and transmitter in Asynchronous mode. In this mode, the ISCC ignores the state of bits D4, D3, and D2 of WR3, bits D5 and D4 of WR4, bits D2 and D0 of WR5, all of WR6 and WR7 and all of WR10 except D6 and D5. Bits that are ignored may be programmed with "1" or "0" or not at all. See Table 4-1 below.

Table 4-1. Write Register Bits Ignored in Asynchronous Mode

Register	D7	D6	D5	D4	D3	D2	D1	D0
WR3				x	x	x		
WR4			x	x				
WR5						x		x
WR6	x	x	x	x	x	x	x	x
WR7	x	x	x	x	x	x	x	x
WR10	x			x	x	x	x	x

4.2.1 Asynchronous Transmit

Characters are loaded from the transmit buffer to the shift register where they are given a start bit and a parity bit (if programmed), and are shifted out to the TxD pin. Each time the transmit buffer becomes empty the Tx Empty bit in RR0 is set to 1 and, optionally, an interrupt or DMA request can be generated.

The number of bits transmitted per character is controlled both by Bits D6 and D5 in WR5, and the way the data is formatted within the transmit buffer. The bits in WR5 allow the option of five, six, seven, or eight bits per character. When five bits per character is selected the data may be formatted before being written to the transmit buffer to allow transmission of from one to five bits per character.

This formatting is shown in Table 4-2.

Table 4-2. Transmit Bits per Character

Bit 7	Bit 6	
0	0	5 or less bits/character
0	1	7 bits/character
1	0	6 bits/character
1	1	8 bits/character

For five or less bits per character selection in WR5, the following encoding is used in the data sent to the transmitter. D is the data bit(s) to be sent.

D7	D6	D5	D4	D3	D2	D1	D0	
1	1	1	1	0	0	0	D	Sends one data bit
1	1	1	0	0	0	D	D	Sends two data bits
1	1	0	0	0	D	D	D	Sends three data bits
1	0	0	0	D	D	D	D	Sends four data bits
0	0	0	D	D	D	D	D	Sends five data bits

In all cases the data must be right-justified, with the unused bits being ignored except in the case of five bits or less per character.

An additional bit, carrying parity information, may be automatically appended to every transmitted character by setting bit D0 of WR4 to "1". This bit is sent in addition to the number of bits specified in WR4 or by the data format. The parity sense is selected by bit D1 of WR4. If this bit is set to "1", the transmitter sends even parity, if set to "0", the parity is odd.

The ISCC may be programmed to accept a transmit clock that is one, sixteen, thirty-two, or sixty-four times the data rate. This is selected by bits D7 and D6 of WR4, in common with the clock factor for the receiver. Note that the chosen clock factor may restrict the number of stop bits that may be transmitted. In particular, when the clock rate and data rate are identical, one-and-a-half stop bits are not allowed. If any length other than one stop bit is desired in the times one mode, only two stop bits may be used.

There are two modem control signals associated with the transmitter provided by the ISCC, namely /RTS and /CTS.

The /RTS pin is a simple output that carries the inverted state of the RTS bit (D1) in WR5, unless the Auto Enables bit (D5) is set in WR3. When Auto Enables is set, the /RTS pin will immediately go Low when the RTS bit is set. However, when the RTS bit is reset, the /RTS pin remains Low until the transmitter is completely empty and the last stop bit has left the TxD pin. Thus the /RTS pin may be used to disable external drivers for the transmit data.

4.2 ASYNCHRONOUS MODE (Continued)

The /CTS pin is ordinarily a simple input to the CTS bit in RR0. However, if Auto Enables mode is selected this pin becomes an enable for the transmitter. That is, if Auto Enables is on and the /CTS pin is High, the transmitter is disabled; the transmitter is enabled while the /CTS pin is Low.

The transmitter may be programmed to send a Break by setting bit D4 of WR5 to "1". The transmitter will send continuous "0s" from the first transmit clock edge after this command is issued, until the first transmit clock edge after this bit is reset. The transmit clock edges referred to here are those that define transmitted bit cell boundaries.

An additional status bit for use in Asynchronous mode is available in bit D0 or RR1. This bit, called All Sent, is set when the transmitter is completely empty and any previous data or stop bits have reached the TxD pin. The All Sent bit can be used by the processor as an indication that the transmitter may be safely disabled.

The initialization sequence for the transmitter in asynchronous mode is given in Table 4-3.

At this point other registers should be initialized according to the hardware design such as clocking, I/O mode, etc. When all this is completed, the transmitter may be enabled by setting WR5(3) = 1. Also note that the transmitter and receiver may be initialized at the same time.

The number of bits/char is selected by WR3, bits 6-7.

Table 4-3. Initialization Sequence for the Transmitter in Asynchronous Mode

Reg	Bit No	Description
WR4	3, 2	Select Async Mode and the number of stop bits*
	0, 1	Select parity*
	6, 7	Select clock mode*
WR3	5	Select Auto Enable Mode*
WR5	1	Select modem control (RTS)
	4	Select break generation
	6, 5	Select number of bits/char for transmitter

Note: * Initializes transmitter and receiver simultaneously

4.2.2 Asynchronous Reception

During reception, the start and stop bits are stripped away and checked for errors, leaving only the working data for CPU interaction.

The receiver always checks for one stop bit. If after character assembly the receiver finds this stop bit to be a "0", the Framing Error bit in the receive error FIFO is set at the same time that the character is transferred to the receive

data FIFO. This error bit accompanies the data to the top of the FIFO, where it generates a special receive condition. The Framing Error bit is not latched, and so must be read in RR1 before the accompanying data is read.

The additional parity bit per character is transferred to the receive data FIFO along with the data if the data plus parity is eight bits or less. The Parity Error bit in the receive error FIFO may be programmed to cause a special receive condition interrupt by setting bit D2 of WR1 to "1". This error bit is latched and so will remain active, once set, until an Error Reset command has been issued. If interrupts are not used to transfer data, the Parity Error, Framing Error, and Overrun Error bits in RR1 should be checked before the data is removed from the receive data FIFO.

The ISCC™ may be programmed to accept a receive clock that is one, sixteen, thirty-two, or sixty-four times the data rate. This is selected by bits D7 and D6 in WR4. The 1X mode is used when bits are synchronized external to the receiver. The 1X mode is the only mode in which a data encoding method other than NRZ may be used. The clock factor is common to the receiver and transmitter.

The ISCC provides up to three modem control signals associated with the receiver.

The /SYNC pin is a general-purpose input whose state is reported in the Sync/Hunt bit in RR0. If the crystal oscillator is enabled, this pin is not available and the Sync/Hunt bit is forced to "0". Otherwise, the /SYNC pin may be used to carry the Ring Indicator signal.

The /DTR//REQ pin carries the inverted state of the DTR bit (D7) in WR5 unless this pin has been programmed to carry a DMA Request signal.

The /DCD pin is ordinarily a simple input to the DCD bit in RR0. However, if the Auto Enables mode is selected by setting D5 of WR3 to "1", this pin becomes an enable for the receiver. That is, if Auto Enables is on and the /DCD pin is High, the receiver is disabled. While the /DCD pin is Low, the receiver is enabled.

The break condition is continuous "0s", as opposed to the usual continuous ones during an idle. The ISCC recognizes the Break condition upon seeing a null character (all "0s") plus a framing error. Upon recognizing this sequence the Break bit in RR0 will be set and will remain set until a "1" is received. At this point the break condition is no longer present. At the termination of a break the receive data FIFO contains a single null character, which should be read and discarded. The Framing Error bit will not be set for this character, but if odd parity has been selected, the Parity Error bit will be set. Caution should be exercised if the receive data line contains a switch that is

not debounced to generate breaks. Switch bounce may cause multiple breaks, recognized by the ISCC to be additional characters assembled in the receive data FIFO. It may also cause a receive overrun condition being latched.

Received characters are assembled, checked for errors, and moved to a three byte FIFO. When there is at least one character in the FIFO the Rx Character Available bit (in RR0) is set to 1 and, optionally, an interrupt or DMA request can be generated. Since errors apply to specific characters, it is necessary that error information moves along side the data that it refers to. This is implemented in the ISCC with a three entry error FIFO in parallel with the data FIFO. The three error conditions that the receiver checks for in asynchronous mode are:

1. Framing errors - when a character stop bit is found to be 0.
2. Parity errors - when parity is enabled and the parity of a character disagrees with the sense programmed in WR4.
3. Overrun errors - when the FIFO overflows.

4.3 BYTE-ORIENTED SYNCHRONOUS MODE

Three byte-oriented synchronous protocols supported by ISCC are monosync, bisync, and external sync.

In synchronous communications the bit cell boundaries are defined by a clock signal which is common to both the transmitter and receiver. Of course there must also be an agreement as to the location of the character boundaries so that the characters can be properly framed. This is normally accomplished by defining special SYNC patterns, or SYNC characters. The SYNC pattern serves as a reference; it signals the receiver that a character boundary occurs immediately after the last bit of the pattern. Another way of identifying the character boundaries (i.e., achieving synchronization) is with a logic signal that goes active just as the first character is about to enter the receiver. This method is referred to as "External Synchronization".

The initialization sequence for the receiver in asynchronous mode is given in Table 4-4 below.

Table 4-4. Initialization Sequence for the Receiver in Asynchronous Mode

Reg	Bit No	Description
WR4	3, 2	Select Async Mode and the number of stop bits*
	0, 1	Select parity*
	6, 7	Select clock mode*
WR3	7, 6	Select number of bits/character
	5	Select Auto Enable Mode*
WR5	1	Select modem control (RTS)

Note: * Initializes transmitter and receiver simultaneously

At this point other registers should be initialized according to the hardware design such as clocking, I/O mode, etc. When all this is completed, the receiver may be enabled by setting WR3(0) = 1. Also note that the transmitter and receiver may be initialized at the same time.

Figure 4-4 shows the character format for synchronous transmission. For example, bits 1-8 might be one character and bits 9-13 part of another character; or bit 1 might be part of a second character, and bits 10-13 part of a third character. The alignment of the received bytes to the byte assembly is accomplished by defining a synchronization character, commonly called a "sync character".

4.3 BYTE-ORIENTED SYNCHRONOUS MODE (Continued)

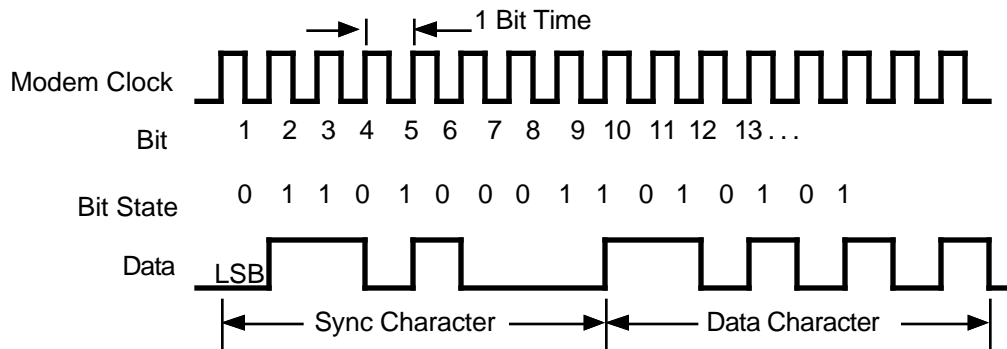


Figure 4-4. Monosync Data Character Format

Start and stop bits are not required in synchronous modes. All bits are used to transmit data. This eliminates the "waste" characteristic of asynchronous communication.

4.3.1 Byte Oriented Synchronous Transmit

Once Synchronous mode has been selected, any of three sync character lengths may be selected:

- 6-bit
- 8-bit
- 16-bit

The 6-bit option Sync character is selected by setting bits 4 and 5 of WR4 to zeros and bit 0 of WR10 to one. Only the least significant six bits of WR6 are transmitted.

The 8-bit sync character is selected by setting bits 4 and 5 of WR4 to zeros and bit 0 of WR10 to zero. With this option selected, the transmitter sends the contents of WR6 when it has no data to send.

Monosync and Bisync modes require clocking information to be transmitted along with the data either by a method of encoding data that contains clocking information, or by a modem that encodes or decodes clock information in the modulation process. Refer to the Monosync message format as shown in Figure 4-4.

The Bisync mode of operation is similar to the Monosync mode, except that two sync characters are provided instead of one. Bisync attempts a more structured approach to synchronization through the use of special characters as message "headers" or "trailers".

External Sync mode eliminates the use of sync characters in the serial data stream by providing an external sync signal to mark the beginning of a data field; i.e., an external input pin (Sync) waits for an active state change to indicate the beginning of an information field.

Character-oriented mode is selected by programming bits D3 and D2 of WR4 with zeros. This selects synchronous mode, as opposed to asynchronous mode, but this selection is further modified by bits 5 to 7 of WR4 as well as bits 1 and 0 of WR10. In sync character-oriented modes, except External Sync mode, the state of bits 7 and 6 of WR4 are always forced internally to zeros. In external sync mode, these two bits must be programmed as described in Section 5.4.5.

Table 4-5. Registers Used in Character-oriented Modes

Register	Bit No	Description
WR4	3 (=0)	Select sync mode
	2 (=0)	
	4 (=0)	Select monosync mode
	5 (=0)	(8-bit sync character)
	4 (=1)	Select bisync mode
	5 (=0)	(16-bit sync character)
	4 (=1)	Select external sync mode
	5 (=1)	(external sync signal required)
WR6	7-0	Sync character (low byte)
	7-0	Sync character (high byte)
WR7	7-0	Sync character (high byte)
WR10	6 (=0)	Select 1x clock mode
	7 (=0)	

In character-oriented modes, a special bit pattern is used to provide character synchronization. The ISCC offers several options to support synchronous mode including various sync generation and checking, CRC generation and checking, as well as modem controls and a transmitter to receiver synchronization function.

For a 16-bit sync character, set bit D4 of WR4 to “1” and bit D5 of WR4 and bit D0 of WR10 to “0”. In this mode the transmitter sends the concatenation of WR6 and WR7 as a time fill.

Because the receiver requires that sync characters be left-justified in the registers, while the transmitter requires them to be right justified, only the receiver will work with a 12-bit sync character. While the receiver is in External Sync mode, the transmitter sync length may be six or eight bits, as selected by bit D0 of WR10.

The number of bits per transmitted character is controlled by D6 and D5 of WR5 and the way the data is formatted within the transmit buffer. The bits in WR5 allow the option of five, six, seven, or eight bits per character. When five bits per character is selected the data may be formatted before being written to the transmit buffer to allow transmission of from one to five bits per character. This formatting is shown in Table 4-2. In all cases the data must be right-justified, with the unused bits being ignored except in the case of five bits per character.

An additional bit, carrying parity information, may be automatically appended to every transmitted character by setting bit D0 of WR4 to “1”. This parity bit is sent in addition to the number of bits specified in WR4 or by the data format. If this bit is set to “1”, the transmitter will send even parity, if set to “0”, the transmitted parity will be odd.

Either of two CRC polynomials may be used in synchronous modes, selected by bit D2 in WR5. If this bit is set to

“1”, the CRC-16 polynomial is used and, if this bit is set to “0”, the CRC-CCITT polynomial is used. This bit controls the selection for both the transmitter and receiver. The initial state of the generator and checker is controlled by bit D7 of WR10. When this bit is set to “1”, both the generator and checker will have an initial value of all ones, if this bit is set to “0”, the initial values will be all zeros.

The ISCC does not automatically preset the CRC generator, so this must be done in software. This is accomplished by issuing the Reset Tx CRC Generator command, which is encoded in bits D7 and D6 of WR0. For proper results this command must be issued while the transmitter is enabled and sending sync characters.

If CRC is to be used, the transmit CRC generator must be enabled by setting bit D0 of WR5 to “1”. This bit may also be used to exclude certain characters from the CRC calculation. Sync characters are automatically excluded from the CRC calculation and any characters written as data may also be excluded from the calculation by using bit D0 of WR5. Internally, the CRC is enabled or disabled for a particular character at the same time as the character is loaded from the transmit buffer to the Transmit Shift register. Thus, to exclude a character from CRC calculation bit D0 of WR5 should be set to “0” before the character is written to the transmit buffer. This guarantees that the internal disable will occur when the character moves from the buffer to the shift register. Once the buffer becomes empty, the Tx CRC Enable bit may be written for the next character.

Enabling the CRC generator is not sufficient to control the transmission of CRC. In the ISCC this function is controlled by the Tx Underrun/EOM bit, which may be reset by the processor and set by the ISCC. When the transmitter underruns (both the transmit buffer and Transmit Shift register are empty) the state of the Tx Underrun/EOM bit determines the action taken by the ISCC. If the Tx Underrun/EOM bit is not set when the underrun occurs, the transmitter will send the accumulated CRC and set the Tx Underrun/EOM bit to indicate this. This transition may be programmed to cause an external/status interrupt, or the Tx Underrun/EOM is available in RR0.

The Reset Tx Underrun/EOM Latch command is encoded in bits D7 and D6 of WR0. For correct transmission of the CRC at the end of a block of data, this command must be issued after the first character is written to the ISCC but before the transmitter underruns after the last character written to the ISCC. The command is usually issued immediately after the first character is written to the ISCC so that CRC will be sent if an underrun occurs inadvertently during the block of data.

If the transmitter is disabled during transmission of a character, that character will be sent completely. This applies to both data and sync characters. However, if the transmitter is disabled during the transmission of CRC, the 16-bit

4.3 BYTE-ORIENTED SYNCHRONOUS MODE (Continued)

transmission will be completed, but the remaining bits will come from the SYNC registers rather than the remainder of the CRC.

There are two modem control signals associated with the transmitter provided by the ISCC: /RTS and /CTS.

The /RTS pin is a simple output that carries the inverted state of the RTS bit (D1) in WR5.

The /CTS pin is ordinarily a simple input to the CTS bit in RR0. However, if Auto Enables mode is selected this pin becomes an enable for the transmitter. That is, if Auto Enables is ON and the /CTS pin is High the transmitter is disabled. While the /CTS pin is Low, transmitter is enabled.

The initialization sequence for the transmitter in character-oriented mode is shown in Table 4-6.

Table 4-6. Transmitter Initialization in Character Oriented Mode

Register	Bit No	Description
WR4	0,1	select parity
WR5	1	RTS
	2	select CRC generator
	5,6	select number of bits per character
WR10	7	CRC preset value

At this point, the other registers should be initialized as necessary. When all of this is completed the transmitter maybe enabled by setting bit 3 of WR5 to one. Now that the transmitter is enabled the CRC generator maybe initialized by issuing the Reset Tx CRC Generator command in WR0, bit 6-7.

4.3.2 Byte-Oriented Synchronous Receive

The CPU places the receiver in Hunt mode whenever transmission begins (or whenever a data dropout has occurred and the hardware determines that resynchronization is necessary). In Hunt mode, the receiver shifts a bit into the Receive Shift register and compares the contents of the Receive Shift register and with the sync character (stored in another register), repeating the process until a match occurs. When a match occurs, the receiver begins transferring bytes to the receive FIFO.

Once the sync character-oriented mode has been selected, any of the four sync character length maybe selected: 6-bits, 8-bits, 12-bits, or 16-bits.

The Table 4-7 shows the WR register bit setting for selecting sync character length.

Table 4-7. Sync Character Length Selection

Sync Length	WR4,D5	WR4,D4	WR10,D0
6 bits	0	0	1
8 bits	0	0	0
12 bits	0	1	1
16 bits	0	1	0

The arrangement of the sync character in WR6 and WR7 is shown in Figure 4-5.

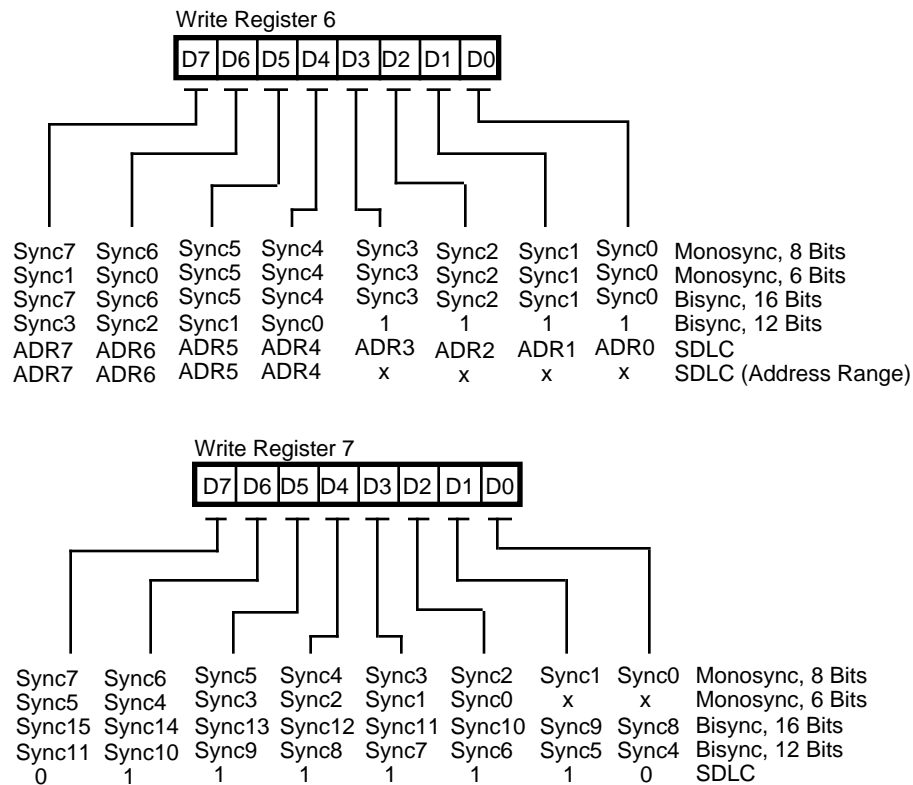


Figure 4-5. Sync Character Programming

For those applications requiring any other sync character length, the ISCC makes provision for an external circuit to provide a character synchronization signal on the /SYNC pin. This mode is selected by setting bits D5 and D4 of WR4 to "1". In this mode the Sync/Hunt bit in RR0 reports the state of the /SYNC pin but the receiver must still be placed in Hunt mode when the external logic is searching

for a sync character match. When the receiver is in Hunt mode and the /SYNC pin is driven Low, two receive clock cycles after the last bit of the sync character is received, character assembly will begin on the rising edge of the receive clock immediately preceding the activation of /SYNC. This is shown in Figure 4-6. The receiver leaves Hunt mode when /SYNC is driven Low.

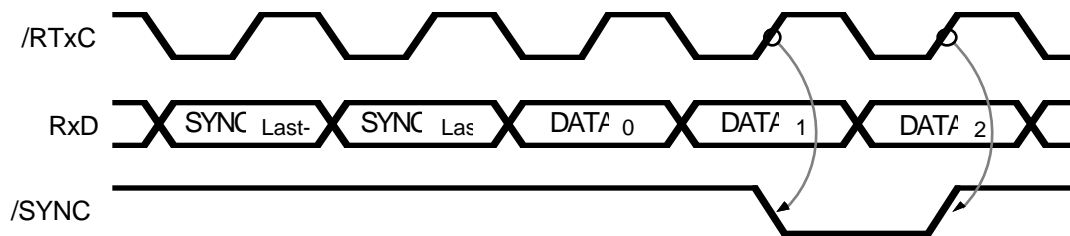


Figure 4-6. /SYNC as an Input

In all cases except External Sync mode the /SYNC pin is an output that is driven Low by the ISCC to signal that a sync character has been received. The /SYNC pin is activated regardless of character boundaries so any external circuitry using it should only respond the /SYNC

pulse that occurs while the receiver is in Hunt mode. The timing for the /SYNC signal is shown in Figure 4-7.

4.3 BYTE-ORIENTED SYNCHRONOUS MODE (Continued)

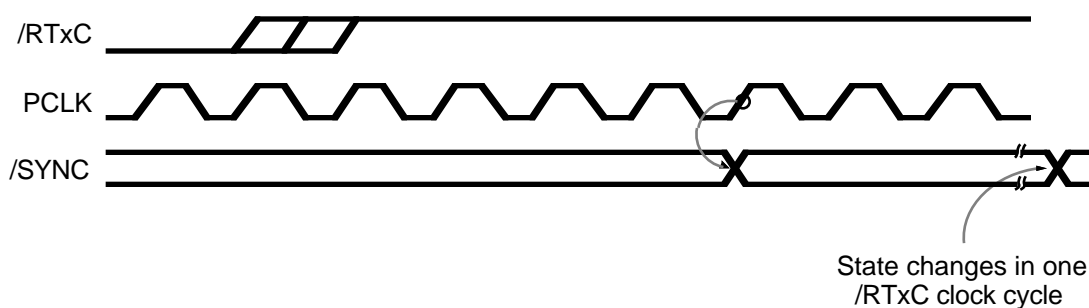


Figure 4-7. /SYNC as an Output

It is sometimes desirable to prevent sync characters from entering the receive data FIFO. This function is available in the ISCC by setting the Sync Character Load inhibit bit (D1) in WR3 to “1”. While this bit is set to “1”, the character about to be loaded into the receive data FIFO is compared with the contents of WR6. If all eight bits match the character, it is not loaded into the receive data FIFO. Because the comparison is across eight bits, this function works correctly only when the number of bits per character is the same as the sync character length. Thus it cannot be used with 12- or 16-bit sync characters. Both leading sync characters and sync characters embedded in the data may be properly removed in the case of a 8-bit sync character. Care must be exercised in using this feature because sync characters not transferred to the receive data FIFO will automatically be excluded from CRC calculation. This works properly only in the 8-bit case.

The receiver in the ISCC searches for character synchronization only while it is in Hunt mode. In this mode the receiver is idle having been first enabled, and may be placed in Hunt mode by command from the processor. This is accomplished by issuing the Enter Hunt Mode command in WR3. This bit (D4) is a command; writing a “0” to it has no effect. The Hunt status of the receiver is reported by the Sync/Hunt is one of the possible sources of external/status interrupts, with both transitions causing an interrupt. This is true even if the Sync/Hunt bit is set as a result of the processor issuing the Enter Hunt Mode command.

The number of bits per character is controlled by bits D7 and D6 of WR3. Five, six, seven, or eight bits per character may be selected via these two bits. The data is right-justified in the receive data buffer. The ISCC merely takes a snapshot of the receive data stream at the appropriate times so the “unused” bits in the receive buffer are only the bits following the character in the data stream.

An additional bit, carrying parity information, may be selected by setting bit D0 of WR4 to “1”. If this bit is set to “1”, the received character is checked for even parity, if set to “0”, the received character is checked for odd parity. The additional bit per character is not visible when there are eight data bits per character. The Parity Error bit in the receive error FIFO may be programmed to cause a Special Receive Condition interrupt by setting bit D2 of WR1 to “1”. This error bit is latched and so will remain active, once set, until an Error Reset command has been issued. If interrupts are not used to transfer data the Parity Error, CRC Error, and Overrun Error bits in RR1 should be checked before the data is removed from the receive data FIFO.

The character length may be changed at any time before the new number of bits has been assembled by the receiver, but, care should be exercised as unexpected results may occur. A representative example, switching from five bits to eight bits and back to five bits is shown in Figure 4-8.

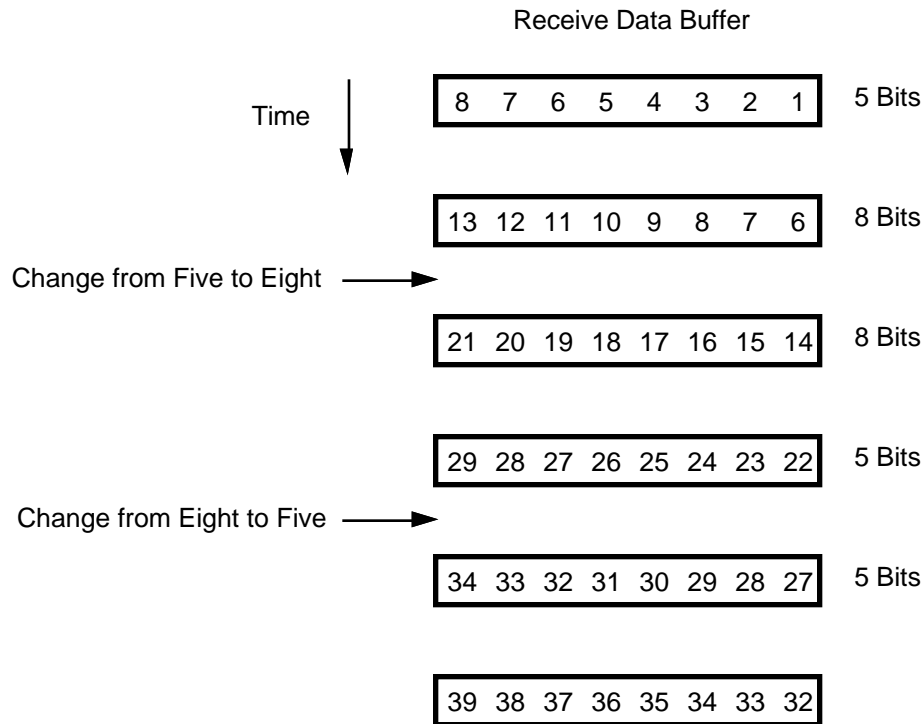


Figure 4-8. Changing Character Length

Either of two CRC polynomials may be used in synchronous modes, selected by bit D2 in WR5. If this bit is set to “1”, the CRC-16 polynomial is used, if this bit is set to “0”, the CRC-CCITT polynomial is used. This bit controls the polynomial selection for both the receiver and transmitter.

The initial state of the generator and checker is controlled by bit D7 of WR10. When this bit is set to “1”, both the generator and checker will have an initial value of all ones, if this bit is set to “0”, the initial values will be all “0s”. The ISCC presets the checker whenever the receiver is in Hunt mode so a CRC reset command is not strictly necessary. However, there is a Reset CRC Checker command in WR0. This command is encoded in bits D7 and D6 of WR0. If CRC is to be used the CRC checker must be enabled by setting bit D0 of WR3 to “1”.

If sync characters are being stripped from the data stream, this may be done at any time before the first non-sync character is received. If the sync strip feature is not being used, CRC must not be enabled until after the first data character has been transferred to the receive data FIFO. As previously mentioned, 8-bit sync characters stripped from the data stream are automatically excluded from CRC calculation.

Some synchronous protocols require that certain characters be excluded from CRC calculation. This is possible in the ISCC because CRC calculation may be enabled and

disabled on the fly. To give the processor sufficient time to decide whether or not a particular character should be included in the CRC calculation, the ISCC contains an 8-bit time delay between the receive shift register and the CRC checker. The logic also guarantees that the calculation will only start or stop on a character boundary by delaying the enable or disable until the next character is loaded into the receive data FIFO.

To understand how this works refer to Figure 4-9 and the following explanation. Consider a case where the ISCC receives a sequence of eight bytes, called A, B, C, D, E, F, G and H with A received first. Now suppose that A is the sync character, that CRC is to be calculated on B, C, E, and F, and that F is the last byte of this message. A process is used to control the ISCC as described below.

The Receive Character-Operational Stages:

1. Before A is received the receiver is in Hunt mode and the CRC is disabled. When A is in the receive shift register it is compared with the contents of WR7. Since A is the sync character, the bit patterns match and receive leaves Hunt mode, but character A is not transferred to the receive data FIFO.
2. After 8-bit times, B is loaded into the receive data FIFO. The CRC remains disabled even though somewhere during the next eight bit times the

4.3 BYTE-ORIENTED SYNCHRONOUS MODE (Continued)

processor reads B and enables CRC. At the end of this eight-bit time, B is in the 8-bit delay and C is in the receive shift register.

3. Character C is loaded into the receive data FIFO and at the same time the CRC checker becomes enabled. During the next eight-bit-time, the processor reads C and since CRC is enabled within this period, the ISCC has calculated CRC on character B; character C is in the 8-bit delay and D is in the Receive Shift register. D is then loaded into the receive data FIFO and at some point during the next eight-bit-time the processor reads D and disables CRC. At the end of these eight-bit-times CRC has been calculated on C, character D is in the 8-bit delay and E is in the Receive Shift register.
4. Now E is loaded into the receive data FIFO. During the next eight-bit-times the processor reads E and enables the CRC. During this time E shifts into the 8-bit delay, F enters the Receive Shift register and CRC is not being calculated on D. After these eight-bit-times have elapsed, E is in the 8-bit delay, and F is in the Receive Shift register. Now F is transferred to the receive data FIFO and CRC is enabled. During the next eight-bit-times the processor reads F and leaves the CRC enabled. The processor is usually aware that this is the last character in the message and so prepares to check the result of the CRC computation. However, another sixteen bit-times are required before CRC has been calculated on all of character F.

5. At the end of eight-bit-times F is in the 8-bit delay and G is in the Receive Shift register. At this time G is transferred to the receive data FIFO. Character G must be read and discarded by the processor. Eight bit times later H is transferred to the receive data FIFO also. The result of a CRC calculation is latched in the receive error FIFO at the same time as data is written to the receive data FIFO. Thus the CRC result through character F accompanies character H in the FIFO and will be valid in RR1 until character H is read from the receive data FIFO. The CRC checker may be disabled and reset at any time after character H is transferred to the receive data FIFO. Recall, however, that internally CRC will not be disabled until after this occurs. A better alternative is to place the receiver in Hunt mode, which automatically disables and resets the CRC checker. See Table 4-8 for a condensed description.

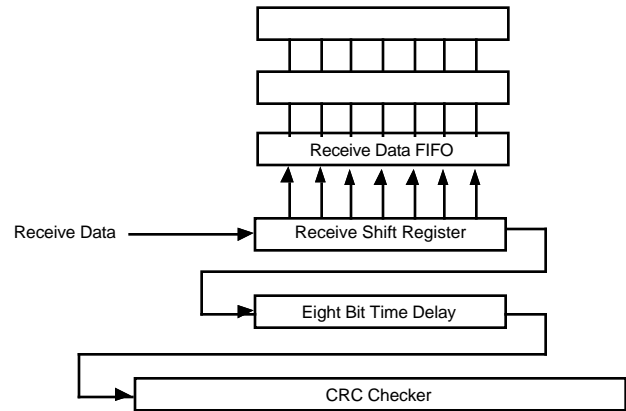


Figure 4-9. Receive CRC Data Path

Table 4-8. Enabling and Disabling CRC on the Fly

Stage	Direction of Data Coming into SCC →	Shift Register	Receive Data FIFC	Delay Register	CRC	Notes																
<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td> </tr> <tr> <td>(Sync)</td><td>(Data1)</td><td>(Data2)</td><td>(Data3)</td><td>(CRC1)</td><td>(CRC2)</td><td>(Data)</td><td>(Data)</td> </tr> </table> <p>Note: No CRC Calculation on "D"</p>							A	B	C	D	E	F	G	H	(Sync)	(Data1)	(Data2)	(Data3)	(CRC1)	(CRC2)	(Data)	(Data)
A	B	C	D	E	F	G	H															
(Sync)	(Data1)	(Data2)	(Data3)	(CRC1)	(CRC2)	(Data)	(Data)															
1	H G F E D C B				d																	
	H G F E D C	A			d																	
2	H G F E D CPU Read CPU Enables CF	B	B		d																	
3	H G F E CPU Read	C	C	B	e																	
	H G F CPU Read CPU Disables CI	D	D	C	e	→ CRC Calc on B																
4	H G F CPU Read CPU Enables CF	E	E	D	d	→ CRC Calc on C																
	H G CPU Read	F	F	E	e	→ CRC Calc is Disabled on D																
5	H CPU Reads & Discards	G	G	F	e	→ CRC Calc on E																
		H		G*	e	→ CRC Calc on F																
	Read RR1 Read H & Discards		H			→ CRC Calc on F* Result latched in Error FIFO †																

Legend:

* Usually G is a end-of-message character indicator.

† The status is latched on the Error FIFO for each received byte. In the calculation of F, the CRC error flag in the Error FIFO will be 0 for an error free message.

d = disabled
e = enabled

A B C D E F G H
A = SYNC
B - F = Data with E = CRC1 and F = CRC2
G and H are arbitrary data

4.3 BYTE-ORIENTED SYNCHRONOUS MODE (Continued)

Up to two modem control signals associated with the receiver are available in synchronous modes: DTR/REQ and DCD. The /DTR//REQ pin carries the inverted state of the DTR bit (D7) in WR5 unless this pin has been programmed to carry a DMA Request signal. The /DCD pin is ordinarily a simple input to the DCD bit in RR0. However, if the Auto Enables mode is selected by setting D5 of WR3 to "1", this pin becomes an enable for the receiver. Then if Auto Enables is ON and the /DCD pin is High the receiver is disabled; while the /DCD pin is Low the receiver is enabled.

The initialization sequence for the receiver in character-oriented mode is WR4 first, to select the mode, then WR10 to modify it if necessary, WR6 and WR7 to program the sync characters and then WR3 and WR5 to select the various options. At this point the other registers should be initialized as necessary. When all this is completed the receiver is enabled by setting bit 0 of WR3 to a one. A summary is shown in Table 4-9.

Table 4-9. Initializing the Receiver in Character Oriented Mode

Register	Bit No	Description
WR4	4-5	Select sync character
WR10	0	Length
WR4	4-5	Select external sync
WR6	0-7	Sync character, lower byte
WR7	0-7	Sync character, upper byte
WR3	1	Sync character inhibit
	4	Enter hunt mode
WR3	6-7	Number of bits/character
WR4	0-1	Select parity
WR5	2	Select CRC
WR10	7	CRC generator initial state
WR0	7-6	Reset CRC generator
WR3	0	CRC enable
WR5	7	DTR/REQ
WR3	5	Auto enableh

4.3.3 Transmitter/Receiver Synchronization

The ISCC contains a transmitter-to-receiver synchronization function that may be used to guarantee that the character boundaries for the received and transmitted data are the same. In this mode the receiver is in Hunt and the transmitter is idle, sending either all "1s" or all "0s". When the receiver recognizes a sync character, it

leaves Hunt mode and one character time later the transmitter is enabled and begins sending sync characters. Beyond this point the receiver and transmitter are again completely independent, except that the character boundaries are now aligned. This is shown in Figure 4-10.

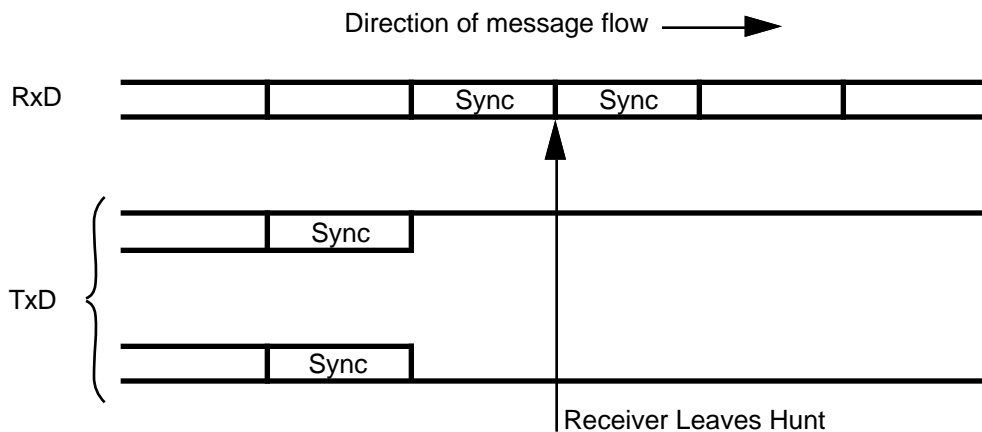


Figure 4-10. Transmitter to Receiver Synchronization

There are several restrictions on the use of this feature in the ISCC. First, it will only work with 6-bit, 8-bit or 16-bit sync characters, and the data character or eight bits with

an 8-bit or 16-bit sync character. Of course, the receive and transmit clocks must have the same rate as well as the proper phase relationship.

A specific sequence of operations must be followed to synchronize the transmitter to the receiver. Both the receiver and transmitter must have been initialized for operation in Synchronous mode sometime in the past, although this initialization need not be redone each time the transmitter is synchronized to the receiver. The transmitter is disabled by setting bit D3 of WR5 to "0". At this point the transmitter will send continuous "1s". If it is desired that continuous "0s" be transmitted, the Send Break bit (D4) in WR5 should be set to "1". The transmitter is now idling but must still be placed in the transmitter to receiver synchronization mode.

This is accomplished by setting the Loop Mode bit (D1) in WR10 and then enabling the transmitter by setting bit D3 to WR5 to "1". At this point the processor should set the Go Active on Poll bit (D4) in WR10. The final step is to force the receiver to search for sync characters. If the receiver is currently disabled the receiver will enter Hunt mode when it is enabled by setting bit D0 of WR3 to "1". If the receiver is already enabled it may be placed in Hunt mode by setting bit D4 of WR3 to "1". Once the receiver leaves Hunt mode the transmitter is activated on the following character boundary.

4.4 BIT-ORIENTED SYNCHRONOUS MODE

Synchronous Data Link Control mode (SDLC) uses synchronization characters similar to Bisync and Monosync modes (such as flags and pad characters), but it is a bit-oriented protocol instead of byte-oriented protocol. High-Level synchronous Data Link Communication (HDLC) protocol is identical to SDLC except for differences in framing and can be handled by the ISCC using the SDLC mode. The discussions on SDLC which follow are equally applicable to HDLC.

Any data communication link involves at least two stations. The station that is responsible for the data link and issues the commands to control the link is called the

"primary station". The other station is a "secondary station". Not all information transfers need to be initiated by a primary station. In SDLC mode, a secondary station can be the initiator.

The basic format for SDLC is a "frame" (Figure 4-11). The information field is not restricted in format or content and can be of any reasonable length (including zero). Its maximum length is that which can be expected to arrive at the receiver error-free most of the time. Hence, the determination of maximum length is a function of communication channel error rate.

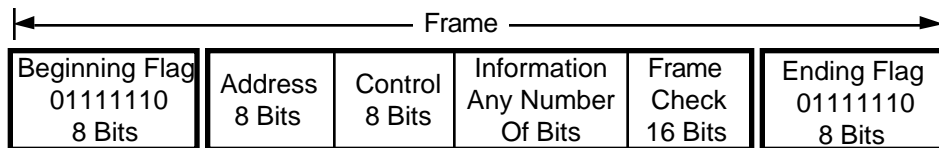


Figure 4-11. SDLC Message Format

Two flags that delineate the SDLC frame serve as reference points when positioning the address and control fields, and they initiate the transmission error check. The ending flag indicates to the receiving station that the 16-bits just received constitute the frame check. The ending flag could be followed by another frame, another flag, or an idle. This means that when two frames follow one another, the intervening flag may simultaneously be the ending flag of the first frame and the beginning flag of the next frame. Since the SDLC mode does not use characters of defined length, but rather works on a bit-by-bit basis, the 01111110 (7EH) flag can be recognized at any time.

To ensure that the flag is not sent accidentally, SDLC procedures require a binary "0" to be inserted by the transmitter after the transmission of any five contiguous "1s". The receiver then removes the "0" following a received succession of five "1s". Inserted and removed "0s" are not included in the CRC calculation.

There are two unique bit patterns in SDLC mode besides the flag sequence. They are the Abort and EOP (End of Poll) sequence. An Abort is a sequence of from seven to thirteen consecutive "1s" and is used to signal the premature termination of a frame. The EOP is the bit pattern "11111110", which is used in loop applications as a signal to a secondary station that it may begin transmission.

The address field can consist of one or more octets and is used to designate the number of secondary station to which the commands or data are sent. A control field may follow the address. The control field is eight bits long and is used to initiate SDLC activities. Data follows the control field any may consist of any number of bits.

In the SDLC mode, the ISCC operates in the following way. In SDLC mode, frames of information are opened and closed by a flag. The Flag character has the unique bit pattern of "01111110". When transmitting data or CRC, the

4.4 BIT-ORIENTED SYNCHRONOUS MODE (Continued)

transmitter automatically performs zero insertion after five consecutive ones, irrespective of character boundaries. In turn, the receiver searches the receive data stream for five consecutive "1s" and deletes the next bit if it is a "0".

CRC may be used in SDLC mode but only with the CRC-CCITT polynomial. In the SDLC Mode, the transmitter in the SCC cell automatically inverts the CRC before transmission. Because of this inversion, the receiver CRC check results in a non-zero, but fixed remainder for errorless data. The fixed remainder for this mode is "0001110100001111" and this is the pattern automatically checked for in the receiver in this mode. This is consistent with bit-oriented protocols such as SDLC, HDLC, and ADCCP.

SDLC mode is selected by setting bit D5 of WR4 to "1" and bits D4, D3, and D2 of WR4 to "0". In addition, the flag sequence must be written to WR7. Additional control bits for SDLC mode are located in WR10.

4.4.1 SDLC Transmit

In SDLC mode the transmitter moves characters from the transmit buffer to the shift register, through the zero inserter, and out the TxD pin. The transmitter does not automatically send the address byte; it merely encapsulates the data supplied by the processor with flags and CRC. Also, the processor must load the flag into WR7 as the ISCC does not have a default flag pattern.

Ordinarily, a frame will be terminated by the ISCC with CRC and a flag but the ISCC may be programmed to send an abort and a flag in place of the CRC. This option allows the ISCC to abort a frame transmission in progress if the transmitter is accidentally allowed to underrun. This is controlled by the Abort/Flag on Underrun bit (D2) in WR10. When this bit is set to "1" the transmitter will send an abort and a flag in place of the CRC when an underrun occurs. The frame will be terminated normally, with CRC and a flag, if this bit is set to "0", and the Tx Underrun /EOM latch is reset.

The ISCC is also able to send an abort by command of the processor. The Send Abort command, issued in WR0, will send eight consecutive "1s" and then the transmitter will idle. The Send Abort command also empties the transmit buffer register. Since up to five consecutive "1s" may have been sent prior to the Send Abort command being issued, the command will cause a sequence of from eight to thirteen "1s" to be transmitted (five ones of data followed by eight ones of the abort).

After the abort when the transmitter enters the idle condition, the ISCC permits sending continuous 1's instead of idle flags. This option is invoked by setting the Mark/Flag

idle bit (D3) in WR10 to "1". Note that the closing flag will be transmitted correctly even if this mode is selected.

Before a new frame is transmitted, the Mark/Flag idle bit must be set to "0" to allow an opening flag to be transmitted. The Mark/Flag Idle bit must be set to "0" before data is written to the transmit buffer. Care must be exercised in doing this because the continuous "1s" are transmitted, eight at a time (as bytes) by the transmit shift register. After setting the Mark/Flag Idle bit to "0", the software must allow time for eight continuous ones to have left the Transmit Shift register before the first data byte is written to the transmit buffer. This allows the transmitter to recognize that the Flag Idle option has been invoked then, seeing an empty transmit buffer, the transmitter will load the flag into the shift register for transmission. Once the flag load has been done, the data may be placed in the transmit buffer without disturbing the transmission of the flag. (Note that when using the transmitter in SDLC mode, all data passes through the zero inserter, which adds an extra five bit times of delay between the Transmit Shift register and the Transmit Data pin.)

The number of bits per transmitted character is controlled by bits D6 and D5 of WR5 and the way the data is formatted within the transmit buffer. The bits in WR5 allow the option of five, six, seven, or eight bits per character. When "five bits per character" is selected, the data must be specially formatted before being written to the transmit buffer. This formatting is shown in Table 4-2. In all cases the data must be right-justified, with the unused bits being programmed as per the table (three zeros to the left of the data followed by 1's to the left of the zeros to complete the byte).

An additional bit, carrying parity information, may be automatically appended to every transmitted character by setting bit D6 of WR4 to "1". This bit is sent in addition to the number of bits specified in WR4 or by the data format. The parity sense is selected by bit D1 of WR4. Parity is not normally used in SDLC mode.

The character length may be changed on the fly, but the desired length must be selected before the character is loaded into the transmit shift register from the transmit buffer. The easiest way to ensure this is to write to WR5 to change the character length before writing the data to the transmit buffer.

Only the CRC-CCITT polynomial may be used in SDLC mode. This is selected by setting bit D2 in WR5 to "0". This bit controls the selection for both the transmitter and receiver. The initial state of the generator and checker is controlled by bit D7 of WR10. When this bit is set to "1", both the generator, and checker will have an initial value of

all "1s" and, if this bit is set to "0", the initial values will be all "0s".

The ISCC does not automatically preset the CRC generator so this must be done in software. This is accomplished by issuing the Reset Tx CRC generator command, which is encoded in bits D7 and D6 of WR0. For proper results, this command must be issued while the transmitter is enabled and idling. If CRC is to be used the transmit CRC generator must be enabled by setting bit D0 of WR5 to "1". CRC is normally calculated on all characters between opening and closing flags, so this bit is usually set to "1" at initialization and never changed.

Enabling the CRC generator is not sufficient to control the transmission of CRC. In the ISCC this function is controlled by the Tx Underrun/EOM bit, which may be reset by the processor and set by the ISCC.

When the transmitter underruns (both the transmit buffer and transmit shift register are empty) the state of the Tx Underrun EOM bit determines the action taken by the ISCC.

If the Tx Underrun/EOM bit is set to "1" when the underrun occurs, the transmitter will send flags.

The Reset Tx Underrun/EOM Latch command is encoded in bits D7 and D6 of WR0.

If this bit is reset to "0" when the underrun occurs, the transmitter will send either the accumulated CRC followed by flags, or an abort followed by flags, depending on the state of the Abort/Flag on Underrun bit in the WR10, Bit 1. A summary is shown in Table 4-10.

Table 4-10. Underrun EOM Bit

Tx Underrun /EOM Latch Bit	Abort/Flag	Action taken by ISCC upon transmit underrun
0	0	Sends CRC followed by flag
0	1	Sends abort followed by flag
1	x	Sends flag

The ISCC™ sets the Tx Underrun/EOM Latch when the CRC or abort is loaded into the shift register for transmission. This event can cause an interrupt, and the status of the Tx Underrun Latch can be read in RR0. The Tx Underrun Latch may be reset by the processor via WR0.

For correct transmission of the CRC at the end of a frame, the Reset Tx Underrun/EOM Latch command must be issued after the first character is written to the ISCC but before the transmitter underruns after the last character written to the ISCC. The command is usually issued

immediately after the first character is written to the ISCC so that the abort or CRC is sent if an underrun occurs inadvertently. The Abort/Flag on Underrun bit (D2) in WR10 is usually set to "1" at the same time as the Tx Underrun/EOM bit is reset so that an abort can still be sent if the transmitter underruns. The Abort/Flag on Underrun bit is then set to "0" near the end of the frame to allow the correct transmission of CRC.

In this paragraph the term "completely sent" means shifted out of the Transmit Shift register, not shifted out of the zero inserter, which is an additional five bit times of delay. In SDLC mode, if the transmitter is disabled during transmission of a character, that character will be "completely sent". This applies to both data and flags. However, if the transmitter is disabled during the transmission of CRC, 16 total bits corresponding to the two CRC bytes will be transmitted but part of the bits will be from the CRC generator and the latter part of the bits will be from the Flag register rather than from the CRC generator. Thus part of the CRC bytes will not be transmitted.

There are two modem control signals associated with the transmitter provided by the ISCC.

The /RTS pin is a simple output that carries the inverted state of the RTS bit (D1) in WR5.

The /CTS pin is ordinarily a simple input to the CTS bit in RR0. However, if Auto Enables mode is selected this pin becomes an enable for the transmitter. That is, if Auto Enables is ON and the /CTS pin is High the transmitter is disabled. If the /CTS pin is Low, the transmitter is enabled.

The initialization sequence for the transmitter in SDLC mode is: WR4 first, to select the mode, then WR10 to modify it if necessary, WR7 to program the flag, and then WR3 and WR5 to select the various options. At this point the other registers should be initialized as necessary. When all of this is complete, the transmitter may be enabled by setting bit D3 of WR5 to "1". Now that the transmitter is enabled, the CRC generator may be initialized by issuing the Reset Tx CRC Generator command in WR0. A summary is shown in Table 4-11.

Table 4-11. Initializing the Transmitter in SDLC Mode

Register	Bit No	Description
WR5	5-6	Number of bits per character
WR4	1-0	Select parity
WR5	2	Select CRC-CCITT
WR10	7	Select CRC preset value
WR0	6-7	Reset Tx CRC
WR10	1	Abort/flag on underrun
WR0	6-7	Tx underrun
WR7	6-7	Flag

4.4 BIT-ORIENTED SYNCHRONOUS MODE (Continued)

4.4.2 SDLC Receive

The receiver in the ISCC™ always searches the receive data stream for flag characters in SDLC mode. Ordinarily, the receiver transfers all received data between flags to the receive data FIFO. However, if the receiver is in Hunt mode no flag is received. The receiver is in Hunt mode when first enabled, or the receiver may be placed in Hunt mode by the processor issuing the Enter Hunt mode command in WR3. this bit (D4) is a command, and writing a “0” to it has no effect. The Hunt status of the receiver is reported by the Sync/Hunt bit in RR0.

Sync/Hunt is one of the possible sources of external/status interrupts, with both transitions causing an interrupt. This

is true even if the Sync/Hunt bit is set as a result of the processor issuing the Enter Hunt mode command.

The receiver will automatically enter Hunt mode if an abort is received. Because the receiver always searches the receive data stream for flags and automatically enters Hunt Mode when an abort is received, the receiver will always handle frames correctly, and the Enter Hunt Mode command should never be needed. The ISCC will drive the SYNC pin Low to signal that a flag has been recognized. The timing for the SYNC signal is shown in Figure 4-12.

The first byte in an SDLC frame is assumed by the ISCC to be the address of the secondary station for which the frame is intended. The ISCC provides several options for handling this address.

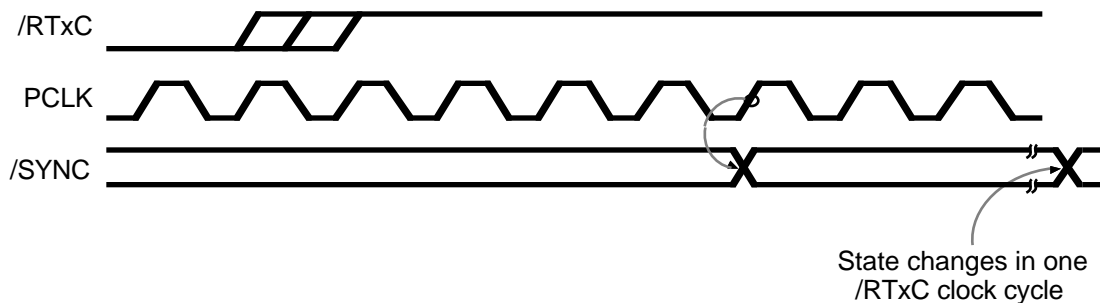


Figure 4-12. /SYNC as an Output

If the Address Search Mode bit (D2) in WR3 is set to “0” the address recognition logic is disabled and all received frames are transferred to the receive data FIFO. In this mode the software must perform any address recognition.

If the Address Search Mode bit is set to “1”, only those frames whose address matches the address programmed in WR6 or the global address (all “1s”) will be transferred to the receive data FIFO.

The address comparison will be across all eight bits of WR6 if the Sync Character Load inhibit bit (D1) in WR3 is set to “0”. The comparison may be modified so that only the four most significant bits of WR6 must match the received address. This mode is selected by setting the Sync Character Load inhibit bit to “1”. In this mode, however, the address field is still eight bits wide. The address field is transferred to the receive data FIFO in the same manner as data. It is not treated differently than data.

The number of bits per character is controlled by bits D7 and D6 of WR3. Five, six, seven, or eight bits per character may be selected via these two bits. The data is right-justified in the receive buffer. The ISCC merely takes a snapshot of the receive data stream at the appropriate times, so the “unused” receive buffer are only the bits following the character.

An additional bit carrying parity information may be selected by setting bit D6 of WR4 to “1”. This also enables parity in the transmitter. The parity sense is selected by bit D1 of WR4. Parity is not normally used in SDLC mode. The character length may be changed at any time before the new number of bits have been assembled by the receiver. Care should be exercised, however, as unexpected results may occur. A representative example, switching from five bits to eight bits and back to five bits is shown in Figure 4-13.

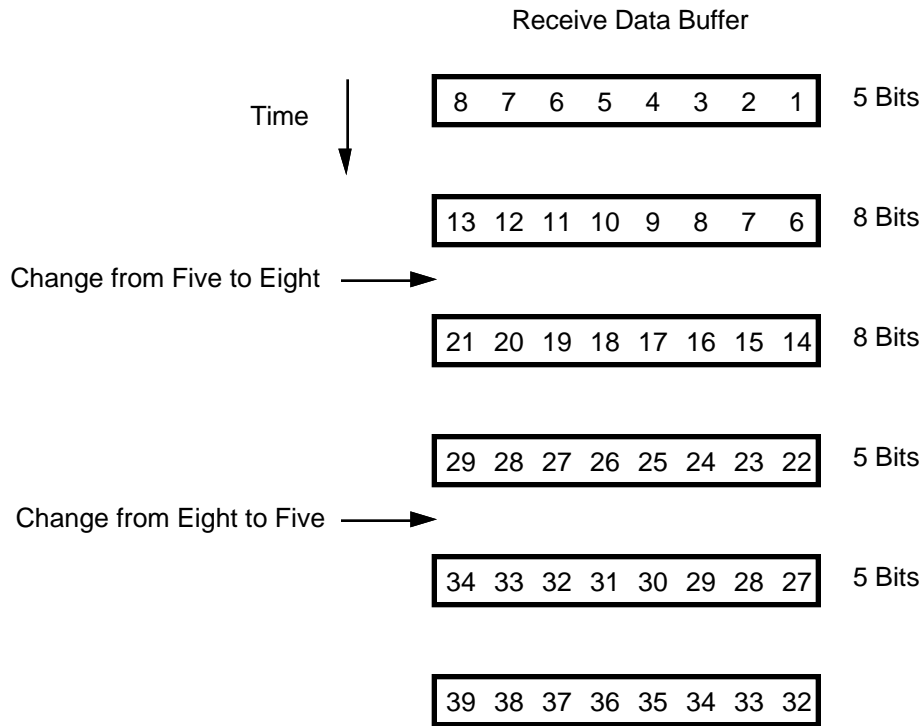


Figure 4-13. Changing Character Length

Most bit-oriented protocols allow an arbitrary number of bits between opening and closing flags. The ISCC allows for this by providing three bits of Residue Code in RR1 that indicates which bits in the last three bytes transferred from the receive data FIFO by the processor are actually valid data bits (and not part of the frame check sequence or CRC). Table 4-12 gives the meanings of the different

codes for the four different character length options. The valid data bits are right-justified, that is to say if the number of valid bits given by the table is less than the character length, then the bits that are valid are the right-most or least significant bits. It should also be noted that the Residue Code is only valid at the time when the End of Frame bit in RR1 is set to 1.

Table 4-12. Residue Codes

Residue Code	Bits in Previous Byte				Bits in Second Previous Byte				Bits in Third Previous Byte			
	2	1	0		8B/C	7B/C	6B/C	5B/C	8B/C	7B/C	6B/C	5B/C
100	0	0	0	0	3	1	0	0	8	7	5	2
010	0	0	0	0	4	2	0	0	8	7	6	3
110	0	0	0	0	5	3	1	0	8	7	6	4
001	0	0	0	0	6	4	2	0	8	7	6	5
101	0	0	0	0	7	5	3	1	8	7	6	5
011	0	0	0		8	6	4		8	7	6	
111	1	0			8	7			8	7		
000	2				8				8			

As indicated in the table, these bits allow the processor to determine those bits in the information (and not CRC) field. This allows transparent retransmission of the received frame. The Residue Code bits do not go through a FIFO so they change in RR1 when the last character of the frame

is loaded into the receive data FIFO. If there are any characters already in the receive data FIFO the Residue Code will be updated before they are read by the processor.

4.4 BIT-ORIENTED SYNCHRONOUS MODE (Continued)

As an example of how the codes are interpreted, consider the case of eight bits per character and a residue code of 101. The number of valid bits for the previous, second previous, and third previous bytes are 0, 7, and 8 respectively. This indicates that the information field (I-field) boundary falls on the second previous byte as shown in Figure 4-14.

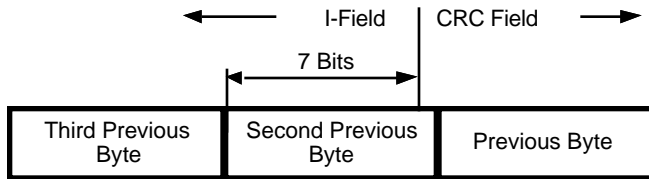


Figure 4-14. Residue Code 101 Interpretation

A frame is terminated by the detection of a closing flag. Upon detection of the flag the following actions take place: the contents of the Receive Shift Register are transferred to the receive data FIFO, the Residue Code is latched, the CRC Error bit is latched and the End of Frame upon reaching the top of the FIFO can cause a special receive condition. The processor can then read RR1 to determine the result of the CRC calculation as well as the Residue Code.

Only the CRC-CCITT polynomial may be used for CRC calculation in SDLC mode, although the generator and checker may be preset to all "1s" or all "0s". The CRC-CCITT polynomial is selected by setting bit D2 of WR5 to "0", bit D7 of WR10 controls the preset value. If this bit is set to "1", the generator and checker are preset to "1s", if this bit is reset, the generator and checker are preset to all "0s".

The receiver expects the CRC to be inverted before transmission and so checks the CRC result against the value "0001110100001111". The ISCC presets the CRC checker whenever the receiver is in Hunt mode or whenever a flag is received so a CRC reset command is not strictly necessary. However, the CRC checker may be preset by issuing the Reset CRC Checker command in WR0.

The CRC checker is automatically enabled for all data between the opening and closing flags by the SCC cell in SDLC mode, and the Rx CRC Enable bit (D3) in WR3 is ignored. The result of the CRC calculation for the entire frame is valid in RR1 only when accompanied by the End of Frame bit being set in RR1. At all other times the CRC Error bit in RR1 should be ignored by the processor.

Care must be exercised so that the processor does not attempt to use the CRC bytes that are transferred as data because not all of the bits are transferred properly. The last

two bits of CRC are never transferred to the receive data FIFO and are not recoverable.

Note the following about ISCC CRC operation:

The normal CRC checking mechanism involves checking over data and CRC characters. If the division remainder is 0, there is no CRC error.

SDLC is different. The CRC generator, when receiving a correct frame, will have a fixed, non-zero remainder. The actual remainder in the receive CRC calculation must be checked against this fixed value to determine if a CRC error exists.

A frame is terminated by a closing flag. When the ISCC recognizes this flag:

The contents of the Receive Shift register are transferred to the receive data FIFO.

The Residue Code is latched, and the CRC Error bit is latched in the status FIFO and the End of Frame bit is set in the receive status FIFO.

The End of Frame bit, upon reaching the top of the FIFO, will cause a special receive condition. The processor may then read RR1 to determine the result of the CRC calculation as well as the Residue Code. If either the Rx Interrupt or Special Condition Only or the Rx Interrupt on First Character or Special Condition modes are selected, the FIFO will be locked, and the processor must issue an Error Reset command in WR0 to unlock the receive FIFO.

In addition to searching the data stream for flags, the receiver in the ISCC also watches for seven consecutive "1s", which is the abort condition. The presence of seven consecutive "1s" is reported in the Break/Abort bit in RR0. This is one of the possible external/status interrupts, so transitions of this status may be programmed to cause interrupts. Upon receipt of an abort the receiver is forced into Hunt mode where it looks for flags. The Hunt status is also a possible external/status condition whose transition may be programmed to cause an interrupt. The transitions of these two bits occur very close together but either one or two external/status interrupts may result. The abort condition is terminated when a "0" is received, either by itself or as the leading "0" of a flag. The receiver does not leave Hunt mode until a flag has been received so two discrete external/status conditions will occur at the end of an abort. An abort received in the middle of a frame terminates the frame reception, but not in an orderly manner, because the character being assembled is lost.

Up to two modem control signals associated with the receiver are available in SDLC mode:

The /DTR//REQ pin carries inverted state of the DTR bit (D7) in WR5 unless this pin has been programmed to carry a DMA Request signal.

The /DCD pin is ordinarily a simple input to the DCD bit in RR0. However, if the Auto Enables mode is selected by setting bit D5 of WR3 to "1", this pin becomes an enable for the receiver. That is, if Auto Enable is on and the /DCD pin is High the receiver is disabled. While the /DCD pin is Low, the receiver is enabled.

The initialization sequence for the receiver in SDLC mode is WR4 first, to select the mode, then WR10 to modify it if necessary, WR6 to program the address, WR7 to program the flag and WR3 and WR5 to select the various options. At this point the other registers should be initialized as necessary. When all of this is completed the receiver may be enabled by setting bit 0 of WR3 to a one. A summary is shown in Table 4-13.

Table 4-13. Initializing the Receiver in SDLC Mode

Register	Bit No	Description
WR3	6-7	Number of bits per character
WR4	0-1	Select parity
WR5	2	Select CRC-CCITT Generator
WR10	7	Select CRC preset value
	5-6	Select NRZ/NRZI encoding
WR5	7	DTR/REQ
WR6	0-7	Address
WR7	0-7	Flag
WR3	5	Auto enable

Notes:

The receiver searches for synchronization when it is in Hunt mode. In this mode the receiver is idle except that it is searching the data stream for a flag match.

When the receiver detects a flag match it achieves synchronization and interprets the following byte as the address field.

The SYNC/HUNT bit in RR0 reports the Hunt Status and an interrupt can be generated upon transitions between the Hunt state and the Sync state.

The ISCC will drive the /SYNC pin Low to signal that the flag has been received.

4.4.3 SDLC LOOP MODE

The ISCC supports SDLC Loop mode in addition to normal SDLC. SDLC Loop mode is very similar to normal SDLC but is usually used in applications where a point-to-point network is not appropriate (for example, Point-of-Sale terminals). In an SDLC Loop there is a primary controller that manages the message traffic flow on the loop and any number of secondary stations. In SDLC Loop mode, the ISCC operating in regular SDLC mode can act as the primary controller.

A secondary station in an SDLC Loop is always listening to the messages being sent around the loop, and in fact must pass these messages to the rest of the loop by re-transmitting them with a one-bit-time delay.

The secondary station can place its own message on the loop only at specific times. The controller signals that secondary stations may transmit messages by sending a special character, called an EOP (End of Poll), around the loop. The EOP character is the bit pattern 11111110.

When a secondary station has a message to transmit and recognizes an EOP on the line, it changes the last binary 1 of the EOP to a 0 before transmission. This has the effect of turning the EOP into a flag pattern. The secondary station now places its message on the loop and terminates its message with an EOP. Any secondary stations further down the loop with messages to transmit can append their messages to the message of the first secondary station by the same process.

All secondary stations without messages to send merely echo the incoming messages and are prohibited from placing messages on the loop, except upon recognizing an EOP.

SDLC Loop mode is quite similar to normal SDLC mode except that two additional control bits are used. Writing a 1 to the Loop Mode bit in WR10 configures the ISCC for Loop mode. Writing a 1 to the Go Active on Poll bit in the same register normally causes the ISCC to change the next EOP into a flag and then begin transmitting on loop. However, when the ISCC first goes on loop it uses the first EOP as a signal to insert the one-bit delay, and doesn't begin transmitting until it receives the second EOP. There are also two additional status bits in RR10, the On Loop bit and the Loop Sending bit.

There are also restrictions as to when and how a secondary station physically becomes part of the loop.

A secondary station that has just powered up must monitor the loop, without the one-bit-time delay, until it recognizes an EOP. When an EOP is recognized the one-bit-time delay is switched on. This does not disturb the loop because the line is marking idle between the time that the controller sends the EOP and the time that it receives the EOP back. The secondary station that has gone on-loop cannot place a message on the loop until the next time that an EOP is issued by the controller. A secondary station goes off-loop in a similar manner. When given a command to go off-loop, the secondary station waits until the next EOP to remove the one-bit-time delay.

To operate the ISCC in SDLC Loop mode, the ISCC must first be programmed just as if normal SDLC were to be used. Loop mode is then selected by writing the appropriate control word in WR10; the ISCC is now waiting for the

4.4 BIT-ORIENTED SYNCHRONOUS MODE (Continued)

EOP so that it can go on loop. While waiting for the EOP, the ISCC ties TxD to RxD with only the internal gate delays in the signal path. When the first EOP is recognized by the ISCC, the Break/Abort/EOP bit is set in RR0, generating an External/Status interrupt (if so enabled). At the same time, the On-Loop bit in RR10 is set to indicate that the ISCC is indeed on-loop, and a one-bit time delay is inserted in the TxD to the RxD path.

The ISCC is now on-loop but cannot transmit a message until a flag and the next EOP are received. The requirement that a flag be received ensures that the ISCC cannot erroneously send messages until the controller ends the current polling sequence and starts another one.

If the CPU in the secondary station with ISCC needs to transmit a message, the Go-Active-On-Poll bit in WR10 must be set. If this bit is set when the EOP is detected, the ISCC changes the EOP to a flag and starts sending another flag. The EOP is reported in the Break/Abort/EOP bit in RR0 and the CPU should write its data bytes to the ISCC, just as in normal SDLC frame transmission. When the frame is complete and CRC has been sent, the ISCC closes with a flag and reverts to One-Bit-Delay mode. The last zero of the flag, along with the marking line echoed from the RxD pin, form an EOP for secondary stations further down the loop.

While the ISCC is actually transmitting a message, the loop-sending bit in R10 is set to indicate this.

If the Go-Active-On-Poll bit is not set at the time the EOP passes by, the ISCC cannot send a message until a flag (terminating the current polling sequence) and another EOP are received.

If SDLC loop is deselected, the ISCC is designed to exit from the loop gracefully. When SDLC Loop mode is deselected by writing to WR10; the ISCC waits until the next polling cycle to remove the one-bit time delay.

If a polling cycle is in progress at the time the command is written, the ISCC finishes sending any message that it may be transmitting, ends with an EOP, and disconnects TxD from RxD. If no message was in progress, the ISCC immediately disconnects TxD from RxD.

Once the ISCC™ is not sending on the loop, an exit from the loop is accomplished by setting the Loop Mode bit in WR10 to "0", and at the same time writing the Abort/Flag on Underrun and Mark/Flag idle bits with the desired values. The ISCC will revert to normal SDLC operation as soon as an EOP is received, or immediately, if the receiver is already in Hunt mode because of the receipt of an EOP.

To ensure proper loop operation after the ISCC goes off the loop, and until the external relays take the ISCC completely out of the loop, the ISCC should be programmed for Mark idle instead of Flag idle. When the ISCC goes off the loop, the On-Loop bit is reset.

Note: With NRZI encoding, removing the stations from the loop (removing the one-bit time delay) may cause problems further down the loop because of extraneous transitions on the line. The ISCC avoids this problem by making transparent adjustments at the end of each frame it sends in response to an EOP. A response frame from the ISCC is terminated by a flag and EOP. Normally, the flag and the EOP share a zero, but if such sharing would cause the RxD and TxD pins to be of opposite polarity after the EOP, the ISCC adds another zero between the flag and the EOP. This causes an extra line transition so that RxD and TxD are identical after the EOP is sent. This extra zero is completely transparent because it only means that the flag and the EOP no longer share a zero. All that a proper loop exit needs, therefore, is the removal of the one-bit delay.

The ISCC allows the user the option of using NRZI in SDLC Loop mode by programming WR10 appropriately. With NRZI encoding, the outputs of secondary stations in the loop may be inverted from their inputs because of messages that they have transmitted.

The initialization sequence for the SCC cell in SDLC Loop mode is similar to the sequence used in SDLC mode, except that it is somewhat longer. The processor should program WR4 first, to select SDLC mode, and then WR10 to select the CRC preset value and program the Mark/Flag idle bit. The Loop Mode and Go Active On Poll bits in WR10 should not be set to "1" yet. The flag is written in WR7 and the various options are selected in WR3 and

WR5. At this point the other registers should be initialized as necessary, as shown in Table 4-14..

Table 4-14. SDLC Loop Mode initialization

Register	Bit No	Description
WR4	5-4	Select SDLC mode
WR10	7	Select CRC preset value
	3	Select mark/flag idle bit
WR7		Flag
WR3	7-6	Select bits per character for receiver
	1	Sync character load inhibit
	2	Address search mode
	5	Auto enables
WR5	6-5	Select bits per character for transmitter
	4	Send break
	2	Select SDLC CRC
	7	
	1	
WR4	1-0	Select parity
	7-6	Select clock mode
WR6	0-7	Address
WR10	6-5	Select data encoding

Then the Loop Mode bit (D1) in WR10 should be set to "1". When all of this is complete the transmitter may be enabled by setting bit D3 of WR5 to "1". Now that the transmitter is enabled, the CRC generator may be initialized by issuing the Reset Tx CRC Generator command in WR0. The receiver is enabled by setting the Go Active on Poll bit (D4) in WR10 to "1". The ISCC will go on the loop when seven consecutive "1s" are received, and will signal this by setting the On Loop bit in RR10. Note that the seven consecutive "1s" will set the Break/Abort and Hunt bits in RR0 also. Once the ISCC is on the loop, the Go Active on Poll bit should be set to "0" until a message is to be transmitted on the loop. To transmit a message on the loop, the Go Active on Poll bit should be set to "1". At this point the processor may either write the first character to the transmit buffer and wait for a transmit buffer empty condition, or wait for the Break/Abort and Hunt bits to be set in RR10 and the Loop Sending bit to be set in RR10 before writing the first data to the transmitter. The Go Active On Poll bit should be set to "0" after the transmission of the frame has begun. To go off of the loop, the processor should set the Go Active On Poll bit in WR10 to "0" and then wait for the Loop Sending bit in RR10 to be set to "0". At this point the Loop Mode bit (D1) in WR10 is set to "0" to request an orderly exit from the loop. The ISCC will exit SDLC Loop mode when seven consecutive "1s" have been received; at the same time the Break/Abort and Hunt bits in RR0 will be set to "1", and the On Loop bit in RR10 will be set to "0".

4.4.4 SDLC Loop Mode Receive

SDLC Loop mode is quite similar to SDLC mode except that two additional control bits are used. They are the Loop Mode bit (D1) and the Go Active on Poll bit (D4) in WR10. In addition to these two extra control bits, there are also two status bits in RR10. They are the On Loop bit (D1) and the Loop Sending bit (D4).

Before Loop mode is selected both the receiver and transmitter must be completely initialized for SDLC operation. Once this is done, Loop mode is selected by setting bit D1 of WR10 to "1". At this point the ISCC connects TxD to RxD with only gate delays in the path. At the same time a flag is loaded into the Transmit Shift register, and is shifted to the end of the zero inserter, ready for transmission. The ISCC will remain in this state until the Go Active on Poll bit (D4) in WR10 is set to "1". When this bit is set to "1" the receiver begins looking for a sequence of seven consecutive "1s", indicating either an EOP or an idle line. When the receiver detects this condition the Break/Abort bit in RR0 is set to "1" and a one-bit time delay is inserted in the path from RxD to TxD. The On Loop bit in RR10 is also set to "1" at this time, and the receiver enters the Hunt mode. The ISCC cannot transmit on the loop until a flag is received, causing the receiver to leave Hunt mode, and another EOP (bit pattern "1111110") is received. The ISCC is now on the loop and capable of transmitting on the loop. As soon as this status is recognized by the processor, the Go Active On Poll bit in WR10 should be set to "0" to prevent the ISCC from transmitting on the loop without the consent of the processor.

4.4.5 SDLC Loop Mode Transmit

To transmit a message on the loop, the Go Active On Poll bit in WR10 must be set to "1". Once this is done, the ISCC will change the next received EOP into a Flag and begin transmitting on the loop.

When the EOP is received, the Break/Abort and Hunt bits in RR0 will be set to "1", and the Loop Sending bit in RR10 will also be set to "1". Data to be transmitted may be written after the Go Active On Poll bit has been set or after the receiver enters Hunt mode.

If the data is written immediately after the Go Active On Poll bit has been set, the ISCC will only insert one flag after the EOP is changed into a flag. If the data is not written until after the receiver enters the Hunt mode, the flags will be transmitted until the data is written. If only one frame is to be transmitted on the loop in response to an EOP, the processor must set the Go Active on Poll bit to "0" before the last data is written to the transmitter. In this case the transmitter will close the frame with a single flag, and then revert to the one-bit delay. The Loop Sending bit in RR10 is set to "0" when the closing Flag has been sent. If more than one frame is to be transmitted, the Go Active On Poll bit

should not be set to "0" until the last frame is being sent. If this bit is not set to "0" before the end of a frame, the transmitter will send Flags until either more data is written to the transmitter, or until the Go Active On Poll bit is set to "0".

Note that the state of the Abort/Flag on Underrun and Mark/Flag idle bits in WR10 are ignored by the ISCC in SDLC Loop mode.

CHAPTER 5

REGISTER DESCRIPTIONS

5.1 INTRODUCTION

This section describes the function of the various bits in the registers of the device. Throughout this section the following conventions will be used:

Control bits may be written and read by the CPU and will not be modified by the device. Command bits may be written by the CPU to initiate an action in the device and will be read as zeros. Status bits are controlled by the device and may be read to check device status. Any writes to status bits are ignored by the device. Command/status bits are controlled by both the device and the CPU. They may be

written and read by the CPU and may also be modified by the device.

Reserved bits are not used in this implementation of the device and may or may not be physically present in the device. Reserved bits that are physically present will be readable and writable but reserved bits that are not present will always be read as zero. To ensure compatibility with future versions of the device reserved bits should always be written with zeros. Reserved commands should not be used for the same reason.

5.2 REGISTER DESCRIPTIONS

Register can be accessed through either channel, the Interrupt Vector Read Register returns the interrupt vector with status if read from Channel B and without status if read from Channel A, and Channel A has an additional read register which contains all the Interrupt Pending bits.

5.2.1 Write Registers, SCC Cell

Ten write registers are used for control, two for sync character generation, and two for baud rate generation. In addition, there are two write registers which are shared by both channels; one is the interrupt vector register, and one is the master interrupt control and reset register. See Table 5-1 for a summary on write registers.

Table 5-1. SCC Cell Write Registers

Register	Description
WR0	Register Pointers, various initialization commands
WR1	Transmit and Receive interrupt enables, commands WAIT/DMA
WR2	Interrupt Vector
WR3	Receive parameters and control modes
WR4	Transmit and Receive modes and parameters
WR5	Transmit parameters and control modes
WR6	Sync Character or SDLC address
WR7	Sync Character or SDLC flag
WR8	Transmit buffer
WR9	Master Interrupt control and reset commands
WR10	Misc. transmit and receive control bits
WR11	Clock mode controls for receive and transmit
WR12	Lower byte of baud rate generator
WR13	Upper byte of baud rate generator
WR14	Miscellaneous control bits
WR15	External status interrupt enable control

5.2 REGISTER DESCRIPTIONS (Continued)

5.2.2 Read Registers, SCC Cell

Four read registers indicate status information, two are for baud rate generation, and one for the receive buffer. In addition, there are two read registers which are shared by both channels: one for the interrupt pending bits and one for interrupt vector. See Table 5-2 for a summary on the SCC cell read registers.

Table 5-2. SCC Cell Read Registers

Register	Description
RR0	Transmit and Receive buffer status and external status
RR1	Special Receive Condition status
RR2	Modified interrupt vector (Channel B only), Unmodified interrupt vector (Channel A only)
RR3	Interrupt pending bits (Channel A only)
RR6	SDLC FIFO byte counter lower byte (only when enabled)
RR7	SDLC FIFO byte count and status (only when enabled)
RR8	Receive buffer
RR10	Miscellaneous status bits
RR12	Lower byte of baud rate generator time constant
RR13	Upper byte of baud rate generator time constant
RR15	External Status interrupt information

5.2.3 DMA Registers

The DMA cell contains 16 read write registers for control of the DMA channels. The DMA possesses its own interrupt vector register and interrupt control registers which are independent of the SCC cell. The DMA cell also includes the Bus Configuration Register (BCR) for

the ISCC. The addresses, names and descriptions of these registers are given in Table 5-3.

Table 5-3. DMA Cell Register Description

Address	Name	Description
xxxxx	BCR	Bus Configuration Register
00000	CCAR	Channel Command/Address Register (Write)
00000	DSR	DMA Status Register (Read)
00001	ICR	Interrupt Control Register
00010	IVR	Interrupt Vector Register
00011	ICSR	Interrupt Command Register (Write)
00011	ISR	Interrupt Status Register (Read)
00100	DER	DMA Enable/Disable Register
00101	DCR	DMA Control Register
00110		Reserved Address
00111		Reserved Address
01000-01001	RDCRA	Receive DMA Count Register Channel A (Low-high byte)
01010-01011	TDCRA	Transmit DMA Count Register Channel A
01100-01101	RDCRB	Receive DMA Count Register Channel B
01110-01111	TDCRB	Transmit DMA Count Register Channel B
10000-10011	RDARA	Receive DMA Address Register Channel A
10100-10111	TDARA	Transmit DMA Address Register Channel A
11000-11011	RDARB	Receive DMA Address Register Channel B
11100-11111	TDARB	Transmit DMA Address Register Channel B

5.3 SCC CELL REGISTER OVERVIEW

The SCC cell write register set in each channel includes ten control registers (among them is the transmit buffer), two sync character registers and two baud rate time constant registers. The interrupt control register and the master interrupt control and reset register are shared by both channels.

The only variation in register definition is between the multiplexed and non-multiplexed bus mode programming of the ISCC. The variation exists in the command decode structure; register WR0. The following sections describe in detail each write register and the associated bit configuration for each.

5.4 WRITE REGISTERS

The following sections describe WR registers in detail.

5.4.1 Write Register 0 (Command Register)

WR0 is the command register and the CRC reset code register. WR0 takes on slightly different forms depending upon whether the ISCC is in the multiplexed or non-multiplexed bus mode of operation. Figure 5-1 shows the bit

configuration for the non-multiplexed mode and includes register select bits in addition to command and reset codes.

Figure 5-2 shows the bit configuration for the multiplexed mode and includes (in Channel B only) the address decoding select described later.

Write Register 0 (non-multiplexed bus mode)

D7	D6	D5	D4	D3	D2	D1	D0		
					0	0	0	Register 0	
					0	0	1	Register 1	
					0	1	0	Register 2	
					0	1	1	Register 3	
					1	0	0	Register 4	
					1	0	1	Register 5	
					1	1	0	Register 6	
					1	1	1	Register 7	
					0	0	0	Register 8	
					0	0	1	Register 9	
					0	1	0	Register 10	
					0	1	1	Register 11	
					1	0	0	Register 12	
					1	0	1	Register 13	
					1	1	0	Register 14	
					1	1	1	Register 15	
								}	
					0	0	0		Null Code
					0	0	1		Point High
					0	1	0		Reset Ext/Status Interrupts
					0	1	1	Send Abort (SDLC)	
					1	0	0	Enable Int on Next Rx Character	
					1	0	1	Reset Tx Int Pending	
					1	1	0	Error Reset	
					1	1	1	Reset Highest IUS	
0	0							Null Code	
0	1							Reset Rx CRC Checker	
1	0							Reset Tx CRC Generator	
1	1							Reset Tx Underrun/EOM Latch	

* With Point High Command

Figure 5-1. WR0 in the Non-Multiplexed Bus Mode

Write Register 0 (multiplexed bus mode)

D7	D6	D5	D4	D3	D2	D1	D0		
						0	0	Null Code	
						0	1	Null Code	
						1	0	Select Shift Left Mode	
						1	1	Select Shift Right Mode	
							0	}	
					0	0	0		Null Code
					0	0	1		Null Code
					0	1	0		Reset Ext/Status Interrupts
					0	1	1	Send Abort	
					1	0	0	Enable Int on Next Rx Character	
					1	0	1	Reset Tx Int Pending	
					1	1	0	Error Reset	
					1	1	1	Reset Highest IUS	
0	0							Null Code	
0	1							Reset Rx CRC Checker	
1	0							Reset Tx CRC Generator	
1	1							Reset Tx Underrun/EOM Latch	

* B Channel Only

Figure 5-2. WR0 in the Multiplexed Bus Mode

5.4 WRITE REGISTERS (Continued)

The following bit description for WR0 is identical for both versions except where specified.

Bits D7 and D6 are the CRC Reset Codes 1 and 0.

Bit combination 00 is a Null Command

This command has no effect on the ISCC SCC cell and is used when a write to WR0 is necessary for some reason other than a CRC Reset command.

Bit combination 01 is the Reset Receive CRC Checker Command

This command is used to initialize the receive CRC circuitry. It is necessary in synchronous modes (except SDLC) if the Enter Hunt Mode command in Write Register 3 is not issued between received messages. Any action that disables the receiver initializes the CRC circuitry. Resetting the Receive CRC Checker command is accomplished automatically in SDLC mode.

Bit combination 10 is the Reset Transmit CRC Generator Command

This command initializes the CRC generator. It is usually issued in the initialization routine and after the CRC has been transmitted. A Channel Reset will not initialize the generator and this command should not be issued until after the transmitter has been enabled in the initialization routine.

Bit combination 11 is the Reset Transmit Underrun/EOM Latch Command

This command controls the transmission of CRC at the end of transmission (EOM). If this latch has been reset, and a transmit underrun occurs, the SCC cell automatically appends CRC to the message. In SDLC mode with Abort on Underrun selected, the SCC cell sends an abort, and Flag on underrun if the TX Underrun/EOM latch has been reset.

At the start of the CRC transmission, the Tx Underrun/EOM latch is set. The Reset command can be issued at any time during a message. If the transmitter is disabled, this command will not reset the latch. However, if no External Status interrupt is pending, or if a Reset External Status interrupt command accompanies this command while the transmitter is disabled, an External/Status interrupt is generated with the Tx Underrun/EOM bit reset in RR0.

Bits D5-D3 are the Command Codes for the SCC Cell.

Bit combination 000 is a Null Command.

The Null command has no effect on the SCC.

Bit combination 001 is the Point High Command

This command effectively adds eight to the Register Pointer (D2-D0) by allowing WR8 through WR15 to be accessed. The Point High command and the Register Pointer bits are written simultaneously. This command is used when the ISCC is configured to be in the non-multiplexed bus mode. Note that WR0 changes form depending upon the bus mode selection.

Bit combination 010 is the Reset External/Status Interrupts Command

After an External/Status interrupt (a change on a modem line or a break condition, for example), the status bits in RR0 are latched. This command re-enables the bits and allows interrupts to occur again as a result of a status change. Latching the status bits captures short pulses until the CPU has time to read the change.

The SCC cell contains simple queueing logic associated with most of the external status bits in RR0. If another External/Status condition changes while a previous condition is still pending (Reset External/Status Interrupts has not yet been issued) and this condition persists until after the command is issued, this second change causes another External/Status interrupt. However, if this second status change does not persist (there are two transitions), another interrupt is not generated. Exceptions to this rule are detailed in the RR0 description.

Bit combination 011 is the Send Abort Command

This command is used in SDLC mode to transmit a sequence of eight to thirteen "1s." This command always empties the transmit buffer and sets Tx Underrun/EOM bit in Read Register 0.

Bit combination 100 is the Enable Interrupt On Next Rx Character Command

If the interrupt on First Received Character mode is selected, this command is used to reactivate that mode after each message is received. The next character to enter the receive FIFO causes a Receive interrupt. Alternatively, the first previously stored character in the FIFO will cause a Receive interrupt.

Bit combination 101 is the Reset Tx Interrupt Pending Command

This command is used in cases where there are no more characters to be sent; e.g., at the end of a message. This command prevents further transmit interrupts until after the next character has been loaded into the transmit buffer or until CRC has been completely sent. This command is necessary to prevent the transmitter from requesting an interrupt when the transmit buffer becomes empty (with Transmit Interrupt Enabled).

Bit combination 110 is the Error Reset Command

This command resets the error bits in RR1. If interrupt on first Rx Character or interrupt on Special Condition modes are selected and a special condition exists, the data with the special condition is held in the receive FIFO until this command is issued. If either of these modes is selected and this command is issued before the data has been read from the receive FIFO, the data is lost.

Bit combination 111 is the Reset Highest IUS Command

This command resets the highest priority Interrupt Under Service (IUS) bit, allowing lower priority conditions to request interrupts. This command allows the use of the internal daisy-chain (even in systems without an external daisy-chain) and should be the last operation in an interrupt service routine.

Bits 2 through 0 are the Register Selection Code when the device is programmed to be in the non-multiplexed bus mode. These three bits select Registers 0 through 7. With the Point High command, Registers 8 through 15 are selected.

In the multiplexed bus mode, bits D2 through D0 have the following function.

Bit D2 must be programmed as "0." Bits D1 and D0 select Shift Left/Right; that is WR0(1-0)=10 for shift left and WR0(1-0)=11 for shift right.

5.4.2 Write Register 1 (Transmit/Receive Interrupt and Data Transfer Mode Definition)

Write Register 1 is the control register for the various SCC cell interrupt and Wait/Request modes. Figure 5-3 shows the bit assignments for WR1.

Table 5-4. SCC Cell Register Address Map Using Pointer (Non-Multiplexed Bus Mode) Using Null Command

A1/A//B	Address D2 D1 D0	Write Register	Read Register
0	000	WR0B	RR0B
0	001	WR1B	RR1B
0	010	WR2	RR2B
0	011	WR3B	RR3B
0	100	WR4B	(RR0B)
0	101	WR5B	(RR1B)
0	110	WR6B	(RR2B)
0	111	WR7B	(RR3B)
1	000	WR0A	RR0A
1	001	WR1A	RR1A
1	010	WR2	RR2A
1	011	WR3A	RR3A
1	100	WR4A	(RR0A)
1	101	WR5A	(RR1A)
1	110	WR6A	(RR2A)
1	111	WR7A	(RR3A)

Using Point High Command

A1/A//B	Address D2 D1 D0	Write Register	Read Register
0	000	WR8B	RR8B
0	001	WR9	(RR13B)
0	010	WR10B	RR10B
0	011	WR11B	(RR15B)
0	100	WR12B	RR12B
0	101	WR13B	RR13B
0	110	WR14B	(RR10B)
0	111	WR15B	RR15B
1	000	WR8A	RR8A
1	001	WR9A	(RR13A)
1	010	WR10A	RR10A
1	011	WR11A	(RR15A)
1	100	WR12A	RR12A
1	101	WR13A	RR13A
1	110	WR14A	(RR10A)
1	111	WR15A	RR15A

5.4 WRITE REGISTERS (Continued)

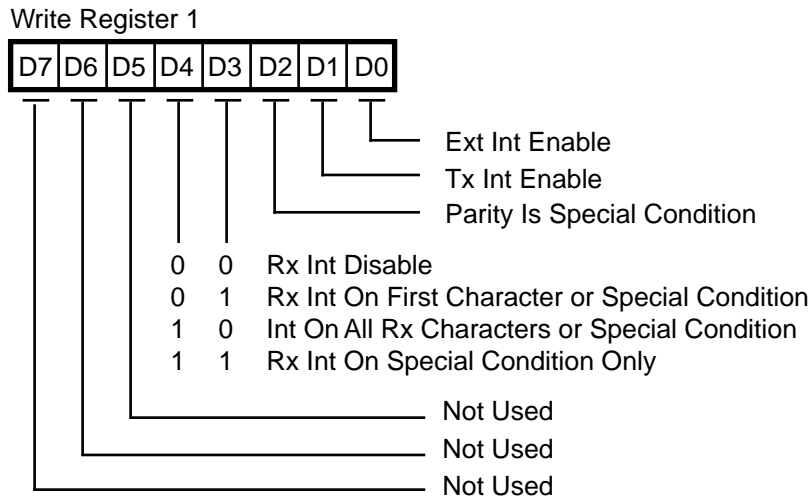


Figure 5-3. Write Register 1

Bit 7, 6, and 5 are not used in the ISCC. These bits were used in the SCC cell to control the action of the /WAIT//REQUEST pin but they have no function in the ISCC since this pin does not exist in this device. For code compatibility purposes, there is no restriction on how these bits are programmed.

Bit 4 and 3 specify the various character-available conditions that may cause interrupt requests.

Bit combination 00 programs Receive Interrupts Disabled. This mode prevents the receiver from requesting an interrupt and is normally used in a polled environment where either the status bits in RR0 or the modified vector in RR2 (Channel B) can be monitored to initiate a service routine. Although the receiver interrupts are disabled, a special condition can still provide a unique vector status in RR2.

Bit combination 01 programs Receive Interrupt on First Character or Special Condition. The receiver requests an interrupt in this mode on the first available character (or stored FIFO character) or on a special condition. Sync characters to be stripped from the message stream do not cause interrupts.

Special receive conditions are: receiver overrun, framing error, end of frame, or parity error (if selected). If a special receive condition occurs, the data containing the error is

stored in the receive FIFO until an Error Reset command is issued by the CPU.

This mode is usually selected when a Block Transfer mode is used. In this interrupt mode, a pending special receive condition remains set until either an Error Reset Command, a channel or hardware reset, or until receive interrupts are disabled.

The Receive Interrupt on First Character or Special Condition mode can be re-enabled by the Enable Rx Interrupt on Next Character command in WR0.

Bit combination 10 programs Interrupt on All Receive Characters or Special Condition. This mode allows an interrupt for every character received (or character in the receive FIFO) and provides a unique vector when a special condition exists. The Receiver Overrun bit and the Parity Error bit in RR1 are two special conditions that are latched. These two bits must be reset by the Error Reset command. Receiver overrun is always a special receive condition, and parity can be programmed to be a special condition.

Data characters with special receive conditions are not held in the receive FIFO in the Interrupt On All Receive Characters or Special Conditions Mode as they are in the other receive interrupt modes.

Bit combination 11 programs Receive Interrupt on Special Condition. This mode allows the receiver to interrupt only on characters with a special receive condition. When an interrupt occurs, the data containing the error is held in the receive FIFO until an Error Reset command is issued. When using this mode in conjunction with a DMA, the DMA can be initialized and enabled before any characters have been received by the SCC. This eliminates the time-critical section of code required in the Receive Interrupt on First Character or Special Condition mode; i.e. all data can be transferred via the DMA so that the CPU need not handle the first received character as a special case.

Bit 2 selects Parity Is Special Condition

If this bit is set to "1," any received characters with parity not matching the sense programmed in WR4 give rise to a Special Receive Condition. If parity is disabled (WR4), this bit is ignored. A special condition modifies the status of the interrupt vector stored in WR2. During an interrupt acknowledge cycle, this vector can be placed on the data bus.

Bit 1 is the Transmitter Interrupt Enable

If this bit is set to "1," the transmitter requests an interrupt whenever the transmit buffer becomes empty.

Bit 0 is the External/Status Master Interrupt Enable

This bit is the master enable for External/Status interrupts including /DCD, /CTS, /SYNC pins, break, abort, the beginning of CRC transmission when the Transmit/Under-run/EOM latch is set, or when the counter in the baud rate generator reaches "0." Write Register 15 contains the individual enable bits for each of these sources of External/Status interrupts. This bit is reset by a channel or hardware reset.

5.4.3 Write Register 2 (Interrupt Vector)

WR2 is the interrupt vector register. Only one vector register exists in the SCC cell, but it can be accessed through either channel. The interrupt vector can be modified by status information. This is controlled by the Vector Includes Status (VIS) and the Status High/Status Low bits in WR9. The bit positions for WR2 are shown in Figure 5-4. Note that the DMA cell has its own interrupt vector register.

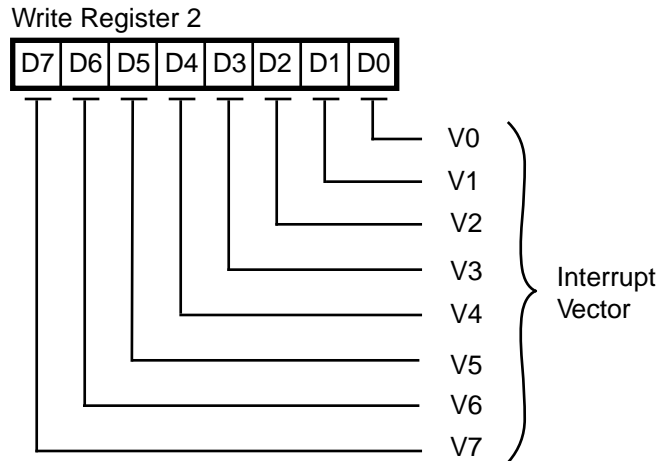


Figure 5-4. Write Register 2

5.4 WRITE REGISTERS (Continued)

5.4.4 Write Register 3 (Receive Parameters and Control)

This register contains the control bits and parameters for the receiver logic as illustrated in Figure 5-5.

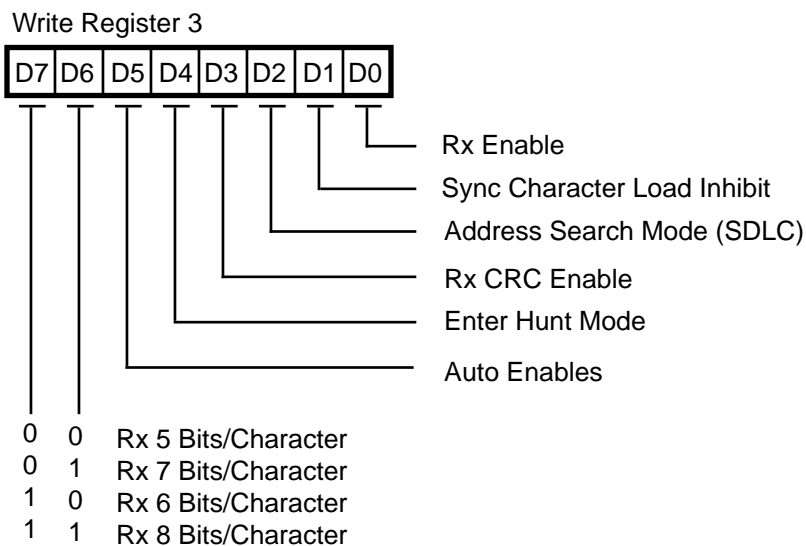


Figure 5-5. Write Register 3

Bit 7 and 6 select the Receiver Bits/Character

The state of these two bits determines the number of bits to be assembled as a character in the received serial data stream. The number of bits per character can be changed while a character is being assembled but only before the number of bits currently programmed is reached. Unused bits in the Received Data Register (RR8) are set to “1” in asynchronous modes. In synchronous modes and SDLC modes, the ISCC merely transfers an 8-bit section of the serial data stream to the receive FIFO at the appropriate time. Table 5-5 lists the number of bits per character in the assembled character format.

Table 5-5. Receive Bits per Character

D7	D6	Bits/Character
0	0	5
0	1	7
1	0	6
1	1	8

Bit 5 selects Auto Enables

This bit programs the function for both the /DCD and /CTS pins. /CTS becomes the transmitter enable and /DCD becomes the receiver enable when this bit is set to “1.” However, the Receiver Enable and Transmit Enable bits must be set before the /DCD and /CTS pins can be used in this manner. When the Auto Enables bit is set to “0,” the /DCD and /CTS pins are merely inputs to the corresponding status bits in Read Register 0. The state of /DCD is ignored in the Local Loopback mode. The state of /CTS is ignored in both Auto Echo and Local Loopback modes.

Bit 4 forces the SCC cell to Enter Hunt Mode

This command forces the comparison of sync characters or flags to assembled receive characters for the purpose of synchronization. After reset, the ISCC cell automatically enters the Hunt mode (except asynchronous). Whenever a flag or sync character is matched, the Sync/Hunt bit in Read Register 0 is reset and, if External/Status Interrupt Enable is set, an interrupt sequence is initiated. The ISCC automatically enters the Hunt mode when an abort condition is received or when the receiver is enabled.

Bit 3 is the Receiver CRC Enable

This bit is used to initiate CRC calculation at the beginning of the last byte transferred from the Receiver Shift register to the receive FIFO. This operation occurs independently of the number of bytes in the receive FIFO. When a particular byte is to be excluded from CRC calculation, this bit should be reset before the next byte is transferred to the receive FIFO. If this feature is used, care must be taken to ensure that eight bits per character is selected in the receiver because of an inherent delay from the Receive Shift register to the CRC checker.

This bit is internally set to "1" in SDLC mode and the ISCC calculates CRC on all bits except inserted zeros between the opening and closing character flags. This bit is ignored in asynchronous modes.

Bit 2 selects the Address Search Mode (SDLC)

Setting this bit in SDLC mode causes messages with addresses not matching the address programmed in WR6 to be rejected. No receiver interrupts can occur in this mode unless there is an address match. The address that the ISCC attempts to match can be unique (1 in 256) or multiple (16 in 256), depending on the state of Sync Character Load Inhibit bit. The Address Search mode bit is ignored in all modes except SDLC.

Bit 1 is the SYNC Character Load Inhibit

If this bit is set to "1" in any mode except SDLC, the ISCC compares the byte in WR6 with the byte about to be stored in the FIFO, and it inhibits this load if the bytes are equal. (Caution this also occurs in the asynchronous mode if the received character matches the contents of WR6.) The ISCC does not calculate the CRC on bytes stripped from the data stream in this manner. If the 6-bit sync option is selected while in Monosync mode, the compare is still across eight bits, so WR6 must be programmed for proper operation.

If the 6-bit sync option is selected with this bit set to "1," all sync characters except the one immediately preceding the data are stripped from the message. If the 6-bit sync option is selected while in the Bisync mode, this bit is ignored.

The address recognition logic of the receiver is modified in SDLC mode if this bit is set to "1," i.e. only the four most significant bits of WR6 must match the receiver address. This procedure allows the ISCC to receive frames from up to 16 separate sources without programming WR6 for each source (if each station address has the four most significant bits in common). The address field in the frame is still eight bits long.

The bit is ignored in SDLC mode if Address Search mode has not been selected.

Bit 0 is the Receiver Enable

When this bit is set to "1," receiver operation begins. This bit should be set only after all other receiver parameters are established and the receiver is completely initialized. This bit is reset by a channel or hardware reset command, and it disables the receiver.

5.4.5 Write Register 4 (Transmit/Receiver Miscellaneous Parameters and Modes)

WR4 contains the control bits for both the receiver and the transmitter. These bits should be set in the transmit and receiver initialization routine before issuing the contents of WR1, WR3, WR6, and WR7. Bit positions for WR4 are shown in Figure 5-6.

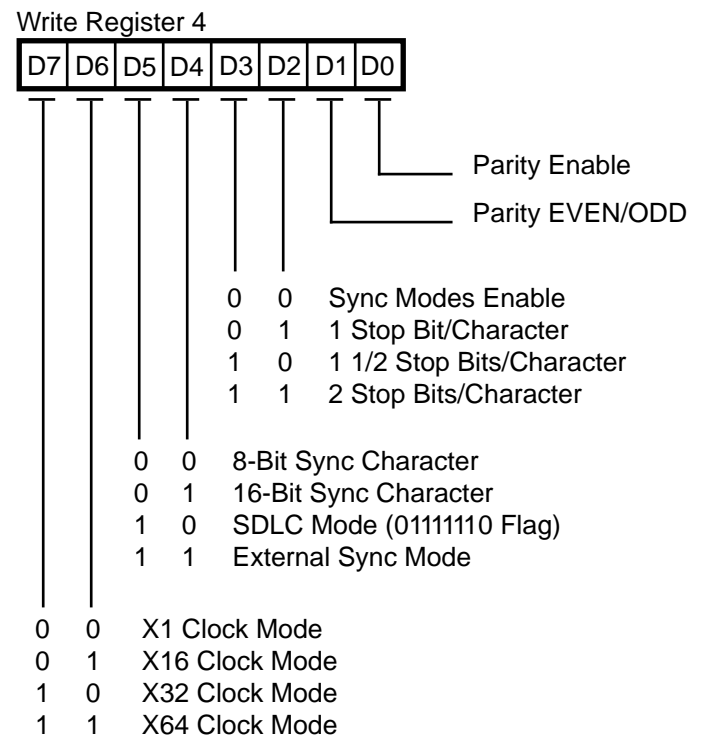


Figure 5-6. Write Register 4

Bit 7 and 6 are the Clock Mode, Bits 1 And 0

These bits specify the multiplier between the clock and data rates. In synchronous modes, the 1X mode is forced internally and these bits are ignored unless External Sync mode has been selected.

Bit combination 00 selects the 1X Mode. The clock rate and data rate are the same. In External Sync mode, this bit combination specifies that only the /SYNC pin can be used to achieve character synchronization.

5.4 WRITE REGISTERS (Continued)

Bit combination 01 selects the 16X Mode. The clock rate is 16 times the data rate. In External Sync mode, this bit combination specifies that only the /SYNC pin can be used to achieve character synchronization.

Bit combination 10 selects the 32X Mode. The clock rate is 32 times the data rate. In External Sync mode, this bit combination specifies that either the /SYNC pin or a match with the character stored in WR7 will signal character synchronization. The sync character can be either six or eight bits long as specified by the 6-bit/8-bit Sync bit in WR10.

Bit combination 11 selects the 64X Mode. The clock rate is 64 times the data rate. With this bit combination in External Sync mode, both the receiver and transmitter are placed in SDLC mode. The only variation from normal SDLC operation is that the /SYNC pin can be used to start or stop the reception of a frame by forcing the receiver to act as though a flag had been received.

Bits 5 and 4 are the SYNC Mode selection Bits 1 And 0

These two bits select the various options for character synchronization. They are ignored unless synchronous modes are selected in the stop bits field of this register.

Bit combination 00 selects the Monosync mode. In this mode, the receiver achieves character synchronization by matching the character stored in WR7 with an identical character in the received data stream. The transmitter uses the character stored in WR6 as a time fill. The sync character can be either six or eight bits, depending on the state of the 6-bit/8-bit Sync bit in WR10. If the Sync Character Load Inhibit bit is set, the receiver strips the contents of WR6 from the data stream if received within character boundaries.

Bit combination 01 selects the Bisync mode. The concatenation of WR7 with WR6 is used for receiver synchronization and as a time fill by the transmitter. The sync character can be 12 or 16 bits in the receiver, depending on the state of the 6-bit/8-bit Sync bit in WR10. The transmitted character is always 16 bits.

Bit combination 10 selects the SDLC Mode. In this mode, SDLC is selected and requires a Flag (01111110) to be written to WR7. The receiver address field should be written to WR6. The SDLC CRC polynomial must also be selected (WR5) in SDLC mode.

Bit combination 11 selects the External Sync Mode. In this mode, the ISCC expects external logic to signal character synchronization via the /SYNC pin. If the crystal oscillator option is selected (in WR11), the internal /SYNC signal is forced to "0." In this mode, the transmitter is in Monosync mode using the contents of WR6 as the time fill with the sync character length specified by the 6-bit/8-bit Sync bit in WR10.

Bits 3 and 2 are the Stop Bits selection, Bits 1 and 0

These bits determine the number of stop bits added to each asynchronous character that is transmitted. The receiver always checks for one stop bit in Asynchronous mode. A Special mode specifies that a Synchronous mode is to be selected. D2 is always set to "1" by a channel or hardware reset to ensure that the /SYNC pin is in a known state after a reset.

Bit combination 00 selects Synchronous Modes Enable. This bit combination selects one of the synchronous modes specified by bits D4, D5, D6, and D7 of this register and forces the 1X Clock mode internally.

Bit combination 01 selects 1 Stop Bit/Character. This bit combination selects Asynchronous mode with one stop bit per character.

Bit combination 10 selects 1 1/2 Stop Bits/Character. These bits select Asynchronous mode with 1-1/2 stop bits per character. This mode can not be used with the 1X clock mode.

Bit combination 11 selects 2 Stop Bits/Character. These bits select Asynchronous mode with two stop bits per transmitted character and check for one received stop bit.

Bit 1 is the Parity Even//Odd select bit

This bit determines whether parity is checked as an even or odd. A "1" programmed here selects even parity, and a "0" selects odd parity. This bit is ignored if the Parity enable bit is not set.

Bit 0 is the Parity Enable

When this bit is set, an additional bit position beyond those specified in the bits/character control is added to the transmitted data and is expected in the receive data. The Received Parity bit is transferred to the CPU as part of the data unless eight bits per character is selected in the receiver.

5.4.6 Write Register 5 (Transmit Parameter and Controls)

WR5 contains control bits that affect the operation of the transmitter. B2 affects both the transmitter and the receiver. Bit positions for WR5 are shown in Figure 5-7.

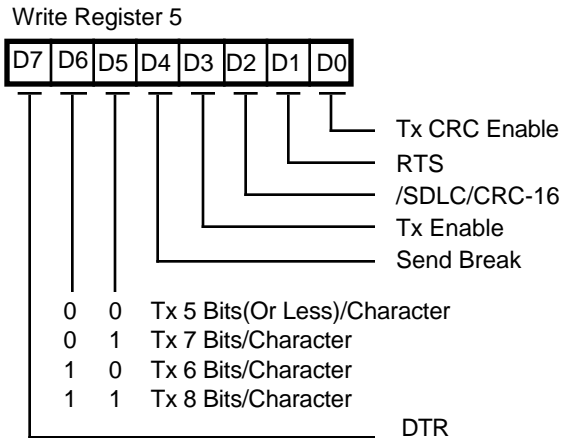


Figure 5-7. Write Register 5

Bit 7 is the Data Terminal Ready control bit

This is the control bit for the /DTR//REQ pin while the pin is in the DTR mode (selected in WR14). When set, /DTR is Low; when reset, /DTR is High. This bit is ignored when /DTR//REQ is programmed to act as a /REQUEST pin. This bit is reset by a channel or hardware reset. Refer to the description of Bit 2 in Write Register 14.

Bits 6 and 5 are the Transmit Bits/Character select bits 1 and 0

These bits control the number of bits in each byte transferred to the transmit buffer. Bits sent must be right justified with least significant bits first.

The Five Or Less mode allows transmission of one to five bits per character; however, the CPU should format the data character as shown below in Table 5-6. In the Six or Seven Bits/Character modes, unused data bits are ignored.

Table 5-6. Transmit Bits per Character

Bit 7	Bit 6	Bits/Character
0	0	5 or less bits/character
0	1	7 bits/character
1	0	6 bits/character
1	1	8 bits/character

For five or less bits per character selection in WR5, the following encoding is used in the data sent to the transmitter. D is the data bit(s) to be sent.

D7	D6	D5	D4	D3	D2	D1	D0	Description
1	1	1	1	0	0	0	D	Sends one data bit
1	1	1	0	0	0	D	D	Sends two data bits
1	1	0	0	0	D	D	D	Sends three data bits
1	0	0	0	D	D	D	D	Sends four data bits
0	0	0	D	D	D	D	D	Sends five data bits

Bit 4 is the Send Break control bit

When set, this bit forces the TxD output to send continuous "0s" beginning with the following transmit clock, regardless of any data being transmitted at the time. This bit functions whether or not the transmitter is enabled. When reset, TxD continues to send the contents of the Transmit Shift register, which might be syncs, data, or all "1s." If this bit is set while in the X21 mode (Monosync and Loop mode selected) and character synchronization is achieved in the receiver, this bit is automatically reset and the transmitter begins sending syncs or data. This bit can also be reset by a channel or hardware reset.

Bit 3 is Transmit Enable

Data is not transmitted until this bit is set, and the TxD output sends continuous "1s" unless Auto Echo mode or SDLC Loop mode is selected. If this bit is reset after transmission started, the transmission of data or sync characters is completed. If the transmitter is disabled during the transmission of a CRC character, sync or flag characters are sent instead of CRC. This bit is reset by a channel or hardware reset.

This bit determines whether or not CRC is calculated on a transmit character. If this bit is set at the time the character is loaded from the transmit buffer to the Transmit Shift register, CRC is calculated on that character. CRC is not automatically sent unless this bit is set when the transmit underrun exists.

5.4 WRITE REGISTERS (Continued)

5.4.7 Write Register 6 (Sync Characters or SDLC Address Field)

WR6 is programmed to contain the transmit sync character in the Monosync mode, the first byte of a 16-bit sync character in the External Sync mode. WR6 is not used in asynchronous modes. In the SDLC modes, it is programmed to contain the secondary address field used to

compare against the address field of the SDLC Frame. In SDLC mode, the ISCC does not automatically transmit the stations address at the beginning of a response frame. Bit positions for WR6 are shown in Figure 5-8.

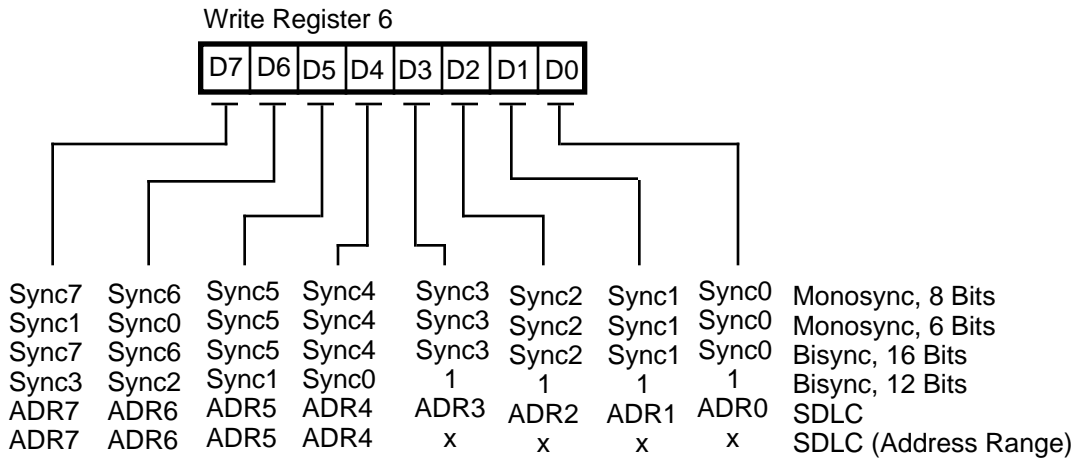


Figure 5-8. Write Register 6

5.4.8 Write Register 7 (SYNC Character or SDLC Flag)

WR7 is programmed to contain the receive sync character in the Monosync mode, a second byte (the last eight bits) of a 16-bit sync character in the Bisync mode, or a Flag

character (01111110) in the SDLC modes. WR7 may hold the receive sync character or a flag if one of the special versions of the External Sync mode is selected. WR7 is not used in Asynchronous mode. Bit positions for WR7 are shown in Figure 5-9.

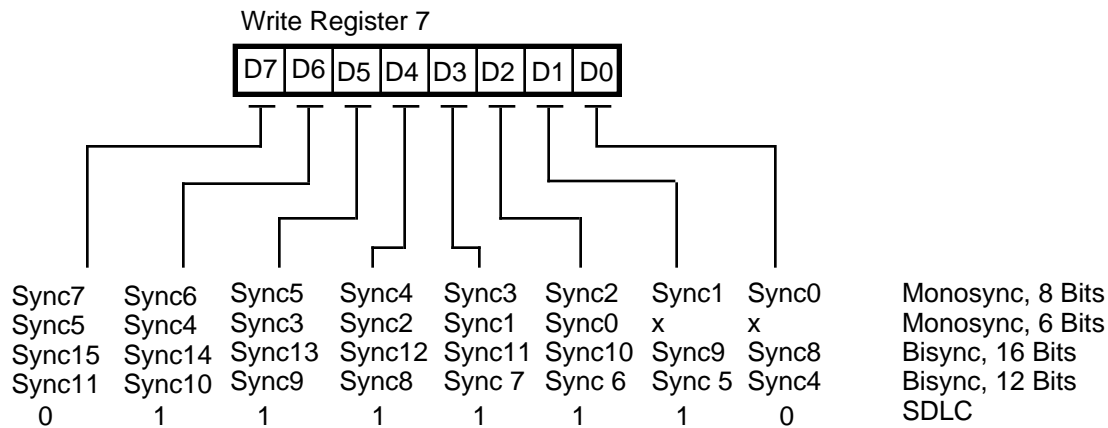


Figure 5-9. Write Register 7

5.4.9 Write Register 8 (Transmit Buffer)

WR8 is the transmit buffer register.

5.4.10 Write Register 9 (Master Interrupt Control)

WR9 is the Master Interrupt Control register and contains the Reset command bits. Only one WR9 exists in the ISCC and can be accessed from either channel. The Interrupt control bits can be programmed at the same time as the Reset command because these bits are only reset by a hardware reset. Bit positions for WR9 are shown in Figure 5-10.

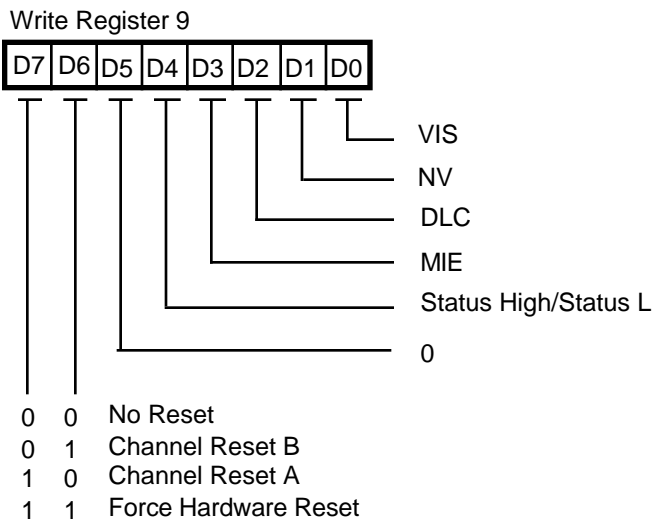


Figure 5-10. Write Register 9

Bit 7 and 6 are the Reset Command Bits

Together, these bits select one of the reset commands for the SCC cell. Setting either of these bits to “1” disables both the receiver and the transmitter in the corresponding channel, forces TxD for that channel marking, forces the modem control signals High in that channel, resets all IPs and IUSs and disables all interrupts in that channel. Four extra PCLK cycles must be allowed beyond the usual cycle time after any of the active reset commands is issued before any additional commands or controls are written to the channel affected. In the non-multiplexed bus mode, four extra PCLK cycles must be allowed beyond the usual cycle time before any additional command or controls are written to the SCC cell.

Bit combination 00 is a Null Command. This command has no effect. It is used when a write to WR9 is necessary for some reason other than an SCC cell Reset command.

Bit combination 01 is the Channel Reset B Command. Issuing this command causes a channel reset to be performed on Channel B.

Bit combination 10 is the Channel Reset A Command. Issuing this command causes a channel reset to be performed on Channel A.

Bit combination 11 is the Force Hardware Reset Command. The effects of this command are identical to those of a hardware reset, except that the Shift Right/Shift Left bit is not changed and the MIE, Status High/Status Low and DLC bits take the programmed values that accompany this command.

Bit 5 is not used and must be programmed “0.”

5.4 WRITE REGISTERS (Continued)

Bit 4 is the Status High/Status Low control bit

This bit controls which vector bits the SCC cell will modify to indicate status. When set to “1,” the SCC cell modifies bits V6, V5, and V4 according to Table 5-7. When set to “0,” the SCC cell modifies bits V1, V2, and V3 according to Table 5-5. This bit controls status in both the vector returned during an interrupt acknowledge cycle and the status in RR2B. This bit is reset by a hardware reset.

Table 5-7. Interrupt Vector Modification

V3 V4	V2 V5	V1 V6	Status High/Status Low =0 Status High/Status Low =1
0	0	0	Ch B Transmit Buffer Empty
0	0	1	Ch B External/Status Change
0	1	0	Ch B Receive Char. Available
0	1	1	Ch B Special Receive Condition
1	0	0	Ch A Transmit Buffer Empty
1	0	1	Ch A External/Status Change
1	1	0	Ch A Receive Char. Available
1	1	1	Ch A Special Receive Condition

Bit 3 is the Master Interrupt Enable

This bit is set to 1 to globally enable interrupts, and cleared to zero to disable interrupts. Clearing this bit to zero forces the IEO pin to follow the state of the IEI pin unless there is an IUS bit set in the SCC cell. No IUS bit can be set after the MIE bit is cleared to zero. This bit is reset by a hardware reset.

Bit 2 is the Disable Lower Chain control bit

The Disable Lower Chain bit can be used by the CPU to control the interrupt daisy-chain. Setting this bit to “1” forces the IEO pin Low, preventing lower priority devices on the daisy-chain from requesting interrupts. This bit is reset by a hardware reset. (Note that in the ISCC this will also prevent the DMA cell from requesting interrupts.)

Bit 1 is the No Vector select bit

The No Vector bit controls whether or not the ISCC will respond to an interrupt acknowledge cycle by placing a vector on the data bus if the ISCC is the highest priority device requesting an interrupt. If this bit is set, no vector is returned; i.e., AD7-AD0 remain three-stated during an interrupt acknowledge cycle, even if the ISCC is the highest priority device requesting an interrupt.

Bit 0 is the Vector Includes Status control bit

The Vector Includes Status Bit controls whether or not the SCC cell will include status information in the vector it places on the bus in response to an interrupt acknowledge cycle. If this bit is set, the vector returned is variable, with the

variable field depending on the highest priority IP that is set. Table 5-5 shows the encoding of the status information. This bit is ignored if the No Vector (NV) bit is set.

5.4.11 Write Register 10 (Miscellaneous Transmitter/Receiver Control Bits)

WR10 contains miscellaneous control bits for both the receiver and the transmitter. Bit positions for WR10 are shown in Figure 5-11.

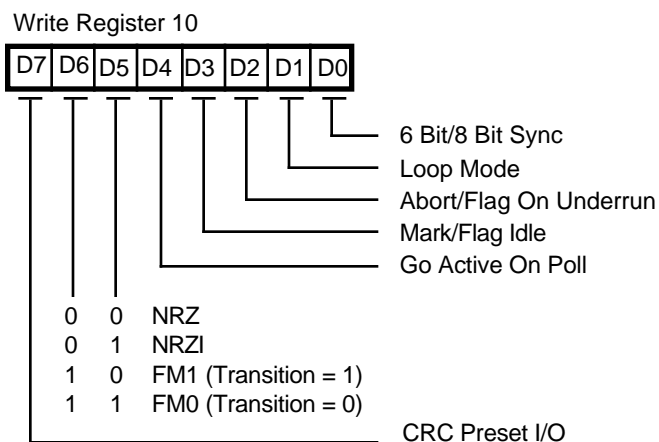


Figure 5-11. Write Register 10

Bit 7 is the CRC Presets 1/0 select bit

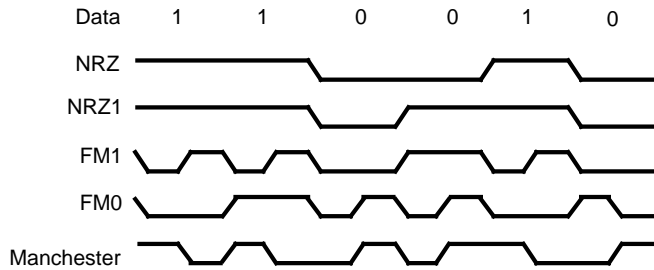
This bit specifies the initialized condition of the receive CRC checker and the transmit CRC generator. If this bit is set to “1,” the CRC generator and checker are preset to “1.” If this bit is set to “0,” the CRC generator and checker are preset to “0.” Either option can be selected with either CRC polynomial. In SDLC mode, the transmitted CRC is inverted before transmission and the received CRC is checked against the bit pattern “0001110100001111.” This bit is reset by a channel or hardware reset. This bit is ignored in Asynchronous mode.

Bits 6 and 5 are the Data Encoding select bits

These bits control the coding method used for both the transmitter and the receiver, as illustrated in Table 5-8. All of the clocking options are available for all coding methods. The DPLL in the ISCC is useful for recovering clocking information in NRZI and FM modes. Any coding method can be used in X1 clock mode. A hardware reset forces NRZ mode. Timing for the various modes is shown in Figure 5-12.

Table 5-8. Data Encoding

Bit 6	Bit 5	Encoding
0	0	NRZ
0	1	NRZI
1	0	FM1 (transition = 1)
1	1	FM0 (transition = 0)


Figure 5-12. NRZ (NRZI), FM1 (FM0) Timing
Bit 4 is the Go Active On Poll control bit

When Loop mode is first selected during SDLC operation, the ISCC connects RxD to TxD with only gate delays in the path. The ISCC does not go on-loop and insert the 1-bit delay between RxD and TxD until this bit has been set and an EOP received. When the ISCC is on-loop, the transmitter can not go active unless this bit is set at the time an EOP is received. The ISCC examines this bit whenever the transmitter is active in SDLC Loop mode and is sending a flag. If this bit is set at the time the flag is leaving the Transmit Shift register, another flag or data byte (if the transmit buffer is full) is transmitted. If the Go Active on Poll bit is not set at this time, the transmitter finishes sending the flag and reverts to the 1-Bit Delay mode. Thus, to transmit only one response frame, this bit should be reset after the first data byte is sent to the ISCC, but before CRC has been transmitted. If the bit is not reset before CRC is transmitted, extra flags are sent, slowing down response time on the loop. If this bit is reset before the first data is written, the ISCC completes the transmission of the present flag and reverts to the 1-Bit Delay mode. After gaining control of the loop, the ISCC is not able to transmit again until a flag and another EOP have been received. Though not strictly necessary, it is good practice to set this bit only upon receipt of a poll frame to ensure that the ISCC does not go on-loop without the CPU noticing it.

In synchronous modes other than SDLC with the Loop Mode bit set, this bit must be set before the transmitter can go active in response to a received sync character.

This bit is always ignored in Asynchronous mode and Synchronous modes unless the Loop Mode bit is set. This bit is reset by a channel or hardware reset.

Bit 3 is the Mark/Flag Idle line control bit

This bit affects only SDLC operation and is used to control the idle line condition. If this bit is set to "0," the transmitter send flags as an idle line. If this bit is set to "1," the transmitter sends continuous "1s" after the closing flag of a frame. The idle line condition is selected byte by byte; i.e., either a flag or eight "1s" are transmitted. The primary station in an SDLC loop should be programmed for Mark Idle to create the EOP sequence. Mark Idle must be deselected at the beginning of a frame before the first data is written to the ISCC, so that an opening flag can be transmitted. This bit is ignored in Loop mode, but the programmed value takes effect upon exiting the Loop mode. This bit is reset by a channel or hardware reset.

Bit 2 is the Abort/Flag On Underrun select bit

This bit affects only SDLC operation and is used to control how the ISCC responds to a transmit underrun condition. If this bit is set to "1" and a transmit underrun occurs, the ISCC sends an abort and a flag instead of CRC. If this bit is reset, the ISCC sends CRC on a transmit underrun. At the beginning of this 16-bit transmission, the Transmit Underrun/EOM bit is set, causing an External/Status interrupt. The CPU uses this status, along with the byte count from memory or the DMA, to determine whether the frame must be retransmitted. A transmit buffer Empty interrupt occurs at the end of this 16-bit transmission to start the next frame. If both this bit and the Mark/Flag Idle bit are set to "1," all "1s" are transmitted after the transmit underrun. This bit should be set after the first byte of data is sent to the ISCC and reset immediately after the last byte of data so that the frame will be terminated properly with CRC and a flag. This bit is ignored in Loop mode, but the programmed value is active upon exiting Loop mode. This bit is reset by a channel or hardware reset.

Bit 1 is the Loop Mode control bit

In SDLC mode, the initial set condition of this bit forces the ISCC to connect TxD to RxD and to begin searching the incoming data stream so that it can go on loop. All bits pertinent to SDLC mode operation in other registers must be set before this mode is selected. The transmitter and receiver should not be enabled until after this mode has been selected. As soon as the Go Active On Poll bit is set and an EOP is received, the ISCC goes on-loop. If this bit is reset after the ISCC goes on-loop, the ISCC waits for the next EOP to go off-loop.

5.4 WRITE REGISTERS (Continued)

In synchronous modes, the ISCC uses this bit, along with the Go Active On Poll bit, to synchronize the transmitter to the receiver. The receiver should not be enabled until after this mode is selected. The TxD pin is held marking when this mode is selected unless a break condition is programmed. The receiver waits for a sync character to be received and then enables the transmitter on a character boundary. The break condition, if programmed, is removed. This mode works properly with sync characters of 6, 8, or 16 bits. This bit is ignored in Asynchronous mode and is reset by a channel or hardware reset.

Bit 0 is the 6-Bit//8-Bit SYNC select bit

This bit is used to select a special case of synchronous modes. If this bit is set to "1" in Monosync mode, the

receiver and transmitter sync characters are six bits long instead of the usual eight. If this bit is set to "1" in Bisync mode, the received sync will be 12 bits and the transmitter sync character will remain 16 bits long. This bit is ignored in SDLC and Asynchronous modes, but still has effect in the special external sync modes. This bit is reset by a channel or hardware reset.

5.4.12 Write Register 11 (Clock Mode Control)

WR11 is the Clock Mode Control register. The bits in this register control the sources of both the receive and transmit clocks, the type of signal on the /SYNC and /RTxC pins, and the direction of the /TRxC pin. Bit positions for WR11 are shown in Figure 5-13.

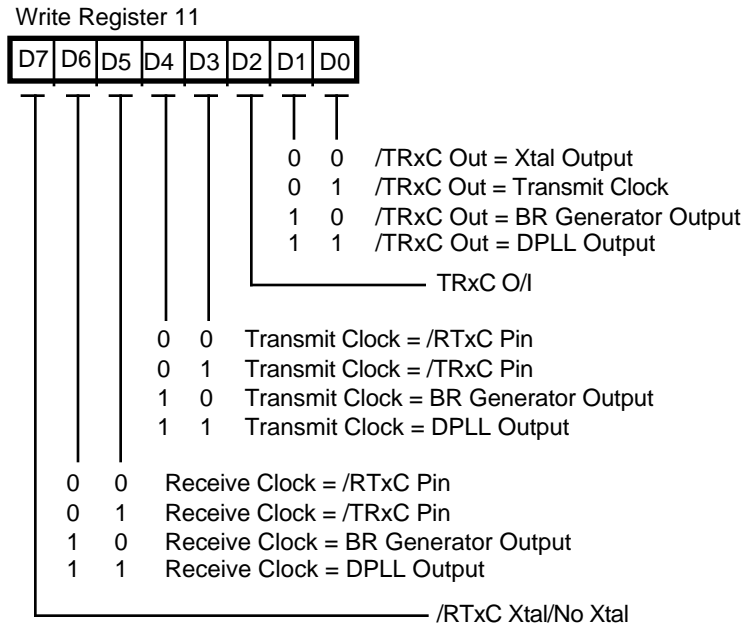


Figure 5-13. Write Register 11

Bit 7 is the RTxC-XTAL/NO XTAL select bit

This bit controls the type of input signal the ISCC expects to see on the /RTxC pin. If this bit is set to "0," the ISCC expects a TTL-compatible signal as an input to this pin. If this bit is set to "1," the ISCC connects a high-gain amplifier between the /RTxC and /SYNC pins in expectation of a quartz crystal being placed across the pins.

The output of this oscillator is available for use as a clocking source. In this mode of operation, the /SYNC pin is unavailable for other use. The /SYNC signal is forced to "0" internally. A hardware reset forces /NO XTAL. (At least 20

ms should be allowed after this bit is set to 1, to allow the oscillator to stabilize.)

Bits 6 and 5 are the Receiver Clock select bits 1 and 0

These bits determine the source of the receive clock as shown in Table 5-9. They do not interfere with any of the modes of operation in the SCC cell, but simply control a multiplexer just before the internal receive clock input. A hardware reset forces the receive clock to come from the /RTxC pin.

Table 5-9. Receive Clock Source

Bit 6	Bit 5	Receive Clock
0	0	RTxC Pin
0	1	TRxC Pin
1	0	BR Output
1	1	DPLL Output

Bits 4 and 3 are the Transmit Clock select bits 1 and 0

These bits determine the source of the transmit clock as shown in Table 5-10. They do not interfere with any of the modes of operation of the ISCC, but simply control a multiplexer just before the internal transmit clock input. The DPLL output that may be used to feed the transmitter in FM modes lags by 90 degrees the output of the DPLL used by the receiver. This makes the received and transmitted bit cells occur simultaneously, neglecting delays. A hardware reset selects the /TRxC pin as the source of the transmit clocks.

Table 5-10. Transmit Clock Source

Bit 4	Bit 3	Transmit Clock
0	0	RTxC Pin
0	1	TRxC Pin
1	0	BR Output
1	1	DPLL Output

Bit 2 is the TRxC Pin O/I control bit

This bit determines the direction of the /TRxC pin. If this bit is set to "1," the TRxC pin is an output and carries the signal selected by D1 and D0 of this register. However, if either the receive or the transmit clock is programmed to come from the /TRxC pin, /TRxC will be an input, regardless of the state of this bit. The /TRxC pin is also an input if this bit is set to "0" A hardware reset forces this bit to "0."

Bits 1 and 0 are the /TRxC Output Source select bits 1 and 0

These bits determine the signal to be echoed out of the ISCC via the /TRxC pin as given in Table 5-11. No signal is produced if /TRxC has been programmed as the source of either the receive or the transmit clock. If TRxC O/I (bit 2) is set to "0," these bits are ignored.

If the XTAL oscillator output is programmed to be echoed, and the XTAL oscillator has not been enabled, the /TRxC pin goes High. The DPLL signal that is echoed is the DPLL signal used by the receiver. Hardware reset selects the XTAL oscillator as the output source.

Table 5-11. Transmit External Control Selection

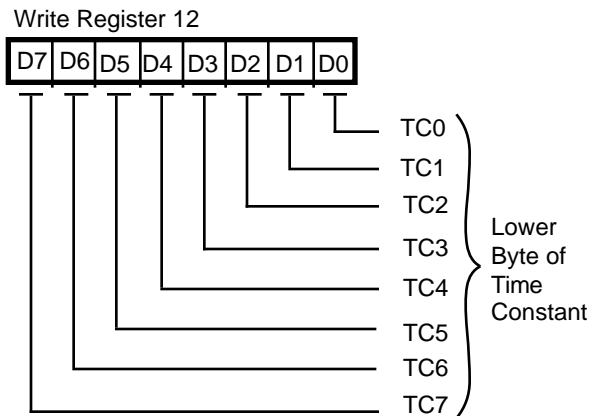
Bit 1	Bit 0	TRxC Pin Output
0	0	XTAL Oscillator Output
0	1	Transmit Clock
1	0	BR Output
1	1	DPLL Output (receive)

5.4.13 Write Register 12 (Lower Byte of Baud Rate Generator Time Constant)

WR12 contains the lower byte of the time constant for the baud rate generator. The time constant can be changed at any time, but the new value does not take effect until the next time the time constant is loaded into the down counter. No attempt is made to synchronize the loading of the time constant into WR12 and WR13 with the clock driving the down counter. For this reason, it is advisable to disable the baud rate generator while the new time constant is loaded into WR12 and WR13. Ordinarily, this is done anyway to prevent a load of the down counter between the writing of the upper and lower bytes of the time constant.

The formula for determining the appropriate time constant for a given baud is shown below with the desired rate in bits per second and the BR clock period in seconds. This formula is derived because the counter decrements from N down to "0"-plus-one-cycle for reloading the time constant and is then fed to a toggle flip-flop to make the output a square wave. Bit positions for WR12 are shown in Figure 5-14.

$$\text{Time constant} = [1/2 * \text{desired rate} * \text{BR clock period}] - 2$$


Figure 5-14. Write Register 12

5.4 WRITE REGISTERS (Continued)

5.4.14 Write Register 13 (Upper Byte of Baud Rate Generator Time Constant)

WR13 contains the upper byte of the time constant for the baud rate generator. Bit positions for WR13 are shown in Figure 5-15.

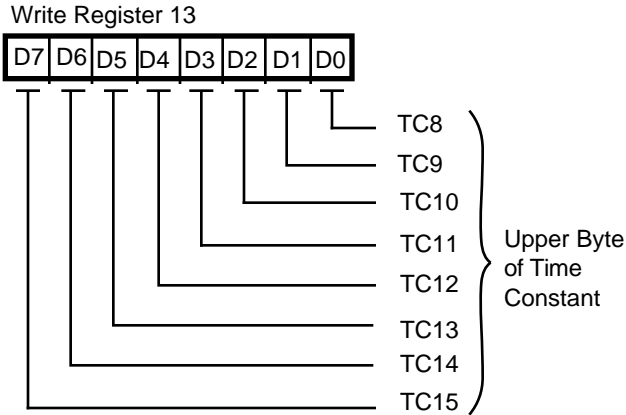


Figure 5-15. Write Register 13

5.4.15 Write Register 14 (Miscellaneous Control Bits)

WR14 contains some miscellaneous control bits. Bit positions for WR14 are shown in Figure 5-16.

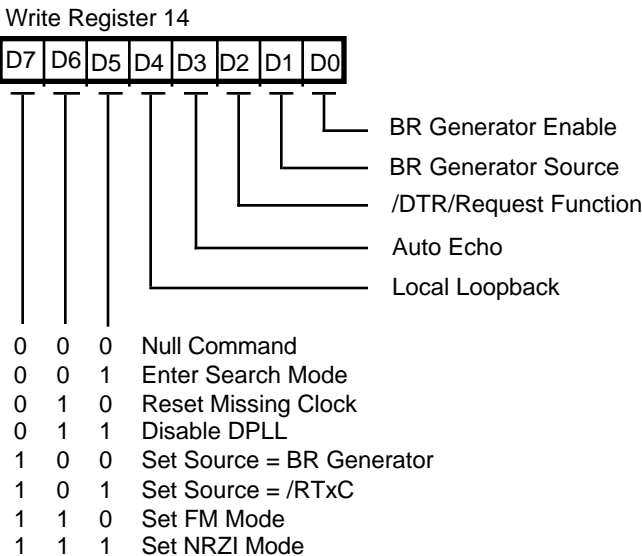


Figure 5-16. Write Register 14

Bit D7 and D5 are the Digital Phase-Locked Loop Command Bits

These three bits encode the eight commands for the Digital Phase-Locked Loop. A channel or hardware reset disables the DPLL, resets the missing clock latches, sets the source to the /RTxC pin and selects NRZI mode. The Enter Search Mode command enables the DPLL after a reset.

Bit combination 000 is the Null Command. This command has no effect on the DPLL.

Bit combination 001 is the Enter Search Mode Command. Issuing this command causes the DPLL to enter the Search mode, where the DPLL searches for a locking edge in the incoming data stream. The action taken by the DPLL upon receipt of this command depends on the operating mode of the DPLL.

In NRZI mode, the output of the DPLL is High while the DPLL is waiting for an edge in the incoming data stream. After the Search mode is entered, the first edge the DPLL sees is assumed to be a valid data edge, and the DPLL begins the clock recovery operation from that point. The DPLL clock rate must be 32x the data rate in NRZI mode. Upon leaving the Search mode, the first sampling edge of the DPLL occurs 16 of these 32x clocks after the first data edge and the second sampling occurs 48 of these 32x clocks after the first data edge. Beyond this point, the DPLL begins normal operation, adjusting the output to remain in sync with the incoming data.

In FM mode, the output of the DPLL is Low while the DPLL is waiting for an edge in the incoming data stream. The first edge the DPLL detects is assumed to be a valid clock edge. For this to be the case, the line must contain only clock edges; i.e., with FM1 encoding, the line must be continuous "0s." With FM0 encoding the line must be continuous "1s," whereas Manchester encoding requires alternating "1s" and "0s" on the line. The DPLL clock rate must be 16 times the data rate in FM mode. The DPLL output causes the receiver to sample the data stream in the nominal center of the two halves of the bit cell to decide whether the data was a "1" or a "0." After this command is issued, as in NRZI mode, the DPLL starts sampling immediately after the first edge is detected. (In FM mode, the DPLL examines the clock edge of every other bit cell to decide what correction must be made to remain in sync.) If the DPLL does not see an edge during the expected window, the one clock missing bit in RR10 is set. If the DPLL does not see an edge after two successive attempts, the two clocks missing bit in RR10 is set and the DPLL automatically enters the Search mode. This command resets both clock missing latches.

Bit combination 010 is the Reset Clock Missing Command. Issuing this command disables the DPLL, resets the clock missing latches in RR10, and forces a continuous Search mode state.

Bit combination 001 is the Disable DPLL Command. Issuing this command disables the DPLL, resets the clock missing latches in RR10, and forces a continuous Search mode state.

Bit combination 100 is the Set Source = BR Gen Command. Issuing this command forces the clock for the DPLL to come from the output of the baud rate generator.

Bit combination 101 is the Set Source = /RTxC Command. Issuing the command forces the clock for the DPLL to come from the /RTxC pin or the crystal oscillator, depending on the state of the XTAL/NO XTAL bit in WR11. This mode is selected by a channel or hardware reset.

Bit combination 110 is the Set FM Mode Command. This command forces the DPLL to operate in the FM mode and is used to recover the clock from FM or Manchester-encoded data. (Manchester is decoded by placing the receiver in NRZ mode while the DPLL is in FM mode.)

Bit combination 111 is the Set NRZI Mode Command. Issuing this command forces the DPLL to operate in the NRZI mode. This mode is also selected by a hardware or channel reset.

Bit 4 is the Local Loopback select bit

Setting this bit to "1" selects the Local Loopback mode of operation. In this mode, the internal transmitted data is routed back to the receiver, as well as to the TxD pin. The /CTS and /DCD inputs are ignored as enables in Local Loopback mode, even if auto enables is selected. (If so programmed, transitions on these inputs still cause interrupts.) This mode works with any Transmit/Receive mode except Loop mode. For meaningful results, the frequency of the transmit and receive clocks must be the same. This bit is reset by a channel or hardware reset.

Bit 3 is the Auto Echo select bit

Setting this bit to "1" selects the Auto Echo mode of operation. In this mode, the TxD pin is connected to RxD, as in Local Loopback mode, but the receiver still listens to the RxD input. Transmitted data is never seen inside or outside the ISCC in this mode, and /CTS is ignored as a transmit enable. This bit is reset by a channel or hardware reset.

Bit 2 is the DTR/Request Function select bit

This bit selects the function of the /DTR//REQ pin. If this is set to "0," the /DTR//REQ pin follows the state of the DTR bit in WR5. If this bit is set to "1," the /DTR//REQ pin goes Low whenever the transmit buffer becomes empty and in any of the synchronous modes when CRC has been sent at the end of a message. The /DTR//REQ does not go inactive until the internal operation satisfying the request is complete, which occurs three to four PCLK cycles after the falling edge of /DS, /READ or /WRITE. This bit is reset by a channel or hardware reset. Note that the /REQUEST function of this pin is not related to the operation of the ISCC DMA cell. Since a DMA function is present on this device, the /REQUEST function would not normally be used.

Bit 1 is the Baud Rate Generator Source select bit

This bit selects the source of the clock for the baud rate generator. If this bit is set to "0." The baud rate generator clock comes from either the /RTxC pin or the XTAL oscillator (depending on the state of the XTAL/NO XTAL bit). If this bit is set to "1," the clock for the baud rate generator is the ISCC's PCLK input. Hardware reset sets this bit to "0," selecting the /RTxC pin as the clock source for the baud rate generator.

Bit 0 is the Baud Rate Generator Enable

This bit controls the operation of the baud rate generator. The counter in the baud rate generator is enabled for counting when this bit is set to "1," and counting is inhibited when this bit is set to "0." When this bit is set to "1," change in the state of this bit is not reflected by the output of the baud rate generator for two counts of the counter. This allows the command to be synchronized. However, when set to "0," disabling is immediate. This bit is reset by a hardware reset.

5.4.16 Write Register 15 (External/Status Interrupt Control)

WR15 is the External/Status Source Control register. If the External/Status interrupts are enabled as a group via WR1, bits in this register control which External/Status conditions can cause an interrupt. Only the External/Status conditions that occur after the controlling bit are sent to "1" will cause an interrupt. This is true, even if an External/Status condition is pending at the time the bit is set. Bit positions for WR15 are shown in Figure 5-17.

5.5 READ REGISTERS (Continued)

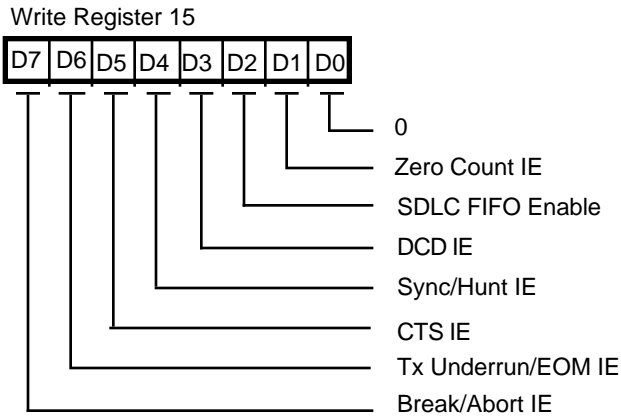


Figure 5-17. Write Register 15

Bit 7 is the Break/Abort Interrupt Enable

If this bit is set to "1," a change in the Break/Abort status of the receiver causes an External/Status interrupt. This bit is set by a channel or hardware reset.

Bit 6 is the Transmit Underrun/EOM Interrupt Enable

If this bit is set to "1," a change of state by the Tx Under-run/EOM latch in the transmitter causes an External/Status interrupt. This bit is set to "1" by a channel or hardware reset.

Bit 5 is the CTS Interrupt Enable

If this bit is set to "1," a change of state on the /CTS pin causes an External/Status Interrupt. This bit is set by a channel or hardware reset.

Bit 4 is the SYNC/Hunt Interrupt Enable

If this bit is set to "1," a change of state on the /SYNC pin causes an External/Status interrupt in Asynchronous mode, and a change of state in the Hunt bit in the receiver causes an External/Status interrupt in synchronous modes. This bit is set by a channel or hardware reset.

Bit 3 is the DCD Interrupt Enable

If this bit is set to "1," a change of state on the /DCD pin causes an External/Status interrupt. This bit is set by a channel or hardware reset.

Bit 2 is not used and must be programmed "0."

Bit 1 is the Zero Count Interrupt Enable

If this bit is set to "1," an External/Status interrupt is generated whenever the counter in the baud rate generator reaches "0." This bit is set to "0" by a channel or hardware reset.

Bit 0 is not used and must be programmed "0."

5.5 READ REGISTERS

The ISCC SCC cell contains seven read registers in each channel. In addition, there are two registers which are shared by both channels. The status of these registers is continually changing and depends on the mode of communication, received and transmitted data, and the manner in which this data is transferred to and from the CPU. The following description details the bit assignments for each register.

5.5.1 Read Register 0 (Transmit/receive buffer Status and External Status)

Read Register 0 contains the status of the receive and transmit buffers. RR0 also contains the status bits for the six sources of External/Status interrupts. The bit configuration is illustrated in Figure 5-18.

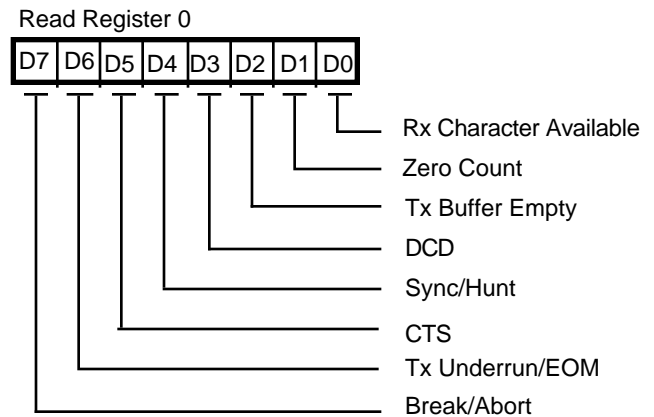


Figure 5-18. Read Register 0

Bit 7 is the Break/Abort status

In the Asynchronous mode, this bit is set when a Break sequence (null character plus framing error) is detected in the receive data stream. This bit is reset when the sequence is terminated, leaving a single null character in the receive FIFO. This character should be read and discarded. In SDLC mode, this bit is set by the detection of an Abort sequence (seven or more "1s"), then reset automatically at the termination of the Abort sequence. In either case, if the Break/Abort IE bit is set, an External/Status interrupt is initiated. Unlike the remainder of the External/Status bits, both transitions are guaranteed to cause an External/Status interrupt, even if another External/Status interrupt is pending at the time these transitions occur. This procedure is necessary because Abort or Break conditions may not persist.

Bit 6 is the Transmit Underrun/EOM status

This bit is set by a channel or hardware reset and when the transmitter is disabled or a Send Abort command is issued. This bit can only be reset by the reset Tx Underrun/EOM Latch command in WR0. When the Transmit Underrun occurs, this bit is set and causes an External/Status interrupt (if the Tx Underrun/EOM IE bit is set).

Only the 0-to-1 transition of this bit causes an interrupt. This bit is always "1" in Asynchronous mode, unless a reset Tx Underrun/EOM Latch command has been erroneously issued. In this case, the Send Abort command can be used to set the bit to one and at the same time cause an External/Status interrupt.

Bit 5 is the Clear to Send pin status

If the CTS IE bit in WR15 is set, this bit indicates the state of the /CTS pin while no interrupt is pending latches the state of the /CTS pin and generates an External/Status interrupt. Any odd number of transitions on the /CTS pin, while another External/Status interrupt is pending, also causes an External/Status interrupt condition. If the CTS IE bit is reset, it merely reports the current unlatched state of the /CTS pin.

Bit 4 is the SYNC/Hunt status

The operation of this bit is similar to that of the CTS bit, except that the condition monitored by the bit varies depending on the mode in which the ISCC is operating.

When the XTAL oscillator option is selected in asynchronous modes, this bit is forced to "0" (no External/Status interrupt is generated). Selecting the XTAL oscillator in synchronous or SDLC modes had no effect on the operation of this bit.

The XTAL oscillator should not be selected in External Sync mode.

In Asynchronous mode, the operation of this bit is identical to that of the CTS status bit, except that this bit reports the state of the /SYNC pin.

In External sync mode the /SYNC pin is used by external logic to signal character synchronization. When the Enter Hunt Mode command is issued in External Sync mode, the /SYNC pin must be held High by the external sync logic until character synchronization is achieved. A High on the /SYNC pin holds the Sync/Hunt bit in the reset condition.

When external synchronization is achieved, /SYNC must be driven Low on the second rising edge of the Receive Clock after the last rising edge of the Receive Clock on which the last bit of the receive character was received. Once /SYNC is forced Low, it is good practice to keep it Low until the CPU informs the external sync logic that synchronization has been lost or that a new message is about to start. Both transitions on the /SYNC pin cause External/Status interrupts if the Sync/Hunt IE bit is set to "1".

The Enter Hunt Mode command should be issued whenever character synchronization is lost. At the same time, the CPU should inform the external logic that character synchronization has been lost and that the ISCC is waiting for /SYNC to become active.

In the Monosync and Bisync Receive modes, the Sync/Hunt status bit is initially set to "1" by the Enter Hunt Mode command. The Sync/Hunt bit is reset when the ISCC established character synchronization. Both transitions cause External/Status interrupts if the Sync/Hunt IE bit is set. When the CPU detects the end of message or the loss of character synchronization, the Enter Hunt Mode command should be issued to set the Sync/Hunt bit and cause an External/Status interrupt. In this mode, the SYNC pin is an output, which goes Low every time a sync pattern is detected in the data stream.

In the SDLC modes, the Sync/Hunt bit is initially set by the Enter Hunt Mode command or when the receiver is disabled. It is reset when the opening flag of the first frame is detected by the ISCC. An External/Status interrupt is also generated if the Sync/Hunt IE bit is set. Unlike the Monosync and Bisync modes, once the Sync/Hunt bit is reset in SDLC mode, it does not need to be set when the end of the frame is detected. The ISCC automatically maintains synchronization. The only way the Sync/Hunt bit can be set again is by the Enter Hunt Mode command or by disabling the receiver.

5.5 READ REGISTERS (Continued)

Bit 3 is the Data Carrier Detect status

If the DCD IE bit in WR15 is set, this bit indicates the state of the DCD pin the last time the Enabled External/Status bits changed. Any transition on the DCD pin while no interrupt is pending latches the state of the DCD pin and generates an External/Status interrupt. Any odd number of transitions on the DCD pin while another External/Status interrupt is pending will also cause an External/Status interrupt condition. If the DCD IE is reset, this bit merely reports the current, unlatched state of the DCD pin.

Bit 2 is the TX Buffer Empty status

This bit is set to "1" when the transmit buffer is empty. It is reset while CRC is sent in a synchronous or SDLC mode and while the transmit buffer is full. The bit is reset when a character is loaded into the transmit buffer. This bit is always in the set condition after a hardware or channel reset.

Bit 1 is the Zero Count status

If the Zero Count interrupt Enable bit is set in WR15, this bit is set to one while the counter in the baud rate generator is at the count of zero. If there is no other External/Status interrupt condition pending at the time this bit is set, an External/Status interrupt is generated. However, if there is another External/Status interrupt pending at this time, no interrupt is initiated until interrupt service is complete. If the Zero Count condition does not persist beyond the end of the interrupt service routine, no interrupt will be generated. This bit is not latched High, even though the other External/Status latches close as a result of the Low-to-High transition on Zero Count. The interrupt routine should check the other External/Status conditions for changes. If none changed, Zero Count was the source. In polled applications, check the IP bit in RR3A for a status change and then proceed as in the interrupt service routine.

Bit 0 is Receive Character Available

This bit is set to "1" when at least one character is available in the receive FIFO and is reset when the receive FIFO is completely empty. A channel or hardware reset empties the receive FIFO.

5.5.2 Read Register 1

RR1 contains the Special Receive Condition status bits and the residue codes for the I-field in SDLC mode. Figure 5-19 shows the bit positions for RR1.

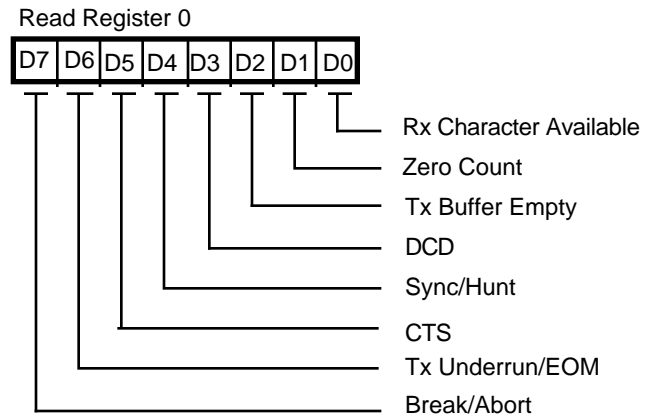


Figure 5-19. Read Register 1

Bit 7 is the End of Frame (SDLC) status

This bit is used only in SDLC mode and indicates that a valid closing flag has been received and that the CRC Error bit and residue codes are valid. This bit can be reset by issuing the Error Reset command. It is also updated by the first character of the following frame. This bit is reset in any mode other than SDLC.

Bit 6 is the CRC/Framing Error status

If a framing error occurs (in Asynchronous mode), this bit is set (and not latched) for the receive character in which the framing error occurred. Detection of a framing error adds an additional one-half bit to the character time so that the framing error is not interpreted as a new Start bit. In Synchronous and SDLC modes, this bit indicates the result of comparing the CRC checker to the appropriate check value. This bit is reset by issuing an Error Reset command, but the bit is never latched. Therefore, it is always updated when the next character is received. When used for CRC error status in Synchronous or SDLC modes, this bit is usually set since most bit combinations, except for a correctly completed message, result in a non-zero CRC.

Bit 5 is the Receiver Overrun Error status

This bit indicates that the receive FIFO has overflowed. Only the character that has been written over is flagged with this error, and when the character is read, the Error condition is latched until reset by the Error Reset command. The overrun character and all subsequent characters received until the Error Reset command is issued causes a Special Receive Condition vector to be returned.

Bit 4 is the Parity Error status

When parity is enabled, this bit is set for the characters whose parity does not match the programmed sense (even/odd). This bit is latched so that once an error occurs, it remains set until the Error Reset command is issued. If the parity in Special Condition bit is set, a parity error causes a Special Receive Condition vector to be returned on the character containing the error and on all subsequent characters until the Error Reset command is issued.

Bits 3, 2, and 1 are the Residue Codes, bits 2, 1, and 0

In those cases in SDLC mode where the received I-Field is not an integral multiple of the character length, these three bits indicate the length of the I-Field and are meaningful only for the transfer in which the end of frame bit is set. This field is set to "011" by a channel or hardware reset and is forced to this state in Asynchronous mode. These three bits can leave this state only if SDLC is selected and a character is received. The codes signify the following (Reference Table 5-12) when a receive character length is eight bits per character.

I-Field bits are right-justified in all cases. If a receive character length other than eight bits is used for the I-Field, a table similar to Table 5-12 can be constructed for each different character length. Table 5-13 shows the residue codes for no residue (The I-Field boundary lies on a character boundary).

Table 5-12. I-Field Bit Selection (8 Bits Only)

Bit 3	Bit 2	Bit 1	I-Field Bits in Last Byte	I-Field Bits in Previous Byte
1	0	0	0	3
0	1	0	0	4
1	1	0	0	5
0	0	1	0	6
1	0	1	0	7
0	1	1	0	8
1	1	1	1	8
0	0	0	2	8

Table 5-13. Bits per Character Residue Decoding

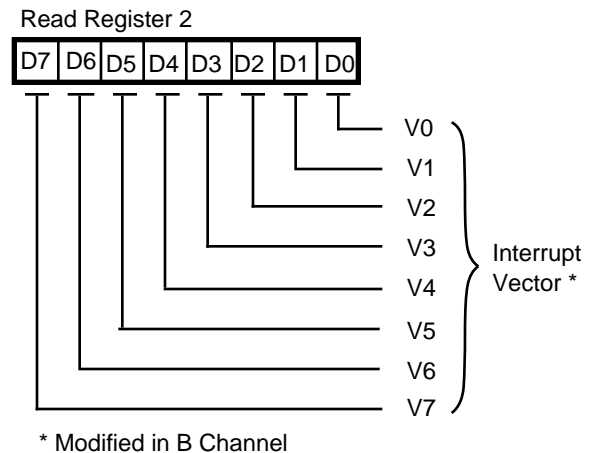
Bits per Character	Bit 3	Bit 2	Bit 1
8	0	1	1
7	0	0	0
6	0	1	0
5	0	0	1

Bit 0 is the All Sent status

In Asynchronous mode, this bit is set when all characters have completely cleared the transmitter pins. Most modems contain additional delays in the data path, which requires the modem control signals to remain active until after the data has cleared both the transmitter and the modem. This bit is always set in synchronous and SDLC modes.

5.5.3 Read Register 2

RR2 contains the interrupt vector written into WR2. When the register is accessed in Channel A, the vector returned is the vector actually stored in WR2. When this register is accessed in Channel B, the vector returned includes status information in bits 1, 2 and 3 or in bits 6, 5 and 4, depending on the state of the Status High/Status Low bit in WR9 and independent of the state of the VIS bit in WR9. The vector is modified according to Table 5-7 shown in the explanation of the VIS bit in WR9. If no interrupts are pending the status is V3,V2,V1 -011, or V6,V5,V4-110. Figure 5-20 shows the bit positions for RR2.


Figure 5-20. Read Register 2

5.5 READ REGISTERS (Continued)

5.5.4 Read Register 3

RR3 is the interrupt Pending register. The status of each of the interrupt Pending bits in the SCC cell is reported in this register. This register exists only in Channel A. If this register is accessed in Channel B, all "0's" are returned. The two unused bits are always returned as "0". Figure 5-21 shows the bit positions for RR3.

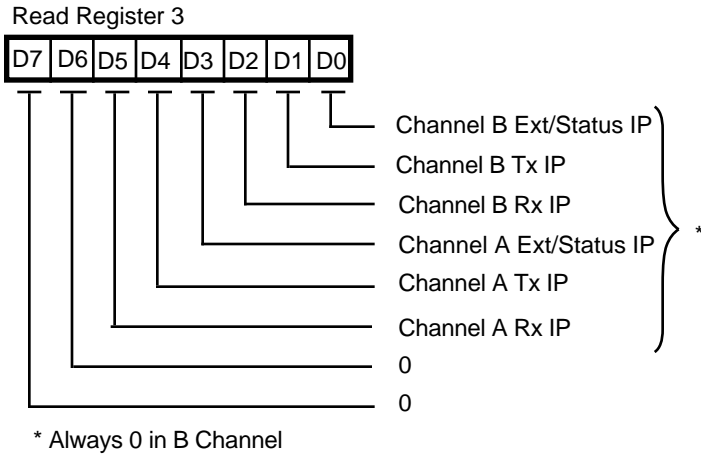


Figure 5-21. Read Register 3

5.5.5 Read Register 8

RR8 is the Receive Data register.

5.5.6 Read Register 10

RR10 contains some miscellaneous status bits. Unused bits are always "0". Bit position for RR10 are shown in Figure 5-22.

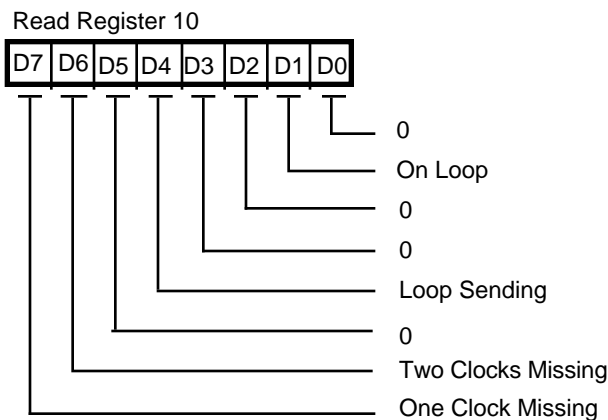


Figure 5-22. Read Register 10

Bit 7 is the One Clock Missing status

While operating in the FM mode, the DPLL sets this bit to "1" when it does not see a clock edge on the incoming lines in the window where it expects one. This bit is latched until reset by a Reset Missing Clock or Enter Search Mode command in WR14. In the NRZI mode of operation and while the DPLL is disabled, this bit is always "0".

Bit 6 is the Two Clocks Missing status

While operating in the FM mode, the DPLL sets this bit to "1" when it does not see a clock edge in two successive tries. At the same time the DPLL enters the Search mode. This bit is latched until reset by a Reset Missing Clock or Enter Search Mode command in WR14, bit 5-7. In the NRZI mode of operation and while the DPLL is disabled, this bit is always "0".

Bit 4 is the Loop Sending status

This bit is set to "1" in SDLC Loop mode while the transmitter is in control of the Loop, that is, while the ISCC is actively transmitting on the loop. This bit is reset at all other times.

This bit can be polled in SDLC mode to determine when the closing flag has been sent.

Bit 1 is the On Loop status

This bit is set to "1" while the ISCC is actually on loop in SDLC Loop mode. This bit is set to "1" in the X21 mode (Loop mode selected while in monosync) when the transmitter goes active. This bit is "0" at all other times. This bit can also be polled in SDLC mode to determine when the closing flag has been sent.

5.5.7 Read Register 12

RR12 returns the value stored in WR12, the lower byte of the time constant for the baud rate generator. Figure 5-23 shows the bit positions for RR12.

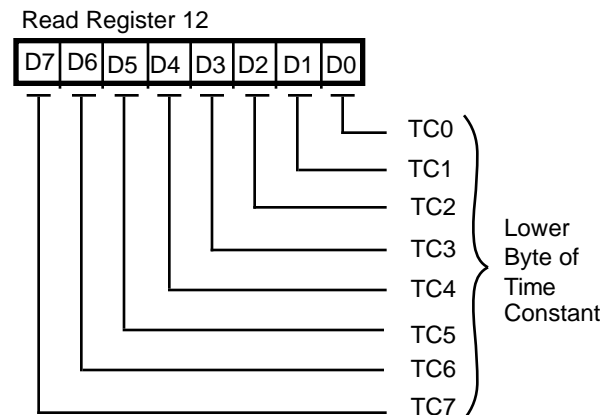


Figure 5-23. Read Register 12

5.5.8 Read Register 13

RR13 returns the value stored in WR13, the upper byte of the time constant for the baud rate generator. Figure 5-24 shows the bit positions for RR13.

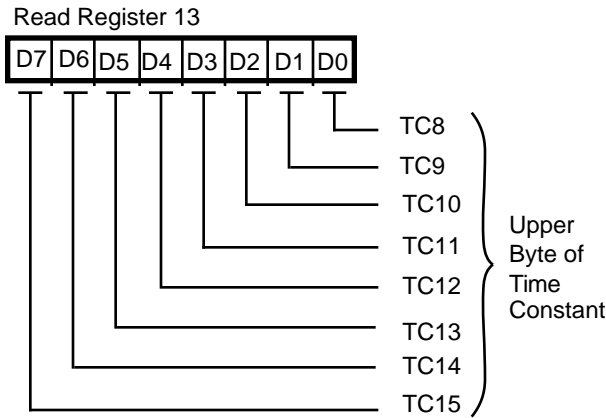


Figure 5-24. Read Register 13

5.5.9 Read Register 15

RR15 reflects the value stored in WR15, the External/Status IE bits. The two unused bits are always returned as "0s". Figure 5-25 shows the bits positions for RR15.

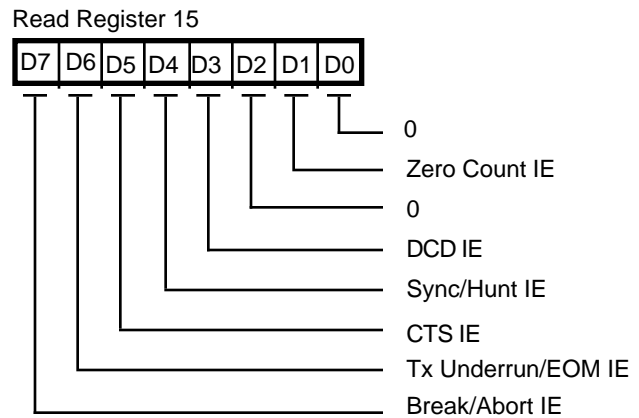


Figure 5-25. Read Register 15

5.6 DMA CELL REGISTER DESCRIPTIONS

5.6.1 Channel Command/Address Register

This register is a write only register and is at the same address as the DMA Status Register. Figure 5-26 shows the bit positions for this register.

Bits 7 through 5 are encoded with the commands for the DMA as shown below:

Bit combination 000 is a Null command and has no affect on the DMA.

Bit combination 001 is reserved

Bit combination 010 is the DMA Reset Highest IUS command. This command resets only the highest priority IUS bit that is set in the DMA cell and occurs independent of the state of the IEI for the ISCC.

Bit combination 011 is the Reset command and is used to reset the DMA cell. All of the DMA channels are reset. The DMA channels remain reset until enabled.

Bit combination 100 is the command to enable the Transmitter B channel DMA. The DMA operation is not triggered by this command.

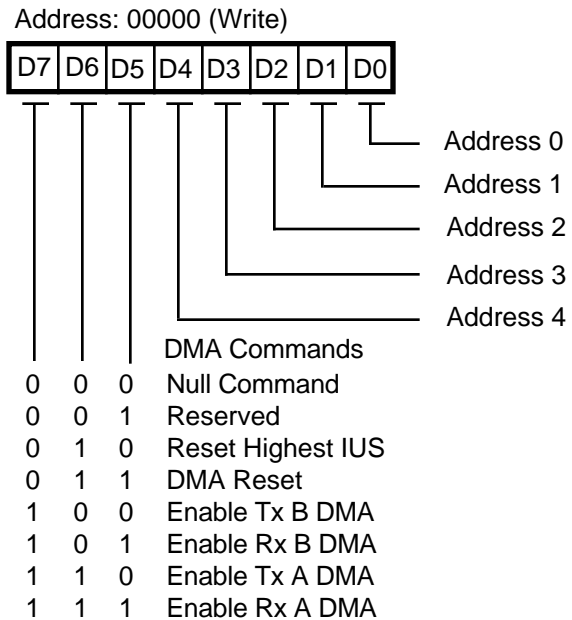


Figure 5-26. Channel Command/Address Register

Bit combination 101 is the command to enable the Receiver B channel DMA. The DMA operation is not triggered by this command.

5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

Bit combination 110 is the command to enable the Transmitter A channel DMA. The DMA operation is not triggered by this command.

Bit combination 111 is the command to enable the Receiver B channel DMA. The DMA operation is not triggered by this command.

Bits 4 through 0 comprise the pointer to the internal registers. This pointer is used in the non-multiplexed bus modes to access the DMA cell internal registers. After reset, the internal pointer points to the Channel Command/Address Register. Access to other registers is accomplished by first writing the address of the desired register to this field. The next access to the DMA cell will be to the register so addressed; this access may be a read or a write. After this second access (the access to the desired register), the internal pointer latch is cleared and the pointer again points to the Channel Command/Address Register.

5.6.2 DMA Status Register

This register is a read only register and is at the same address as the Channel Command/Address Register. The individual bits indicate abort and terminal count of each of the four DMA channels. Figure 5-27 shows the bit positions for the DMA Status Register. The status in this register is automatically cleared after a read.

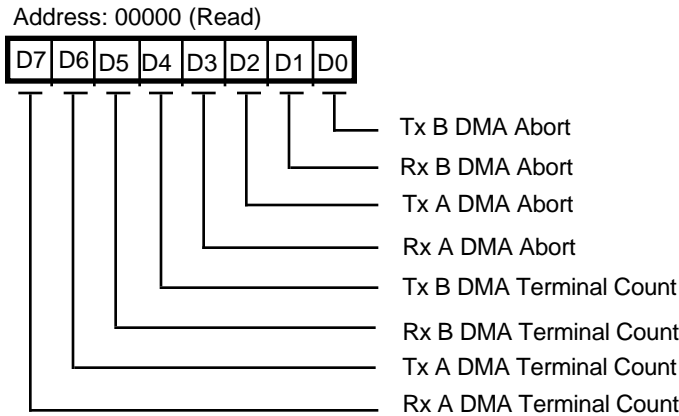


Figure 5-27. DMA Status Register

Bit 7, when set, indicates that the Receiver A DMA has reached terminal count.

Bit 6, when set, indicates that the Transmitter A DMA has reached terminal count.

Bit 5, when set, indicates that the Receiver B DMA has reached terminal count.

Bit 4, when set, indicates that the Transmitter B DMA has reached terminal count.

Bit 3, when set, indicates that the Receiver A DMA operation has been aborted.

Bit 2, when set, indicates that the Transmitter A DMA operation has been aborted.

Bit 1, when set, indicates that the Receiver B DMA operation has been aborted.

Bit 0, when set, indicates that the Transmitter B DMA operation has been aborted.

5.6.3 Interrupt Control Register

The Interrupt Control Register is used to enable the interrupts from the individual sources, and select the interrupt vector options. This register is read/write. The bit positions are shown in Figure 5-28.

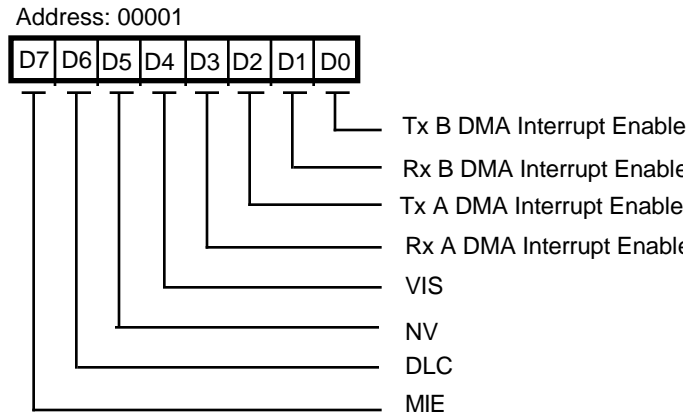


Figure 5-28. Interrupt Control Register

Bit 7 is the Master Interrupt Enable (MIE). When this bit is cleared, all interrupts from the DMA cell are disabled even though the individual enable bits are set. This bit must be set for any DMA interrupt source to cause an interrupt.

Bit 6 is the disable lower chain control bit (DLC). If this bit is set, the external lower chain of the daisy chained interrupt structure is disabled; IEO will not become active.

Bit 5 selects the no vector option. With this bit set, the DMA cell does not return an interrupt vector to the CPU. During the interrupt acknowledge cycle when the interrupt vector is requested, the ISCC will not drive the bus. With this bit clear, an interrupt vector will be returned in the interrupt acknowledge cycle.

Bit 4 selects the vector include status option for the interrupt vector from the DMA cell. With this bit clear, a DMA interrupt vector will be returned which is the vector that has been programmed into the Interrupt Vector Register. With this bit set, the returned vector contains status information concerning the interrupt source. The status returned reflects the highest priority interrupt pending (IP bit is set and the corresponding Interrupt Enable bit is set). This status information is contained in bits 1, 2, and 3 of the interrupt vector. The other interrupt vector bits remain unmodified.

Table 5-14. Interrupt Vector Status Encoding

IV3	IV2	IV1	Interrupt
0	0	0	No Interrupt Pending
0	0	1	Not Possible
0	1	0	Not Possible
0	1	1	Not Possible
1	0	0	Rx A IP
1	0	1	Rx B IP
1	1	0	Tx A IP
1	1	1	Tx B IP

Bit 3, when set, enables the interrupt from the Receiver A DMA.

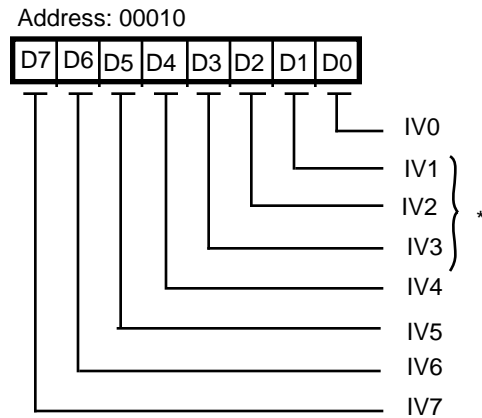
Bit 2, when set, enables the interrupt from the Transmitter A DMA.

Bit 1, when set, enables the interrupt from the Receiver B DMA.

Bit 0, when set, enables the interrupt from the Transmitter B DMA.

5.6.4 Interrupt Vector Register

This register holds the interrupt vector for the DMA cell. The value programmed into this register is returned during the interrupt response cycle as the interrupt vector when one of the DMA interrupt sources is the highest priority pending interrupt. Note that bits 1, 2, and 3 may be replaced by interrupt status information if the Vector Include Status option has been selected (see Interrupt Control Register). The bit positions are shown in Figure 5-29.



* Potentially modified by interrupt condition

Figure 5-29. Interrupt Vector Register

5.6.5 Interrupt Command Register

This is a write only register and is used to command the DMA cell. It shares its address with the Interrupt Status Register. The bit positions for the Interrupt Command Register are shown in Figure 5-30.

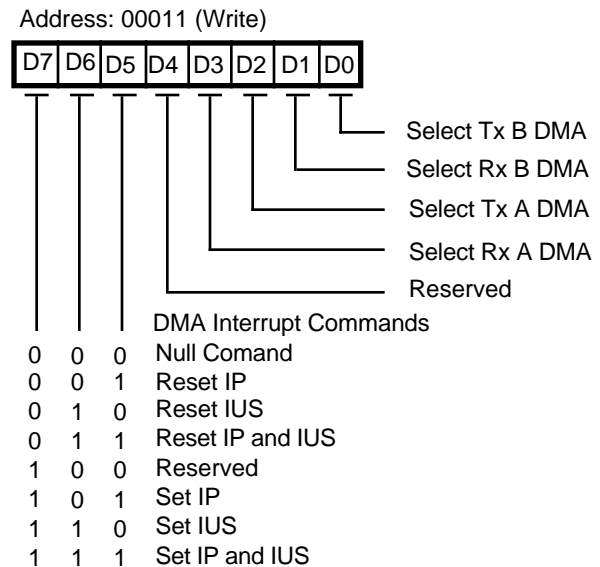


Figure 5-30. Interrupt Command Register

Bits 7 through 5 are encoded with the commands for the DMA cell as shown below:

Bit combination 000 is a Null command and has no affect on the DMA.

5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

Bit combination 001 resets the Interrupt Pending (IP) bit in the selected DMA channel(s).

Bit combination 010 resets the Interrupt Under Service (IUS) bit in the selected DMA channel(s).

Bit combination 011 resets both the Interrupt Pending (IP) bit and the Interrupt Under Service (IUS) bit in the selected DMA channel(s).

Bit combination 100 is Reserved.

Bit combination 101 sets the Interrupt Pending (IP) bit in the selected DMA channel(s).

Bit combination 110 sets the Interrupt Under Service (IUS) bit in the selected DMA channel(s).

Bit combination 111 sets both the Interrupt Pending (IP) bit and the Interrupt Under Service (IUS) bit in the selected DMA channel(s).

Bit 4 is Reserved. (This bit should be programmed as a zero to avoid conflicts with future versions of this device.)

Bits 3 through 0 select the channel to which the command is to apply. More than one of these bits may be set for the command; the command is applied to all of the DMA channels whose bits are set in this field: (These bits are not stored and must be written with each command.)

Bit 3, when set, applies the command to the Receive A DMA.

Bit 2, when set, applies the command to the Transmit A DMA.

Bit 1, when set, applies the command to the Receive B DMA.

Bit 0, when set, applies the command to the Transmit B DMA.

5.6.6 Interrupt Status Register

This is a read only register which shares its address with the Interrupt Command Register. The bits in this register reflect the status of the Interrupt Pending (IP) and Interrupt Under Service (IUS) bits in the DMA channels. The bit positions for this register are shown in Figure 5-31.

Bit 7 reflects the Receive A DMA Interrupt Under Service status. This bit can be set or cleared through a command (see Interrupt Command Register). This bit is set to 1 automatically during an interrupt acknowledge if this is the

highest priority interrupt pending. This is the highest priority pending interrupt if the corresponding Interrupt Pending bit is set to 1, if the Interrupt Enable bit for this interrupt is set to 1, if the IEI input to the ISCC is 1, if the DMA cell Master Interrupt Enable bit is set to 1, if there are no SCC cell interrupts pending, and if there is no other DMA channel with an interrupt pending that is at a higher priority level (see DMA Control Register for priority programming).

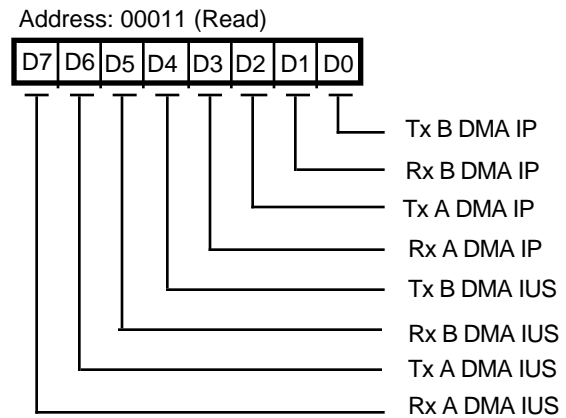


Figure 5-31. Interrupt Status Register

Bit 6 reflects the Transmit A DMA Interrupt Under Service status. The function of this bit is identical to that for bit 7.

Bit 5 reflects the Receive B DMA Interrupt Under Service status. The function of this bit is identical to that for bit 7.

Bit 4 reflects the Transmit B DMA Interrupt Under Service status. The function of this bit is identical to that for bit 7.

Bit 3 reflects the Receive A DMA Interrupt Pending (IP) status. This bit can be set or cleared through a command (see Interrupt Command Register). This bit will be set to 1 automatically when a Receive A DMA interrupt condition occurs. An interrupt will be requested if the corresponding Interrupt Enable bit is set to 1, if the DMA Master Interrupt Enable bit is set to 1, and if the ISCC IEI input is 1, and if the corresponding IUS bit is 0.

Bit 2 reflects the Transmit A DMA Interrupt Pending status. The function of this bit is identical to that for bit 3.

Bit 1 reflects the Receive B DMA Interrupt Pending status. The function of this bit is identical to that for bit 3.

Bit 0 reflects the Transmit B DMA Interrupt Pending status. The function of this bit is identical to that for bit 3.



5.6.7 DMA Enable Register

This register controls the enabling of the DMA channels and contains the enables for the DMA Abort Interrupt conditions. The bit positions for this register are shown in Figure 5-32.

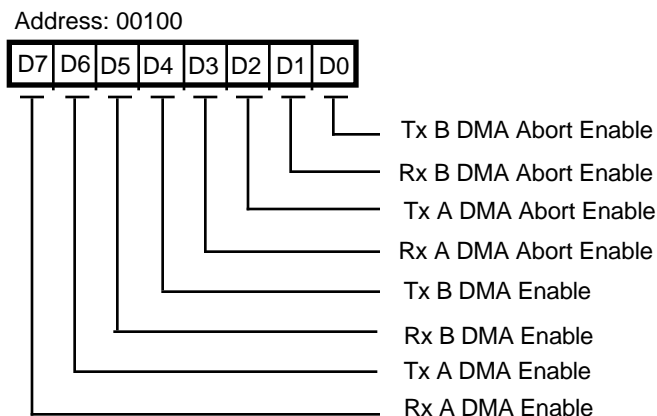


Figure 5-32. DMA Enable Register

- Bit 7, when set to 1, enables the Receive A DMA.
- Bit 6, when set to 1, enables the Transmit A DMA.
- Bit 5, when set to 1, enables the Receive B DMA.
- Bit 4, when set to 1, enables the Transmit B DMA.
- Bit 3, when set to 1, enables the interrupt in the Receive A DMA Channel that is generated when a DMA operation in this channel is aborted.
- Bit 2, when set to 1, enables the interrupt in the Transmit A DMA Channel that is generated when a DMA operation in this channel is aborted.
- Bit 1, when set to 1, enables the interrupt in the Receive B DMA Channel that is generated when a DMA operation in this channel is aborted.
- Bit 0, when set to 1, enables the interrupt in the Transmit B DMA Channel that is generated when a DMA operation in this channel is aborted.

5.6.8 DMA Control Register

This register controls DMA priorities, requests, and address generation. The bit positions for this register are shown in Figure 5-33.

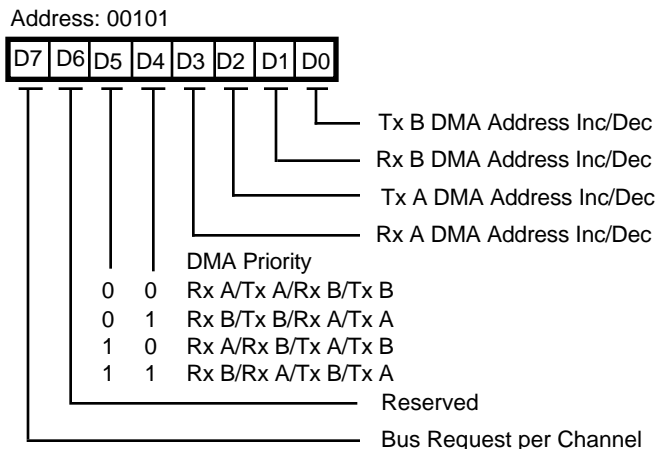


Figure 5-33. DMA Control Register

Bit 7, when set to 1, enables a bus request per channel. This means that if more than one DMA request is pending, after the completion of a DMA transfer from one DMA channel, the bus will be relinquished and subsequently requested for the other channel DMA requests. If this bit is cleared (0), the DMA will hold the bus until there are no DMA requests pending, thus multiple channels may make DMA transfers without separate, intervening bus acquisitions.

Bit 6 is reserved and should be programmed zero.

Bits 5 and 4 control the DMA priority according to Table 5-15. If DMA requests arise simultaneously, the channel which is serviced first is the one with the highest priority as programmed. Note that the interrupt priorities are not affected by this programming and remain fixed in the order Rx A DMA (highest), Tx A DMA, Rx B DMA, Tx B DMA (lowest).

5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

Table 5-15. DMA Priority

D5	D4	DMA Priority
0	0	Rx A/Tx A/Rx B/Tx B
0	1	Rx B/Tx B/Rx A/Tx A
1	0	Rx A/Rx B/Tx A/Tx B
1	1	Rx B/Rx A/Tx B/Tx A

Bit 3 selects if the DMA address for the Receive A DMA is to be incremented or decremented after each DMA byte transfer. Programming this bit to a 1 causes the address to increment; programming this bit to a 0 causes the address to decrement.

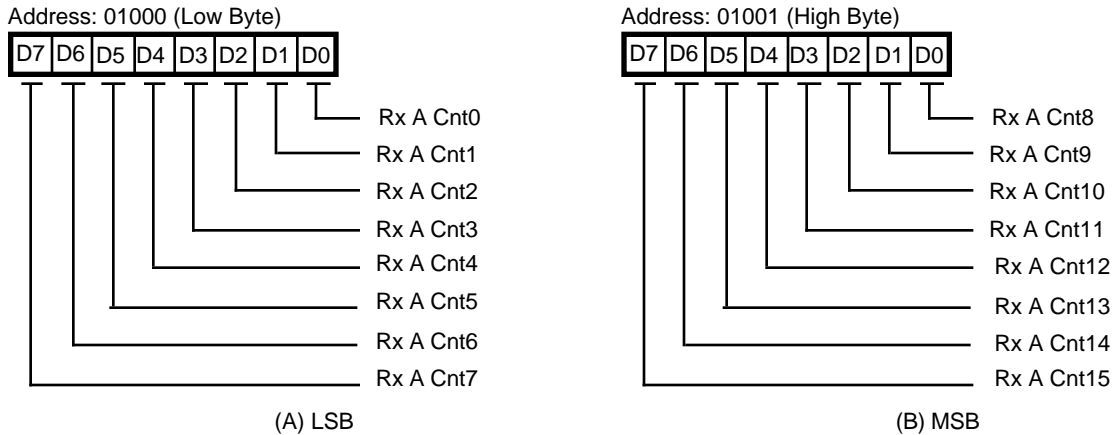
Bit 2 selects if the DMA address for the Transmit A DMA is to be incremented or decremented after each DMA byte transfer. Its operation is identical to bit 3.

Bit 1 selects if the DMA address for the Receive B DMA is to be incremented or decremented after each DMA byte transfer. Its operation is identical to bit 3.

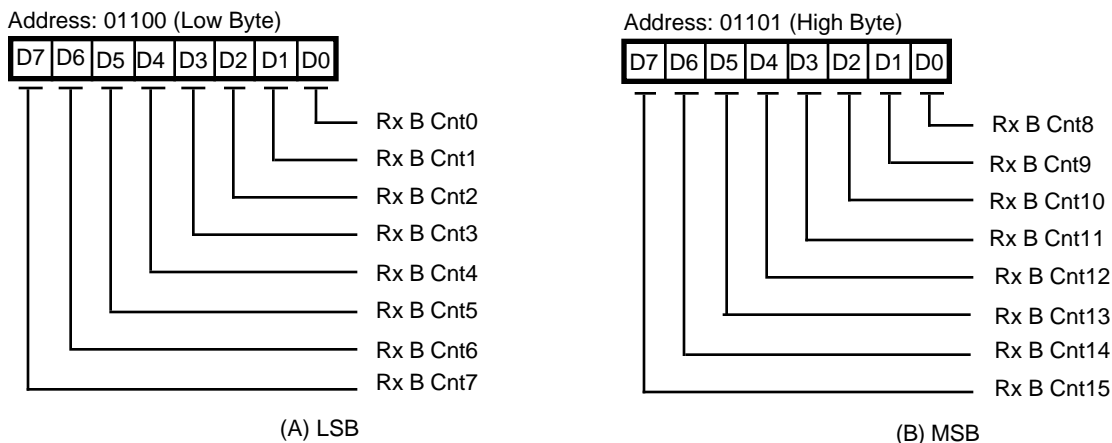
Bit 0 selects if the DMA address for the Transmit B DMA is to be incremented or decremented after each DMA byte transfer. Its operation is identical to bit 3.

5.6.9 Receive DMA Count Registers A, B

There are two sets of Receive DMA Count Registers, one set for Receive DMA Channel A and one set for Receive DMA Channel B. Each register set contains two registers, one for the low byte (bits 7-0) and one for the high byte (bits 15 - 8) as shown in Figure 5-34. These registers are read/write.



Receive DMA Count Register Channel A



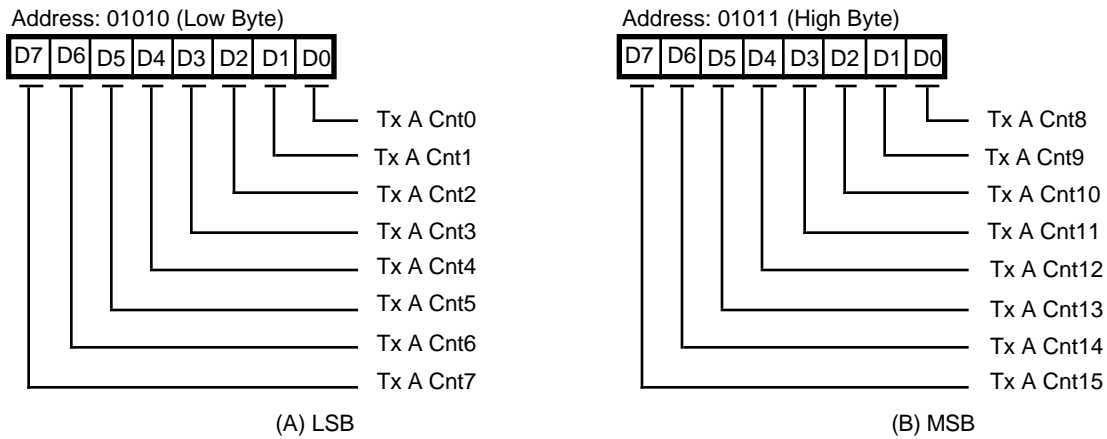
Receive DMA Count Register Channel B

Figure 5-34. Receive DMA Count Registers

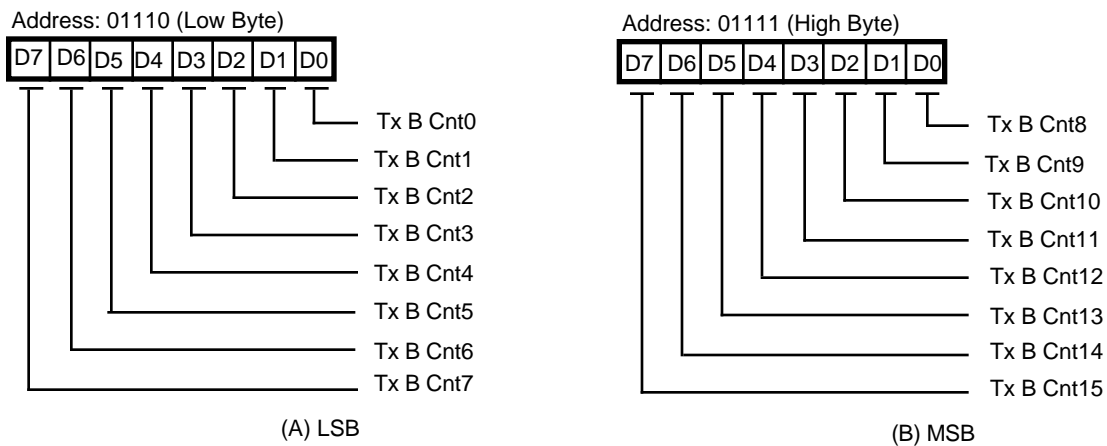
5.6.10 Transmit DMA Count Registers A, B

There are two sets of Transmit DMA Count Registers, one set for Transmit DMA Channel A and one set for Transmit DMA Channel B. Each register set contains two registers,

one for the low byte (bits 7-0) and one for the high byte (bits 15-8) as shown in Figure 5-35. These registers are read write.



Transmit DMA Count Register Channel A



Transmit DMA Count Register Channel B

Figure 5-35. Transmit DMA Count Registers

5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

5.6.11 Receive DMA Address Registers A, B

There are two sets of Receive DMA Address Registers, one set for Receive DMA Channel A and one set for Receive DMA Channel B. Each set consists of four registers,

one for address bits 7-0, one for address bits 15-8, one for address bits 23-16, and one for address bits 31-24 as shown in Figure 5-36. These registers are read/write.

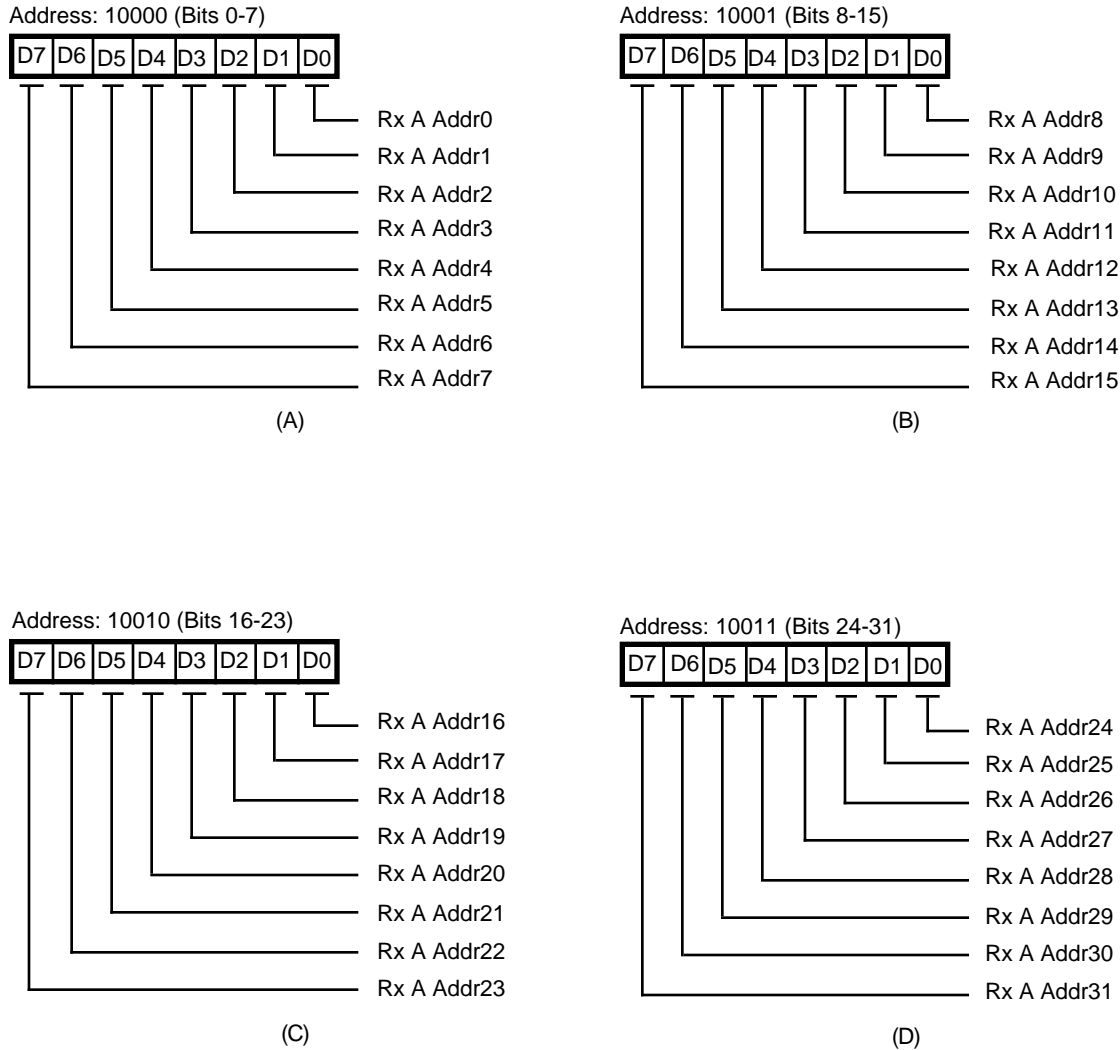


Figure 5-36. Receive DMA Address Registers

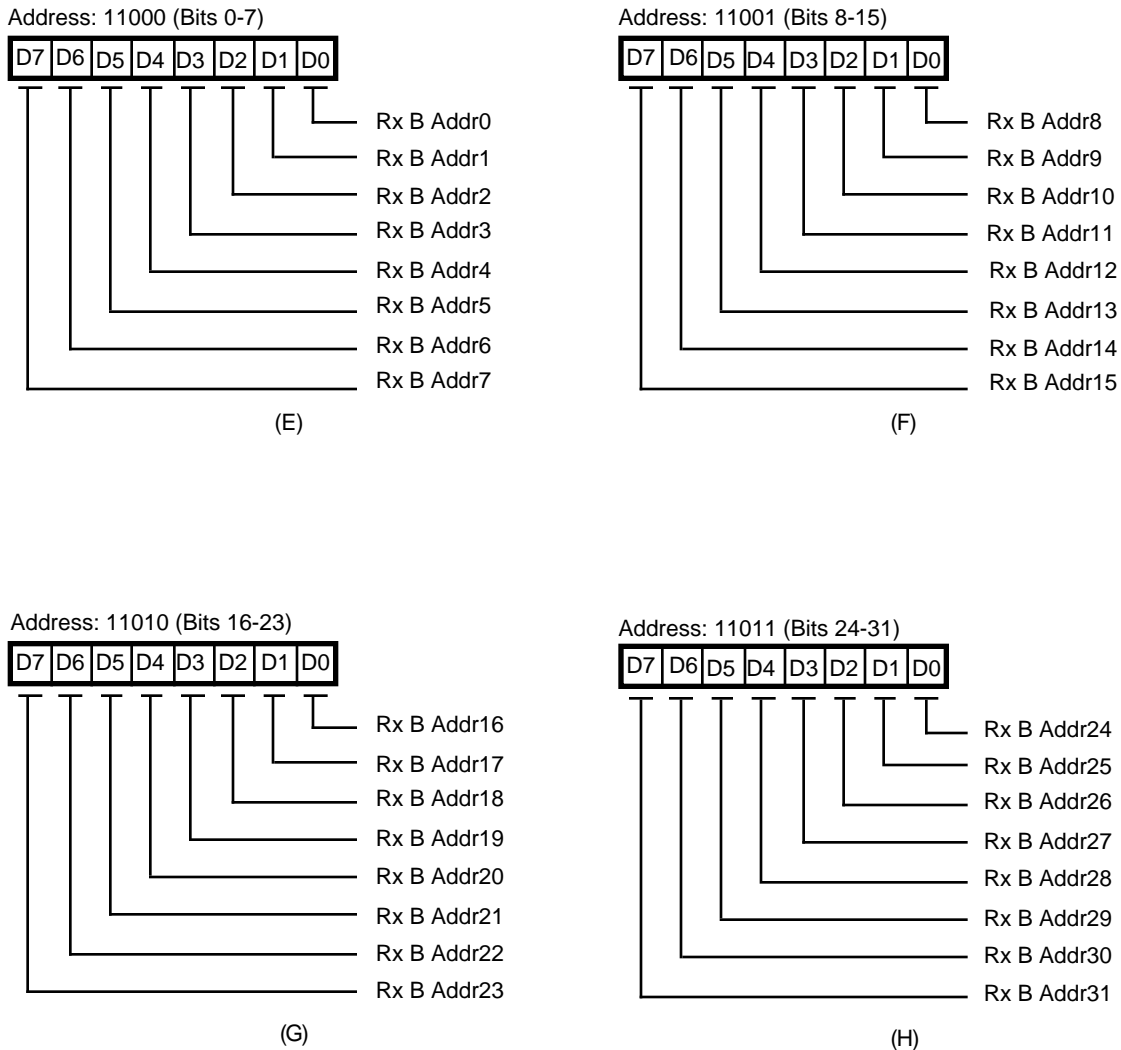


Figure 5-36. Receive DMA Address Registers (Continued)

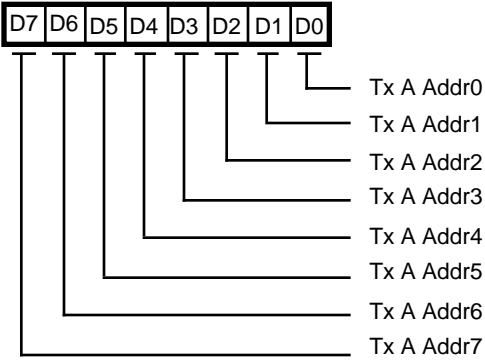
5.6.12 Transmit DMA Address Registers A, B

There are two sets of Transmit DMA Address Registers, one set for Transmit DMA Channel A and one set for Transmit DMA Channel B. Each set consists of four

registers, one for address bits 7-0, one for address bits 15-8, one for address bits 23-16, and one for address bits 31-24 as shown in Figure 5-37. These registers are read/write.

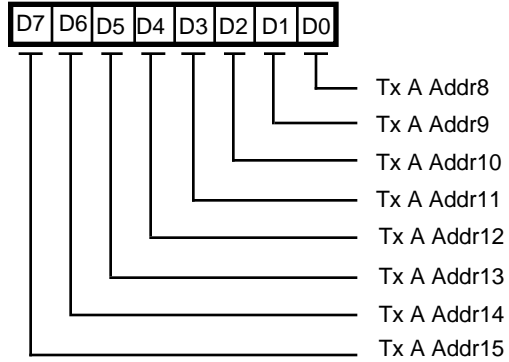
5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

Address: 10100 (Bits 0-7)



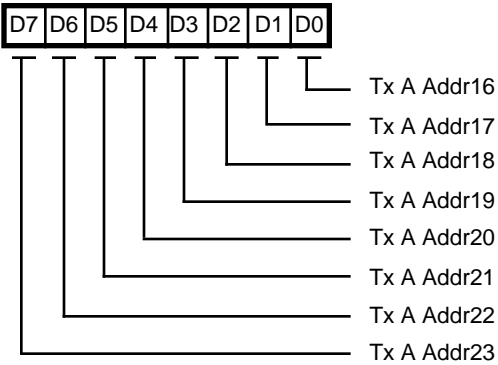
(A)

Address: 10101 (Bits 8-15)



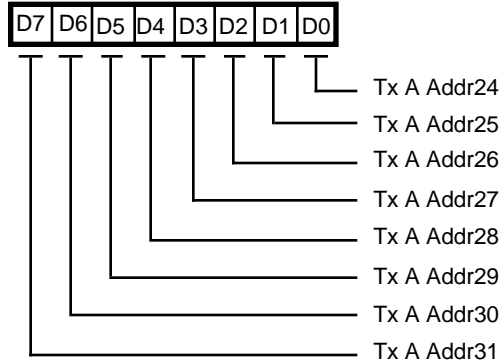
(B)

Address: 10110 (Bits 16-23)



(C)

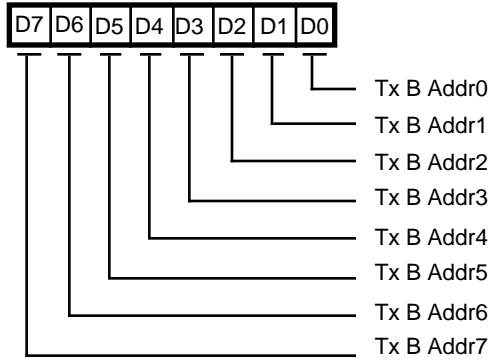
Address: 10111 (Bits 24-31)



(D)

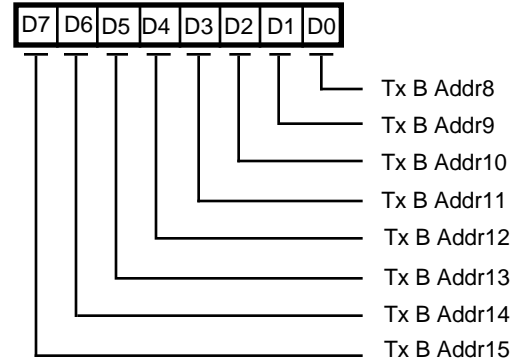
Figure 5-37. Transmit DMA Address Registers

Address: 11100 (Bits 0-7)



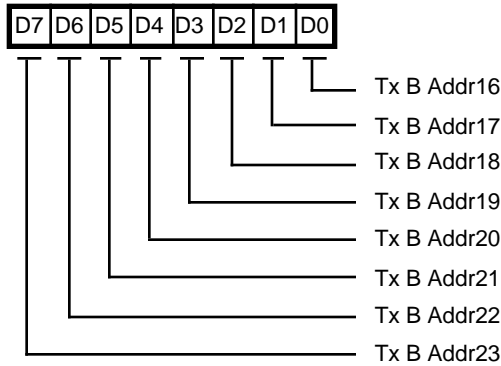
(E)

Address: 11101 (Bits 8-15)



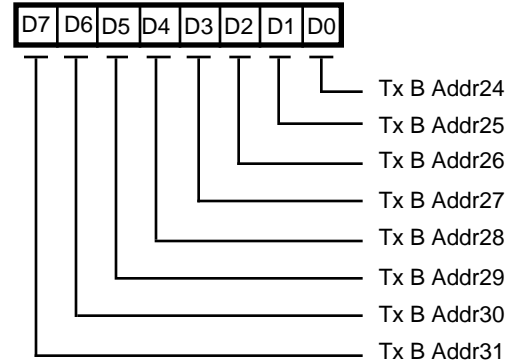
(F)

Address: 11110 (Bits 16-23)



(G)

Address: 11111 (Bits 24-31)



(H)

Figure 5-38. Transmit DMA Address Registers (Continued)

5.6 DMA CELL REGISTER DESCRIPTIONS (Continued)

5.6.13 Bus Configuration Register

The first write to the ISCC after a hardware reset is always to the Bus Configuration Register. The register is shown in Figure 5-38. The Bus Configuration Register is not affected by any reset function other than a hardware reset and is accessible only after the hardware reset. Note that when writing to the Bus Configuration Register, /AS and A1/A/B are used to program certain bus interface features. Refer to the Bus Interface Unit description for details.

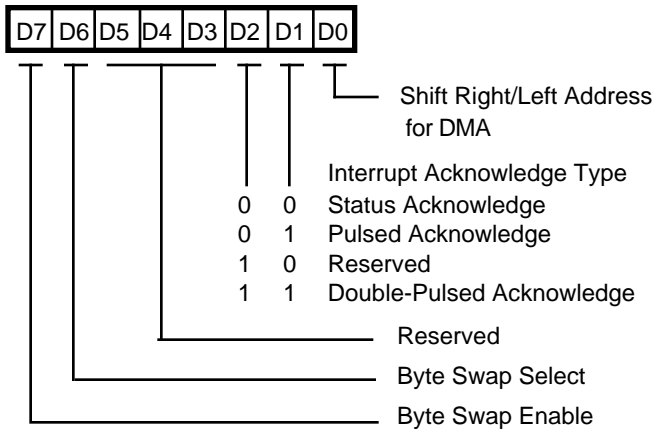


Figure 5-39. Bus Configuration Register

Bit D7 is the Byte Swap Enable

A zero in this bit disables the byte swap feature. Thus the ISCC accepts DMA transferred data from memory on the lower eight bits of the address data bus (AD) and ignores data on the upper eight bits.

A one in this bit enables the byte swap feature and the ISCC accepts DMA transferred data from memory on either the upper or lower eight bits of the bus depending on the state of A0, the least significant address bit. Big endian or little endian selection is made through bit D6.

Note that whether or not this feature is enabled, when data is DMA transferred from the ISCC to memory, the ISCC replicates the same data on both the lower and up-

per eight bits of the bus. Writing to memory is controlled by the external generation of appropriate memory enable or strobe signals.

Bit D6 controls the odd/even byte selection when the Byte Swap feature is enabled. If Byte Swap Select is a 1, then even address bytes (transfers where the DMA address has A0 equal to 0) are accepted by the ISCC on the lower eight bits of the bus and odd address bytes (transfers where the DMA address has A0 equal to 1) are accepted on the upper eight bits of the bus. If Byte Swap Select is a 0, then even address bytes (transfers where the DMA address has A0 equal to 0) are accepted by the ISCC on the upper eight bits of the bus and odd address bytes (transfers where the DMA address has A0 equal to 1) are accepted on the lower eight bits of the bus.

Bits D5 through D3 are reserved and should be programmed zero.

Bits D2 and D1 program the Interrupt acknowledge type according to Table 5-16.

Table 5-16. Interrupt Acknowledge Programming

D2	D1	Interrupt Acknowledge Type
0	0	Status Acknowledge
0	1	Pulsed Acknowledge
1	0	Reserved
1	1	Double Pulse Acknowledge

The Status Acknowledge is compatible with the 68000 family of microprocessors and the Double Pulse Acknowledge is compatible with the 8086 family of microprocessors.

Bit D0 selects the Shift Right/Shift Left address decoding mode for the DMA cell only. A 1 in this bit selects the Shift Right mode. In this mode, when the ISCC is in the multiplexed bus mode, the addresses to the DMA cell registers is decoded from address data lines AD4 through AD0. A 0 in this bit selects the Shift Left mode. In this mode, when the ISCC is in the multiplexed bus mode, the addresses to the DMA cell registers is decoded from address data lines AD5 through AD1.

INTERFACING Z80[®] CPUs TO THE Z8500 PERIPHERAL FAMILY

INTRODUCTION

The Z8500 Family consists of universal peripherals that can interface to a variety of microprocessor systems that use a non-multiplexed address and data bus. Though similar to Z80 peripherals, the Z8500 peripherals differ in the way they respond to I/O and Interrupt Acknowledge cycles. In addition, the advanced features of the Z8500 peripherals enhance system performance and reduce processor overhead.

To design an effective interface, the user needs an understanding of how the Z80 Family interrupt structure works, and how the Z8500 peripherals interact with this structure. This application note provides basic information on the interrupt structures, as well as a discussion of the hardware and software considerations involved in

interfacing the Z8500 peripherals to the Z80 CPUs. Discussions center around each of the following situations:

- Z80A 4 MHz CPU to Z8500 4 MHz peripherals
- Z80B 6 MHz CPU to Z8500A 6 MHz peripherals
- Z80H 8 MHz CPU to Z8500 4 MHz peripherals
- Z80H 8 MHz CPU to Z8500A 6 MHz peripherals

This application note assumes the reader has a strong working knowledge of the Z8500 peripherals; it is not intended as a tutorial.

CPU HARDWARE INTERFACING

The hardware interface consists of three basic groups of signals; data bus, system control, and interrupt control, described below. For more detailed signal information, refer to Zilog's DataBook, Universal Peripherals.

Data Bus Signals

D7-D0. Data Bus (bidirectional tri-state). This bus transfers data between the CPU and the peripherals.

System Control Signals

AD-A0. Address Select Lines (optional). These lines select the port and/or control registers.

/CE. Chip Enable (input, active Low). /CE is used to select the proper peripheral for programming. /CE should be gated with /IORQ or /MREQ to prevent spurious chip selects during other machine cycles.

/RD* Read (input, active Low). /RD activates the chip-read circuitry and gates data from the chip onto the data bus.

/WR* Write (input, active Low). /WR strobes data from the data bus into the peripheral.

*Chip reset occurs when /RD and /WR are active simultaneously.

Interrupt Control

/INTACK. Interrupt Acknowledge (input, active Low). This signal indicates an Interrupt Acknowledge cycle and is used with /RD to gate the interrupt vector onto the data bus.

/INT. Interrupt Request (output, open-drain, active Low).

The IUS bit indicates that an interrupt is currently being serviced by the CPU. The IUS bit is set during an Interrupt Acknowledge cycle if the IP bit is set and the IEI line is High. If the IEI line is Low, the IUS bit is not set, and the device is inhibited from placing its vector onto the data bus. In the Z80 peripherals, the IUS bit is normally cleared by decoding the RETI instruction, but can also be cleared by a software command (SIO). In the Z8500 peripherals, the IUS bit is cleared only by software commands.

CPU HARDWARE INTERFACING (Continued)

Z80[®] Interrupt Daisy-Chain Operation

In the Z80 peripherals, both the IP and IUS bits control the IEO line and the lower portion of the daisy chain.

When a peripheral's IP bit is set, its IEO line is forced Low. This is true regardless of the state of the IEI line. Additionally, if the peripheral's IUS bit is clear and its IEI line High, the /INT line is also forced Low.

The Z80 peripherals sample for both /M1 and /IORQ active, and /RD inactive to identify and Interrupt Acknowledge cycle. When /M1 goes active and /RD is inactive, the peripheral detects an Interrupt Acknowledge cycle and allows its interrupt daisy chain to settle. When the /IORQ line goes active with /M1 active, the highest priority interrupting peripheral places its interrupt vector onto the data bus. The IUS bit is also set to indicate that the peripheral is currently under service. As long as the IUS bit is set, the IEO line is forced Low. This inhibits any lower priority devices from requesting an interrupt. When the Z80 CPU executes the RETI instruction, the peripherals monitor the data bus and the highest priority device under service resets its IUS bit.

Z8500 Interrupt Daisy-Chain Operation

In the Z8500 peripherals, the IUS bit normally controls the state of the IEO line. The IP bit affects the daisy chain only during an Interrupt Acknowledge cycle. Since the IP bit is normally not part of the Z8500 peripheral interrupt daisy chain, there is no need to decode the RETI instruction. To allow for control over the daisy chain, Z8500 peripherals have a Disable Lower Chain (DLC) software command that pulls IEO Low. This can be used to selectively deactivate parts of the daisy chain regardless of the interrupt status. Table 1 shows the truth tables for the Z8500 interrupt daisy-chain control signals during certain cycles. Table 2 shows the interrupt state diagram for the Z8500 peripherals.

Table 1. Z8500 Daisy-Chain Control Signals

Truth Table for Daisy Chain Signals During Idle State				Truth Table for Daisy Chain Signals During /INTACK Cycle			
IEI	IP	IUS	IEO	IEI	IP	IUS	IEO
0	X	X	0	0	X	X	0
1	X	0	1	1	1	X	0
1	X	1	0	1	X	1	0
1	0	0	1				

IEI. Interrupt Enable In (Input, active High).

IEO. Interrupt Enable Out (output, active High).

These lines control the interrupt daisy chain for the peripheral interrupt response.

Z8500 I/O Operation

The Z8500 peripherals generate internal control signals from /RD and /WR. Since PCLK has not required phase relationship to /RD or /WR, the circuitry generating these signals provides time for metastable conditions to disappear.

The Z8500 peripherals are initialized for different operating modes by programming the internal registers. These internal registers are accessed during I/O Read and Write cycles, which are described below.

Read Cycle Timing

Figure 1 illustrates the Z8500 Read cycle timing. All register addresses and /INTACK must remain stable throughout the cycle. If /CE goes active after /RD goes active, or if /CE goes inactive before /RD goes inactive, then the effective Read cycle is shortened.

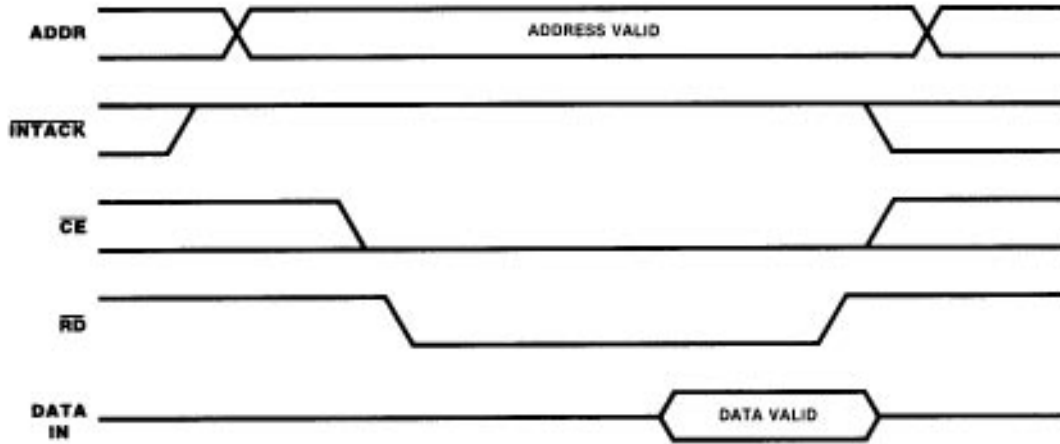


Figure 1. Z8500 Peripheral I/O Read Cycle Timing

Write Cycle Timing

Figure 2 illustrates the Z8500 Write cycle timing. All register addresses and **/INTACK** must remain stable throughout the cycle. If **/CE** goes active after **/WR** goes

active, or if **/CE** goes inactive before **/WR** goes inactive, then the effective Write cycle is shortened. Data must be available to the peripheral prior to the falling edge of **/WR**.

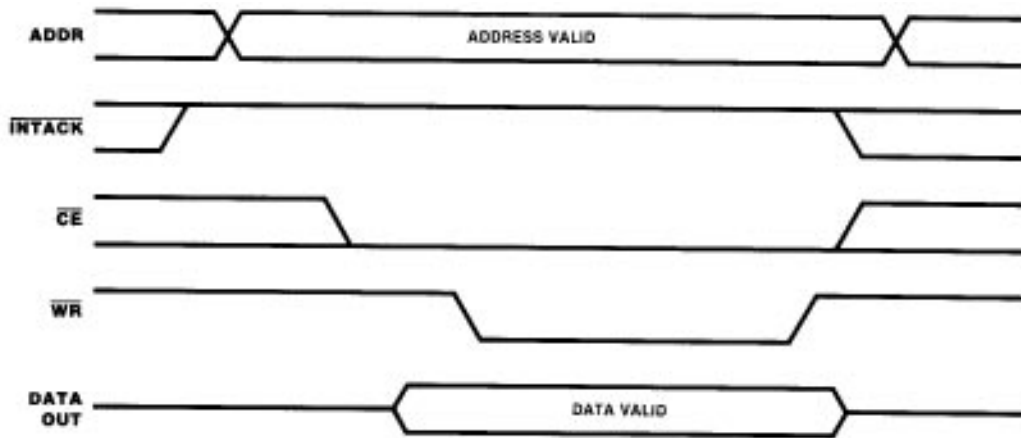


Figure 2. Z8500 Peripheral I/O Write Cycle Timing

PERIPHERAL INTERRUPT OPERATION

Understanding peripheral interrupt operation requires a basic knowledge of the Interrupt Pending (IP) and Interrupt Under Service (IUS) bits in relation to the daisy chain. Both Z80 and Z8500 peripherals are designed in such a way that no additional interrupts can be requested during an Interrupt Acknowledge cycle. This allows that interrupt daisy chain to settle, and ensures proper response of the interrupting device.

The IP bit is set in the peripheral when CPU intervention is required (such conditions as buffer empty, character available, error detection, or status changes). The Interrupt Acknowledge cycle does not necessarily reset the IP bit. This bit is cleared by a software command to the peripheral, or when the action that generated the interrupt

is completed (i.e., reading a character, writing data, resetting errors, or changing the status). When the interrupt has been serviced, other interrupts can occur.

The Z8500 peripherals use /INTACK (Interrupt Acknowledge) for recognition of an Interrupt Acknowledge cycle. This pin, used in conjunction with /RD, allows the Z8500 peripheral to gate its interrupt vector onto the data bus. An active /RD signal during an Interrupt Acknowledge cycle performs two functions. First, it allows the highest priority device requesting an interrupt to place its interrupt vector on the data bus. Secondly, it sets the IUS bit in the highest priority device to indicate that the device is currently under service.

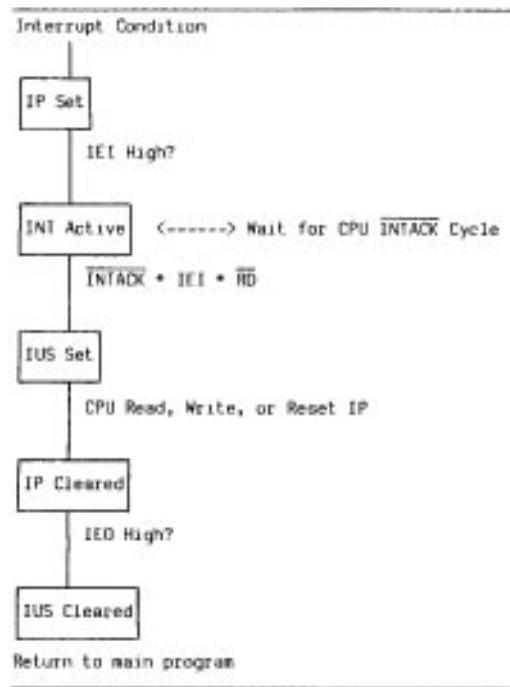


Figure 3. Z8500 Interrupt State Diagram

INPUT/OUTPUT CYCLES

Although Z8500 peripherals are designed to be as universal as possible, certain timing parameters differ from the standard Z80 timing. The following sections discuss the I/O interface for each of the Z80 CPUs and the Z8500 peripherals. Figure 9 depicts logic for the Z80A CPU to Z8500 peripherals (and Z80B CPU to Z8500A peripherals) I/O interface as well as the Interrupt Acknowledge interface. Figures 4 and 7 depict some of the logic used to interface the Z80H CPU to the Z8500 and Z8500A peripherals for the I/O and Interrupt Acknowledge interfaces. The logic required for adding additional Wait states into the timing flow is not discussed in the following sections.

Z80A CPU to Z8500 Peripherals

No additional Wait states are necessary during the I/O cycles, although additional Wait states can be inserted to compensate for timing delays that are inherent in a system. Although the Z80A timing parameters indicate a negative value for data valid prior to \overline{WR} , this is a worse than “worst case” value. This parameter is based upon the longest (worst case) delay for data available from the falling edge of the CPU clock minus the shortest (best case) delay for CPU clock High to \overline{WR} low. The negative value resulting from these two parameters does not occur because the worst case of one parameter and the best case of the other do not occur within the same device. This indicates that the value for data available prior to \overline{WR} will always be greater than zero.

All setup and pulse width times for the Z8500 peripherals are met by the standard Z80A timing. In determining the interface necessary, the \overline{CE} signal to the Z8500 peripherals is assumed to be the decoded address qualified with the \overline{IORQ} signal.

Figure 4 shows the minimum Z80A CPU to Z8500 peripheral interface timing for I/O cycles. If additional Wait states are needed, the same number of Wait states can be inserted for both I/O Read and Write cycles to simplify interface logic. There are several ways to place the Z80A CPU into a Wait condition (such as counters or shift registers to count system clock pulses), depending upon whether or not the user wants to place Wait states in all I/O cycles, or only during Z8500 I/O cycles. Tables 3 and 4 list the Z8500 peripheral and the Z80A CPU timing parameters (respectively) of concern during the I/O cycles. Tables 5 and 6 list the equations used in determining if these parameters are satisfied. In generating these equations and the values obtained from them, the required number of Wait states was taken into account. The reference numbers in Tables 3 and 4 refer to the timing diagram in Figure 4.

INPUT/OUTPUT CYCLES (Continued)

Table 2. Z8500 Timing Parameters I/O Cycles

Worst Case		Min	Max	Units
6.	TsA(WR) Address to /WR to Low Setup	80		ns
1.	TsA(RD) Address to /RD Low Setup	80		ns
2.	TdA(DR) Address to Read Data Valid		590	
	TsCEI(WR) /CE Low to /WR Low Setup		ns	
	TsCEI(RD) /CE Low to /RD Low Setup		ns	
4.	TwRDI /RD Low Width	390		ns
8.	TwWRI /WR Low Width	390		ns
3.	TdRDf(DR) /RD Low to Read Data Valid		255	ns
7.	TsDW(WR) Write Data to /WR Low Setup	0		ns

Table 3. Z80A Timing Parameters I/O Cycles

Worst Case		Min	Max	Units
	TcC Clock Cycle Period	250		ns
	TwCh Clock Cycle High Width	110		ns
	TfC Clock Cycle Fall Time		30	ns
	TdCr(A) Clock High to Address Valid		110	ns
	TdCr(RDf) Clock High to /RD Low		85	ns
	TdCr(IORQf) Clock High to /IORQ Low		75	ns
	TdCr(WRf) Clock High to /WR Low		65	ns
5.	TsD(Cf) Data to Clock Low Setup	50		ns

Table 4. Parameter Equations

Z8500 Parameter	Z80A Equation	Value	Units
TsA(RD)	TcC-TdCr(A)	140 min	ns
TdA(DR)	3TcC+TwCh-TdCr(A)-TsD(Cf)	800 min	ns
TdRDf(DR)	2TcC+TwCh-TsD(Cf)	460 min	ns
TwRD1	2TcC+TwCh+TfC-TdCr(RDf)	525 min	ns
TsA(WR)	TcC-TdCr (A)	140 min	ns
TsDW(WR)		>0 min	ns
TwWR1	2TcC+TwCh+TfC-TdCr(WRf)	560 min	ns

Table 5. Parameter Equations

Z80A Parameter	Z8500 Equation	Value	Units
TsD(Cf)	3TcC+TwCh-TdCr(A)-TdA(DR) /RD	160 min	ns
	2TcC+TwCh-TdCr(RDf)-TdRD(DR)	135 min	ns

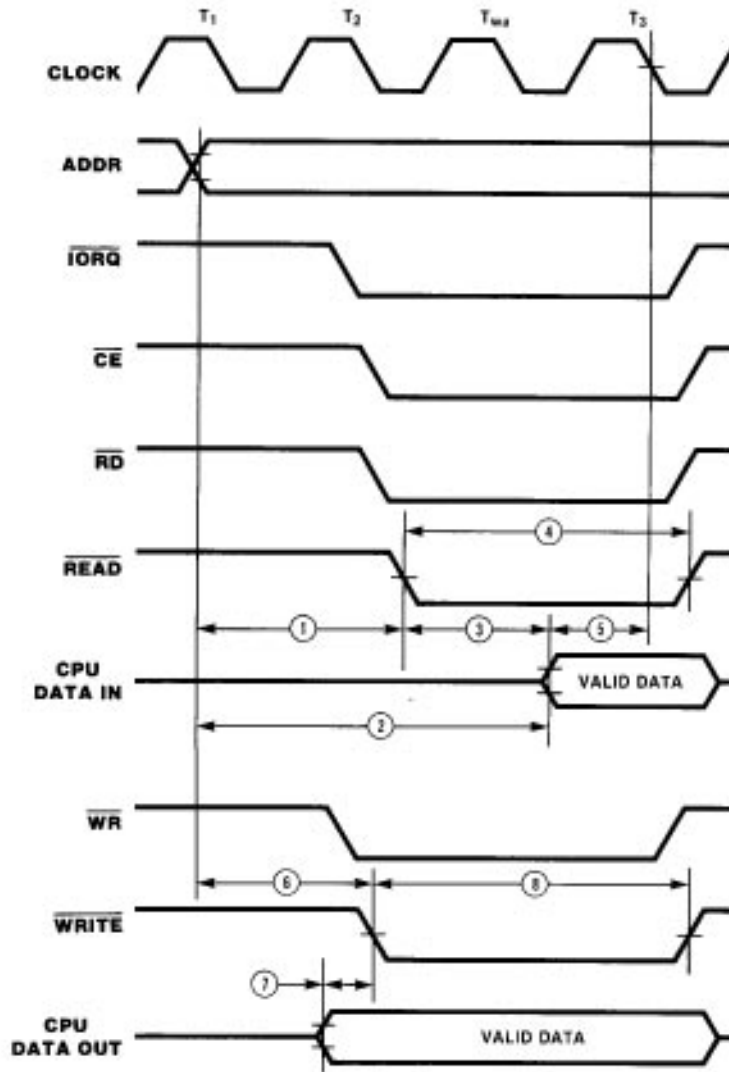


Figure 4. Z80A CPU to Z8500 Peripheral Minimum I/O Cycle Timing

Z80B CPU TO Z8500A PERIPHERALS

No additional Wait states are necessary during I/O cycles, although Wait states can be inserted to compensate for any systems delays. Although the Z80B timing parameters indicate a negative value for data valid prior to \overline{WR} , this is a worse than “worst case” value. This parameter is based upon the longest (worst case) delay for data available from the falling edge of the CPU clock minus the shortest (best case) delay for CPU clock High to \overline{WR} Low. The negative value resulting from these two parameters does not occur because the worst case of one parameter and best case of the other do not occur within the same device. This indicates that the value for data available prior to \overline{WR} will always be greater than zero.

All setup and pulse width times for the Z8500A peripherals are met by the standard Z80B timing. In determining the interface necessary, the \overline{CE} signal to the Z8500A peripherals is assumed to be the decoded address qualified with \overline{IORQ} signal.

Figure 5 shows the minimum Z80B CPU to Z8500A peripheral interface timing for I/O cycles. If additional Wait states are needed, the same number of Wait states can be inserted for both I/O Read and I/O Write cycles in order to simplify interface logic. There are several ways to place the Z80B CPU into a Wait condition (such as counters or shift registers to count system clock pulses), depending upon whether or not the user wants to place Wait states in all I/O cycles, or only during Z8500A I/O cycles. Tables 6 and 7 list the Z8500A peripheral and Z80B CPU timing parameters (respectively) of concern during the I/O cycles. Tables 8 and 9 list the equations used in determining if these parameters are satisfied. In generating these equations and the values obtained from them, the required number of Wait states was taken into account. The reference numbers in Tables 6 and 7 refer to the timing diagram of Figure 5.

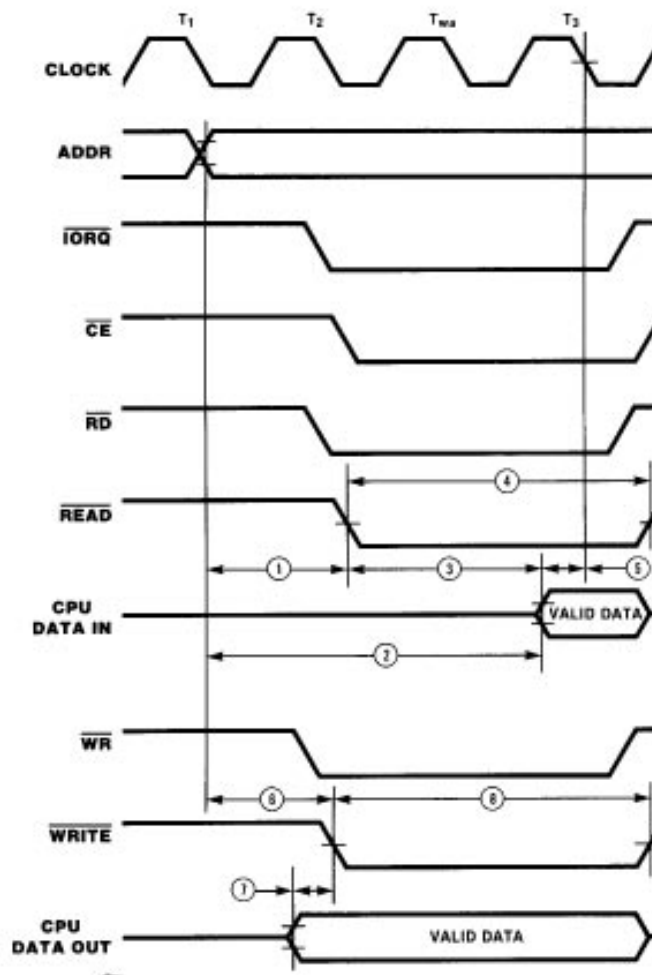


Figure 5. Z80B CPU to Z8500A Peripheral Minimum I/O Cycle Timing

Table 6. Z8500A Timing Parameters I/O Cycles

Worst Case			Min	Max	Units
6.	TsA(WR)	Address to /WR Low Setup	80		ns
1.	TsA(RD)	Address to /RD Low Setup	80		ns
2.	TdA(DR)	Address to Read Data Valid		420	ns
	TsCE1(WR)	/CE Low to /WR Low Setup		ns	
	TsCE1(RD)	/CE Low to /RD Low Setup		ns	
4.	TwRD1	/RD Low Width	250		ns
8.	TwWR1	/WR Low Width	250		ns
3.	TdRDf(DR)	/RD Low to Read Data Valid		180	ns
7.	TsDW(WR)	Write Data to /WR Low Setup	0		ns

Table 7. Z80B Timing Parameters I/O Cycles

Worst Case			Min	Max	Units
	TcC	Clock Cycle Period	165		ns
	TwCh	Clock Cycle High Width	65		ns
	TfC	Clock Cycle Fall Time		20	ns
	TdCr(A)	Clock High to Address Valid		90	ns
	TdCr(RDf)	Clock High to /RD Low		70	ns
	TdCR(IORQf)	Clock High to /IORQ Low		65	ns
	TdCr(WRf)	Clock High to /WR Low		60	ns
5.	TsD(Cf)	Data to Clock Low Setup	40		ns

Table 8. Parameter Equations

Z8500A Parameter	Z80B Equation	Value	Units
TsA(RD)	$TcC - TdCr(A)$	>75 min	ns
TdA(DR)	$3TcC + TwCh - TdCr(A) - TsD(Cf)$	430 min	ns
TdRDf(DR)	$2TcC + TwCh + TsD(Cf)$	345 min	ns
TwRD1	$2TcC + TwCh + TfC - TdCr(RDf)$	325 min	ns
TsA(WR)	$TcC - TdCr(A)$	75 min	ns
TsDW(WR)		> 0 min	ns
TwWR1	$2 TcC + Twch + TfC - TdCr(WRf)$	352 min	ns

Table 9. Parameter Equations

Z8500A Equation	Value	Units
$3TcC + TwCh - TdCr(A) - TdA(DR)$	50 min	ns
$2TcC + TwCh - TdCr(RDf) - TdRD(DR)$ Z80H CPU to Z8500 Peripherals	75 min	ns

Z90H CPU TO Z8500 PERIPHERALS

During an I/O Read cycle, there are three Z8500 parameters that must be satisfied. Depending upon the loading characteristics of the /RD signal, the designer may need to delay the leading (falling) edge of /RD to satisfy the Z8500 timing parameter TsA(RD) (Addresses Valid to /RD Setup). Since Z80H timing parameters indicate that the /RD signal may go Low after the falling edge of T2, it is recommended that the rising edge of the system clock be used to delay /RD (if necessary). The CPU must also be placed into a Wait condition long enough to satisfy TdA(DR) (Address Valid to Read Data Valid Delay) and TdRDf(DR) (/RD Low to Read Data Valid Delay).

During an I/O Write cycle, there are three other Z8500 parameters that must be satisfied. Depending upon the loading characteristics of the /WR signal and the data bus, the designer may need to delay the leading (falling) edge of /WR to satisfy the Z8500 timing parameters TsA(WR) (Address Valid to /WR setup). Since Z80H timing parameters indicate that the /WR signal may go Low after the falling edge of T2, it is recommended that the rising edge of the system clock be used to delay /WR (if necessary). This delay will ensure that both parameters are satisfied. The CPU must also be placed into a Wait condition long enough to satisfy TwWR1 (/WR Low Pulse Width). Assuming that the /WR signal is delayed, only two

additional Wait states are needed during an I/O Write cycle when interfacing the Z80H CPU to the Z8500 peripherals.

To simplify the I/O interface, the designer can use the same number of Wait states for both I/O Read and I/O Write cycles. Figure 6 shows the minimum Z80H CPU to Z8500 peripheral interface timing for the I/O cycles (assuming that the same number of Wait states are used for both cycles and that both /RD and /WR need to be delayed). Figure 8 shows two suits that can be used to delay the leading (falling) edge of either the /RD or the /WR signals. There are several ways to place the Z80A CPU into a Wait condition (such as counters or shift registers to count system clock pulses), depending upon whether or not the use wants to place Wait states in all I/O cycles, or only during Z8500 I/O cycles. Tables 3 and 10 list the Z8500 peripheral and the Z80H CPU timing parameters (respectively) of concern during the I/O cycles. Tables 13 and 14 list the equations used in determining if these parameters are satisfied. In generating these equations and the values obtained from them, the required number of Wait states was taken into account. The reference numbers in Tables 3 and 10 refer to the timing diagram of Figure 6.

Table 10. Z80H Timing Parameter I/O Cycles

	Equation	Min	Max	Units
TcC	Clock Cycle Period	125		
TwCh	Clock Cycle High Width	55		ns
TfC	Clock Cycle Fall Time		10	ns
TdCr(A)	Clock High to Address Valid		80	ns
TdCr(RDf)	Clock High to /RD Low		60	ns
TdCr(IORQf)	Clock High to /IORQ Low		55	ns
TdCr(WRf)	Clock High to /WR Low		55	ns
5. TsD(Cf)	Data to Clock Low Setup	30		ns

Table 11. Parameter Equations

Z8500 Parameter	Z80H Equation	Value	Units
TsA(RD)	$2TcC - TdCr(A)$	170 min	ns
TdA(DR)	$6TcC + TwCh - TdCr(A) - TsD(Cf)$	695 min	ns
TdRDf(DR)	$4TcC + TwCh - TsD(Cf)$	523 min	ns
TwRD1	$4TcC + TwCh + TfC - TdCr(RDf)$	503 min	ns
TsA(WR)	/WR - delayed $2TcC - TdCr(A)$	170 min	ns
TsDW(WR)		>0 min	ns
TwWR1	$4TcC + TwCh + TfC$	563 min	ns

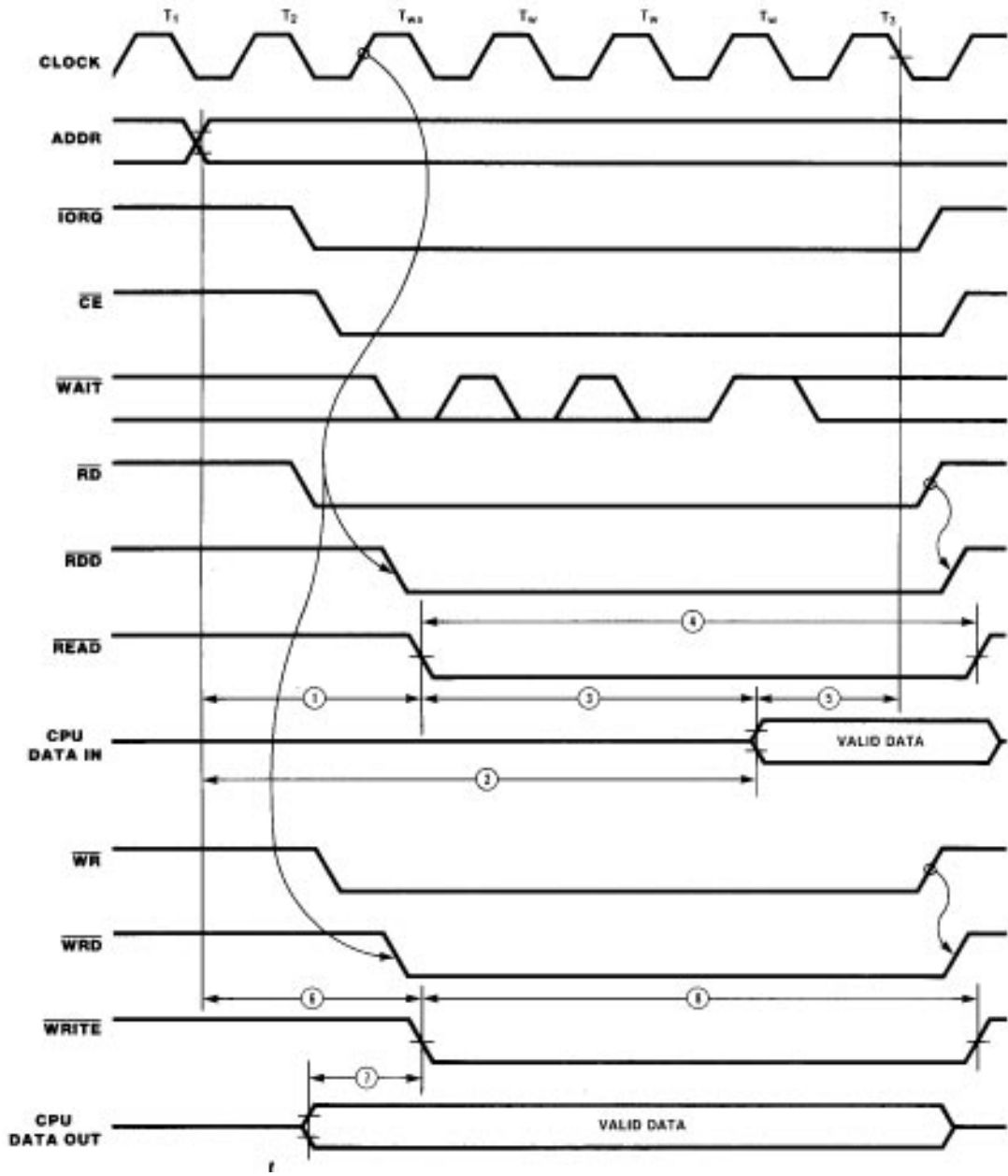


Figure 6. Z80H CPU to Z8500 Peripheral Minimum I/O Cycle Timing

Z80H CPU TO Z8500A PERIPHERALS

During an I/O Read cycle, there are three Z8500A parameters that must be satisfied. Depending upon the loading characteristics of the /RD signal, the designer may need to delay the leading (falling) edge of /RD to satisfy the Z8500A timing parameter TsA(RD) (Address Valid to /RD Setup). Since Z80H timing parameters indicate that the /RD signal may go Low after the falling edge of T2, it is recommended that the rising edge of the system must also be placed into Wait condition long enough to satisfy TdA(DR) (Address Valid to Read Data Valid Delay) and TdRDf(DR) (/RD Low to Read Data Valid Delay). Assuming that the /RD signal is delayed, then only one additional Wait state is needed during an I/O Read cycle when interfacing the Z80H CPU to the Z8500A peripherals.

During an I/O Write cycle, there are three other Z850A parameters that have to be satisfied. Depending upon the loading characteristics of the /WR signal and the data bus, the designer may need to delay the leading (falling) edge of /WR to satisfy the Z8500A timing parameters TsA(WR) (Address Valid to /WR Setup) and TsDW(WR) (Data Valid Prior to /WR Setup). Since Z80H timing parameters indicate that the /WR signal may go Low after the falling edge of T2, it is recommended that the rising edge of the system clock be used to delay /WR (if necessary). This delay will ensure that both parameters are satisfied. The

CPU must also be placed into a Wait condition long enough to satisfy TwWR1 (/WR Low Pulse Width). Assuming that the /WR signal is delayed, then only one additional Wait state is needed during an I/O Write cycle when interfacing the Z80H CPU to the Z8500A peripherals.

Figure 7 shows the minimum Z80H CPU to Z8500A peripheral interface timing for the I/O cycles (assuming that the same number of Wait states are used for both cycles and that both /RD and /WR need to be delayed). Figure 8 shows two circuits that may be used to delay leading (falling) edge of either the /RD or the /WR signals. There are several methods used to place the Z80A CPU into a Wait condition (such as counters or shift registers to count system clock pulses), depending upon whether or not the user wants to place Wait states in all I/O cycles, or only during Z8500A I/O cycles, Tables 7 and 11 list the Z8500A peripheral and the Z80H CPU timing parameters (respectively) of concern during the I/O cycles. Tables 14 and 15 list the equations used in determining if these parameters are satisfied. In generating these equations and the values obtained from them, the required number of Wait states was taken into account. The reference numbers in Table 4 and 11 refer to the timing diagram of Figure 7.

Table 12. Parameter Equations

Z80H Parameter	Z8500 Equation	Value	Units
TsD(Cf)	$6TcC + TwCh - TdCr(A) - TdA(DR)$ /RD - delayed	135 min	ns
	$4TcC + TwCh + TfC - TdRD(DR)$	300 min	ns

Table 13. Parameter Equations

Z8500A Parameter	Z80H Equation	Value	Units
TsA(RD)	$2TcC - TdCr(A)$	170 min	ns
TdA(DR)	$6TcC + TwCh - TdCr(A) - TsD(Cf)$	695 min	ns
TdRDf(DR)	$4TcC + TwCh - TsD(Cf)$	525 min	ns
TwRD1	$4TcC + TwCh + TfC - TdCr(RDf)$	503 min	ns
TsA(WR)	/WR - delayed		
	$2TcC - TdCr(A)$	170 min	ns
TsDW(WR)		>0 min	ns
TwWR1	$2TcC + TwCh + TfC$	313 min	ns

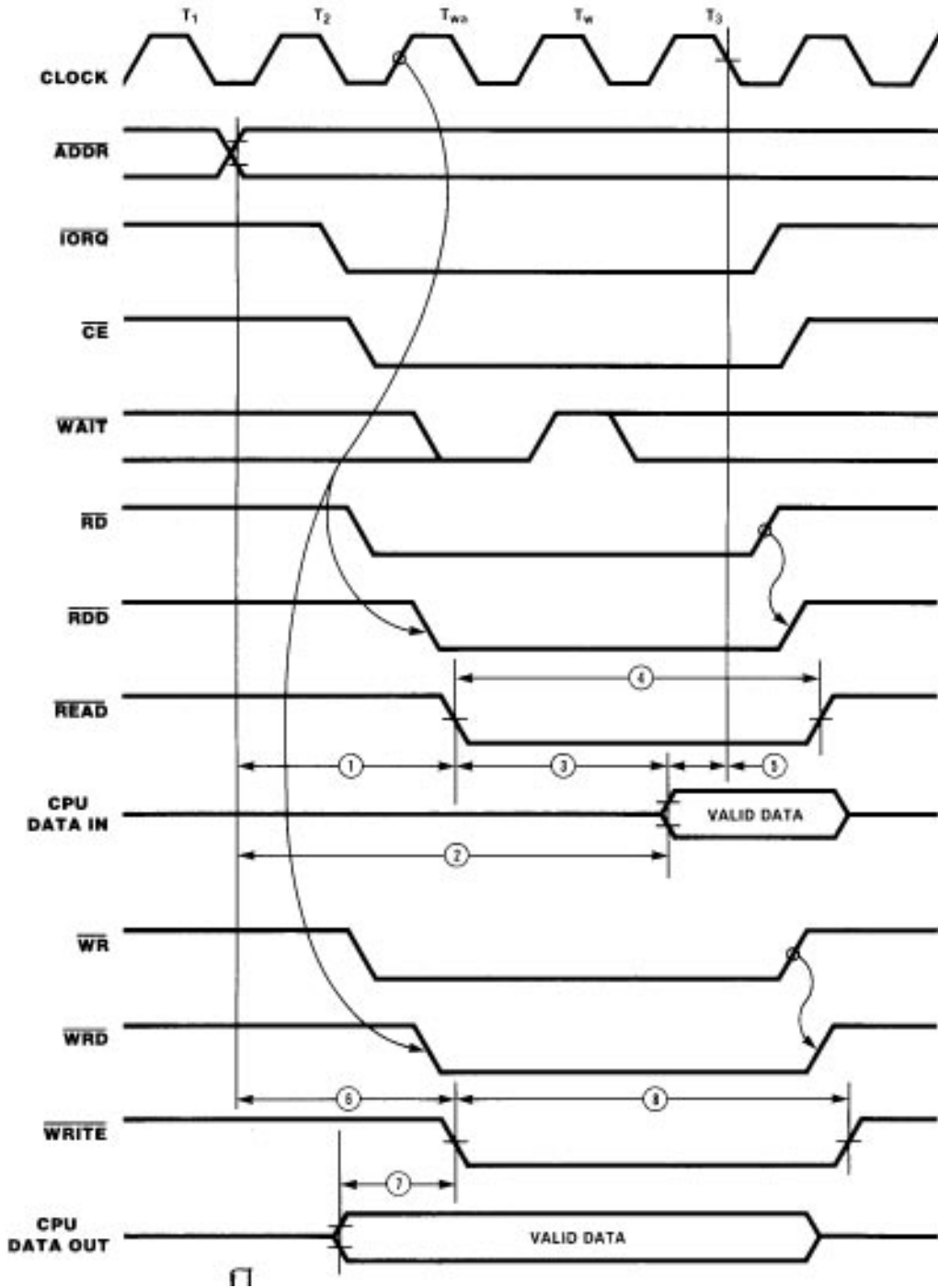


Figure 7. Z80H CPU to Z8500A Peripheral Minimum I/O Cycle Timing

Z80H CPU TO Z8500A PERIPHERALS (Continued)

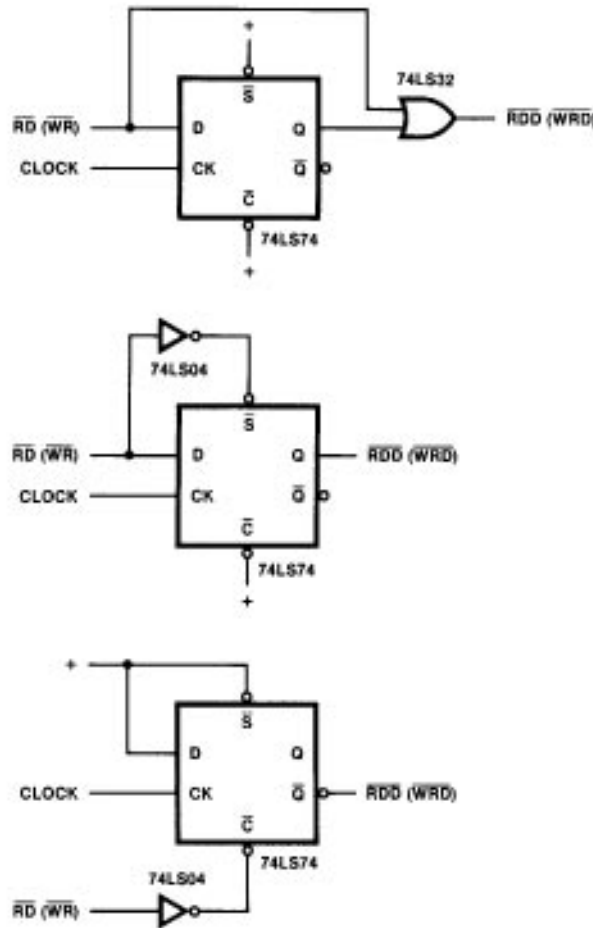


Figure 8. Delaying /RD or /WR

Table 14. Parameter Equations

Z80H Parameter	Z8500A Equation	Value	Units
TsD(Cf)	$4TcC+TwCh-TdCr(A)-TdA(DR)$	55 min	ns
	/RS - delayed		
	$2TcC+TwCh-TdRD(DR)$	125 min	ns

INTERRUPT ACKNOWLEDGE CYCLES

The primary timing differences between the Z80 CPUs and Z8500 peripherals occur in the Interrupt Acknowledge cycle. The Z8500 timing parameters that are significant during Interrupt Acknowledge cycles are listed in Table 16, while the Z80 parameters are listed in Table 17. The reference numbers in Tables 16 and 17 refer to Figures 10, 12 and 13.

If the CPU and the peripherals are running at different speeds (as with the Z80H interface), the /INTACK signal must be synchronized to the peripheral clock. Synchronization is discussed in detail under Interrupt Acknowledge for Z80H CPU to Z8500/8500A Peripherals.

During an Interrupt Acknowledge cycle, Z8500 peripherals require both /INTACK and /RD to be active at certain

times. Since the Z80 CPUs do not issue either /INTACK or /RD, external logic must generate these signals.

Generating these two signals is easily accomplished, but the Z80 CPU must be placed into a Wait condition until the peripheral interrupt vector is valid. If more peripherals are added to the daisy chain, additional Wait states may be necessary to give the daisy chain time to settle. Sufficient time between /INTACK active and /RD active should be allowed for the entire daisy chain to settle.

Since the Z8500 peripheral daisy chain does not use the IP flag except during interrupt acknowledge, there is no need for decoding the RETI instruction used by the Z80 peripherals. In each of the Z8500 peripherals, there are commands that reset the individual IUS flags.

EXTERNAL INTERFACE LOGIC

The following sections discuss external interface logic required during Interrupt Acknowledge cycles for each interface type.

CPU/Peripheral Same Speed

Figure 9 shows the logic used to interface the Z80A CPU to the Z8500 peripherals and the Z80B CPU to Z8500A

peripherals during an Interrupt Acknowledge cycle. The primary component in this logic is the Shift register (74LS164), which generates /INTACK, /READ, and /WAIT.

Table 15. Z8500 Timing Parameters Interrupt Acknowledge Cycles

Worst Case			4 MHz		6 MHz		Units
			Min	Max	Min	Max	
1.	TsIA(PC)	/INTACK Low to PCLK High Setup	100		100		ns
	ThIA(PC)	/INTACK Low to PCLK High Hold	100		100		ns
2.	TdIAi(RD)	/INTACK Low to RD (Acknowledge) Low	350		250		ns
5.	TwRDA	/RD (Acknowledge) Width	350		250		ns
3.	TdRDA(DR)	/RD (Acknowledge) to Data Valid		250		180	ns
	TsIEI(RDA)	IEI to /RD (Acknowledge) Setup	120		100		ns
	ThIEI(RDA)	IEI to /RD (Acknowledge) Hold	100		70		ns
	TdIEI(IE)	IEI to IEO Delay		150		100	ns

Table 16. Z80 CPU Timing Parameters Interrupt Acknowledge Cycles

Worst Case		4 MHz		6 MHz		8 MHz		Units
		Min	Max	Min	Max	Min	Max	
TdC(M1f)	Clock High to /M1 Low Delay		100		80		70	ns
TdM1f(IORQf)	/M1 Low to /IORQ Low Delay	575*		*345		275*		ns
4. TsD(Cr)	Data to Clock High Setup	35		30		25		ns

*Z80A: 2TcC + TwCh + TfC - 65
Z80B: 2 TcC + TwCh + TfC - 50
Z80H: 2TcC + TwCh + TfC - 45

EXTERNAL INTERFACE LOGIC (Continued)

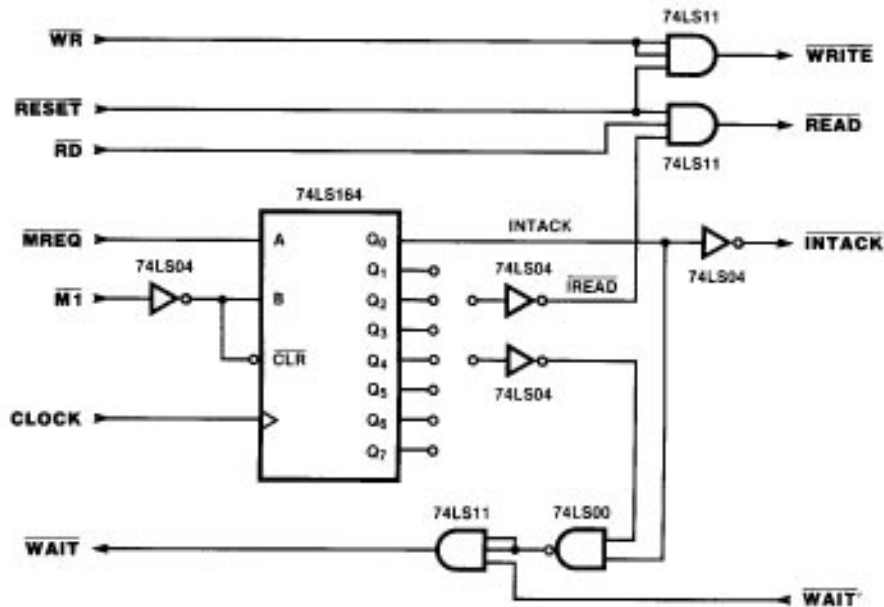


Figure 9. Z80A/Z80B CPU to Z8500/Z8500A Peripheral Interrupt Acknowledge Interface Logic

During I/O and normal memory access cycles, the Shift register remains cleared because the /M1 signal is inactive. During opcode fetch cycles, also, the Shift register remains cleared, because only 0s can be clocked through the register. Since Shift register outputs are Low, /READ, /WRITE, and /WAIT are controlled by other system logic and gated through the AND gates (74LS11). During I/O and normal memory access cycles, /READ and /WRITE are active as a result of the system /RD and /WR signals (respectively) becoming active. If system logic requires that the CPU be placed into a Wait condition, the /WAIT signal controls the CPU. Should it be necessary to reset the system, /RESET causes the interface logic to generate both /READ and /WRITE (the Z8500 peripheral Reset condition).

Normally an Interrupt Acknowledge cycle is indicated by the Z80 CPU when /M1 and /IORQ are both active (which can be detected on the third rising clock edge after T1). To obtain an early indication of an Interrupt Acknowledge cycle, the Shift register decodes an active /M1 in the presence of an inactive /MREQ on the rising edge of T2.

During an Interrupt Acknowledge cycle, the /INTACK signal is generated on the rising edge of T2.

Since it is the presence of /INTACK and an active /READ that gates the interrupt vector onto the data bus, the logic must also generate /READ at the is Td1Ai(RD) /INTACK to /RD (Acknowledge) Low Delay]. This time delay allows the interrupt daisy chain to settle so that the device requesting the interrupt can place its interrupt vector onto the data bus. The shift register allows a sufficient time delay from the generation of /INTACK before it generates /READ. During this delay, it places the CPU into a Wait state until the valid interrupt vector can be placed onto the data bus. If the time between these two signals is insufficient for daisy chain settling, more time can be added by taking /READ and /WAIT from a later position on the Shift register.

Figure 10 illustrates Interrupt Acknowledge cycle timing resulting from the Z80A CPU to Z8500 peripheral and the Z80B CPU to A8500A peripheral interface. This timing comes from the logic illustrated in Figure 9, which can be used for both interfaces. Should more Wait states be required, the additional time can be calculated in terms of system clocks, since the CPU clock and PCLK are the same.

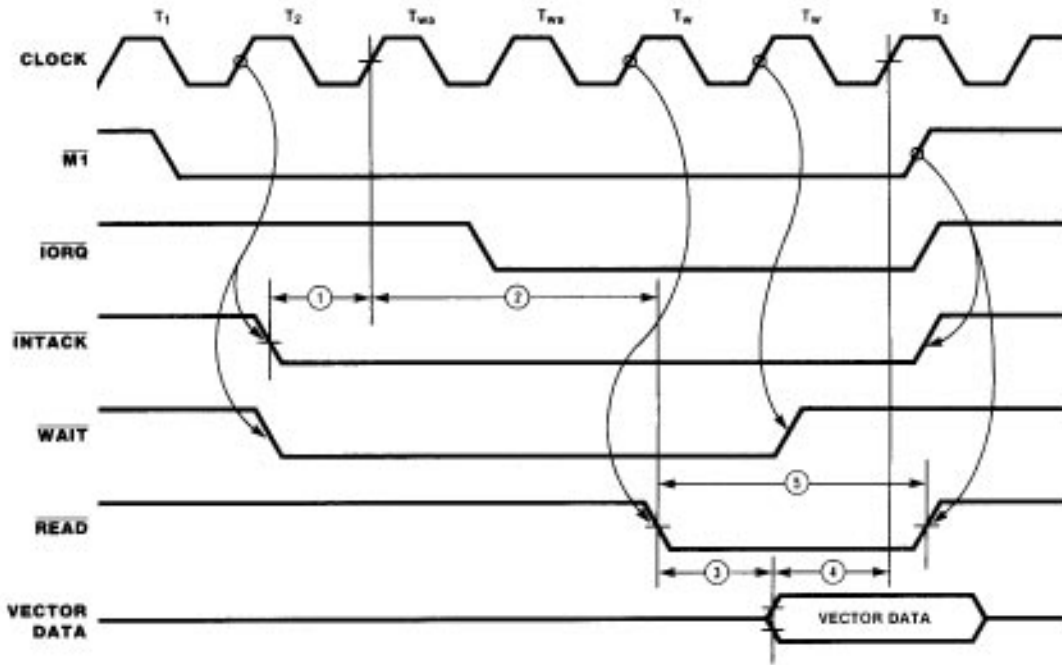


Figure 10. Z80A/Z80B CPU to Z8500/Z8500A Peripheral Interrupt Acknowledge Interface Timing

Z8500/Z8500A Peripherals

Figure 11 depicts logic that can be used in interfacing the Z80H CPU to the Z8500/Z8500A peripherals. This logic is the same as that shown in Figure 5, except that a synchronizing flip-flop is used to recognize an Interrupt Acknowledge cycle. Since Z8500 peripherals do not rely upon PCLK except during Interrupt Acknowledge cycles, synchronization need occur only at that time. Since the CPU and the peripherals are running at different speeds, /INTACK and /RD must be synchronized to the Z8500 peripherals clock.

During I/O and normal memory access cycles, the synchronizing flip-flop and the Shift register remain cleared because the /M1 signal is inactive. During opcode fetch cycles, the flip-flop and the Shift register again remain cleared, but this time because the /MREQ signal is active. The synchronizing flip-flop allows an Interrupt Acknowledge cycle to be recognized on the rising edge of T2 when /M1 is active and /MREQ is inactive, generating the INTA signal. When INTA is active, the Shift register can clock and generate /INTACK to the peripheral and /WAIT to the CPU. The Shift register delays the generation of /READ to the peripheral until the daisy chain settles. The

/WAIT signal is removed when sufficient time has been allowed for the interrupt vector data to be valid.

Figure 12 illustrates Interrupt Acknowledge cycle timing for the Z80H CPU to Z8500 peripheral interface. Figure 13 illustrates Interrupt Acknowledge cycle timing for the Z80H CPU to Z8500A peripheral interface. These timing result from the logic in Figure 11. Should more Wait states be required, the needed time should be calculated in terms of PCLKs, not CPU clocks.

Z80 CPU to Z80 and Z8500 Peripherals

In a Z80 system, a combination of Z80 peripherals and Z8500 peripherals can be used compatibly. While there is no restriction on the placement of the Z8500 peripherals in the daisy chain, it is recommended that they be placed early in the chain to minimize propagation delays during RET1 cycles.

During an Interrupt Acknowledge cycle, the IEO line from Z8500 peripherals changes to reflect the interrupt status. Time should be allowed for this change to ripple through the remainder of the daisy chain before activating /IORQ to the Z80 peripherals, or /READ to the Z8500 peripherals.

EXTERNAL INTERFACE LOGIC (Continued)

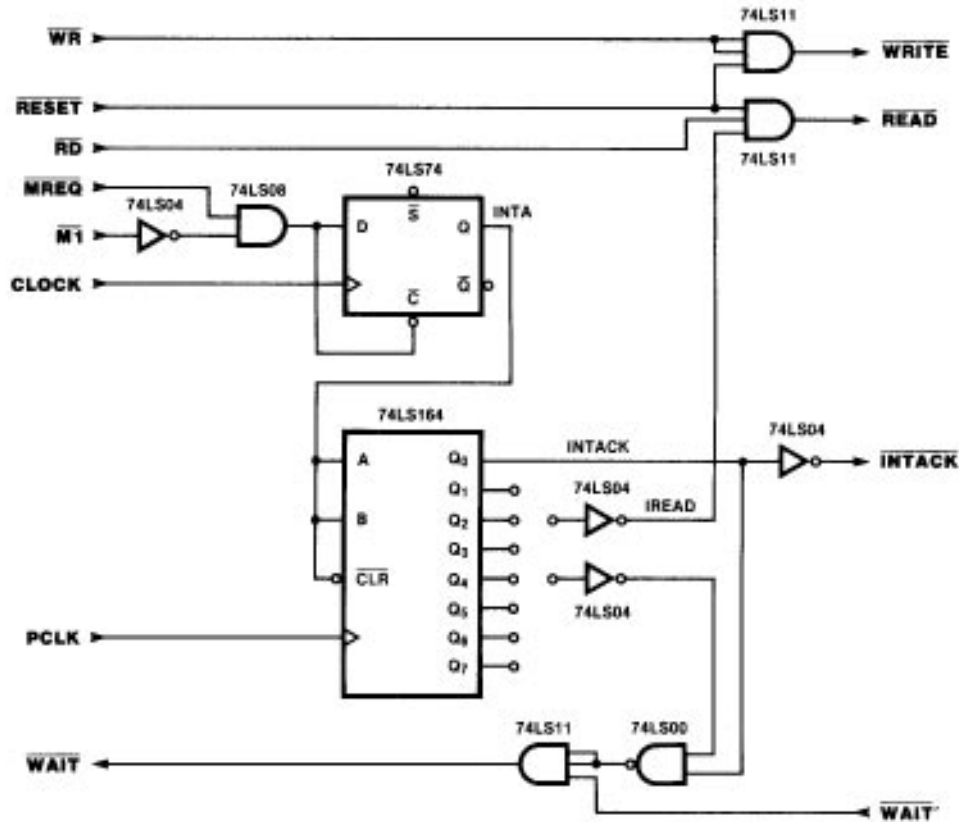


Figure 11. Z80H to Z8500/Z8500A Peripheral Interrupt Acknowledge Interface Logic

During RETI cycles, the IEO line from the Z8500 peripherals does not change state as in the Z80 peripherals. As long as the peripherals are at the top of the daisy chain, propagation delays are minimized.

The logic necessary to create the control signals for both Z80 and Z8500 peripherals is shown in Figure 9. This logic delays the generation of /IORQ to the Z80 peripherals by the same amount of time necessary to generate /READ for the Z8500 peripherals. Timing for this logic during an Interrupt Acknowledge cycle is depicted in Figure 10.

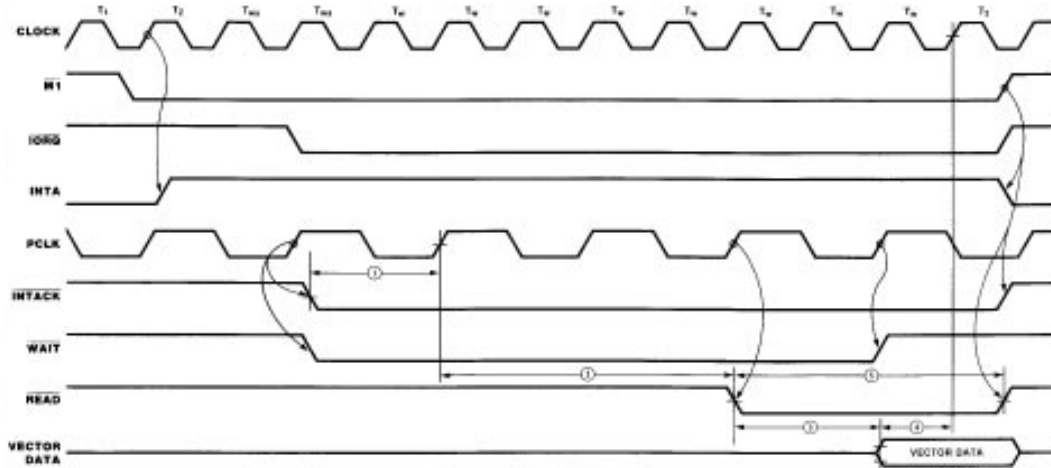


Figure 12. Z80H CPU to Z8500 Peripheral Interrupt Acknowledge Interface Timing

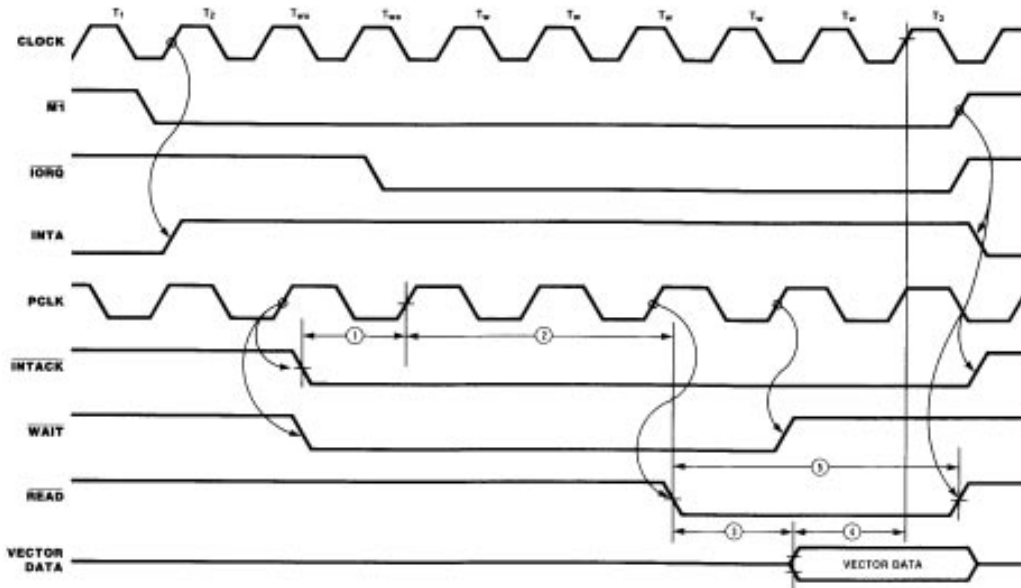


Figure 13. Z80H CPU to Z8500A Peripheral Interrupt Acknowledge Interface Timing

EXTERNAL INTERFACE LOGIC (Continued)

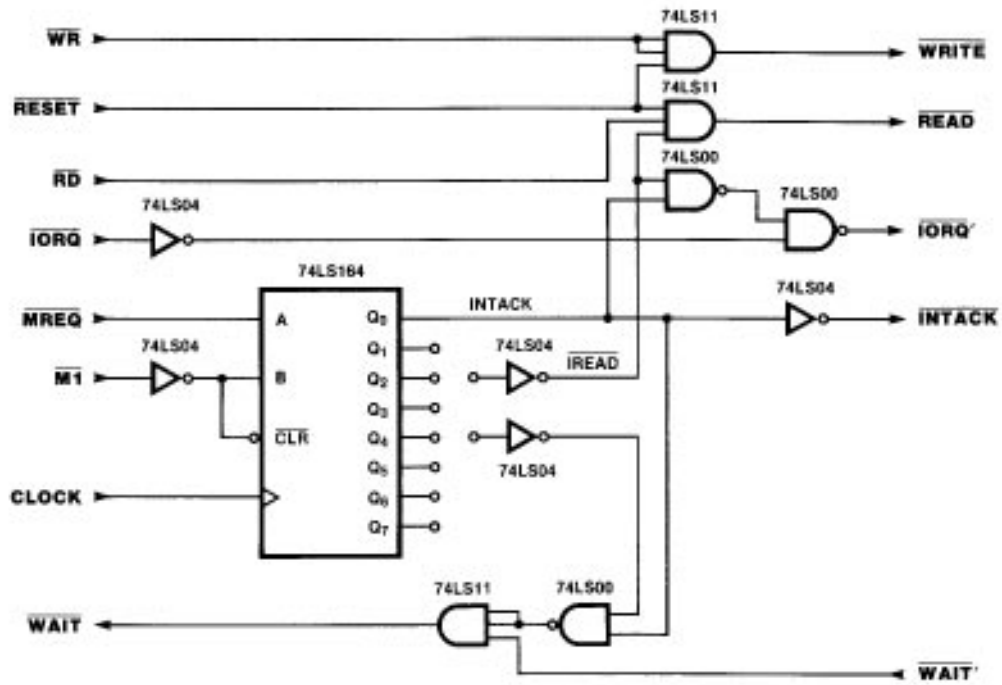


Figure 14. Z80 and Z8500 Peripheral Interrupt Acknowledge Interface Logic

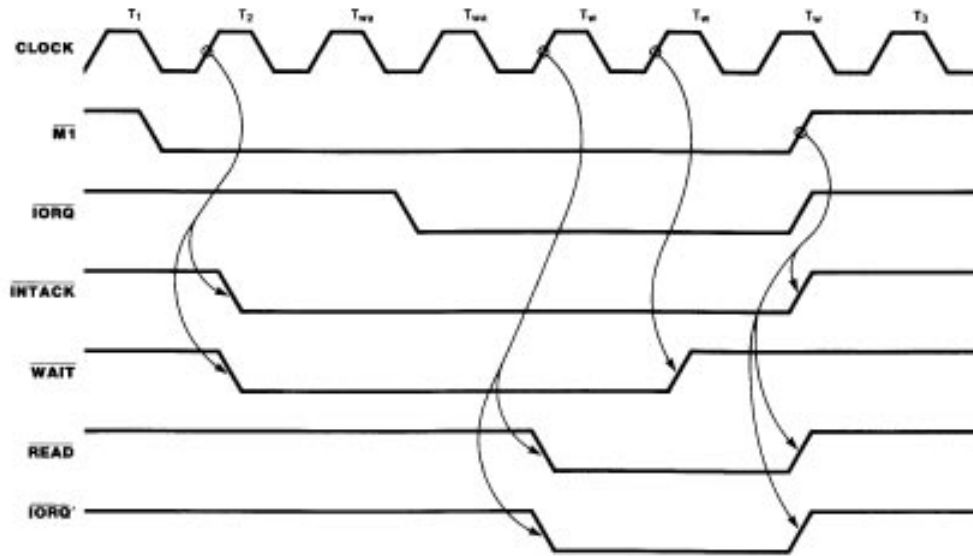


Figure 15. Z80 and Z8500 Peripheral Interrupt Acknowledge Interface Timing

SOFTWARE CONSIDERATIONS - POLLED OPERATION

There are several options available for servicing interrupts on the Z8500 peripherals. Since the vector of IP registers can be read at any time, software can be used to emulate the Z80 interrupt response. The interrupt vector read reflects the interrupt status condition even if the device is

programmed to return to vector that does not reflect the status change (SAV or VIS is not set). The code below is a simple software routine that emulates the Z80 vector response operation.

Z80 Vector Interrupt Response, Emulation by Software

;This code emulates the Z80 vector interrupt
;operation by reading the device interrupt
;vector and forming an address from a vector
;table. It then executes an indirect jump to
;the interrupt service routine.

```
INDX: LD      A,CIVREG      ;CURRENT INT. VECT. REG
      OUT     (CTRL), A    ;WRITE REG. PTR.
      IN      A, (CTRL)    ;READ VECT. REG.
      INC     A            ;VALID VECTOR?
      RET     Z            ;NO INT - RETURN
      AND     00001110B    ;MASK OTHER BITS
      LD      E,A
      LD      D,0          ;FORM INDEX VALUE
      LD      HL,VECTAB
      ADD     HL,DE        ;ADD VECT. TABLE ADDR.
      LD      A, (HL)     ;GET LOW BYTE
      INC     HL
      LD      H, (HL)     ;GET HIGH BYTE
      LD      L,A         ;FORM ROUTINE ADDR.
      JP     (HL)        ;JUMP TO IT
```

VECTAB:

```
DEFW INT1
DEFW INT2
DEFW INT3
DEFW INT4
DEFW INT5
DEFW INT6
DEFW INT7
DEFW INT8
```

A SIMPLE Z80-Z8500 SYSTEM

The Z8500 devices interface easily to the Z80 CPU, thus providing a system of considerable flexibility. Figure 16 illustrates a simple system using the Z80A CPU and Z8536 Counter/Timer and Parallel I/O Unit (CIO) in a mode 1 or non-interrupt environment. Since interrupt vectors are not used, the /INTACK line is tied High and no additional logic is needed. Because the CIO can be used in a polled interrupt environment, the /INT pin is connected to the

CPU. The Z80 should not be set for mode 2 interrupts since the CIO will never place a vector onto the data bus. Instead, the CPU should be placed into mode 1 interrupt mode and a global interrupt service routine can poll the CIO to determine what caused the interrupt to occur. In this system, the software emulation procedure described above is effective.

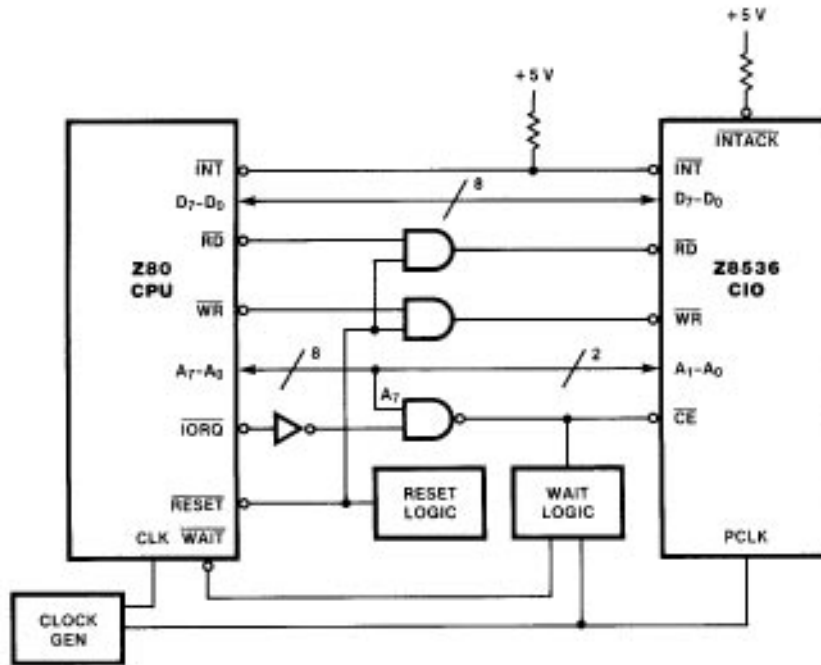


Figure 16. Z80 to Z8500 Simple System Mode 1 Interrupt or Non-Interrupt Structure

Additional Information in Zilog Publications:

The Z80 Family User's Manual includes technical information on the Z80 CPU, DMA, PIO, CTC, and SIO.

Technical information on the Z80 CPU AC Characteristics and the Z80 Family Interrupt Structure Tutorial can be found in the Z80 Databook.

The Z8000 User's Manual features technical information on the Z8536 CIO and Z8038 FIO.

THE Z180™ INTERFACED WITH THE SCC AT 10 MHz

Build a simple system to prove and test the Z180 MPU interfacing the SCC at 10 MHz. Replacing the Z80 with the Z180 provides higher integration, reduced parts, more board space, increased processing speed, and greater reliability.

INTRODUCTION

This Application Note describes the design of a system using a Z80180 MPU (Microprocessor Unit) and a Z85C30 SCC (Serial Communications Controller), both running at 10 MHz. Hereinafter, all references are to the Z180™ and SCC.

The system board is a vehicle for demonstration and evaluation of the 10 MHz interface and includes the following parts:

- Z8018010VSC Z180 MPU 10 MHz, PLCC package
- Z85C3010VSC C-MOS Z8530 SCC Serial Communication Controller, 10 MHz, PLCC package
- 27C256 EPROM
- 55257 Static RAM

The Z180 is a Z80-compatible High Integration device with various peripherals on-board. Using this device as an alternative to the Z80 CPU, reduces the number of parts and board space while increasing processing speed and reliability.

The serial communication devices on the Z180 are: two asynchronous channels and one clocked serial channel. This means handling synchronous serial communications protocols requires an off-chip “multi-protocol serial communication controller.” The SCC is the ideal device for this purpose.

Zilog’s SCC is the multi-protocol (@ 10 MHz) universal serial communication controller which supports most serial communication applications including Monosync, Bisync and SDLC at 2.5 Mbits/sec speeds. Further, the wide acceptance of this device by the market ensures it is an “industry standard” serial communication controller. Also, the Z180 has special numbers for system clock frequencies of 6.144 - and 9.216 MHz which generate exact baud rates for on-chip asynchronous serial communication channels. This is due to the SCC’s on-chip, 16-bit wide baud rate generator for asynchronous ASCII communications.

The following 10 MHz interface explanation defines how the interrupt structure works. Also included is a discussion of the hardware and software considerations involved in running the system’s communication board. This Application Note assumes the reader has a strong working knowledge of the Z180 and SCC; this is not a tutorial for each device.

INTERFACES

The following subsections explain the interfaces between the:

- Z180 and Memory
- Z180 and I/O
- Z180 and SCC

Basic goals of this system design are:

- System clock up to 10 MHz
- Using the Z8018010VSC (Z180 10 MHz PLCC package) to take advantage of 1M byte addressing space and compactness (DIP versions' addressing range is half; 512K bytes)
- Using Z85C3010VSC (CMOS SCC 10 MHz PLCC package)
- Minimum parts count
- Worst case design

- Using EPLD for glue wherever possible
- Expendability

The design method for EPLD is using TTLs (74HCT) and then translating them into EPLD logic. This design uses TTLs and EPLDs. With these goals in mind, the discussion begins with the Z180-to-memory interface.

Z180 to Memory Interface

The memory access cycle timing of the Z180 is similar to the Z80 CPU memory access cycle timing. The three classifications are:

- Opcode fetch cycle (Figure 1)
- Memory read cycle (Figure 2)
- Memory write cycle (Figure 3)

Table 1 shows the Z180's basic timing elements for the opcode's fetch/memory read/write cycle.

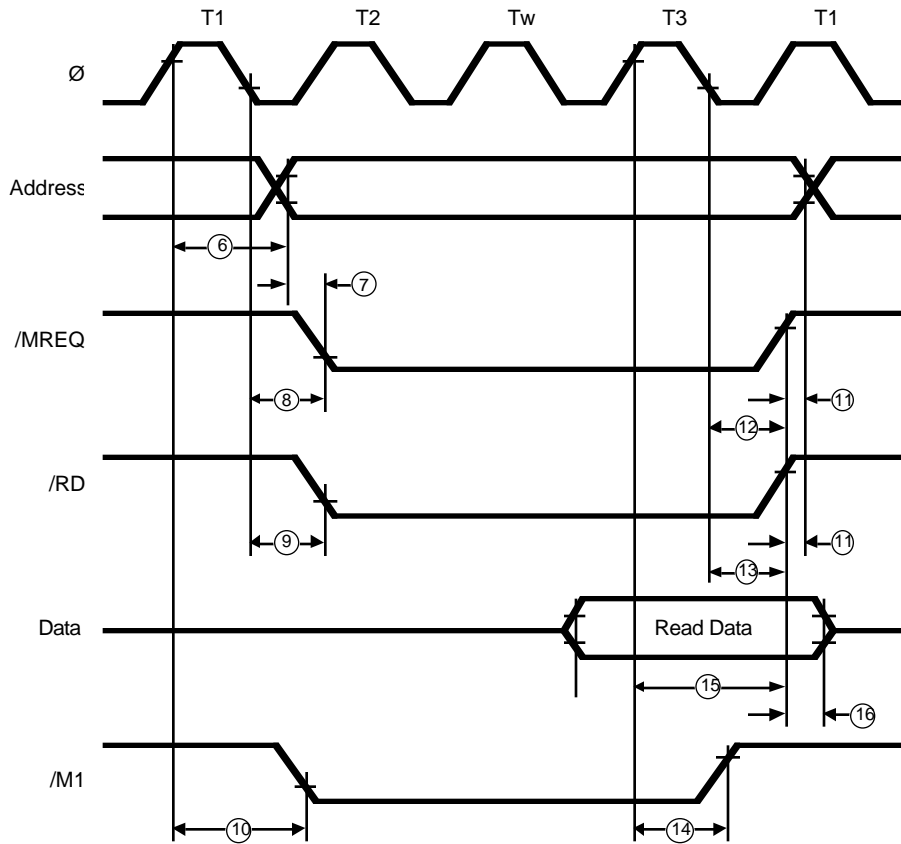


Figure 1. Z180 Opcode Fetch Cycle Timing (One Wait State)

Table 1. Z8018010 Timing Parameters for Opcode Fetch Cycle (Worst Case: Z180 10 MHz)

No	Symbol	Parameter	Min	Max	Units
1	t _{cyc}	Clock Cycle Period	100		ns
2	t _{CHW}	Clock Cycle High Width	40		ns
3	t _{CLW}	Clock Cycle Low Width	40		ns
4	t _{cf}	Clock Fall Time		10	ns
6	t _{AD}	Clock High to Address Valid		70	ns
8	t _{MED1}	Clock Low to /MREQ Low		50	ns
9	t _{RDD1}	Clock Low to /RD Low		50	ns
11	t _{AH}	Address Hold Time	10		ns
12	t _{MED2}	Clock Low to /MREQ High		50	ns
15	t _{DRS}	Data to Clock Setup	25		ns
16	t _{DRH}	Data Read Hold Time	0		ns
22	t _{WRD1}	Clock High to /WR Low		50	ns
23	t _{WDD}	Clock Low to Write Data Delay		60	ns
24	t _{WDS}	Write Data Setup to /WR Low	15		ns
25	t _{WRD2}	Clock Low to /WR High		50	ns
26	t _{WRP}	/WR Pulse Width		110	ns
27	t _{WDH}	/WR High to Data Hold Time	10		ns

Note: Parameter numbers in this table are in the Z180 technical manual.

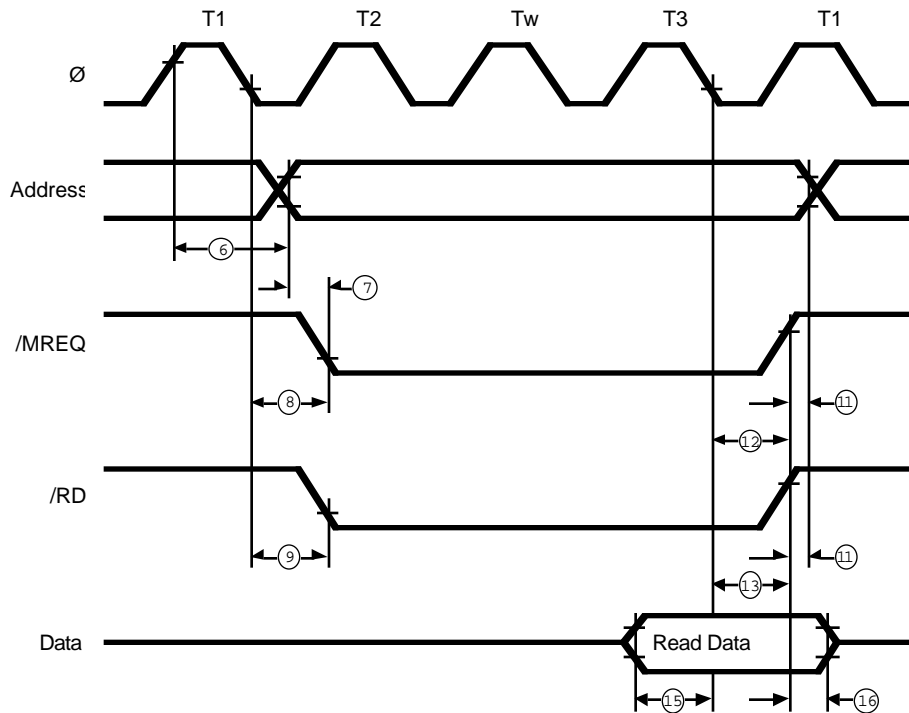


Figure 2. Z180 Memory Read Cycle Timing (One Wait State)

EPROM INTERFACE

During an Opcode fetch cycle, data sampling of the bus is on the rising PHI clock edge of T3 and on the falling edge of T3 during a memory read cycle. Opcode fetch cycle data sample timing is half a clock cycle earlier. Table 2 shows how a memory read cycles' timing requirements are easier than an opcode fetch cycle by half a PHI cycle time. If the

timing requirements for an Opcode fetch cycle meet specifications, the design satisfies the timing requirements for a memory read cycle.

Table 2 has some equations for an opcode fetch, memory read/write cycle.

Table 2. Parameter Equations (10 MHz) Opcode Fetch/Memory Read/Write Cycle

Parameters	Z180 Equation	Value	Units
Address Valid to Data Valid (Opcode Fetch)	$2(1+w)t_{cyc}-t_{AD}-t_{DRS}$	$105+100w$ min	ns
Address Valid to Data Valid (Memory Read)	$2(1+w)t_{cyc}+t_{CHW}+t_{cf}-t_{AD}-t_{DRS}$	$155+100w$ min	ns
/MREQ Active to Data Valid (Opcode Fetch)	$(1+w)t_{cyc}+t_{CLW}-t_{MED1}-t_{DRS}$	$55+100w$ min	ns
/MREQ Active to Data Valid (Memory Read)	$(2+w)t_{cyc}-t_{MED1}-t_{DRS}$	$105+100w$ min	ns
/RD Active to Data Valid (Opcode Fetch)	$(1+w)t_{cyc}+t_{CLW}-t_{RRD1}-t_{DRS}$	$55+100w$ min	ns
/RD Active to Data Valid (Memory Read)	$(2+w)t_{cyc}-t_{RRD1}-t_{DRS}$	$105+100w$ min	ns
Memory Write Cycle /WR Pulse Width	$t_{WRP}+w*t_{cyc}$	$110+100w$ min	ns

Note: * w is the number of wait states.

The propagation delay for the decoded address and gates in the previous calculation is zero. Hence, on the real design, subtracting another 20-30 ns to pay for propagation delays, is possible. The 27C256 provides the EPROM for this board. Typical timing parameters for the 27C256 are in Table 3.

Table 3. EPROM (27C256) Key Timing Parameters (Values May Vary Depending On Mfg.)

Parameter	Access Time		
	170 ns	200 ns	250 ns
Addr Access Time	Max	Max	Max
/E to Data Valid	170	200	250
/OE to Data Valid	75	75	100

Note: Table 3 shows "Access Time" as applying /E to data valid. "/OE active to data valid" is shorter than "address access time". Hence, the interface logic for the EPROM is: Realize a 170 ns or faster EPROM access time by adding one wait state (using the on-chip wait state generator of the Z180). A 200 ns requirement uses two wait states for memory access.

SRAM Interface

Table 4 has timing parameters for 256K bit SRAM for this design.)

Table 4. 256K SRAM Key Timing parameters (Values May Vary Depending On Mfg.)

Parameter	Access Time		
	85 ns	100 ns	150 ns
	Min	Min	Min
Read Cycle:			
/E to Data Valid	85	100	150
/G to Data Valid	45	40	60
Write Cycle:			
Write Cycle Time	85	100	150
Addr Valid to End of Write	75	80	100
Chip Select to End of Write	75	80	100
Data Select to End of Write	40	40	60
Write Pulse Width	60	60	90
Addr Setup Time	0	0	0

SRAM Read Cycle. An SRAM read cycle shares the same considerations as an EPROM interface.

Like EPROM, SRAMs' "access time" applies /G to data valid, and "/E active to data valid" is shorter than "access time." This design allows the use of a 150 ns access time SRAM by adding one wait state (using the on-chip wait state generator of the Z180). The circuit is common to the EPROM memory read cycle.

No wait states are necessary if there is a 85 ns, or faster, access time by using SRAMs. Since the Z180 has on-chip MMU with 85 ns or faster SRAM just copy the contents of EPROM (application program starts at logical address 0000h) into SRAM after power on. Set up the MMU to SRAM area to override the EPROM area and stop

inserting wait states. With this scheme, you can get the highest performance with moderate cost.

SRAM Write Cycle. During a Z180 memory write cycle, the Z180 write data is stable before the falling edge of /WR

(Z180 parameter #24; 15 ns min at 10 MHz). It is stable throughout the write cycle (Z180 parameter #27; 10 ns min at 10 MHz). Further, the address is fixed before the falling edge of /WR. As long as the /WR pulse width meets the SRAM's spec, there is no problem (reference Table 2).

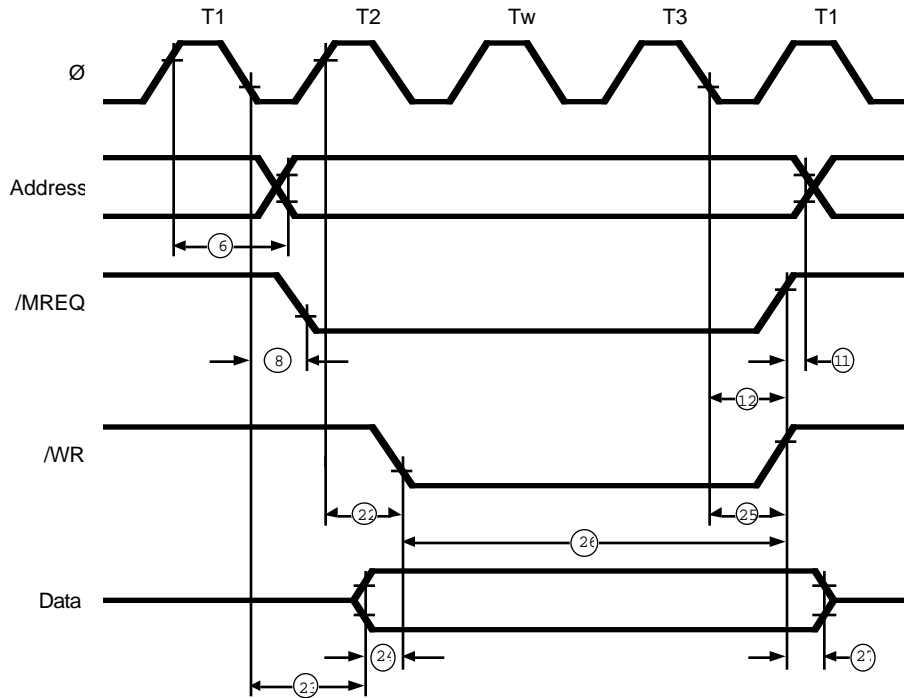


Figure 3. Z180 Memory Write Cycle Timing (One Wait State)

Memory Interface Logic

The memory devices (EPROM and SRAM) for this design are 256K bit (32K byte). There are two possible memory interface designs:

Connect Address Decode output to /E input. Put the signal generated by /RD and /MREQ ANDed together to /OE of EPROM and SRAM. Put the signal generated by /WR and /MREQ ANDed together to the /WE pin of SRAM (Figure 4a).

Connect the signal Address ANDed together with inactive /IORQ to the /E input. Connect /RD to /OE of EPROM and SRAM, and /WR to /WE pin of SRAM (Figure 4b).

Using the second method, there could be a narrow glitch on the signal to the /E-pin during I/O cycles and the Interrupt acknowledge cycle. During I/O cycles, /IORQ and /RD or /WR go active at almost the same time. Since the delay times of these signals are similar there is no "overlapping time" between /CE generated by the address (/IORQ inactive), and /WR or /RD active. During the

Interrupt Acknowledge cycle, /WR and /RD signals are inactive.

To keep the design simple and flexible, use the second method (Figure 4b). To expand memory, decode the address A15 NANDed with /USRRAM//USRROM and /IORQ to produce /CSRAM or /CSROM. These are chip select inputs to chips 55257 or 27C256, respectively. This either disables or enables on-board ROM or RAM depending upon selection control.

The circuit on Figure 4b gives the physical memory address as shown on Figure 5.

If there are no Z80 peripherals and /M1 is enabled (M1E bit in Z180 OMCR register set to 1), active wait states occur only during opcode fetch cycles (Figure 6). If the M1E bit is cleared to 0, /M1E is active only during the Interrupt Acknowledge cycle and Return from Interrupt cycle. This case depends on the propagation delay of the address decoder which uses 135 ns or faster EPROM access time (assume there is 20 ns propagation delay). Figure 6 shows the example of this implementation.

(Continued)

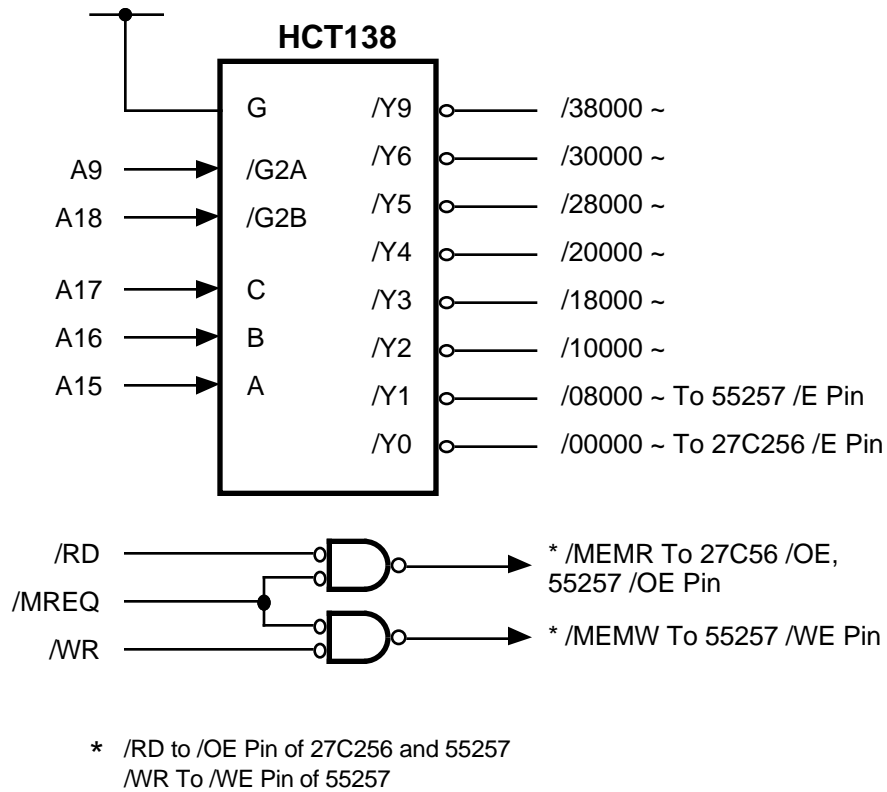


Figure 4a. Memory Interface Logic

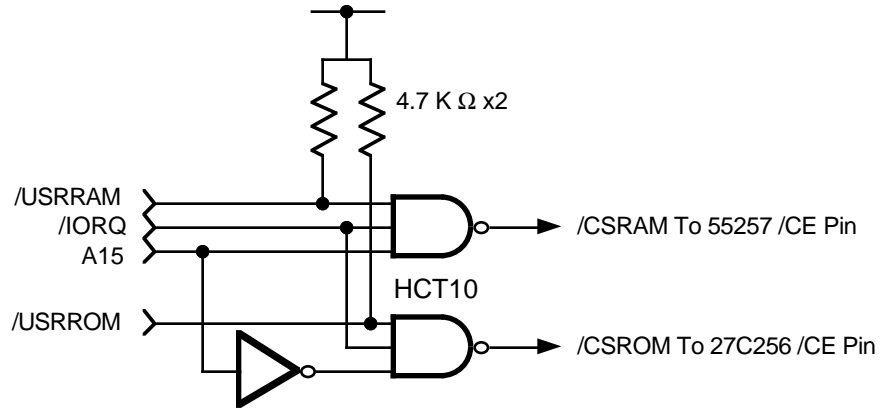


Figure 4b. Memory Interface Logic

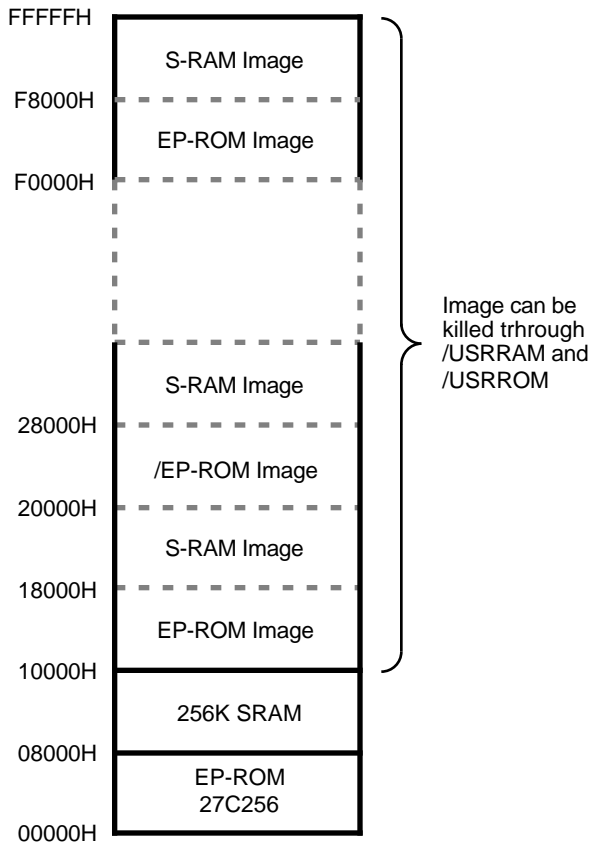


Figure 5. Physical Memory Address Map

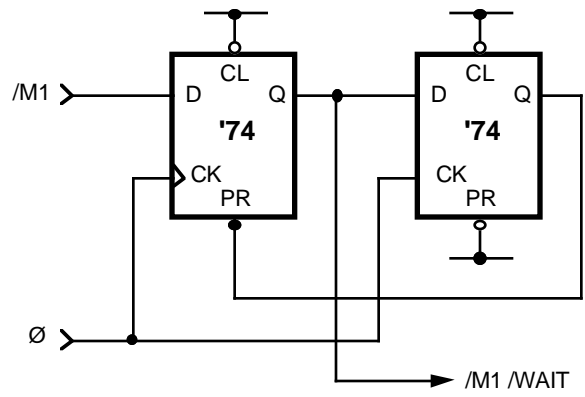


Figure 6. Wait State Generator Logic

(Extends Opcode Fetch Cycle Only; Not Working in Z Mode of Operation)

Z180 TO I/O INTERFACE

The Z180 I/O read/write cycle is similar to the Z80 CPU if you clear the /IOC bit in the OMCR register to 0 (Figures 7

and 8). Table 5 shows the Z180 key parameters for an I/O cycle.

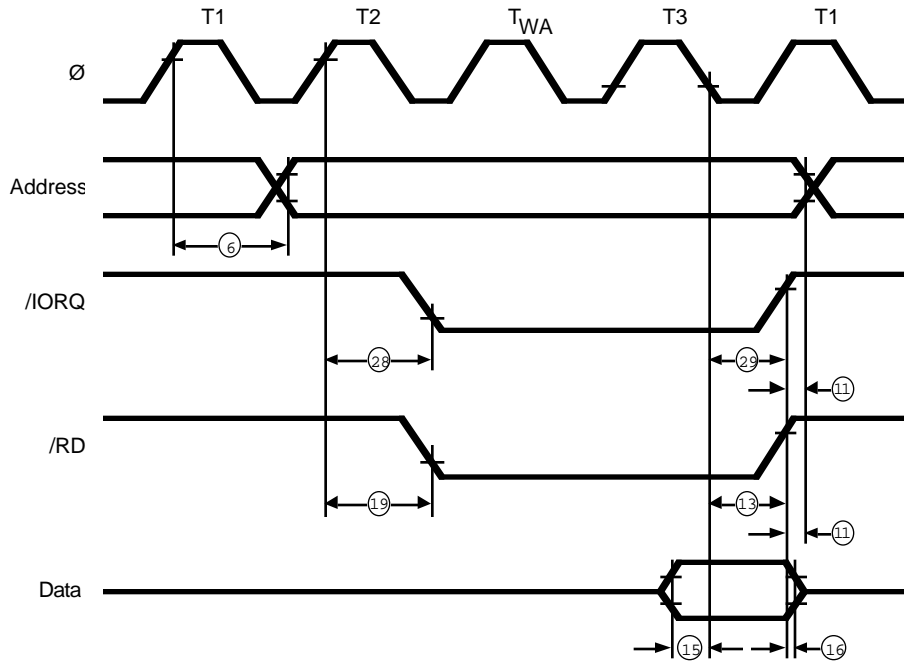


Figure 7. Z180 I/O Read Cycle Timing (/IOC = 0)

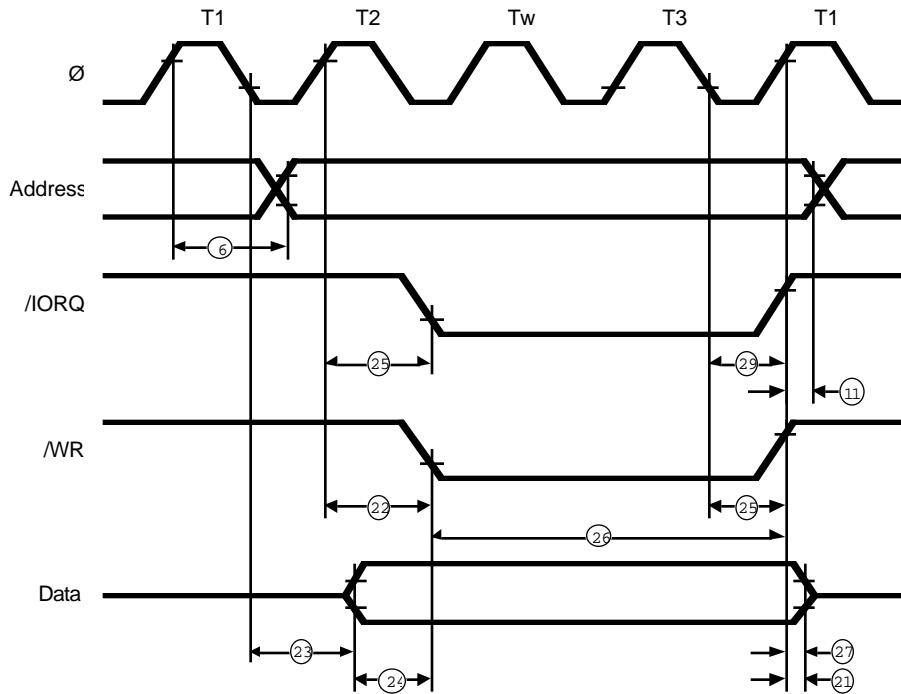


Figure 8. Z180 I/O Write Cycle Timing

Table 5. Z8018010 Timing Parameters for I/O Cycle (Worst Case)

No	Symbol	Parameter	Min	Max	Units
1	tcyc	Clock Cycle Period	100		ns
2	tCHW	Clock Cycle High Width	40		ns
3	tCLW	Clock Cycle Low Width	40		ns
4	tcf	Clock Fall Time		10	ns
6	tAD	Clock High to Address Valid		70	ns
9	tRDD1	Clock High to /RD Low IOC=0		55	ns
11	tAH	Address Hold Time	10		ns
13	tRDD2	Clock Low to /RD High		50	ns
15	tDRS	Data to Clock Setup	25		ns
16	tDRH	Data Read Hold Time	0		ns
21	tWDZ	Clock High to Data Float Delay		60	ns
22	tWRD1	Clock High to /WR Low		50	ns
23	tWDD	Clock Low to Write Data Delay		60	ns
24	tWDS	Write Data Setup to /WR Low	15		ns
25	tWRD2	Clock Low to /WR High		50	ns
26a	tWRP	/WR Pulse Width (I/O Write)	210		ns
27	tWDH	/WR High to Data Hold Time	10		ns
28	tIOD1	Clock High to /IORQ Low IOC=0		55	ns
29	tIOD2	Clock Low to /IORQ High		50	ns

Note: Parameter numbers in this table are the numbers in the Z180 technical manual.

If you are familiar with the Z80 CPU design, the same interfacing logic applies to the Z180 and I/O interface (see Figure 9a). This circuit generates /IORQ (Read) or IORD (Write) for peripherals from inputs /IORQ, /RD, and /WR. The address decodes the Chip Select signal. Note, if you have Z80 peripherals, the decoder logic decodes only from addresses (does not have /IORQ). The Z180 signals /IORQ, /RD, and /WR are active at about the same time (Parameters #9, 22, 28). However, most of the Z80 peripherals require /CE to /RD or /WR setup time.

Since the Z180 occupies 64 bytes of I/O addressing space for system control and on-chip peripherals, there are no overlapping I/O addresses for off-chip peripherals. In this design, leave the area as default or assign on-chip registers at I/O address 0000h to 003Fh.

Figure 9 shows a simple address decoder (the required interface signals, other than address decode outputs, are discussed later).

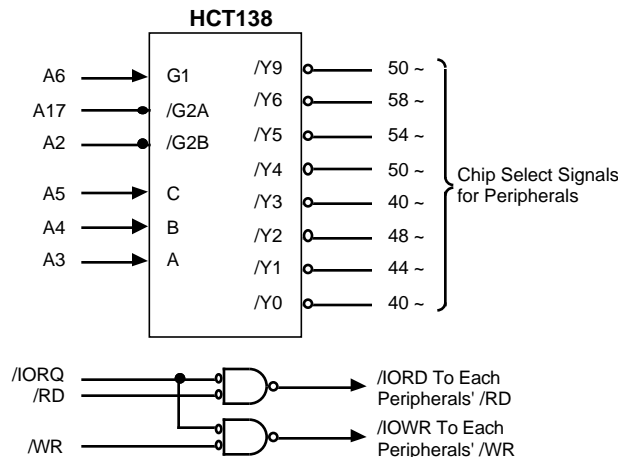


Figure 9a. I/O Interface Logic (Example)

(Continued)

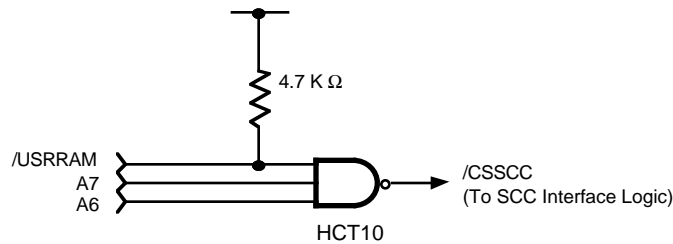


Figure 9b. I/O Address Decoder for this Board

When expanding this board to enable other peripherals, the decoded address A6/A7 is NANDed with USRIO to produce the Chip Enable (CSSCC) output signal (HC10). The SCC registers are assigned from address $xxC0h$ to $xxC3h$; with image, they occupy $xxC0h$ to $xxFFh$. To add wait states during I/O transactions, use the Z180 on-chip wait state generator instead of external hardware logic.

If there is a Z80 PIO on board in a Z-mode of operation (that is, clear /M1E in OMCR register to zero) and after enabling a Z80 PIO interrupt, zero is written to M1TE in the OMCR register. Without a zero, there is no interrupt from the Z80 PIO. The Z80 PIO requires /M1 to activate an interrupt circuit after enabling interrupt by software.

Z180 TO SCC INTERFACE

The following subsections discuss the various parameters between the Z180/SCC interface: CPU hardware, I/O operation (read/write), SCC interrupts, Z80 interrupt daisy-chain operation, SCC interrupt daisy-chain operation, I/O cycles.

CPU Hardware Interfacing

The hardware interface has three basic groups of signals: Data bus, system control, and interrupt control. For more detailed signal information, refer to Zilog's Technical Manuals, and Product Specifications for each device.

Data Bus Signals

D7-D0. *Data bus* (Bidirectional, tri-state). This bus transfers data between the Z180 and SCC.

System Control Signals

A//B, C//D. *Register select signals* (Input). These lines select the registers.

/CE. *Chip enable* (Input, active low). /CE selects the proper peripheral for programming. /CE is gated with /IORQ or /MREQ to prevent false chip selects during other machine cycles.

/RD+. *Read* (input, active low). /RD activates the chip-read circuitry and gates data from the chip onto the data bus.

/WR+. *Write* (Input, active low). /WR strobes data from the data bus into the peripheral.

Chip reset occurs when /RD and /WR are active simultaneously.

Interrupt Control

/INTACK. *Interrupt Acknowledge* (input, active low). This signal shows an Interrupt Acknowledge cycle which combines with /RD to gate the interrupt vector onto the data bus.

/INT. *Interrupt request* (output, open-drain, active low).

IEI. *Interrupt Enable In* (input, active high).

IEO. *Interrupt Enable Out* (Output, active high).

These lines control the interrupt daisy chain for the peripheral interrupt response.

SCC I/O Operation

The SCC generates internal control signals from /RD or /WR. Since PCLK has no required phase relationship to /RD or /WR, the circuitry generating these signals provides time for meta stable conditions to disappear.

The SCC starts the different operating modes by programming the internal registers. Accessing these internal registers occurs during I/O Read and Write cycles, described below.

Read Cycle Timing

Figure 10 illustrates the SCC Read cycle timing. All register addresses and /INTACK are stable throughout the cycle. The timing specification of SCC requires that the /CE signal (and address) be stable when /RD is active.

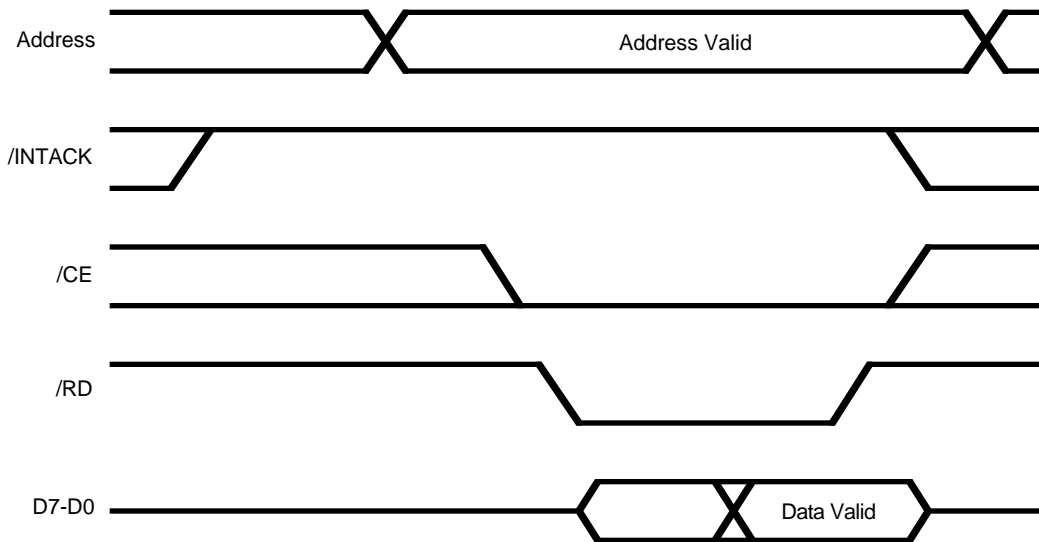


Figure 10. SCC Read Cycle Timing

Write Cycle Timing

Figure 11 illustrates the SCC Write cycle timing. All register addresses and /INTACK are stable throughout the cycle. The timing specification of the SCC requires that the

/CE signal (and address) be stable when /RD is active. Data is available to the SCC before the falling edge of /WR and remains active until /WR goes inactive.

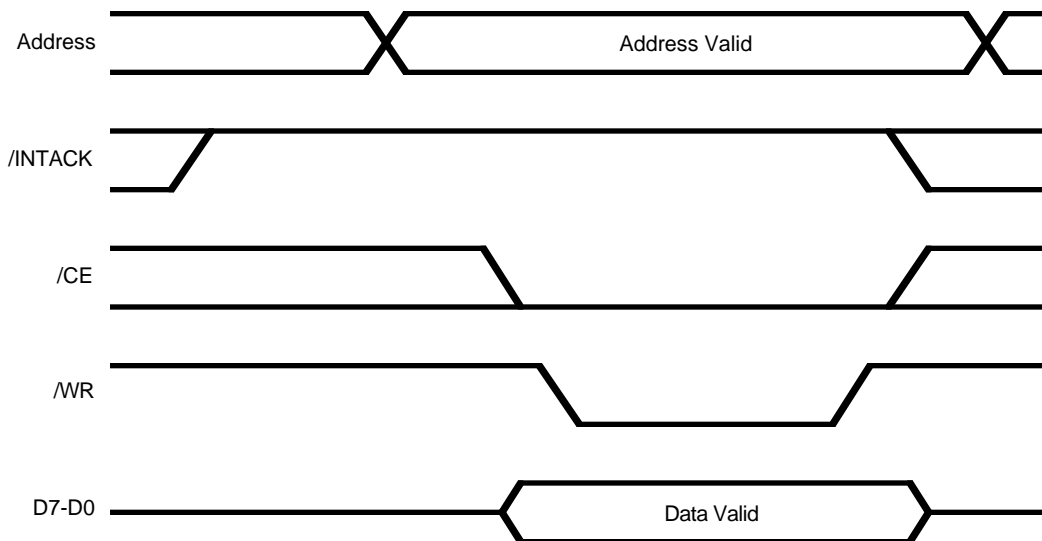


Figure 11. SCC Write Cycle Timing

(Continued)

SCC Interrupt Operation

Understanding SCC interrupt operations requires a basic knowledge of the Interrupt Pending (IP) and Interrupt Under Service (IUS) bits in relation to the daisy chain. The Z180 and SCC design allow no additional interrupt requests during an Interrupt Acknowledge cycle. This permits the interrupt daisy chain to settle, ensuring proper response of the interrupt device.

The IP bit sets in the SCC for CPU intervention requirements (that is, buffer empty, character available, error detection, or status changes). The interrupt acknowledge cycle does not reset the IP bit. The IP bit clears by a software command to the SCC, or when the action that generated the interrupt ends, for example, reading a receive character for receive interrupt. Others are, writing data to the transmitter data register, issuing Reset Tx interrupt pending command for Tx buffer empty interrupt, etc.). After servicing the interrupt, other interrupts can occur.

The IUS bit means the CPU is servicing an interrupt. The IUS bit sets during an Interrupt Acknowledge cycle if the IP bit sets and the IEI line is High. If the IEI line is low, the IUS bit is not set. This keeps the device from placing its vector onto the data bus.

The IUS bit clears in the Z80 peripherals by decoding the RETI instruction. A software command also clears the IUS bit in the Z80 peripherals. Only software commands clear the IUS bit in the SCC.

Z80 Interrupt Daisy-Chain Operation

In the Z80 peripherals, both IP and IUS bits control the IEO line and the lower portion of the daisy chain. When a peripheral's IP bit sets, the IEO line goes low. This is true regardless of the state of the IEI line. Additionally, if the peripheral's IUS bit clears and its IEI line is High, the /INT line goes low.

The Z80 peripherals sample for both /M1 and /IORQ active (and /RD inactive) to identify an Interrupt Acknowledge cycle. When /M1 goes active and /RD is inactive, the peripheral detects an Interrupt Acknowledge cycle and allows its interrupt daisy chain to settle. When the /IORQ line goes active with /M1 active, the highest priority interrupting peripheral places its interrupt vector onto the data bus. The IUS bit also sets to show that the peripheral is now under service. As long as the IUS bit sets, the IEO line remains low. This inhibits any lower priority devices from requesting an interrupt.

When the Z180 CPU executes the RETI instruction, the peripherals check the data bus and the highest priority device under service resets its IUS bit.

SCC Interrupt Daisy-Chain Operation

In the SCC, the IUS bit normally controls the state of the IEO line. The IP bit affects the daisy chain only during an Interrupt Acknowledge cycle. Since the IP bit is normally not part of the SCC interrupt daisy chain, there is no need to decode the RETI instruction. To allow for control over the daisy chain, the SCC has a Disable Lower Chain (DLC) software command that pulls IEO low. This selectively deactivates parts of the daisy chain regardless of the interrupt status. Table 6 shows the truth table for the SCC interrupt daisy chain control signals during certain cycles. Table 12 shows the interrupt state diagram for the SCC.

Table 6. SCC Daisy Chain Signal Truth Table

During Idle State			During INTACK Cycle				
IEI	IP	IUS	IEO	IEI	IP	IUS	IEO
0	X	X	0	0	X	X	0
1	X	0	1	1	1	X	0
1	X	1	0	1	X	1	0
1	0	0	1				

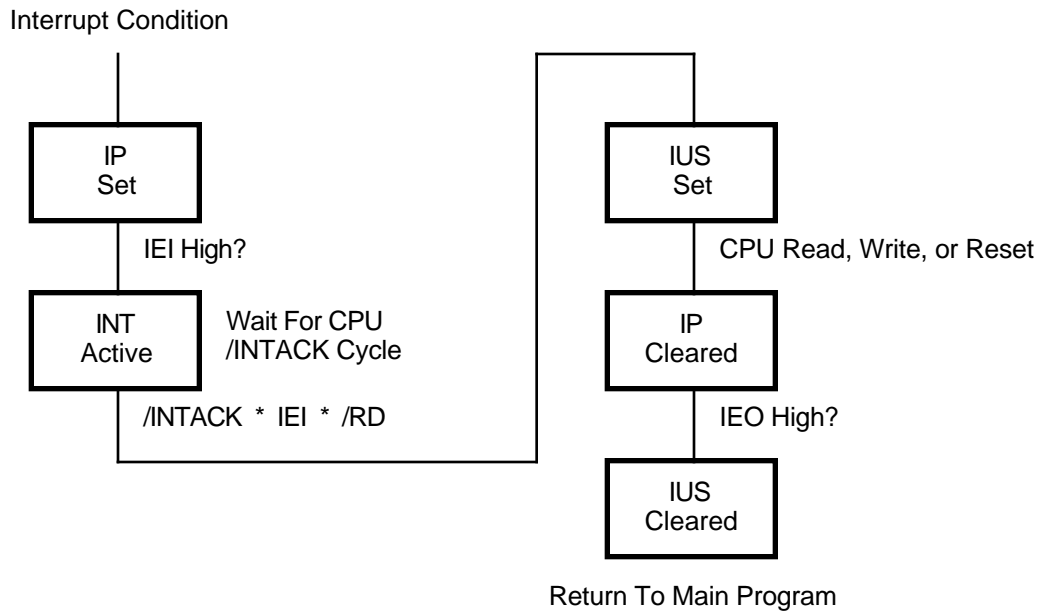


Figure 12. SCC Interrupt Status Diagram

The SCC uses /INTACK (Interrupt Acknowledge) for recognition of an interrupt acknowledge cycle. This pin, used with /RD , allows the SCC to gate its interrupt vector onto the data bus. An active /RD signal during an interrupt acknowledge cycle performs two functions. First, it allows

the highest priority device requesting an interrupt to place its vector on the data bus. Secondly, it sets the IUS bit in the highest priority device to show the device is now under service.

INPUT/OUTPUT CYCLES

Although the SCC is a universal design, certain timing parameters differ from the Z180 timing. The following subsections discuss the I/O interface for the Z180 MPU and SCC.

Z180 MPU to SCC Interface

Table 7 shows key parameters of the 10 MHz SCC for I/O read/write cycles.

Table 7. 10 MHz SCC Timing Parameters for I/O Read/Write Cycle (Worst Case)

No	Symbol	Parameter	Min	Max	Units
6	TsA(WR)	Address to /WR Low Setup	50		ns
7	ThA(WR)	Address to /WR High Hold	0		ns
8	TsA(RD)	Address to /RD Low Setup	50		ns
9	ThA(RD)	Address to /RD High Hold	0		ns
16	TsCEI(WR)	/CE Low to /WR Low Setup	0		ns
17	ThCE(WR)	/CE to /WR High Hold	0		ns
19	TsCEI(RD)	/CE Low to /RD Low Setup	0		ns
20	ThCE(RD)	/CE to /RD High Hold	0		ns
22	TwRDI	/RD Low Width	125		ns
25	TdRDf(DR)	/RD Low to Read Data Valid		120	ns
27	TdA(DR)	Address to Read Data Valid		180	ns
28	TwWRI	/WR Low Width	125		ns
29	TsDW(WR)	Write Data to /WR Low Setup	10		ns
30	TdWR(W)	Write Data to /WR High Hold	0		ns

SCC I/O Read/Write Cycle

Assume that the Z180 MPU's /IOC bit in the OMCR (Operation Mode Control Register) clears to 0 (this condition is a Z80 compatible timing mode for /IORQ and /RD). The following are several design points to consider (also see Table 3).

I/O Read Cycle

Parameters 8 and 9 mean that Address is stable 20 ns before the falling edge of /RD and until /RD goes inactive.

Parameters 19 and 20 mean that /CE is stable at the falling edge of /RD and until /RD goes inactive.

Parameter 22 means the /RD pulse width is wider than 125 ns.

Parameters 25 and 27 mean that Read data is available on the data bus 120 ns later than the falling edge of /RD and 180 ns from a stable Address.

I/O Write Cycle

Parameters 6 and 7 mean that Address is stable 50 ns before the falling edge of /WR and is stable until /WR goes inactive.

Parameters 16 and 17 mean that /CE is stable at the falling edge of /WR and is stable until /W goes inactive.

Parameter 28 means /WR pulse width is wider than 125 ns.

Parameters 28 and 29 mean that Write data is on the data bus 10 ns before the falling edge of /WR. It is stable until the rising edge of /WR.

Tables 8 and 9 show the worst case SCC parameters calculating Z180 parameters at 10 MHz.

Table 8. Parameter Equations Worst Case (Without Delay Signals - No Wait State)

SCC Parameters	Z180 Equation	Value	Units
TsA(RD)	$t_{cyc} - t_{AD} + t_{RDD1}$	30 min	ns
TdA(DR)	$3t_{cyc} + t_{CHW} + t_{cf} - t_{AD} - t_{DRS}$	245 min	ns
TdRDf(DR)	$2t_{cyc} + t_{CHW} + t_{cf} - t_{RDD1} - t_{DRS}$	160 min	ns
TwRDI	$2t_{cyc} + t_{CHW} + t_{cf} - t_{DRS} + t_{RDD2}$	185 min	ns
TsA(WR)	$t_{cyc} - t_{AD} + t_{WRD1}$	30 min	ns
TsDW(WR)	tWDS	15 min	ns
TwWRI	tWRP	210 min	ns

Table 9. Parameter Equations

Z180 Parameters	SCC Equation	Value	Units
tDRS	Address $3t_{cyc} + t_{CHW} - t_{AD} - t_{dA}(DR)$	241 min	ns
	RD $2t_{cyc} + t_{CHW} - t_{RDD1} - t_{dRD}(DR)$	184 min	ns

I/O Read Cycle

These tables show that a delay of the falling edge of /RD satisfies the SCC TsA(RD) timing requirement of 50 ns min. The Z180 calculated value is 30 ns min for the worst case. Also, Z180 timing specification tAH (Address Hold time) is 10 ns min. The SCC timing parameters ThA(RD) {Address to /RD High Hold} and ThCE(RD) {/CE to /RD High Hold} are minimum at 0 ns. The rising edge of /RD is early to guarantee these parameters when considering address decoders and gate propagation delays.

I/O Write Cycle

Delay the falling edge of /WR to satisfy the SCC TsA(/WR) timing requirement of 50 ns min. The Z180 calculates 30

ns min worst case. Further, the Z180 timing specifications tAH (Address Hold time) and tWDH (/WR high to data hold time) are both 10 ns min. The SCC timing parameters ThA(WR) {Address to /WR High Hold}, ThCE(WR) {/CE to /WR High Hold} and TdWR(W) {Write data to /WR High hold} are a minimum of 0 ns. The rising edge of /WR is early to guarantee these parameter requirements.

This circuit depicts logic for the I/O interface and the Interrupt Acknowledge Interface for 10 MHz clock of operation. Figure 13 is the I/O read/write timing chart (discussions of timing considerations on the Interrupt Acknowledge cycle and the circuit using EPLD occur later).

(Continued)

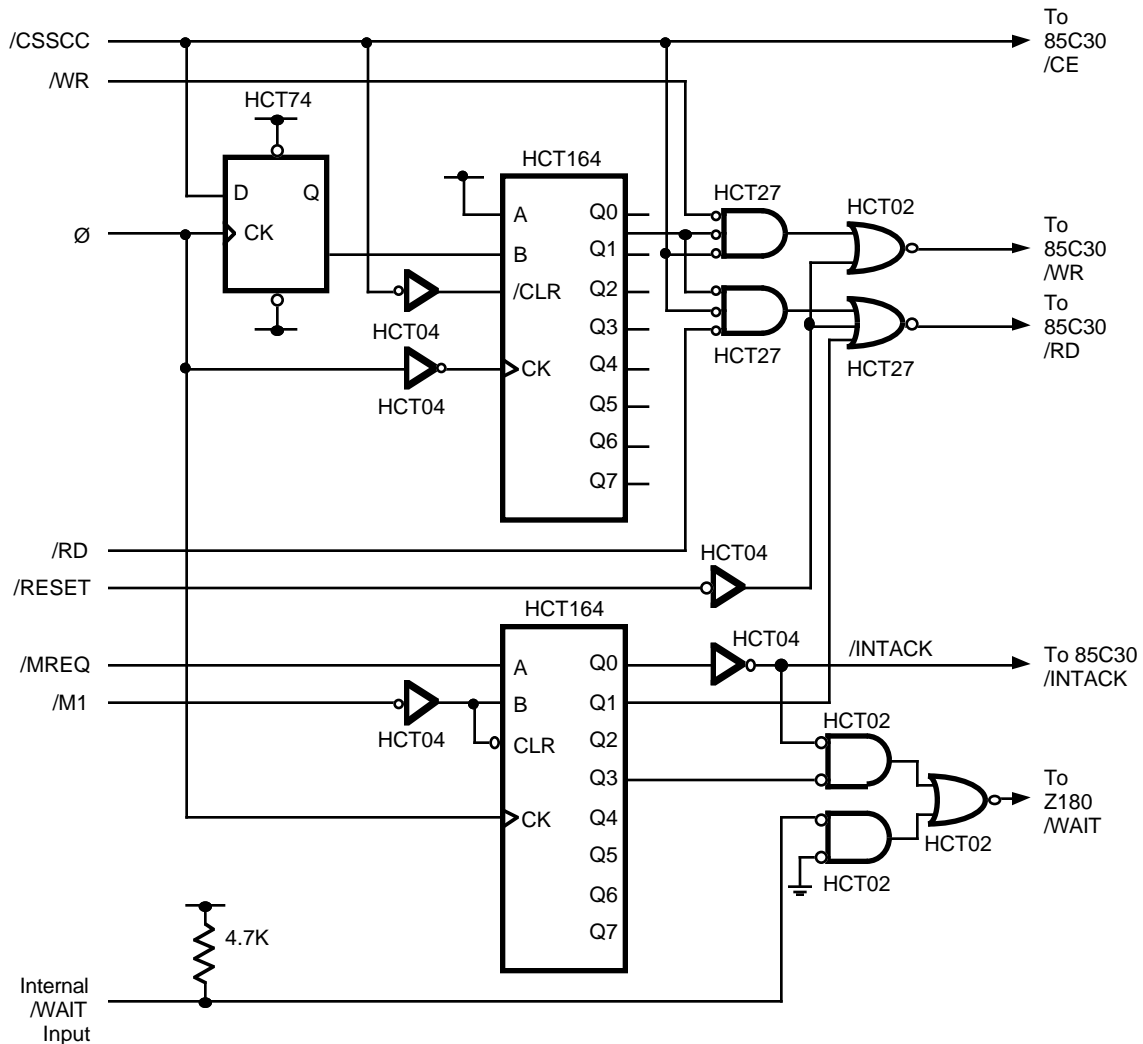


Figure 13. SCC I/O Read/Write Cycle Timing

This circuit works when $[(\text{Lower HCT164's CLK} \neq \text{to Z180 /WAIT}) + \text{tws} < \text{tCHW}]$

If you are running your system slower than 8 MHz, remove the HCT74, D-Flip/Flop in front of HCT164. Connect the inverted CSSCC to the HCT164 B input. This is a required Flip/Flop because the Z180 timing specification on tIOD1 (Clock High to /IORQ Low, IOC=0) is maximum at 55 ns. This is longer than half the PHI clock cycle. Sample it using the rising edge of clock, otherwise, HCT164 does not generate the same signals.

The RESET signal feeds the SCC /RD and /WR through HCT27 and HCT02 to supply the hardware reset signal. To reduce the gate count, drop these gates and make the SCC reset by its software command. The SCC software reset - 0C0h to Write Register 9, "Hardware Reset command" has the same effect as hardware reset by "Hardware."

Interrupt Acknowledge Cycle Timing

The primary timing differences between the Z180 and SCC occur in the Interrupt Acknowledge cycle. The SCC timing parameters that are significant during Interrupt Acknowledge cycles are in Table 10. The Z180 timing parameters are in Table 10. The reference numbers in Tables 10 and 11 refer to Figure 13.

Table 10. 10 MHz SCC Timing Parameters for Interrupt Acknowledge Cycle

No	Symbol	Parameter	Min	Max	Units
13	TsIAi(RD)	/INTACK Low to /RD Low Setup	130		ns
14	ThIA(RD)	/INTACK High to /RD High Hold	0		ns
15	ThIA(PC)	/INTACK to PCLK High Hold	30		ns
38	TwRDA	/INTACK Low to /RD Low Delay (Acknowledge)	125		ns
39	TwRDA	/RD (Acknowledge) Width	125		ns
40	TdRDA(DR)	/RD Low (Acknowledge) to Read Data Valid Delay		120	ns
41	TsIEI(RDA)	IEI to /RD Low (Acknowledge) Setup Time	95		ns
42	ThIEI(RDA)	IEI to /RD High (Acknowledge) Hold Time	0		ns
43	TdIEI(IEO)	IEI to IEO Delay		175	ns

Table 11. Z180 Timing Parameters Interrupt Acknowledge Cycles (Worst Case Z180)

No	Symbol	Parameter	Min	Max	Units
10	tM1D1	Clock High to /M1 Low		60	ns
14	tM1D2	Clock High to /M1 High		60	ns
15	tDRS	Data to Clock Setup	25		ns
16	tDRH	Data Read Hold Time	0		ns
28	tIOD1	Clock LOW to /IORQ Low		50	ns
29	tIOD2	Clock LOW to /IORQ High		50	ns
30	tIOD3	/M1 Low to /IORQ Low Delay	200		ns

Note: Parameter numbers in this table are the numbers in the Z180 technical manual.

During an Interrupt Acknowledge cycle, the SCC requires both /INTACK and /RD to be active at certain times. Since the Z180 does not issue either /INTACK or /RD, external logic generates these signals.

The Z180 is in a Wait condition until the vector is valid. If there are other peripherals added to the interrupt priority daisy chain, more Wait states may be necessary to give it time to settle. Allow enough time between /INTACK active and /RD active for the entire daisy chain to settle.

There is no need of decoding the RETI instruction used by the Z80 peripherals since the SCC daisy chain does not use IP, except during Interrupt Acknowledge. The SCC and other Z8500 peripherals have commands that reset the individual IUS flag.

External Interface for Interrupt Acknowledge Cycle: The bottom half of Figure 14 is the interface logic for the Interrupt Acknowledge cycle.

(Continued)

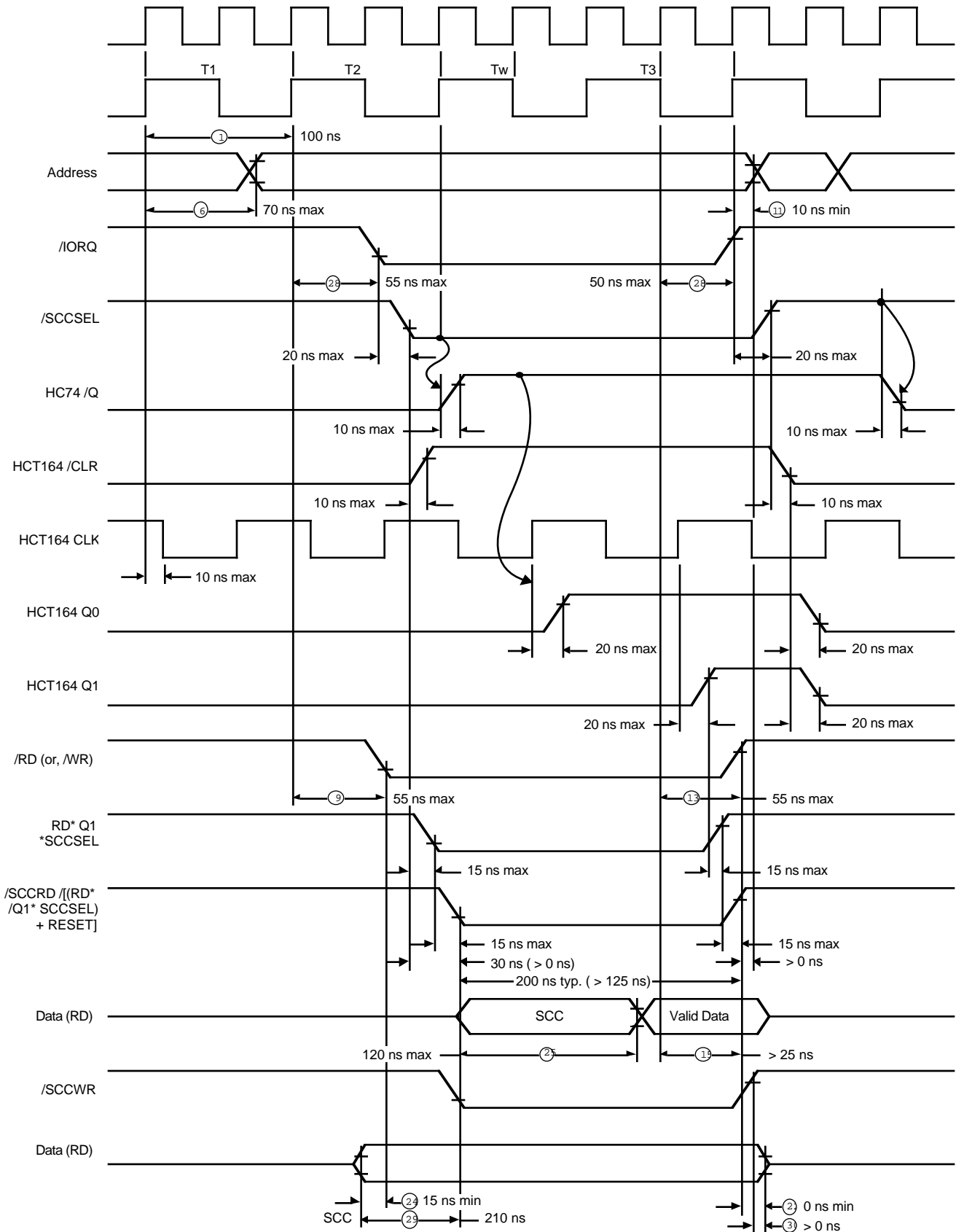


Figure 14. Z180 to SCC Interface Logic (Example)

The primary chip in this logic is the Shift register (HCT164), which generates /INTACK, /SCCRD and /WAIT. During I/O and normal memory access cycles, the Shift Register (HCT164) remains cleared because the /M1 signal is inactive during the opcode fetch cycle. Since the Shift Register output is Low, control of /SCCRD and /WAIT is by

other system logic and gated through the NOR gate (HCT27). During I/O and normal memory access cycles, /SCCRD and /SCCW R are generated from the system /RD and /WR signals, respectively. The generation is by the logic at the top of Figure 15.

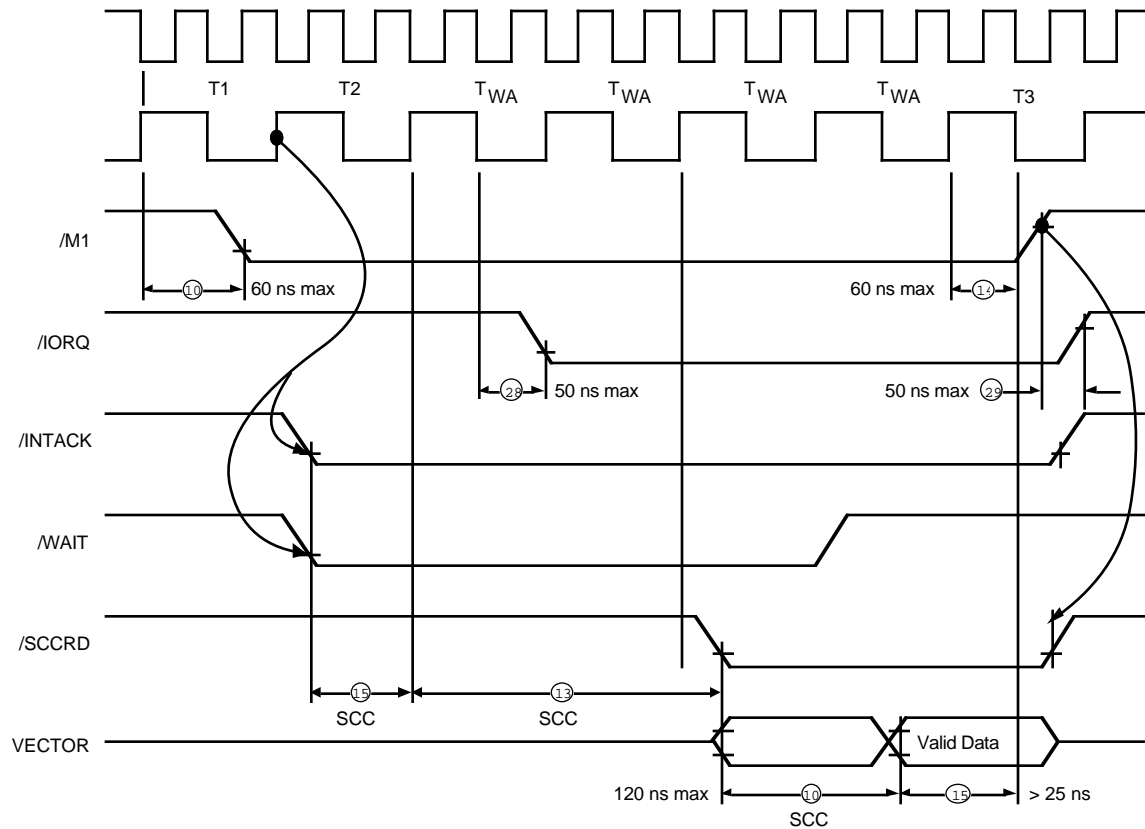


Figure 15. SCC Interrupt Acknowledge Cycle Timing

Normally, an Interrupt Acknowledge cycle appears from the Z180 during /M1 and /IORQ active (which is detected on the third rising edge of PHI after T1). To get an early sign of an Interrupt Acknowledge cycle, the Shift register decodes an active /M1. This is during the presence of an inactive /MREQ on the rising edge of T2.

During an Interrupt Acknowledge cycle, the /INTACK signal is generated on the rising edge of T2. Since it is the presence of /INTACK and an active /SCCRD that gates the interrupt vector onto the data bus, the logic also generates /SCCRD at the proper time. The timing parameter of concern here is $T_{dIAi(RD)}$ [/INTACK to /RD

(Acknowledge) Low delay]. This time delay allows the interrupt daisy chain to settle so the device requesting the interrupt places its interrupt vector onto the data bus.

The Shift Register allows enough time delay from the generation of /INTACK before it generates /SCCRD. During this delay, it places the Z180 into a Wait state until the valid interrupt vector is placed onto the data bus. If the time between these two signals is not enough for daisy chain settling, more time is added by taking /SCCRD and /WAIT from a later position on the Shift Register. If there is a requirement for more wait states, the time is calculated by PHI cycles.

USING EPLD

Figure 16a and Figure 16b show the logic using either EPLD or the circuit of this system. The EPLD is ALTERA 610 which is a 24-Pin EPLD. The method to convert

random gate logic to EPLD is to disassemble MSIs' logic into SSI level, and then simplify the logic.

(Continued)

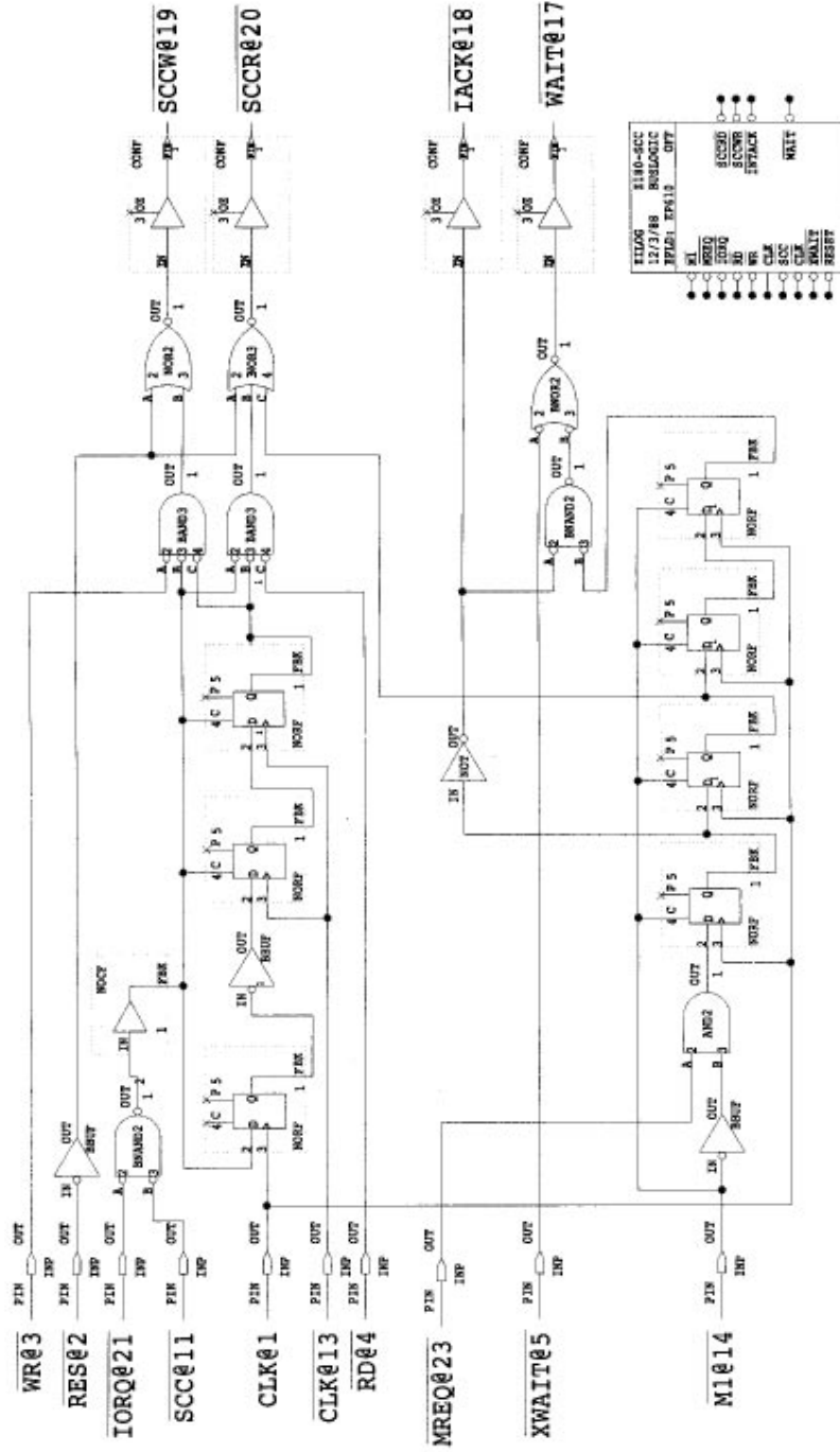


Figure 16a. ELPD Circuit Implementation

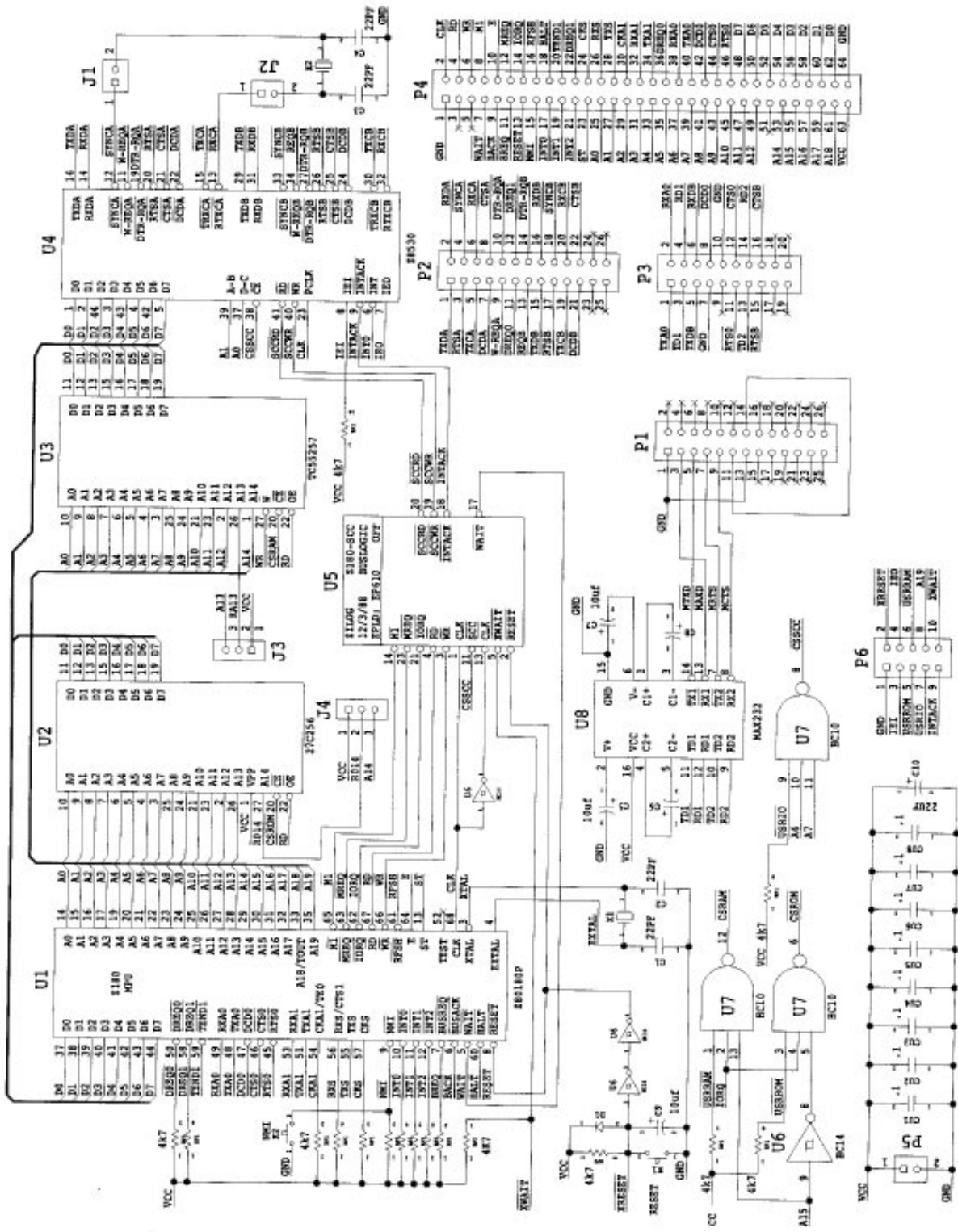


Figure 16b. ELPD Circuit Implementation

(Continued)

System Checkout

After completion of the board (PC board or wire wrapped board, etc.), the following methods verify that the board is working.

Software Considerations

Based on the previous discussion, it is necessary to program the Z180 internal registers, as follows, before system checkout:

- Z80 mode of operation - Clear /M1E bit in OMCR register to zero (to provide expansion for Z80 peripherals).
- Z80 compatible mode - Clear IOC bit in OMCR register to zero.
- Put one wait state in memory cycle, and no wait state for I/O cycle DMCR register bits 7 and 6 to "1" and bits 5 and 4 to "0".

SCC Read Cycle Proof

Read cycle checking is first because it is the simplest operation. The SCC Read cycle is checked by reading the bits in RR0. First, the SCC is hardware reset by simultaneously pulling /RD and /WR LOW (The circuit above includes the circuit for this). Then, reading out the Read Register 0 returns:

D7-D0 = 01xxx100b
Bit D2, D6:1
Bit D7, D1, D0:0
Bit D5: Reflects /CTS pin
Bit D4: Reflects /SYNC
Bit D3: Reflects /DCD pin

SCC Write Cycle Proof

Write cycle checking involves writing to a register and reading back the results to the registers which return the written value. The Time Constant registers (WR12 and WR13) and External/Status Interrupt Enable register (WR15) are on the SCC.

Interrupt Acknowledge Cycle

Checking an Interrupt Acknowledge (/INTACK) cycle consists of several steps. First, the SCC makes an Interrupt Request (/INT) to the Z180. When the processor is ready to service the interrupt, it shows an Interrupt Acknowledge (/INTACK) cycle. The SCC then puts an 8-bit vector on the bus and the Z180 uses that vector to get the correct service routine. The following test checks the simplest case.

First, load the Interrupt Vector Register (WR2) with a vector, disable the Vector Interrupt Status (VIS) and enable interrupts (IE=1, MIE=1 IEI=1). Disabling VIS guarantees only one vector on the bus. The address of the service routine corresponding to the 8-bit vector number loads the Z180 vector table, and the Z180 is under Interrupt Mode 2.

Because the user cannot set the SCC Interrupt Pending Bit (IP), setting an interrupt sequence is difficult. An interrupt is generated indirectly via the CTS pin by enabling the following explanation.

Enable interrupt by /CTS (WR15, 20h), External/Status Interrupt Enable (WR1, 01h), and Master Interrupt Enable (WR9, 08h). Any change on the /CTS pin begins the interrupt sequence. The interrupt is re-enabled by Reset External/Status Interrupt (WR0, 10h) and Reset Highest IUS (WR0, 38h).

A sample program of an SCC Interrupt Test is shown in Table 12. The following programs in Tables 12, 13, and 14 assume that the 180 is correctly initialized. Table 12 uses the Assembler for the Z80 CPU.

Table 12. SCC Test Program – Interrupt for 180/SCC Application Board (Under Mode2 Interrupt)

```

;*          B register returns status info:
;
;*          Bit D0: current /cts stat
;
;*          D1set: /cts int received
;
;*
.z800
;Read in Z180 register names and
*include 180macro.lib ;macro for Z180 new instructions

;SCC
Registers
scc_ad:      equ      0C3h          ;addr of scc ch a - data
scc_ac:      equ      0C2h          ;addr of scc ch a - control
scc_bd:      equ      0C1h          ;addr of scc ch b - data
scc_bc:      equ      0C0h          ;addr of scc ch b - control

scc_a:      equ      000h          ;set 0ffh to test ch a
;clear 00h to test ch b.

        if      scc_a
scc_cont:    equ      scc_ac
        else
scc_cont:    equ      scc_bc
        endif

org      09000h      ;top of user ram area

inttest:    ld      sp,top_of_sp      ;init sp
            ld      a,high sccvect and 0ffh ;init i reg
            ld      i,a
            im      2          ;set interrupt mode 2
            call   initscc      ;initialize scc
            ld      b,0        ;clear status
            ei          ;enable interrupt

wait_loop:  bit      1,b          ;check int status
            jr      z,wait_loop ;if not, loop again

wait_here:  jr      $          ;interrupt has been received
;you can set breakpoint here!

;subroutine to initialize scc registers
;initialization table format is
;register number, then followed by the data to be written
;and the register number is 0ffh, then return

initscc:    ld      hl,scctab      ;initialize scc
init0:      ld      a,(hl)         ;get register number
            cp      0ffh          ;reached at the end of table?
            ret      z           ;yes, return.
            out    (scc_cont),a   ;write it
            inc    hl            ;point to next data
            ld      a,(hl)         ;get the data to be written
            out    (scc_cont),a   ;write it
            inc    hl            ;point to next data
            jr     init0          ;then loop

```

(Continued)

Table 12. SCC Test Program – Interrupt for 180/SCC Application Board (Under Mode2 Interrupt) (Continued)

;external/status interrupt
service routine

```

ext_stat:    ld        a,10h
             out      (scc_cont),a          ;reset ext/stat int
             in       a,(scc_cont)         ;read stat
             and      00100000b           ;mask off bits other than /cts
             rra
             rra
             rra
             rra
             rra
             rra
             set     1,a                    ;set interrupt flag
             ld      b,a                    ;save it
             ld      a,38h
             out     (scc_cont),a         ;reset highest ius
             ei
             ret                            ;return from int
    
```

;initialization data table for scc

;table format - register number, then value for the register

;and ends with 0ffh - since scc doesn't have

;register 0ffh...

```

scctab:
    if      scc_a
        db      09h                        ;select WR9
    else
        db      10000000b                 ;ch a reset
    endif
        db      01000000b                 ;ch b reset
        db      0eh                        ;select WR15
        db      20h                        ;only enable /cts int
        db      01h                        ;select WR1
        db      00000001b                 ;enable ext/stat int
        db      10h                        ;reset ext/stat int
        db      10h                        ;twice
        db      09h                        ;select WR9
        db      08h                        ;mie, vect not incl. stat
        db      0ffh                       ;end of table
    
```

;interrupt vector table

```

sccvect:
    org      inttest + 100h
    dw      ext_stat
    .block   100h                          ;reserve area for stack
top_of_sp:
    end
    
```


Table 13 shows a “macro” to enable the Z180 to use the Z80 Assembler, as well as register definitions.

chip DMA. The SCC self loop-back test transfers data using the Z180 DMA at the highest transmission rate (Table 13).

There is one good test to ensure proper function. Generate a data transfer between the Z180/SCC using the Z180 on-

Table 13. Program Example – Z180 CPU Macro Instructions

```

;*          File name - 180macro.lib
;*          Macro library for Z180 new instructions for asm800
;*
;
;Z180 System Control Registers

;ASCI Registers
cntla0:    equ        00h            ; ASCI Cont Reg A Ch0
cntla1:    equ        01h            ; ASCI Cont Reg A Ch1
cntlb0:    equ        02h            ; ASCI Cont Reg B Ch0
cntlb1:    equ        03h            ; ASCI Cont Reg B Ch1
stat0:     equ        04h            ; ASCI Stat Reg Ch0
stat1:     equ        05h            ; ASCI Stat Reg Ch1
tdr0:      equ        06h            ; ASCI Tx Data Reg Ch0
tdr1:      equ        07h            ; ASCI Tx Data Reg Ch1
rdr0:      equ        08h            ; ASCI Rx Data Reg Ch0
rdr1:      equ        09h            ; ASCI Rx Data Reg Ch1

;CSI/O Registers
cntr:      equ        0ah            ; CSI/O Cont Reg
trdr:      equ        0bh            ; CSI/O Tx/Rx Data Reg

;Timer Registers
tmdr0l:    equ        0ch            ; Timer Data Reg Ch0-low
tmdr0h:    equ        0dh            ; Timer Data Reg Ch0-high
rldr0l:    equ        0eh            ; Timer Reload Reg Ch0-low
rldr0h:    equ        0fh            ; Timer Reload Reg Ch0-high
tcr:       equ        10h           ; Timer Cont Reg
tmdr1l:    equ        14h            ; Timer Data reg Ch1-low
tmdr1h:    equ        15h            ; Timer Data Reg Ch1-high
rldr1l:    equ        16h            ; Timer Reload Reg Ch1-low
rldr1h:    equ        17h            ; Timer Reload Reg Ch1-high
frc:       equ        18h            ; Free Running Counter

;DMA Registers
sar0l:     equ        20h            ; DMA Source Addr Reg Ch0-low
sar0h:     equ        21h            ; DMA Source Addr Reg Ch0-high
sar0b:     equ        22h            ; DMA Source Addr Reg Ch0-b
dar0l:     equ        23h            ; DMA Dist Addr Reg Ch0-low
dar0h:     equ        24h            ; DMA Dist Addr Reg Ch0-high
dar0b:     equ        25h            ; DMA Dist Addr Reg Ch0-B
bcr0l:     equ        26h            ; DMA Byte Count Reg Ch0-low
bcr0h:     equ        27h            ; DMA Byte Count Reg Ch0-high
mar1l:     equ        28h            ; DMA Memory Addr Reg Ch1-low
mar1h:     equ        29h            ; DMA Memory Addr Reg Ch1-high
mar1b:     equ        2ah            ; DMA Memory Addr Reg Ch1-b
iar1l:     equ        2bh            ; DMA I/O Addr Reg Ch1-low
iar1h:     equ        2ch            ; DMA I/O Addr Reg Ch1-high

```

(Continued)

Table 13. Program Example – Z180 CPU Macro Instructions (Continued)

```
bcr1l:    equ    2eh    ; DMA Byte Count Reg Ch1-low
bcr1h:    equ    2fh    ; DMA Byte Count Reg Ch1-high
dstat:    equ    30h    ; DMA Stat Reg
dmode:    equ    31h    ; DMA Mode Reg
dcntl:    equ    32h    ; DMA/WAIT Control Reg
```

;System Control Registers

```
il:       equ    33h    ; INT Vector Low Reg
itc:      equ    34h    ; INT/TRAP Cont Reg
rcr:      equ    36h    ; Refresh Cont Reg
cbr       equ    38h    ; MMU Common Base Reg
bbr:      equ    39h    ; MMU Bank Base Reg
cbar:     equ    3ah    ; MMU Common/Bank Area Reg
omcr:     equ    3eh    ; Operation Mode Control Reg
icr:      equ    3fh    ; I/O Control Reg
```

```
?b       equ    0
?c       equ    1
?d       equ    2
?e       equ    3
?h       equ    4
?l       equ    5
?a       equ    7
```

```
??bc     equ    0
??de     equ    1
??hl     equ    2
??sp     equ    3
```

```
slp      macro
db        11101101B
db        01110110B
endm
```

```
mlt      macro    ?r
db        11101101B
db        01001100B+(??&?r AND 3) SHL 4
endm
```

```
in0      macro    ?r, ?p
```

```
out0     macro    ?p, ?r
db        11101101B
db        00000001B+(?&?r AND 7) SHL 3
db        ?p
endm
```

```
otim     macro
db        11101101B
```

Table 13. Program Example – Z180 CPU Macro Instructions (Continued)

```

db      10000011B
endm

otimr   macro
db      11101101B
db      10010011B
endm

otdm    macro
db      11101101B
db      10001011B
endm

otdmr   macro
db      11101101B
db      10011011B
endm

tstio   macro    ?p
db      11101101B
db      01110100B
db      ?p
endm

tst     macro    ?r
db      11101101B
ifidn  <?r>,<(hl)>
db      00110100B

else
ifdef  ?&?r
db      00000100B+(?&?r AND 7) SHL 3

else
db      01100100B
db      ?r

endif
endif
endm
.list
end

```

(Continued)

Table 14 lists a program example for the Z180/SCC DMA transfer test.

Table 14. Test Program – Z180/SCC DMA Transfer

```

;
;* Test program for 180 DMA/SCC
;
;* Test 180's DMA function with SCC
;
;* 180 dma - dma0 for scc rx data
;*          dma1 for scc tx data
;* async, X1 mode, 1 stop, speed = pclk/4
;* self loop-back
;* Connect W/REQ to DREQ0 of 180
;*          DTR/REQ to DREQ1 of 180
;
;* B register returns status info:
;* Bit D0 set : Tx DMA end
;*          D1 set : Rx DMA end
;*          D2 set : Data doesn't match
;*
.z800

;
;*include 180macro.lib
;SCC Registers

scc_ad:      equ      0C3h      ;addr of scc ch a - data
scc_ac:      equ      0C2h      ;addr of scc ch a - control
scc_bd:      equ      0C1h      ;addr of scc ch b - data
scc_bc:      equ      0C0h      ;addr of scc ch b - control
scc_a:       equ      00h       ;if test ch. a, set this to 0ffh
                                     ;for ch.b, set this to 00h

        if      scc_a
scc_cont:    equ      scc_ac
scc_data:    equ      scc_ad
        else
scc_cont:    equ      scc_bc
scc_data:    equ      scc_bd
        endif

length:      equ      1000h     ;transfer length
                                     org      09000h     ;top of user ram area

sccdma:      ld        sp,tx_buff ;init sp
                                     ld        a,(high z180vect) and 0ffh ;init i reg
                                     ld        i,a
                                     ld        a,00h      ;init il
                                     out0     (il),a
                                     im        2           ;Set interrupt mode 2
                                     call     fill_mem      ;initialize tx/rx buffer area
                                     call     initscc       ;initialize scc

```

Table 14. Test Program – Z180/SCC DMA Transfer (Continued)

```

call    initdma
ld      b,0                ;init status

ld      a,00h              ;load 1st data to be sent
out     (scc_data),a

ld      a,11001100b        ;enable dmac and int from DMA0
out0    (dstat),a

ld      a,05h              ;select WR5
out     (scc_cont),a
ld      a,01101000b        ;start tx
out     (scc_cont),a

ei                          ;wait here for completion

loop:   bit    1,b          ;rx dma end?
        jr    z,loop       ;not, then loop again

        push   bc          ;save bc reg
        ld    bc,length    ;compare tx data with rx data
        ld    de,tx_buff
        ld    hl,rx_buff

chkloop: ld    a,(de)
        cpi
        jr    nz,bad_data
        jp    v,good
        inc   de
        jr    chkloop

bad_data: pop   bc          ;restore bc
        set  2,b           ;set error flag
        jr    enddma

good:   pop   bc          ;restore bc

enddma: jr    $            ;tx/rx completed
;       you can put breakpoint here

fill_mem: l      d         hl,temp          ; prepare data to be sent
        ld    bc,length    ; set length
        ld    de,tx_buff
        ld    (hl),00h

fill_loop: ldi
        jp    nv,fill_00
        dec  hl
        inc  (hl)
        jr    fill_loop

fill_00: ld    bc,length    ; clear rx buffer area to zero
        ld    de,rx_buff
        ld    (hl),00h

fill_00l: ldi
        ret   nv
        dec  hl
        jr    fill_00l

```

(Continued)

Table 14. Test Program – Z180/SCC DMA Transfer (Continued)

```

initscc:      ld      hl,scctab      ; initialize scc
init0:       ld      a,(hl)
             cp      0ffh
             ret      z
             out     (scc_cont),a
             inc     hl
             ld      a,(hl)
             out     (scc_cont),a
             inc     hl
             jr      init0

;initialize z180's scc
;

initdma:     ld      hl,addrtab    ;initialize DMA

             ld      c,sar0l
             ld      b,dstat - sar0l
             otimr
             ld      a,00001100b   ;dmac0 - i/o to mem++
             out0    (dmode),a
             ld      a,01001000b   ;1 mem wait, no i/o wait,
                                     ;should be EDGE for Tx DMA
                                     ;NOT level
                                     ;- because of DTR/REQ timing
             ret

txend:      ld      a,00010100b   ;isr for dma1 int-complete tx
             out0    (dstat),a
             set     0,b           ;disable dma1
             ei
             ei
             ret

rxend:      ld      a,00100000b   ;isr for dma0 int
             out0    (dstat),a
             set     1,b           ;disable dma0
             ei
             ei
             ret

;initialization data table for scc
;table format - register number, then value for the register
;and ends with 0ffh - since scc doesn't have
;register 0ffh...
scctab:     db      09h           ;select WR9
            if scc_a
            db      10000000b     ;reset ch a
            else
            db      01000000b     ;Reset Ch B
            endif
            db      04h           ;select WR4
            db      00000100b     ;async,x1,1stop,parity off

```

Table 14. Test Program – Z180/SCC DMA Transfer (Continued)

```

db      01h      ;select WR1
db      01100000b ;REQ on Rx

db      02h      ;select WR2
db      00h      ;00h as vector base

db      03h      ;select WR3
db      11000000b ;Rx 8bit/char

db      05h      ;select WR5
db      01100000b ;tx 8bit/char

db      06h      ;select WR6
db      00h      ;

db      07h      ;select WR7
db      00h      ;

db      09h      ;select WR9
db      00000001b ;stat low, vis

db      0ah      ;select WR10
db      00000000b ;set as default
db      0bh      ;select WR11
db      01010110b ;
;          0          No xtal
;          1010       TxC,RxC from BRG
;          110        TRxC = BRG output

db      0ch      ;select WR12
db      00h      ;BR TC Low

db      0dh      ;select WR12
db      00h      ;BR TC high

db      0eh      ;select WR14
db      00010110b ;
;          000        nothing about DPLL
;          1          Local loopback
;          0          No local echo
;          1          DTR/REQ is req
;          1          BRG source = PCLK
;          0          Not enabling BRG yet

db      0eh      ;select WR14
db      00010111b ;
;          000        nothing about DPLL
;          1          Local loopback
;          0          No local echo
;          1          DTR/REQ is REQ
;          1          BRG source = PCLK
;          1          Enable BRG

db      03h      ;select WR3
db      11000001b ;rx enable

```

(Continued)

Table 14. Test Program – Z180/SCC DMA Transfer (Continued)

```

        db      01h          ;select WR1
        db      11100000b   ;enable DMA

        db      0fh          ;select WR15
        db      00000000b   ;don't use any of ext/stat int
        db      10h          ;reset ext/stat twice
        db      10h

        db      01h          ;select WR1
        db      11100000b   ;no int

        db      09h          ;select WR9
        db      00001001b   ;enable int

        db      0ffh        ;end of table

;source/dist addr table for Z180's dma
addrtab:
        db      scc_data    ;dmac0 source
        db      00h
        db      00h

        dw      rx_buff     ;dmac0 dist
        db      00h

        dw      length      ;byte count

        dw      tx_buff+1   ;mar
        db      00h

        db      scc_data    ;iar
        db      00h

        db      00h         ;dummy!

        dw      length-1    ;byte count

;interrupt vector table

z180vect:
        org      sccdma + 200h
        .block   2          ;180 int1 vect 00000
        .block   2          ;180 int2 vect 00010
        .block   2          ;180 prt0 vect 00100
        .block   2          ;180 prt1 vect 00110
        dw      rxend       ;180 dmac0 vect 01000
        dw      txend       ;180 dmac1 vect 01010
        .block   2          ;180 csi/o vect 01100
        .block   2          ;180 asci0 vect 01110
        .block   2          ;180 asci1 vect 10000

        org      sccdma + 1000h
tx_buff:
        .block   length
rx_buff:
        .block   length
temp:
        .block   1

end

```


First, this program (Table 14) initializes the SCC by:

Async, X1 mode, 8-bit 1 stop, Non-parity.
Tx and Rx clock from BRG, and BRG set to
PCLK/4.Self Loopback

Then, it initializes 4K bytes of memory with a repeating pattern beginning with 00h and increases by one to FFh (uses this as Tx buffer area). Also, it begins another 4K bytes of memory as a Rx buffer with all zeros. After starting, DMA initialization follows:

DMAC0: For Rx data transfer: I/O to Mem, Source address- fixed, Destination address-increasing. Edge sense mode: Interrupt on end of transfer.

DMAC1: For Tx data transfer: Mem to I/O, Source address-increasing, Destination address - fixed. Edge sense mode: Interrupt on end of transfer.

Now, start sending with DMA.

On completion of the transfer, the Z180 DMAC1 generates an interrupt. Then, wait for the interrupt from DMAC0 which shows an end of receive. Now, compare received data with sent data. If the transfer was successful (source data matched with destination), 00h is left in the accumulator. If not successful, 0FFh is left in the accumulator.

This program example specifies a way to initialize the SCC and the Z180 DMA.

CONCLUSION

This Application Note describes only one example of implementation, but gives you an idea of how to design the system using the Z180™ and SCC.

For further design assistance, a completed board together with the Debug/Monitor program and the listed sample program are available. If interested, please contact your local Zilog sales office.

THE ZILOG DATACOM FAMILY WITH THE 80186 CPU

Zilog's datacom family evaluation board features the 80186 along with four multiprotocol serial controllers, and allows customers to evaluate these components in an Intel environment.

INTRODUCTION

Zilog's customers need a way to evaluate its serial communications controllers with a central CPU. This App Note (Application Note) explains and illustrates how the datacom family interfaces and communicates with the 80186 on this evaluation board. The board helps the

potential customer to evaluate Zilog's data communications controllers in an Intel environment.

The most advanced and complex component of the serial family is the IUSC. One of the highlights of this App Note is how the IUSC adapts to the 80186 CPU with a minimum of difficulty and a maximum of bus and functional flexibility.

GENERAL DESCRIPTION

The evaluation board includes the following hardware. (Reference two page Schematic diagram at rear of the App Note - Figures 5A and 5B.)

- Intel 80186 Integrated 16-bit Microprocessor
- Zilog Z16C32 Integrated Universal Serial Controller (IUSC™)
- Zilog Z16C33 Monochannel Universal Serial Controller (MUSC™) or USC®
- Zilog Z16C35 Integrated Serial Communications Controller (ISCC™)
- Zilog Z85230 Enhanced Serial Communications Controller (ESCC™) or SCC
- Two 28-pin EPROM sockets, suitable for 2764's through 27512's
- Six 32-pin (or 28-pin) SRAM sockets, suitable for 32K x 8 or 128K x 8 devices

- Four Altera EPLD circuits comprising the glue logic (Figures 1-4 at rear of the App Note) and Evaluation Board Schematic (Figures 5a, 5b)

- RS-232 and RS-422 line drivers and receivers

- Pin headers for configuring and interconnecting the above to serial applications

Notes:

All Signals with a preceding front slash, "/", are active Low, e.g.: B//W (WORD is active Low); /B/W (BYTE is active Low, only).

Power connections follow conventional descriptions below:

Connection	Circuit	Device
Power	V _{CC}	V _{DD}
Ground	GND	V _{SS}

GENERAL DESCRIPTION (Continued)

Processor

The 80186 may be operated at rates up to 16 MHz. To use the CPU clock for accurate serial bit clocking, a 9.8304 MHz CPU clock can be used. The crystal connected to the processor is 2X the operating frequency.

The processor's 1 Mbyte address space is well filled if the maximum RAM complement is installed. Of the integrated Chip Select outputs provided by the 80186, the /UCS output is used for the EPROMs, and all of the /PCS6-/PCS0 outputs are used for the datacom controllers. A hardware address decoder is used for the SRAMs instead of the 80186's /LCS and /MCS3-/MCS0 outputs because the RAMs must be accessible to the on-chip DMA functions of the ISCC and IUSC as well as the 80186. The 80186 does not decode addresses from external bus masters. Both 8-bit and 16-bit accesses are provided for RAM. The EPROMs are only accessible to the 80186.

The 80186's mid-range memory chip select feature (specifically, the /MCS2 output) is used to give the software a way to hardware Reset the ISCC, IUSC, and (M)USC. This allows a customer's program to operate as if it were in a target system starting from Reset, including the initial write to the Bus Configuration Register (BCR).

The 80186's two integrated DMA channels can be used for any two of the four or six serial data streams in the B side of the (E)SCC and the (M)USC. The "DMA EPLD" derives requests for the 80186's two DMA channels from six inputs, two each for (E)SCC channel B and the one or two channels in the (M)USC. It asserts DREQ0 or DREQ1 (High) if any of the inputs for that channel is low, and the 80186 is not performing an Interrupt Acknowledge cycle. Jumper blocks J22, J23, J24, and J29 control the assignment of the 80186's internal DMA controllers, including provision for a clipped Tx request that is needed if a standard SCC is installed in place of the ESCC. The various possibilities are summarized in Table 1.

Table 1. 80186 DMA Jumper Connections

To enable the following to use 80186 DMA Channel 0:	Install this jumper:
(E)SCC B Rx	J23-1 to J23-2
MUSC Rx or USC A Rx	J22-1 to J22-2
MUSC Tx or USC A Tx	J22-4 to J22-2
USC B Rx	J29-1 to J29-2
USC B Tx	J29-4 to J29-2
To enable the following to use 80186 DMA Channel 1:	Install this Jumper:
ESCC B Tx	J24-1 to J24-3
(E)SCC B Tx w/early release	J24-1 to J24-2
MUSC Rx or USC A Rx	J22-1 to J22-3
MUSC Tx or USC A Tx	J22-4 to J22-3
USC B Rx	J29-1 to J29-3
USC B Tx	J29-4 to J29-3

If more than one channel among the ESCC B and (M)USC are enabled for one of the 80186's internal DMA channels, software must ensure that only one of the enabled devices makes requests during a given block transfer. This can be done by leaving an entire Receiver or Transmitter idle or disabled, or by programming the device so that the DMA request is not output on the pin.

The ISCC and IUSC handle their own DMA transfers via the 80186's HOLD/HLDA facility.

Note: Either a Z16C33 MUSC or a Z16C30 USC can be installed in socket U5. If this is done, references to the (M)USC herein after may mean the USC as a whole or just its channel A; which one should be clear from the context.

The inputs and outputs associated with the processor's integrated counter/timer facility are brought to the pin

header labelled J26 so that they can be used in applications (Table 2).

Table 2. Counter/Timer Signal Locations

J26 pin	Signal
1	Timer In 1
2	Timer Out 1
3	Timer In 0
4	Timer Out 0
5	N/C
6	Ground

The 80186's integrated interrupt controller is largely bypassed in favor of the traditional Zilogical interrupt daisy-chain structure.

Push buttons are provided for Reset and Non-Maskable Interrupt (NMI). A means to generate an NMI, in response to a Start bit received from the user's PC or terminal, is also provided. The first transmitted Start bit on the RS-232. Console connector J1, after a Reset, also produces an NMI; this feature can be used to find which serial controller channel is connected to the Console connector.

Address Map

EPROM is located at the highest addresses, and its size is programmable in the 80186 for the /UCS output. The

addresses of the datacom controllers are programmed in the 80186 for the /PCS6-/PCS0 outputs, as a block of 128x7=896 bytes starting at a 1 Kbyte boundary. The block can be in I/O space or in a part of memory space that is not used for SRAM or EPROM. The starting 1 Kbyte boundary is called (PBA) in the following sections.

RAM extends upward from address 0.

Using 128K x 8 SRAMs and 64K x 8 EPROMs, the address map might be as shown in Table 3.

Table 3. Suggested Address Map

RAM	00000-BFFFF
(E)SCC	D8000, 2, 4, 6 or D8000-D803E (even addrs only)
ISCC	D8080-D80FE (even addrs only)
(M)USC	D8100-D81FF
IUSC	D8200-D837F
ISCC-IUSC-(M)USC Reset	DB000-DB7FF (if enabled)
27512 EPROM	E0000-FFFFFF

EPROM

Two 28-pin EPROM sockets are provided; both must be populated in order to handle the 80186's 16-bit instruction fetches. Jumper header J18 allows the sockets to be compatible with 2764s, 27128s, 27256s, or 27512s; it is jumpered at the factory to match the EPROMs provided. For 27512s only, jumper J18-J2 to J18-J3 and leave J18-J1 open. For 2764s, 27128s, or 27256s, jumper J18-J2 to J18-J1 and leave J18-J3 open.

Note: J18 connects pin 1 of both sockets to either A16 or Vcc. This is done because for 2764s, 27128s, and 27256s, pin 1 is Vpp which may require a high voltage and/or draw more current than a normal logic input. For 2764s and 27128s, a similar jumper might be provided in some designs for pin 27 (/PGM). As long as the address for /UCS is programmed as described in the next paragraph, A15 (which is connected to pin 27) is High whenever /UCS is Low, so that 2764s and 27128s operate correctly.

The first code executed after Reset should program the 80186's Chip Select Control Registers to set up the address ranges for which outputs like /UCS and /PCS6-/PCS0 are asserted. In particular, the UMCS register (address A0H within the 80186's Peripheral Control Block)

must be programmed to correspond to the size of EPROMs used (Table 4).

Table 4. EPROM Address Ranges

EPROM Type	UMCS Value	EPROM	Address Range
	2764	FC3C	FC000-FFFFFF
	27128	F83C	F8000-FFFFFF
	27256	F03C	F0000-FFFFFF
	27512	E03C	E0000-FFFFFF

The three LSBs of the above UMCS values are all 100, which signifies no external Ready/WAIT is used and no wait states are required. If the EPROMs are not fast enough for no-wait-state operation, making the three LSBs 101, 110, or 111 extends EPROM cycles by 1, 2, or 3 wait states, respectively.

RAM

Six 32-pin sockets are provided; they should be populated in pairs, starting with the lower-numbered sockets, to allow for 16-bit accesses. V_{CC} is provided at both pin 32 and pin 30 so that 28-pin 32K x 8 SRAMs can be installed in pins

3-30 of the sockets. Jumper block J19 allows decoding of the Chip Select signals from A17-A16 for 32K x 8 SRAMs or from A19-A18 for 128K x 8 SRAMs. The six standard memory populations are:

One pair of 32K x 8 devices:	64 Kbytes at 00000-0FFFF
Two pairs of 32K x 8 devices:	128 Kbytes at 00000-1FFFF
Three pairs of 32K x 8 devices:	192 Kbytes at 00000-2FFFF
One pair of 128K x 8 devices:	256 Kbytes at 00000-3FFFF
Two pairs of 128K x 8 devices:	512 Kbytes at 00000-7FFFF
Three pairs of 128K x 8 devices:	768 Kbytes at 00000-BFFFF

J19 is factory set according to the size of the SRAMs provided. For 32K x 8 SRAMs, jumpers are installed between J19-J2 and J19-J3, and between J19-J5 and J19-J6, with J19-J1 and J19-J4 left open. For 128K x 8 SRAMs, jumpers are installed between J19-J1 and J19-J2, and between J19-J4 and J19-J5, with J19-J3 and J19-J6 left open.

32K x 8 SRAMs have cyclic/redundant addressing starting at 40000, 80000, and C0000. The only configuration in which this causes problems is with three pairs of 32K x 8 SRAMs and 27512 EPROMs; in this case, there is a conflict in the range E0000-EFFFF. This conflict can be avoided by any of the following means:

- Using two pairs of 32K x 8 SRAMs;
- Using one pair of 128K x 8 SRAMs;

- Using 27256 EPROMs, or
- Using 27512 EPROMs but programming the size of /UCS like they are 27256s.

Since the /LCS output of the 80186 is not used, the LMCS register in the 80186 is not written with any value.

Programming the Peripheral Chip Selects

The 80186 allows the /PCS6-/PCS0 pins, which in this case select the various datacom controllers, to be asserted for a selected 896-byte block of addresses. The block may reside in either memory or I/O space depending on the values programmed into the PACS and MPCS registers, locations A4H and A8H of the 80186's Peripheral Control Block, respectively. The choice of address space depends on the needs of the customer's application and the configuration of software supplied with the board (Table 5).

Table 5. Three Standard Alternatives for Serial Controller Addressing

Basic Requirement	Base Address (PBA)	PACS value	MPCS value
I/O Space	8000	0838	81B8
Memory Space, 32K x 8 SRAMS used	38000	3838	81F8
Memory Space, 128K x 8 SRAMS used	D8000	D838	81F8

The three LSBs of the PACS value specify the Ready/WAIT handling for the /PCS3-/PCS0 lines which select the (E)SCC, ISCC, and (M)USC. The three LSBs of the MPCS value specify the Ready/WAIT handling for the /PCS4, 5, and 6 lines, which select the IUSC. Both fields are shown here with the LSB's 000, signifying that the 80186 should honor a WAIT on the external Ready/WAIT signal, but that it should not provide any minimum wait.

Programming the Mid-Range Memory to Reset the ISCC, IUSC, and (M)USC

A Reset puts the ISCC, IUSC, and (M)USC in a special and unique state in which the first write to each device implicitly goes to a Bus Configuration Register (BCR) that controls the device's basic bus operation; the BCR is not accessible thereafter. So that this board can serve as a complete development environment for customers'

software, it includes a means whereby software (e.g., the debug monitor) can assert the /RESET input of these three devices. Specifically, assertion of the /MCS2 output of the 80186 causes such a Reset.

The 81 in the MS Byte of the MPCS values, shown in Table 5, makes each of the /MCS3-/MCS0 pins correspond to a 2 Kbyte block of addresses in memory space. The actual active pin addresses are determined by the value written into the MMCS register; location A6H of the 80186's Peripheral Control Block. Table 6 shows suggested MMCS values as a function of the RAM chip size, and the corresponding range of addresses for which any read or write access causes the three controllers to be reset.

Table 6. Address Ranges for Reset

RAM Size	MMCS value	Address Range for which ISCC, IUSC, and (M)USC are Reset:
32K x 8	3BFF	3B000-3B7FF
128K x 8	DBFF	DB000-DB7FF

The three LSBs of the above MMCS values are 111 so that the longest possible Reset pulse is generated when any of the locations in the indicated range are accessed.

Interrupt Daisy Chain (Priority) Order

Jumper block J25 selects whether the (E)SCC device is at the start or the end of the interrupt daisy chain.

Note that if this feature is not needed, it can be disabled by simply not programming the MMCS register.

To make the interrupt priority be:	Jumper J25 as follows:
(E)SCC highest, IUSC, ISCC, (M)USC lowest	J25-J2 to J25-J3, J25-J4 to J25-J5 (J25-J1, J25X open)
IUSC highest, ISCC, MUSC, (E)SCC lowest	J25-J1 to J25-J2, J25-J to J25-J4 (J25-5J, J25X open)
IUSC highest, ISCC, USC, (E)SCC lowest	J25X to J25-J2, J25-J3 to J25-J4 (J25-J1, J25-J5 open)

This variability is provided in part because early versions of the 85230 ESCC had trouble passing an interrupt acknowledge down the daisy chain if it occurred in

response to a lower-priority device's request just as the ESCC was starting to make its own request. Current 85230's don't have the problem.

(E)SCC

Socket U2 can be configured for either an ESCC or SCC, and for versions thereof that use either multiplexed or non-multiplexed address and data. Jumper blocks J20 and J21 select certain signals accordingly. For a part with multiplexed addresses and data (80x30), jumper J20-J1 to J20-J2 and leave J20-J3 open, and jumper J21-J1 to J21-J2 and J21-J4 to J21-J5, leaving J21-J3 and J21-J6 open. With such a part, software can directly address the (E)SCC's registers, and need not concern itself with writing register addresses to Write Register 0 (WR0).

For a part having a non-multiplexed bus (85x30), jumper J20-J2 to J20-J3, J21-J2 to J21-J3, and J21-J5 to J21-J6, leaving J20-J1, J21-J1, and J21-J4 open. In this case, software must handle the (E)SCC by writing register addresses into its WR0 in order to access any register other than WR0, RR0, or the data registers.

Channels A and B can be handled on a polled or interrupt-driven basis. Channel A of the (E)SCC is suggested for connecting the user's PC or terminal for use with the Debug Monitor included in this evaluation kit. Channel B (but not A) can be handled on a DMA basis using the 80186's internal DMA channels, or on a polled or interrupt driven basis.

Jumper block J23 allows channel B's /W//REQB output to be used for either a Wait function or a Receive DMA Request function. To use the output for Wait, jumper J23-J2 to J23-J3 and leave J23-J1 open. The Wait function is only significant if the software wants to delay completion of a Read from the (E)SCC's Receive Data register until data is available, and/or if it wants to delay completion of a Write to the Transmit Data register until the previously-written character has been transferred to the Transmit Shift register. These modes are alternatives to checking the corresponding status flags and can be used to achieve operating speeds higher than those possible with such traditional polling, although not as fast as the speeds possible with a DMA approach.

To use the /W//REQB output as a Receive DMA Request, jumper J23-J1 to J23-J2 and leave J23-J3 open.

Jumper block J24 determines how channel B's /DTR/ /REQB output is used. To use this output for the Data Terminal Ready function, jumper J24-J3 to J24-J4 and leave J24-J1 and J24-J2 open. To use this output directly as a Transmit DMA Request (using the ESCC's early-release capability), jumper J24-J1 to J24-J3 and leave J24-J2 and J24-J4 open. To drive the Transmit DMA Request with a clipped version of this signal that is forced High earlier than a standard SCC drives it High, jumper J24-J1 to J24-J2 and leave J24-J3 and J24-J4 open.

The "SCC EPLD" handles the (E)SCC's signalling requirements. Among other things, this EPLD configures the (E)SCC socket's pins 35 and 36 for either a multiplexed or non-multiplexed part, based on whether J20 is jumpered to connect the 80186 ALE signal to one of its input pins. If the device detects high-going pulses on this input, it drives corresponding low-going Address Strobe pulses onto (E)SCC pin 35 and drives low-going Data Strobe pulses onto (E)SCC pin 36.

If the SCC EPLD's pin 9 stays at Ground, the part drives Read strobes onto pin 36 and drives delayed Write strobes onto pin 35, for a non-multiplexed 85x30 device.

While the ESCC's relaxed timing capability allows the 80186's /WR output to be connected directly to the /WR input of a non-multiplexed ESCC, the SCC EPLD delays start of an SCC's write cycle until write data is valid, even though this is not necessary for an ESCC.

The SCC EPLD also generates the clipped-DMA-request signal mentioned in connection with J24, and logically ORs Reset onto pins 35 and 36. The device also tracks the two IACK cycles provided by the 80186 for each Interrupt Acknowledge cycle. For a multiplexed address/data port, it drives the address strobe (only) on the first cycle, and it provides the /RD or /DS pulse needed by the (E)SCC (only) on the second cycle. The "DMA EPLD" provides the INTACK signal needed by the (E)SCC.

The (E)SCC is only accessible at even addresses. For a non-multiplexed part (85x30), the following four register locations are repeated throughout the even addresses from (PBA) through (PBA)+126:

(PBA), (PBA)+8,... (PBA)+120	Channel B Command/Status register
(PBA)+2, +10,... (PBA)+122	Channel B Data register
(PBA)+4, +12, ... (PBA)+124	Channel A Command/Status register
(PBA)+6, +14, ... (PBA)+126	Channel A Data register

For a multiplexed part (80 x 30), the Select Shift Left command (D1-0=11) should be written to Channel B's WR0 before any other registers are accessed. Then the

basic (E)SCC register map occurs twice in the even addresses from (PBA) through (PBA)+126:

(PBA), (PBA)+2, ... (PBA)+30	Channel B registers 0-15
(PBA)+32, +34, ... (PBA)+62	Channel A registers 0-15
(PBA)+64, +66, ... (PBA)+94	Channel B registers 0-15
(PBA)+96, +98, ... (PBA)+126	Channel A registers 0-15

The redundant addressing of the (E)SCC is used to control a feature that can be used by software to allow the user to interrupt software execution from his keyboard. If the (E)SCC is read at an address with A6-A5=11 (for a multiplexed part this means in the higher-addressed A channel), a mode is set in which a low on the console Received Data line (i.e., a Start bit on pin 3 of the J1

connector) causes a Non-Maskable Interrupt on the 80186. The mode is cleared by Reset, or when the (E)SCC is read at an address with A6-A5=10 (on a multiplexed part, in the higher-addressed B channel). The NMI handler should do the latter fairly quickly to prevent subsequent data bits on Received Data from causing further NMIs.

ISCC

Since the 80186 processor provides multiplexed addresses and data, the ISCC is configured to use the addresses on the AD lines. Therefore, software can address the various ISCC registers directly, and need not be concerned with writing register addresses into the indirect address fields of the ISCC's WR0 and CCAR.

Because the ISCC includes four DMA channels, its Channel A and B Transmitters and Receivers can be handled on a polled, interrupt-driven, and/or DMA basis, in any mixture.

Since the ISCC can only be programmed as an 8-bit device on the AD7-AD0 lines, it occupies only the even-addressed bytes within its address range, (PBA)+128 through (PBA)+254.

The first write to this address range, after a Reset, implicitly writes the ISCC's Bus Configuration Register (BCR). To match up with the rest of the board's hardware, this first write should be a byte write that stores the hexadecimal value C6 in any even address in the first half of the ISCC's address range [(PBA)+128 through (PBA)+190]. Details of this transaction are as follows:

- The High induced by a pull-up resistor on the ISCC's A/B input selects the WAIT protocol on the /WAIT//RDY pin, which corresponds to how the 80186 works. (In subsequent register accesses, the A/B selection is taken from A5 of the multiplexed address.)

- A Low on the ISCC's SCC//DMA input, which is connected to A6, is required by the internal logic of the ISCC. This is why the BCR write is restricted to the first half of the ISCC's address range.
- As with all transactions between the 80186 and ISCC, the address must be even because the ISCC only accepts slave-mode data on the AD7-AD0 pins.
- The MSB of the data (D7) is 1 to enable the Byte Swap feature, so that when the ISCC's DMA controller is reading transmit data from RAM, it takes alternate bytes from AD7-AD0 and AD15-AD8.
- D6 of the data is 1 so that when the ISCC's DMA controller is reading transmit data from RAM, it takes even-addressed bytes from D7-D0 and odd-addressed bytes from D15-D8 (same function as the 80186).
- D2-D1 of the data are 11 to select double-pulsed mode for the ISCC's /INTACK input. Again, this is how the 80186 works.
- D0 of the data is 0 to select Shift Left Address mode so that the ISCC subsequently takes register addressing from the AD5-AD1 lines rather than from AD4-AD0. This is because the 80186 is a 16-bit processor that locates even-addressed bytes on AD7-AD0 and odd-addressed bytes on AD15-AD8, but the ISCC only accepts slave-mode writes on the AD7-AD0 pins.

- The fact that the ISCC's internal logic sees activity on its /AS pin, which is inverted from the 80186' ALE signal, automatically conditions it for a multiplexed Address/Data bus.

Given that the BCR is written as above, the ISCC's slave-mode address map is as follows:

(PBA)+128, 130, ..., (PBA)+190	DMA Controller Registers
(PBA)+192, 194, ..., (PBA)+222	ISCC Serial Channel B registers 0-15
(PBA)+224, 226, ..., (PBA)+254	ISCC Serial Channel A registers 0-15

(M)USC

Since the 80186 processor provides multiplexed addresses and data, the (M)USC is configured to use the addresses on the AD lines. Therefore, the software need not write register addresses into the indirect address field of the (M)USC's CCAR.

The (M)USC's Transmitter and Receiver can be handled on a polled or interrupt-driven basis. In addition, any two of the Receivers and Transmitters in the (M)USC and Channel B of the (E)SCC can be handled on a DMA basis, using the 80186's integrated DMA controllers.

Jumper block J22 connects the (M)USC's /RxREQ and /TxREQ outputs to the "DMA EPLD" that makes the DMA Requests to the 80186. As shipped from the factory, jumpers are installed between J22-J1 and J22-J2, and between J22-J3 and J22-J4. In this configuration, the (M)USC's /RxREQ drives the 80186 DREQ0, and (M)USC /TxREQ drives the 80186 DREQ1. To reverse this assignment, jumper J22-J1 to J22-J3 and J22-J2 to J22-J4. To disconnect the (M)USC from one or both of the 80186's DMA channels, remove one or both jumpers (put them in a safe place in case you change your mind). Jumper block J29 provides the same connection-variability for the /RxREQ and /TxREQ outputs of Channel B of a USC.

Since the 80186's DMA channels are not capable of fly-by operation, the (M)USC's /RxACK and /TxACK pins have no dedicated function. They can be used for Request to Send and Data Terminal Ready; the two signals are lightly pulled up since they are not driven after Reset.

The (M)USC can be programmed using 16-bit data on the AD15-AD0 lines or 8-bit data on AD15-AD8 and AD7-AD0. It makes the distinction between 8-bit and 16-bit operations as part of its address map rather than through a control input. The PS pin of an MUSC, or the A//B pin of a USC, is connected to a latched version of 80186 A7. The D//C pin of the (M)USC is grounded. The overall address

range of the (M)USC is 256 bytes, between (PBA)+256 and (PBA)+511.

The first write to this address range, after a Reset, implicitly writes the (M)USC's Bus Configuration Register (BCR). To match the rest of the board's hardware, this first write should be a 16-bit write, storing the hex value 0007 at any address in the second half of the (M)USC's range [any address in (PBA)+384 through 510, i.e., in the A channel of a USC]. Details of this transaction are as follows:

- The High on the PS or A//B input, which is connected to A7, selects the WAIT protocol on the /WAIT//RDY pin, corresponding to how the 80186 works.
- The MSB of the data (D15) is 0 because a separate non-multiplexed address is not wired to pins AD13:8 of the (M)USC.
- Bits 14-3 are required to be all zeros by the (M)USC's internal logic.
- D2 of the data is 1 to tell the (M)USC that the data bus is 16 bits wide.
- D1 of the data is 1 to select double-pulsed mode for the (M)USC's /INTACK input. This is how the 80186 works.
- D0 of the data is 1 to select Shift Right Address mode so that the (M)USC subsequently takes register addressing from the AD6-AD0 lines rather than from AD7-AD1.
- The fact that the (M)USC's internal logic sees activity on its /AS pin, which is inverted from the 80186' ALE signal, automatically conditions it for a multiplexed Address/Data bus.

Given that the BCR is written as above, the (M)USC address map is as follows:

Starting Addr	Ending Addr	Registers Accessed
(PBA)+256	(PBA)+319	16-bit access to MUSC regs or USC channel B regs
(PBA)+320	(PBA)+383	8-bit access to MUSC regs or USC channel B regs
(PBA)+384	(PBA)+447	16-bit access to MUSC regs or USC channel A regs
(PBA)+448	(PBA)+511	8-bit access to MUSC regs or USC channel A regs

Note: To maximize compatibility, program an MUSC using the second half of this range, (PBA)+384 through (PBA)+511.

While the ESCC and ISCC can drive their Baud Rate Generators from their PCLK inputs, the (M)USC has no such input. The 80186 clock output SYSCLK is brought to

pins 7 of J9, J10, and J12, at which point it can be jumpered to pin 9 or 8 so that it is routed to the /TxC or /RxC pin of the device.

IUSC

Since the 80186 processor provides multiplexed addresses and data on the AD lines, the IUSC is configured to use these addresses. Software need not write register addresses into the indirect address fields of the IUSC's CCAR and DCAR.

The IUSC's two DMA channels allow its Receiver and Transmitter to be handled on a polled, interrupt-driven, or DMA basis, in any combination.

The IUSC can be programmed using 16-bit data on the AD15-AD0 lines or 8-bit data on AD15-AD8 and AD7-AD0. The distinction between 8-bit and 16-bit operations is made as part of the address map rather than via a control input. The D//C pin of the IUSC is driven from A7 during slave cycles, and the S//D pin is driven from A8. The overall address range of the IUSC is 384 bytes from (PBA)+512 through (PBA)+895.

The first write to this address range, after a Reset, implicitly writes the IUSC's Bus Configuration Register (BCR). To match up with the rest of the board's hardware, this first write is a 16-bit write, storing the recommended hex value 00F7 at any word address in the range (PBA)+768 through (PBA)+830. Details of this transaction are as follows:

- The High on the IUSC's S//D input, which is connected to A8, selects the WAIT protocol on the /WAIT//RDY pin, which is how the 80186 works.
- It may not be required for this initial write, but it is good programming form for A6 to be zero since this is a word write. This and the previous point determine the recommended address range.
- The MSB of the data (D15) is 0 because a separate non-multiplexed address is not wired to pins AD13:8 of the IUSC.
- Bits 14-8 are more or less required to be all 0 by the IUSC's internal logic.

- D7-D6 are 11 to allow the DMA controllers to do either 16-bit transfers, or alternating byte transfers on AD7-AD0 for even-addressed bytes and on AD15-AD8 for odd-addressed bytes. This is compatible with 80186 byte ordering.
- D5-D4 of the data are 11 to select double-pulsed mode for the IUSC's /INTACK input. Again, this is how the 80186 works.
- D3 of the data is 0 to select open-drain mode on the IUSC's /BUSREQ pin. The board's control logic also drives this signal low when the ISCC asserts its Bus Request output.
- D2 of the data is 1 to tell the IUSC that the data bus is 16 bits wide.
- D1 of the data is 1 to select open-drain mode on the IUSC's /INT pin which is OR-tied with the interrupt request from the (E)SCC.
- D0 of the data is 1 to select Shift Right Address mode, so that the IUSC subsequently takes register addressing from the AD6-AD0 lines rather than from AD7-AD1.
- The fact that the IUSC's internal logic sees activity on its /AS pin, which is inverted from the 80186' ALE signal, automatically conditions it for a multiplexed Address/Data bus.

Given that the BCR is written as above, the IUSC slave-mode address map is as follows:

IUSC (Continued)

Starting Addr	Ending Addr	Registers Accessed
(PBA)+512	(PBA)+575	16-bit access to IUSC Transmit DMA registers
(PBA)+576	(PBA)+639	8-bit access to IUSC Transmit DMA registers
(PBA)+640	(PBA)+703	16-bit access to IUSC Receive DMA registers
(PBA)+704	(PBA)+767	8-bit access to IUSC Receive DMA registers
(PBA)+768	(PBA)+831	16-bit access to IUSC Serial Controller registers
(PBA)+832	(PBA)+895	8-bit access to IUSC Serial Controller registers

While the ESCC and ISCC can drive their Baud Rate Generators from their PCLK inputs, the IUSC cannot do this from its CLK input. The 80186 clock output SYSCLK is brought to pins 7 of J9, J10, and J12 at which point it can be jumpered to pin 9 or 8 so that it is routed to the /TxC or /RxC pin of the device.

Since the IUSC contains its own DMA channels, its /RxREQ and /TxREQ pins have no dedicated function. They can be used for Request to Send and Data Terminal Ready; the two signals are lightly pulled up to allow for the fact that they are not driven after Reset.

SERIAL INTERFACING

The serial I/O pins of the four serial controllers are connected to the six connector blocks labelled J5 through J10. In addition, the port pins of the IUSC are connected to the J11 connector block, and the port pins of an MUSC or the B channel of a USC are connected to J12. These connector blocks can be interconnected for communication between on-board serial controllers, or they can be connected to the user's custom communications hardware on another board. As a third option, they can be connected to three on-board serial interfaces via the connector blocks labelled J13 through J15.

Two of the on-board serial interfaces use EIA-RS-232 signal levels and pin arrangement. 25-pin D connectors J1A or J2A are configured as DTE, while J1B and J2B are configured as DCE. These serial interfaces are used by

connecting one of J5-J10 to J13 or J14, respectively. J1B is typically used for connection to the user's PC or terminal.

The third on-board serial interface uses EIA-422 signal levels on connector J3A, J3B, or J4, and is used by connecting one of J5-J10 to J15. The 25-pin D connector J3A uses the DTE pin arrangement put forth in the EIA-530 standard. J3B is a DCE version of EIA-530, while the 8-pin circular DIN connector, J4, is compatible with the Apple Macintosh Plus and later Macintoshes, and thus with AppleTalk/LocalTalk equipment.

The serial interface connectors are summarized in the following tables:

Table 7. Controller Port Connectors

To use the following serial controller channel with off-board or on-board serial hardware:	Connect to this (these) 10-pin connector block(s):
(E)SCC Channel A	J5
(E)SCC Channel B	J6
ISCC Channel A	J7
ISCC Channel B	J8
IUSC	J9 (J11 for Port pins)
(M)USC	J10 (J12 for MUSC Port pins or USC channel B)

Table 8. On-Board Line Driver/Receiver Connectors

To use a serial chip controller with the following on-chip serial interface:	Connect the connector(s) from the previous table to:
J1A or J1B EIA-RS-232 Console	J13
J2A or J2B EIA-RS-232	J14
RS-422 differential: J3A or J3B EIA-530 or J4 Circular-8 (DIN)	J15

The pin-out of the J5-J10 connectors is fairly consistent, among the various serial controllers: but of necessity not identical because of differences

Table 9. Pin Assignments of Standard Controller Connectors

Pin#	J5: (E)SCC	J6: (E)SCC	J7,8: ISCC	J9: IUSC	J10: MUSC	J12: USC
	A pin	B pin	pin	pin	or USC A pin	B pin
1	TxD	TxD	TxD	TxD	TxD	TxD
2	RxD	RxD	RxD	RxD	RxD	RxD
3	/RTS	/RTS	/RTS	(N/C)	/RxACK	/RxACK
4	/CTS	/CTS	/CTS	/CTS	/CTS	/CTS
5	/DTR	/DTR or (N/C) [1]	/DTR	(N/C)	/TxACK	/TxACK
6	/DCD	/DCD	/DCD	/DCD	/DCD	/DCD
7	/SYNC	/SYNC	/SYNC	(SYSCLK)	(SYSCLK)	(SYSCLK)
8	/RTxC	/RTxC	/RTxC	/RxC	/RxC	/RxC
9	/TRxC	/TRxC	/TRxC	/TxC	/TxC	/TxC
10	GND	GND	GND	GND	GND	GND
11	NA	NA	NA	/TxREQ	/TxREQ	/TxREQ
12	NA	NA	NA	/RxREQ	/RxREQ	/RxREQ

Note:

[1] Controlled by the J24 jumper block: must be N/C if (E)SCC channel B transmitter is to be handled by an 80186 DMA channel.

The ground pins are included as signal references with off-board hardware.

enough opposing inputs and outputs as needed to make the communication protocol meaningful.

When interconnecting between two connectors among J5-J10, DO NOT jumper corresponding pins straight across, as this connects outputs to outputs and inputs to inputs. Rather, connect at least each pin 1 to the other pin 2, and

The pin-out of the 12-pin J13-J15 connectors is similar to that of J5-J10, but more extensive. To allow for the "DCE" connectors that were added in revision "B" of the board, J13 and J14 are 16-pin headers and J15 is a 14-pin one:

Table 10. Pin Assignments of Line Driver/Receiver Connectors

Pin #	J13-J14	J13-J14	J15	J15	Direction/where used
	DTE signal	DCE signal	DTE signal	DCE signal	
1	TxD	RxD	TxD	RxD	Output to J1-J4
2	RxD	TxD	RxD	TxD	Input from J1-J4
3	/RTS	/CTS	/RTS	/CTS	Output to J1-J3
4	/CTS	/RTS	/CTS	/RTS	Input from J1-J4 [3]
5	/DTR	/DSR	/DTR	/DSR	Output to J1-J4
6	/DSR	/DTR	/DSR	/DTR	Input from J1-J4

Note:

[3] Various conventions have been used to combine synchronous clock inputs and modem control inputs on Apple Macintosh connectors similar to J4, as described in a later section.

SERIAL INTERFACING (Continued)

Table 10. Pin Assignments of Line Driver/Receiver Connectors

Pin #	J13-J14 DTE signal	J13-J14 DCE signal	J15 DTE signal	J15 DCE signal	Direction/where used
7		/DCD		/DCD	Output to J1B, J2B, J3B
8	/DCD		/DDC		Input from J1A, J2A, J3A, J4
9					
10	GND	GND	GND	GND	
11		/RxC		/RxC	Output to J1B, J2B, J3B
12	/RxC		/RxC		Input from J1A, J2A, J3A
13	/TxCO	/TxCI	/TxCO	/TxCI	Output to J1-3
14	/TxCI	/TxCO	/TxCI	/TxCO	Input from J1-3 [3]
15		/RI			Output to J1B, J2B
16	/RI				Input from J1A, J2A

Note:

[3] Various conventions have been used to combine synchronous clock inputs and modem control inputs on Apple Macintosh connectors similar to J4, as described in a later section.

Comparison of the two preceding charts leads to several conclusions:

- Pins 1-5 can always be jumpered straight across from a J5-J10 connector block to a J13-J15 connector block.
- In a synchronous environment, the Transmit clock can be either driven or received and the Receive clock can be received from the DTE connector or sent on the DCE connector.

The 10-pin J11 and J12 jumper blocks provide for connections to the Port pins of the IUSC and (M)USC, respectively. As with J5-J10, these connections may be to the customer's off-board custom circuits and/or to certain pins in the J13-J15 blocks. The following pin assignment is determined so that if a 2-channel USC is plugged into the (M)USC socket, J12 has the same pin-out for the USC's B channel as do J5-J10 for other channels.

Table 11. Pin Assignments of Controller Port Connectors

Pin #	J11: IUSC Signal	J12: (M)USC Signal
1	PORT1 (Clock 1 In)	PORT1
2	PORT4 (Xmit TSA Gate Out)	PORT4 (Xmit TSA Gate Out)
3	(N/C)	(N/C)
4	PORT0 (Clock 0 In)	PORT0
5	(N/C)	(N/C)
6	PORT3 (Rcv TSA Gate Out)	PORT3 (Rcv TSA Gate Out)
7	(N/C)	(SYSCLK)
8	PORT5 (Rcv Sync Out)	PORT5 (Rcv Sync Out)
9	PORT2	PORT2
10	GND	GND
11	PORT6 (Rcv Sync In)	PORT6 (Rcv Sync In)
12	PORT7 (Xmit Complete Out)	PORT7 (Xmit Complete Out)

Finally, an unpopulated 4-pin oscillator socket is included on the board with its output connected to a single jumper/wire-wrap pin. This socket can be populated with a user-supplied oscillator and connected to various clock pin(s) among J5-J15.

Sensing which Serial Controller Channel is connected to the Console

In order to use the software provided with this evaluation board, one of the serial controller channels must be connected to a Personal Computer (or a dumb terminal) via the J1 and J13 connectors. Some versions of this software may restrict the choice to (E)SCC Channel A or the (M)USC, depending on the user's applications needs, but there is nothing in the hardware that limits the choice of which serial channel is used for the Console. However, on the J1-J4 (J13-J15) side there are two things that are special about the J1/J13 section as compared to the others. One is the provision for a Non-Maskable Interrupt in response to a received Start bit, as described earlier in the section on (E)SCC addressing.

Software can use the other special feature of the J1/J13 section, after a Reset, to sense which serial channel is connected to the Console port. A Reset signal (from power-on or the Reset button, but not from the Reset-the-ISC, etc., address decode as described earlier) puts the "NMI" EPLD in a special mode wherein the first Start bit on the Console's Transmit Data lead causes an NMI. This feature can be used in a start-up procedure like the following, to tell which serial controller channel is used for the Console:

For each serial controller channel that the software can use for the Console:

1. Initialize the channel.
2. Send a NUL character to the channel.
3. Wait a short time to see if an NMI occurs. If so, the current channel is the Console. If not, go on to the next serial channel and try again.

If none of the allowed serial channels produces an NMI, the user has not properly jumpered any J5-J10 connector block to the J13 block.

Basic software should use the serial controller channel for the Console in a very basic, polled way. Because of this and because of similarities between the (E)SCC and the ISC, and between the (M)USC and the IUSC, note that software allows the Console to be connected to either the (E)SCC channel A or to the (M)USC; in fact, it includes most of the code necessary to use any of the six serial controller channels for the Console.

Notes on J4/Macintosh/AppleTalk/LocalTalk

The J4 connector is similar to that offered on various Macintosh systems. The ESCC and ISCC are particularly well adapted for use with this port, and development of USC family capability for AppleTalk/LocalTalk is of interest.

The J3 and J4 connectors cannot be used simultaneously. The J16 jumper block controls whether the RS-422 driver for Transmit Data is turned "on" and "off" under control of the associated Request to Send signal, as on the Mac, or is "on" full time, which is more suitable for the use of J3. To put the TxD driver under control of RTS, jumper J16-1 to J16-J2 and leave J16-J3 open. For full-time drive on TxD (and also the J3 RTS pins), jumper J16-J2 to J16-J3 and leave J16-J1 open.

The J17 jumper block controls whether the reception of Data Carrier Detect and Clear to Send is differential (on J3) or unbalanced, as on J4. To use differential signalling from J3, remove all jumpers from J17.

On the initial Macintosh and subsequent ones as well, Apple did the unbalanced signalling backward from standard RS-423 and RS-232 polarity for the CTS lead (also called HSK and HSKI). If you are developing code for Macintosh hardware, you can preserve Mac compatibility by jumpering J17-J3 to J17-J5 and J17-J4 to J17-J6. This grounds the CTS- lead and connects the CTS+ lead to J4-J2. It also (assuming a standard source at the other end) inverts CTS to the opposite sense from that expected by the serial controller for functions such as auto-enabling. To make the CTS input of the serial controller have its normal (low-true) sense, jumper J17-J3 to J17-J4, and J17-J5 to J17-J6— this grounds the CTS+ lead and connects the CTS- lead to J4-J2.

The DTR (HSKO) output is provided in Apple systems from Mac Plus onward and has standard RS-423 (and RS-232) polarity.

The DCD input on J4-J7 is provided in Apple systems from the Mac II and SE onward, and also has standard polarity on Apple hardware. Jumper J17-J1 to J17-J2 to ground the "+" input of the receiver; the "-" lead is connected to J4-J7.

SERIAL INTERFACING (Continued)

With jumpers installed to make DCD and CTS unbalanced, J4 can also be used for an additional RS-232 serial link. Connect a "Mac to Hayes modem" cable to J4, and optionally a null modem interconnect module to the other end. The cable internally grounds the RxD+ and TxD+ leads so that RxD- and TxD- act like RS-232 signals.

Macintosh systems also include provisions for synchronous clock inputs. It is not known whether these features are used by any applications, or attached hardware. On all known Macs, the SCC's TRxC pin is driven from the same signal as CTS; to be compatible with this feature, connect J15-J4 to pins 4 and 9 of the selected connector among J5-J10.

On the Mac SE, Mac II, and later models, a multiplexing scheme is provided on SCC channel A's RTxC pin to drive from either the same signal as DCD, or from an on-board 3.672 MHz clock. (Channel B always had the 3.672 MHz clock.) The former capability can be provided by connecting J15-J6 to pins 6 and 8 of the selected connector among J5-J10. The latter capability can be only approximated using the 80186 clock with different baud rate divisors, or by using another oscillator. (The board includes an unpopulated 4-pin oscillator socket that might be useful in this regard.)

JUMPER SUMMARY

Table 12 includes only those connector blocks intended to be populated by 2-pin option jumpers. J1-J15 and J26 are actual connectors meant for use with cables, jumper wires, or wire-wrapped connections.

Table 12. Two-Pin Option Jumpers

Jumpers	Installed	Open
J9-J7 thru -9	7 to 8: 80186 SYSCLK is IUSC /RxC 7 to 9: 80186 SYSCLK is IUSC /TxC	8: Something else on /RxC, or N/C 9: Something else on /TxC, or N/C
J10-J7 thru -9	7 to 8: 80186 SYSCLK is MUSC (USC A) /RxC 7 to 9: 80186 SYSCLK is MUSC (USC A) /TxC	8: Something else on /RxC, or N/C 9: Something else on /TxC, or N/C
J12-J7 thru -9	7 to 8: 80186 SYSCLK is USC B /RxC 7 to 9: 80186 SYSCLK is USC B /TxC	8: Something else on /RxC, or N/C 9: Something else on /TxC, or N/C
J16-J1 thru -3	1 to 2: J3, J4 TxD driven when RTS 2 to 3: J3, J4 TxD, RTS driven full-time	Must install one or the other
J17-J1 to -2 J17-J3 thru -6	Unbalanced DCD- on J3 or J4 3 to 5 and 4 to 6: CTS+ on J4-J2 3 to 4 and 5 to 6: CTS- on J3 or J4	Differential DCD+, DCD- on J3 Differential CTS+, CTS- on J3
J18-J1 thru -3	1 to 2: 2764, 27128, 27256 EPROMs 2 to 3: 27512 EPROMs	Must install one or the other
J19-J1 thru -6	1 to 2 and 4 to 5: 128K x 8 SRAMs 2 to 3 and 5 to 6: 32K x 8 SRAMs	Must install one way or the other
J20-J1 thru -3	1 to 2: U2 contains 80C30 or 80230 2 to 3: U2 contains 85C30 or 85230	Must install one way or the other
J21-J1 thru -6	1 to 2 and 4 to 5: U2 contains 80C30 or 80230 2 to 3 and 5 to 6: U2 contains 85C30 or 85230	Must install one way or the other
J22-J1 thru -4	1 to 2: MUSC (USC A) RxREQ on DMA 0 1 to 3: MUSC (USC A) RxREQ on DMA 1 2 to 4: MUSC (USC A) TxREQ on DMA 0 3 to 4: MUSC (USC A) TxREQ on DMA 1	1: MUSC (USC A) Rx no DMA 4: MUSC (USC A) Tx no DMA
J23-J1 thru -3	1 to 2: (E)SCC B RxRQ on DMA 0 2 to 3: (E)SCC B Wait function	(E)SCC B neither Rx DMA nor Wait
J24-J1 thru -4	1 to 2: clipped SCC B TxREQ on DMA 1 1 to 3: direct ESCC B TxREQ on DMA 1 3 to 4: /DTR output from ESCC B	(E)SCC B neither Tx DMA nor /DTR
J25-J1 thru - 5 and J25X	1 to 2 and 3 to 4: (E)SCC last on IACK chain, MUSC second to last J25X to 2 and 3 to 4: (E)SCC last, USC 2nd to last 2 to 3 and 4 to 5: (E)SCC first on IACK chain	Must be one of these three ways
J28-J1 thru -6	1 to 2: 80186 SYSCLK is (E)SCC PCLK 3 to 4: 80186 SYSCLK is ISCC PCLK 5 to 6: 80186 SYSCLK is IUSC CLK	Connect some other clock to 2, 4, or 6
J29-J1 thru -4	1 to 2: USC B RxREQ on DMA 0 1 to 3: USC B RxREQ on DMA 1 2 to 4: USC B TxREQ on DMA 0 3 to 4: USC B TxREQ on DMA 1	1: USC B Rx no DMA 4: USC B Tx no DMA

DMA/EPLD LOGIC

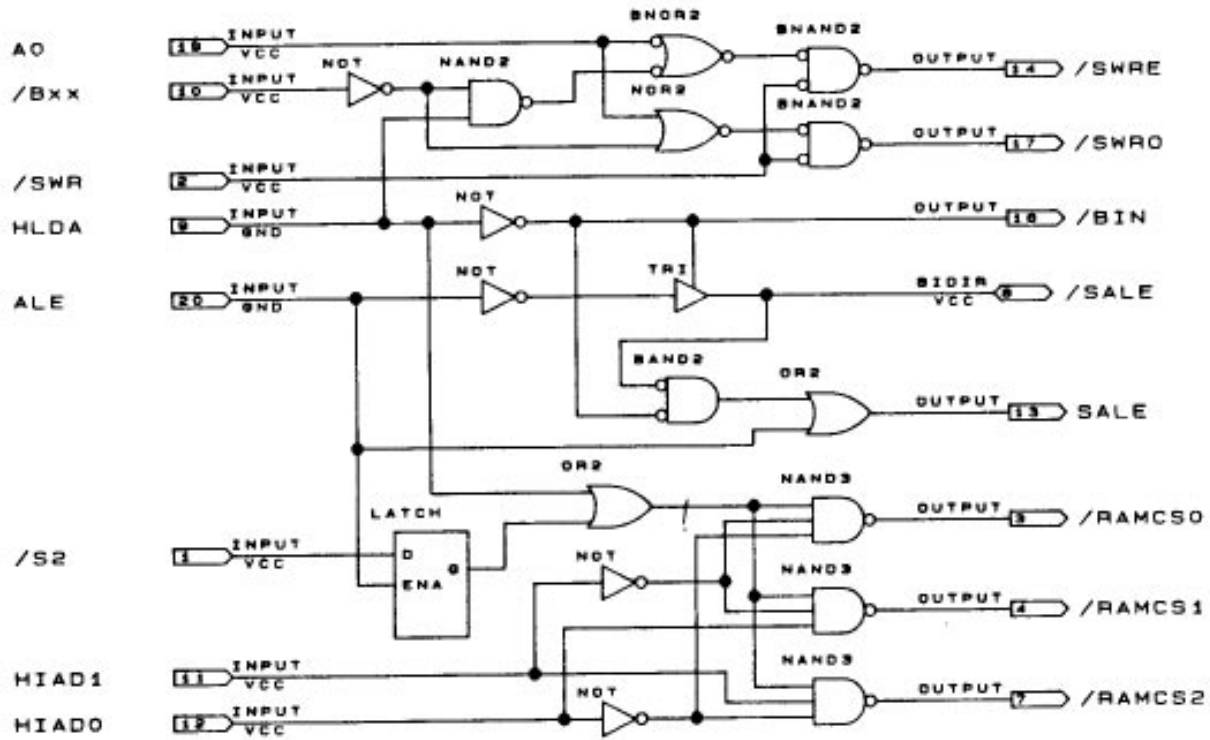


Figure 1. Control EPLD for 186 Board

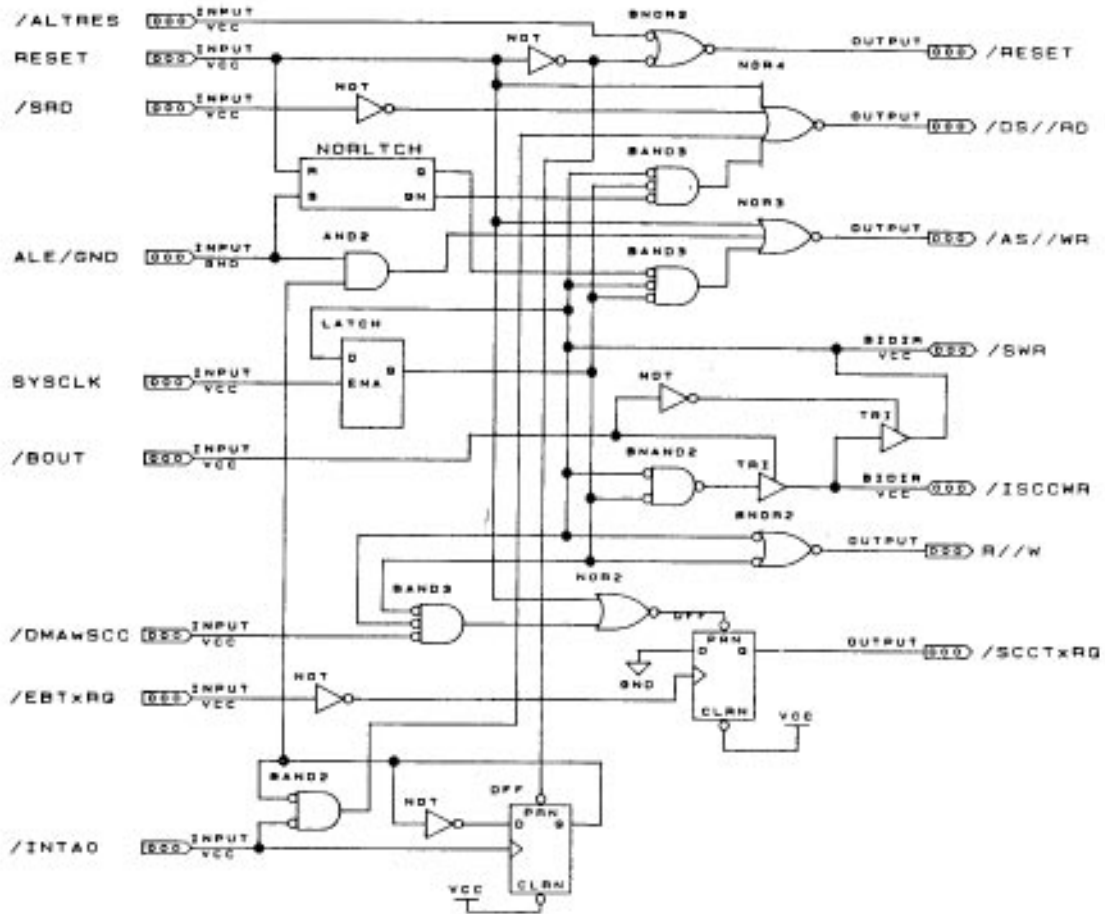


Figure 2. SCC EPLD for 186 Board

DMA/EPLD LOGIC (Continued)

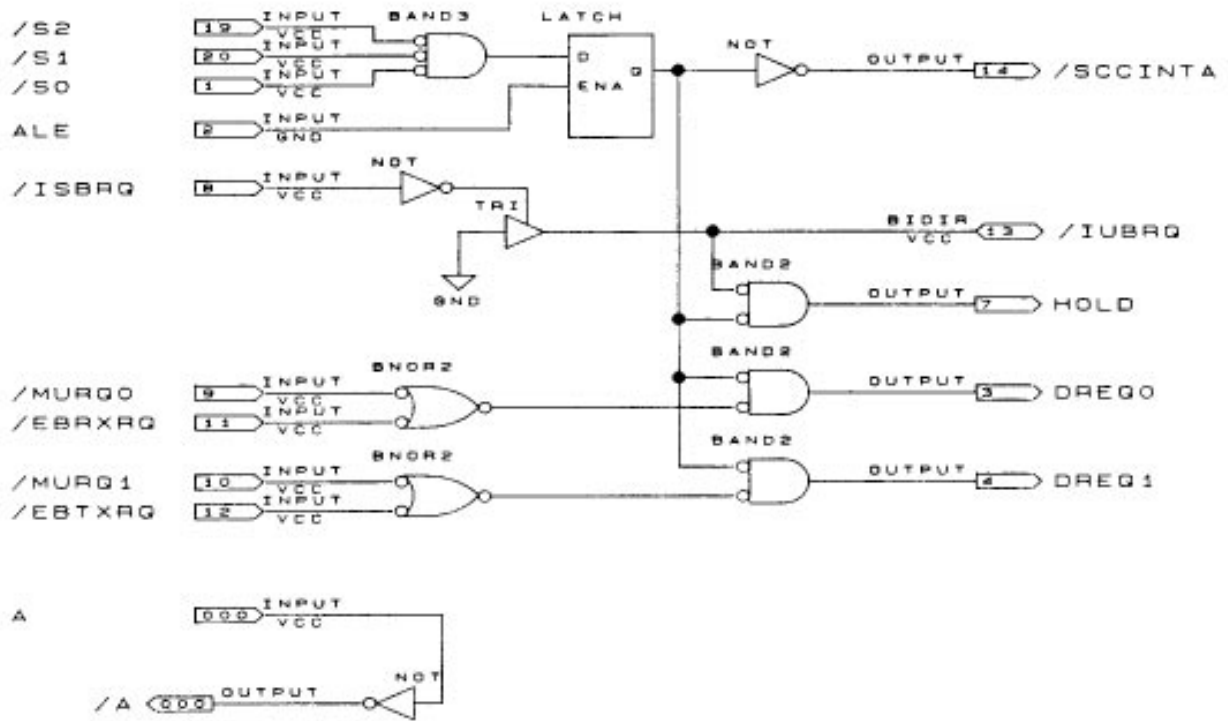


Figure 3. DMA EPLD for 186 Board

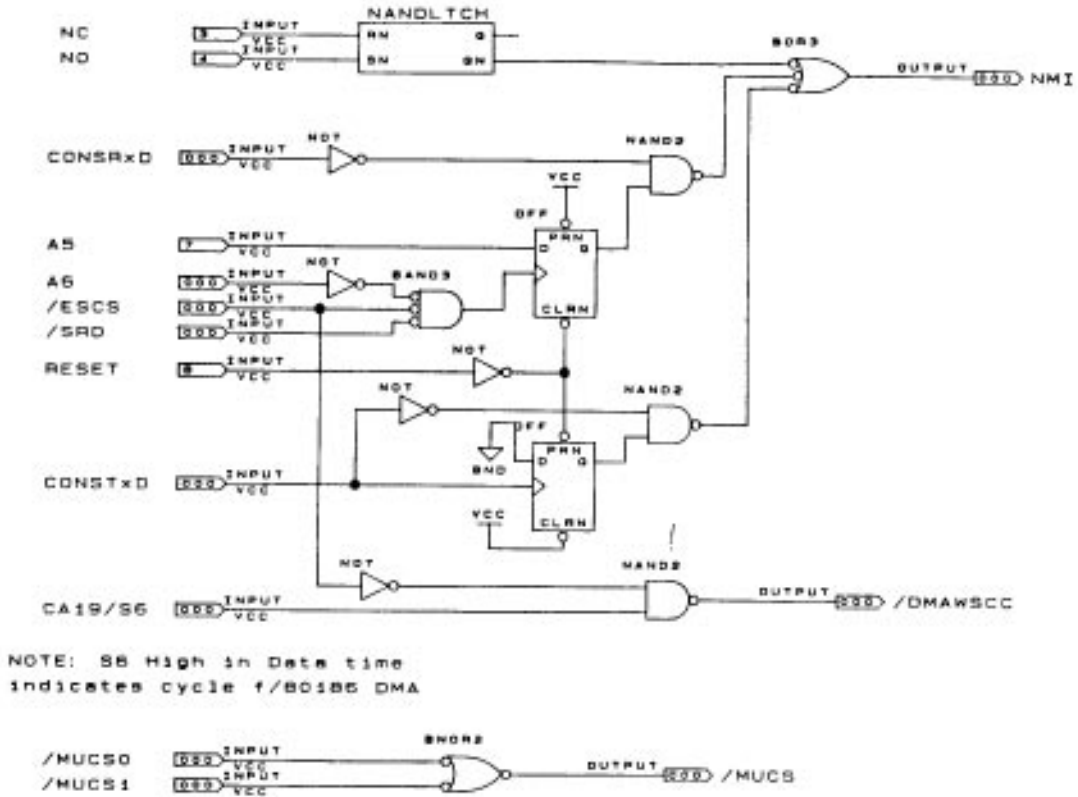


Figure 4. NMI Field for 186 Board

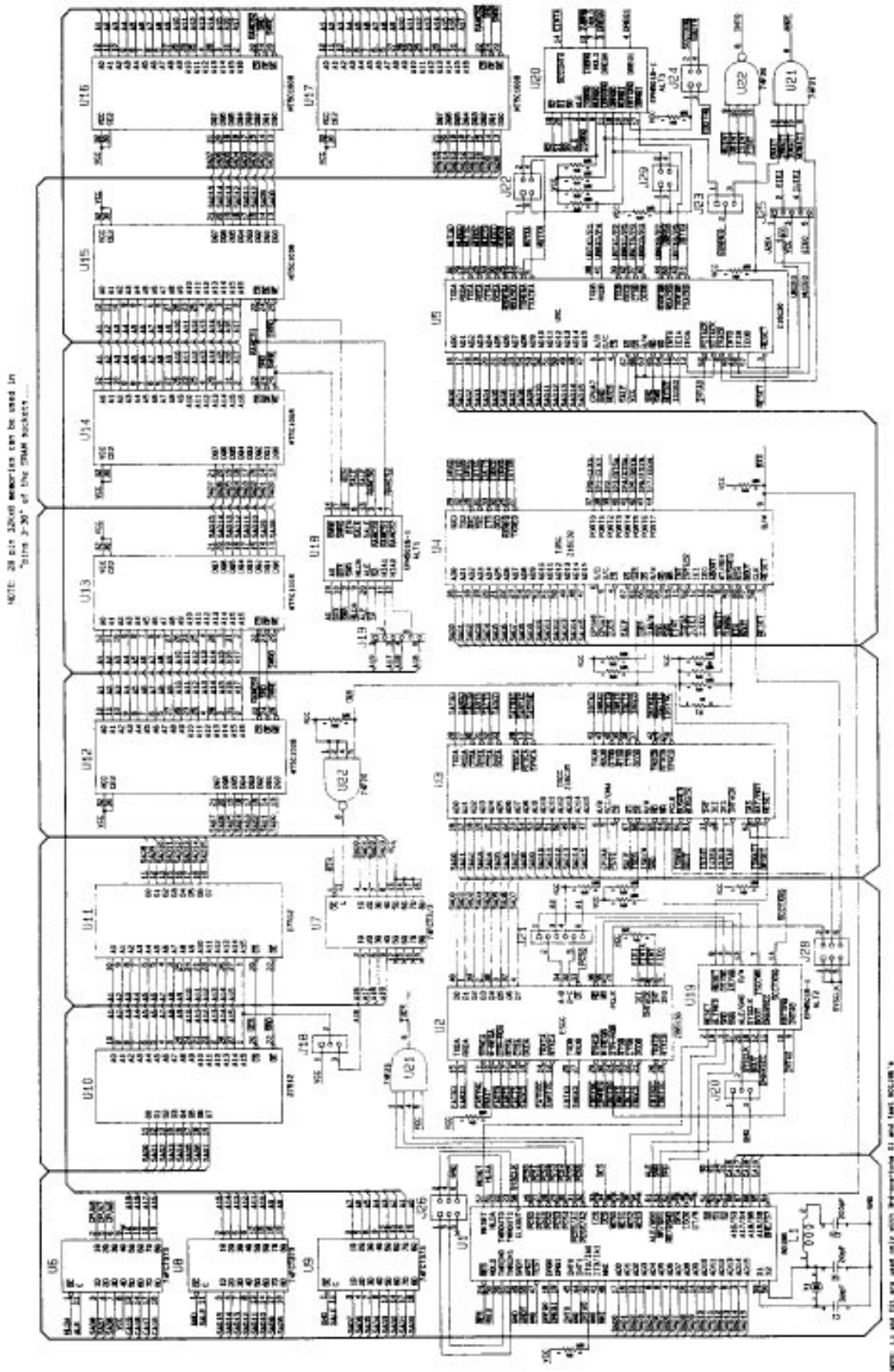


Figure 5. Schematic of the Evaluation Board

SCC IN BINARY SYNCHRONOUS COMMUNICATIONS

INTRODUCTION

Zilog's Z8030 Z-SCC Serial Communications Controller is one of a family of components that are Z-BUS[®] compatible with the Z8000[™] CPU. Combined with a Z8000 CPU (or other existing 8- or 16-bit CPUs with nonmultiplexed buses when using the Z8530 SCC), the Z-SCC forms an integrated data communications controller that is more cost effective and more compact than systems incorporating UARTs, baud rate generators, and phase-locked loops as separate entities.

The approach examined here implements a communications controller in a Binary Synchronous mode of operation, with a Z8002 CPU acting as controller for the Z-SCC.

One channel of the Z-SCC is used to communicate with the remote station in Half Duplex mode at 9600 bits/second. To test this application, two Z8000 Development Modules are used. Both are loaded with the same software routines for initialization and for transmitting and receiving messages. The main program of one module requests the transmit routine to send a message of the length indicated in the 'COUNT' parameter. The other system receives the incoming data stream, storing the message in its resident memory.

DATA TRANSFER MODES

The Z-SCC system interface supports the following data transfer modes:

- **Polled Mode.** The CPU periodically polls the Z-SCC status registers to determine the availability of a received character, if a character is needed for transmission, and if any errors have been detected.
- **Interrupt Mode.** The Z-SCC interrupts the CPU when certain previously defined conditions are met.

- **Block/DMA Mode.** Using the Wait/Request (/W//REQ) signal, the Z-SCC introduces extra wait cycles to synchronize data transfer between a CPU or DMA controller and the Z-SCC.

The example given here uses the block mode of data transfer in its transmit and receive routines.

SYNCHRONOUS MODES

Three variations of character-oriented synchronous communications are supported by the Z-SCC: Mono-sync, Bisync, and External Sync (Figure 1). In Monosync mode, a single sync character is transmitted, which is then compared to an identical sync character in the receiver. When the receiver recognizes this sync character, synchronization is complete; the receiver then transfers subsequent characters into the receiver FIFO in the Z-SCC.

Bisync mode uses a 16-bit or 12-bit sync character in the same way to obtain synchronization. External Sync mode uses an external signal to mark the beginning of the data field; i.e., an external input pin (SYNC) indicates the start of the information field.

In all synchronous modes, two Cyclic Redundancy Check (CRC) bytes can be concatenated to the message to detect data transmission errors. The CRC bytes inserted in the transmitted message are compared to the CRC bytes computed to the receiver. Any differences found are held in the receive error FIFO.

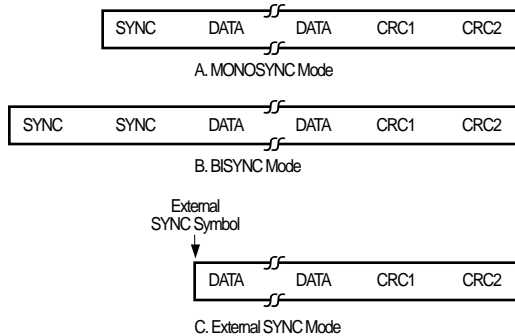


Figure 1. Synchronous Modes of Communication

SYSTEM INTERFACE

The Z8002 Development Module consists of a Z8002 CPU, 16K words of dynamic RAM, 2K words of EPROM monitor, a Z80A SIO providing dual serial ports, a Z80A CTC peripheral device providing four counter/timer channels, two Z80A PIO devices providing 32 programmable I/O lines, and wire wrap area for prototyping. The block diagram is depicted in Figure 2. Each of the peripherals in the development module is connected in a prioritized daisy-chain configuration. The Z-SCC is included in this configuration by tying its IEI line to the IEO line of another device, thus making it one stop lower in interrupt priority compared to the other device.

Two Z8000 Development Modules containing Z-SCCs are connected as shown in Figure 3 and Figure 4. The Transmit Data pin of one is connected to the Receive Data pin of the other and vice versa. The Z8002 is used as a host CPU for loading the modules' memories with software routines.

The Z8000 CPU can address either of the two bytes contained in 16-bit words. The CPU uses an even address (16 bits) to access the most-significant byte of a word and an odd address for the least-significant byte of a word.

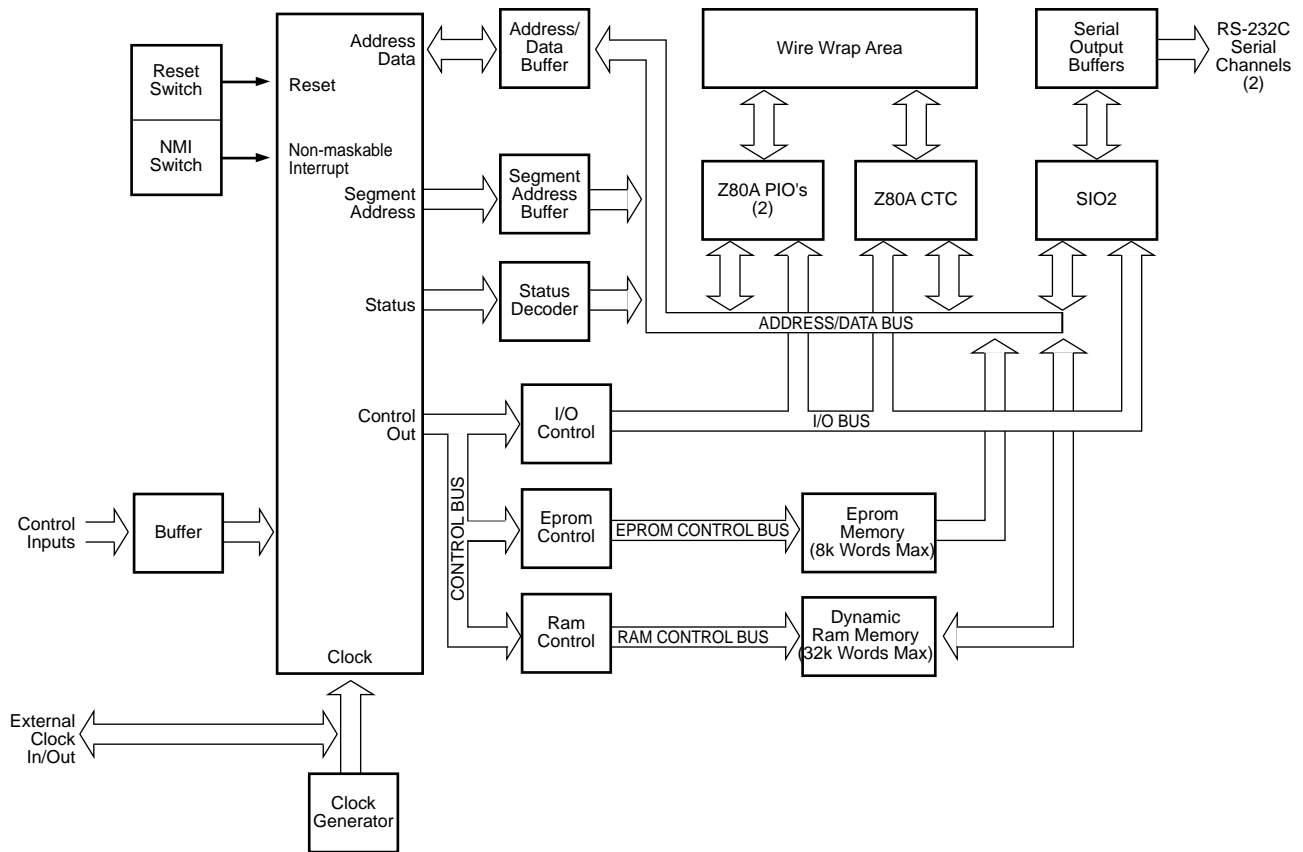


Figure 2. Block Diagram of Z8000 DM

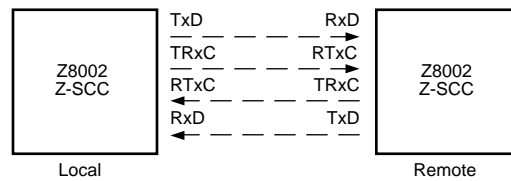


Figure 3. Block Diagram of Two Z8000 Development Modules

SYSTEM INTERFACE (Continued)

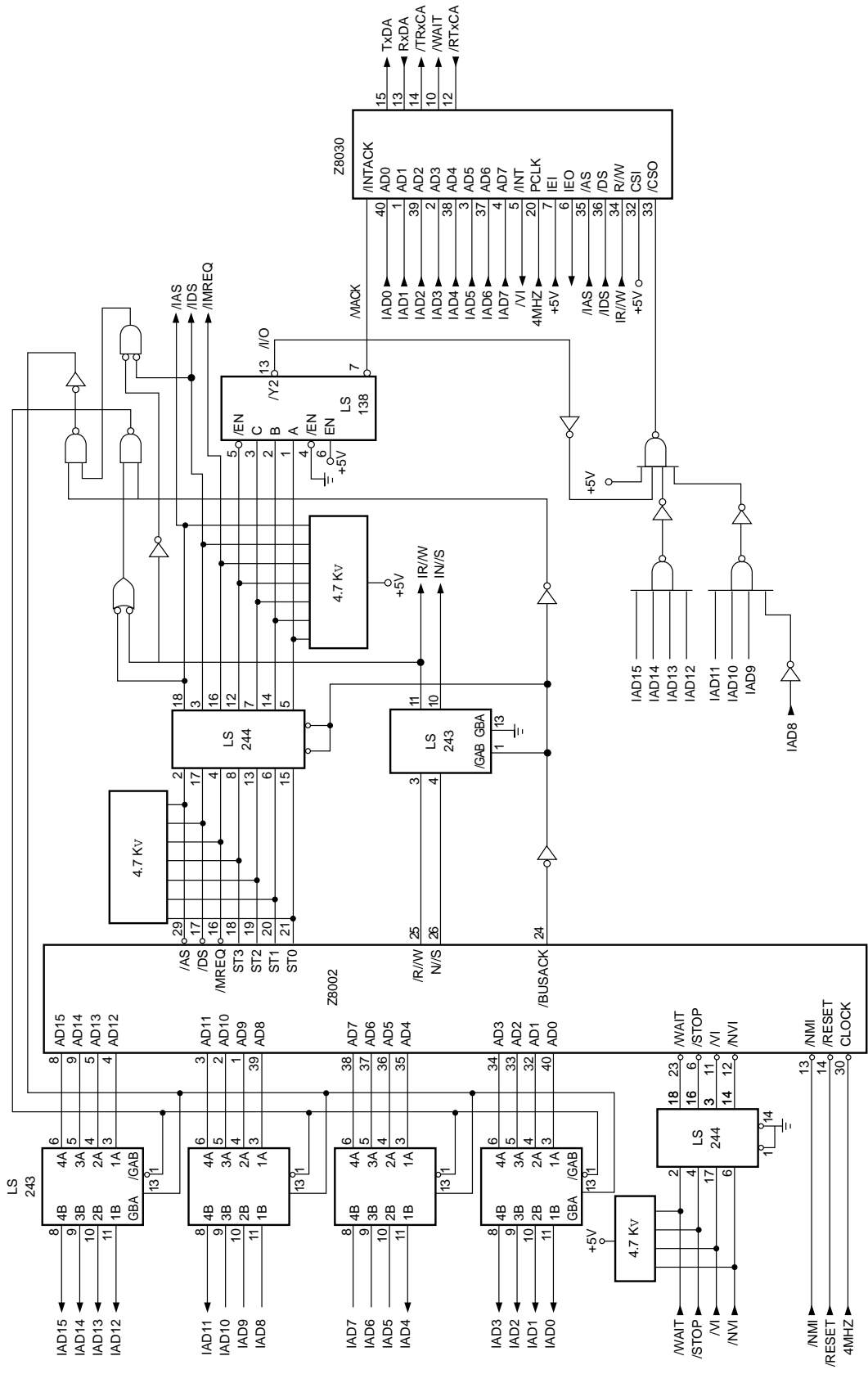


Figure 4. Z8002 with SCC

When the Z8002 CPU uses the lower half of the Address/Data bus (AD0-AD7 the least significant byte) for byte read and write transactions during I/O operations, these transactions are performed between the CPU and I/O ports located at odd I/O addresses. Since the Z-SCC is attached to the CPU on the lower half of the A/D bus, its registers must appear to the CPU at odd I/O addresses. To achieve this, the Z-SCC can be programmed to select its internal registers using lines AD5-AD1. This is done either automatically with the Force Hardware Reset command in WR9 or by sending a Select Shift Left Mode command to

WR0B in channel B of the Z-SCC. For this application, the Z-SCC registers are located at I/O port address 'FExx'. The Chip Select signal (/CS0) is derived by decoding I/O address 'FE' hex from lines AD15-AD8 of the controller. The Read/Write registers are automatically selected by the Z-SCC when internally decoding lines AD5-AD1 in Shift Left mode. To select the Read/Write registers automatically, the Z-SCC decodes lines AD5-AD1 in Shift Left mode. The register map for the Z-SCC is depicted in Table 1.

INITIALIZATION

The Z-SCC can be initialized for use in different modes by setting various bits in its Write registers. First, a hardware reset must be performed by setting bits 7 and 6 of WR9 to one; the rest of the bits are disabled by writing a logic zero.

Bisync mode is established by selecting a 16-bit sync character, Sync Mode Enable, and a XI clock in WR4. A data rate of 9600 baud, NRZ encoding, and a data character length of eight bits are among the other options that are selected in this example (Table 2).

Note that WR9 is accessed twice, first to perform a hardware reset and again at the end of the initialization sequence to enable the interrupts. The programming sequence depicted in Table 2 establishes the necessary parameters for the receiver and the transmitter so that, when enabled, they are ready to perform communication tasks. To avoid internal race and false interrupt conditions, it is important to initialize the registers in the sequence depicted in this application note.

Table 1. Register Map

Address (hex)	Write Register	Read Register
FE01	WR0B	RR0B
FE03	WR1B	RR1B
FE05	WR2	RR2B
FE07	WR3B	RR3B
FE09	WR4B	
FE0B	WR5B	
FE0D	WR6B	
FE0F	WR7B	
FE11	B DATA	B DATA
FE13	WR9	
FE15	WR10B	RR10B
FE17	WR11B	
FE19	WR12B	RR12B
FE1B	WR13B	RR13B
FE1D	WR14B	
FE1F	WR15B	RR15B
FE21	WR0A	RR0A
FE23	WR1A	RR1A
FE25	WR2	RR2A
FE27	WR3A	RR3A
FE29	WR4A	
FE2B	WR5A	
FE2D	WR6A	
FE2F	WR7A	
FE31	A DATA	A DATA
FE33	WR9	
FE35	WR10A	RR10A
FE37	WR11A	
FE39	WR12A	RR12A
FE3B	WR13A	RR13A
FE3D	WR14A	
FE3F	WR15A	RR15A

INITIALIZATION (Continued)

The Z8002 CPU must be operated in System mode in order to execute privileged I/O instructions, so the Flag Control Word (FCW) should be loaded with System/Normal (S/N), and the Vectored Interrupt Enable (VIE) bits set. The Program Status Area Pointer (PSAP) is loaded with address %4400 using the Load Control instruction (LDCTL). If the Z8000 Development Module is intended to be used, the PSAP need not be loaded by the programmer as the development modules monitor loads it automatically after the NMI button is pressed.

Table 2. Programming Sequence for Initialization

Register	Value (hex)	Effect
WR9	C0	Hardware reset
WR4	10	x1 clock, 16-bit sync, sync mode enable
WR10	0	NRZ, CRC preset to zero
WR6	AB	Any sync character "AB"
WR7	CD	Any sync character "CD"
WR2	20	Interrupt vector "20"
WR11	16	Tx clock from BRG output, TRxC pin = BRG out
WR12	CE	Lower byte of time constant = "CE" for 9600 baud
WR13	0	Upper byte = 0
WR14	03	BRG source bit = 1 for PCLK as input, BRG enable
WR15	00	External interrupt disable
WR5	64	Tx 8 bits/character, CRC-16
WR3	C1	Rx8 bits/character, Rx enable (Automatic Hunt mode)
WR1	08	RxInt on 1st char & sp. cond., ext. int. disable)
WR9	09	MIE, VIS, Status Low

Since VIS and Status Low are selected in WR9, the vectors listed in Table 3 will be returned during the Interrupt Acknowledge cycle. Of the four interrupts listed, only two, Ch A Receive Character Available and Ch A Special Receive Condition, are used in the example given here.

Table 3. Interrupt Vectors

Vector (hex)	PS Address* (hex)	Interrupt
28	446E	Ch A Transmit Buffer Empty
2A	4472	Ch A External Status Change
2C	4476	Ch A Receive Char. Available
2E	447A	Ch A Special Receive Condition

* "PS Address" refers to the location in the Program Status Area where the service routine address is stored for that particular interrupt, assuming that PSAP has been set to 4400 hex.

TRANSMIT OPERATION

To transmit a block of data, the main program calls up the transmit data routine. With this routine, each message block to be transmitted is stored in memory, beginning with location 'TBUF'. The number of characters contained in each block is determined by the value assigned to the 'COUNT' parameter in the main module.

To prepare for transmission, the routine enables the transmitter and selects the Wait On Transmit function; it then enables the wait function. The Wait On Transmit function indicates to the CPU whether or not the Z-SCC is ready to accept data from the CPU. If the CPU attempts to send data to the Z-SCC when the transmit buffer is full, the Z-SCC asserts its Wait line and keeps it Low until the buffer is empty. In response, the CPU extends its I/O cycles until the Wait line goes inactive, indicating that the Z-SCC is ready to receive data.

The CRC generator is reset and the Transmit CRC bit is enabled before the first character is sent, thus including all

the characters sent to the Z-SCC in the CRC calculation, until the Transmit CRC bit is disabled. CRC generation can be disabled for a particular character by resetting the TxCRC bit within the transmit routine. In this application, however, the Transmit CRC bit is not disabled, so that all characters sent to the Z-SCC are included in the CRC calculation.

The Z-SCC's transmit underrun/EOM latch must be reset sometime after the first character is transmitted by writing a Reset Tx Underrun/EOM command to WR0. When this latch is reset, the Z-SCC automatically appends the CRC characters to the end of the message in the case of an underrun condition.

Finally, a five-character delay is introduced at the end of the transmission, which allows the Z-SCC sufficient time to transmit the last data byte, two CRC characters, and two sync characters before disabling the transmitter.

RECEIVE OPERATION

Once the Z-SCC is initialized, it can be prepared to receive data. First, the receiver is enabled, placing the Z-SCC in Hunt mode and thus setting the Sync/Hunt bit in status register RR0 to 1. In Hunt mode, the receiver is idle except that it searches the incoming data stream for a sync character match. When a match is discovered between the incoming data stream and the sync characters stored in WR6 and WR7, the receiver exits the Hunt mode, resetting the Sync/Hunt bit in status register RR0 and establishing the Receive Interrupt On First Character mode. Upon detection of the receive interrupt, the CPU generates an Interrupt Acknowledge cycle. The Z-SCC sends to the CPU vector %2C, which points to the location in the Program Status Area from which the receive interrupt service routine is accessed.

The receive data routine is called from within the receive interrupt service routine. While expecting a block of data, the Wait On Receive function is enabled. Receive data buffer RR8 is read, and the characters are stored in memory locations starting at RBUF. The Start of Text (%02) character is discarded. After the End of

Transmission character (%04) is received, the two CRC bytes are read. The result of the CRC check becomes valid two characters later, at which time, RR1 is read and the CRC error bit is checked. If the bit is zero, the message received can be assumed correct; if the bit is 1, an error in the transmission is indicated.

Before leaving the interrupt service routine, Reset Highest IUS (Interrupt Under Service), Enable Interrupt on Next Receive Character, and Enter Hunt Mode commands are issued to the Z-SCC.

If a receive overrun error is made, a special condition interrupt occurs. The Z-SCC presents the vector %2E to the CPU, and the service routine located at address %447A is executed. The Special Receive Condition register RR1 is read to determine which error occurred. Appropriate action to correct the error should be taken by the user at this point. Error Reset and Reset Highest IUS commands are given to the Z-SCC before returning to the main program so that the other lower priority interrupts can occur.

SOFTWARE

Software routines are presented in the following pages. These routines can be modified to include various versions of Bisync protocol, such as Transparent and Nontransparent

modes. Encoding methods other than NRZ (e.g., NRZI, FM0, FM1) can also be used by modifying WR10.

APPENDIX

SOFTWARE ROUTINES

plzasm 1.3

LOC	OBJ CODE	STMT	SOURCE	STATEMENT
		1		BISYNC MODULE
			\$LISTON	\$TTY
			CONSTANT	
			WR0A :=	%FE21 !BASE ADDRESS FOR WR0 CHANNEL A!
			RR0A :=	%FE21 !BASE ADDRESS FOR RR0 CHANNEL A!
			RBUF :=	%5400 !BUFFER AREA FOR RECEIVE CHARACTER!
			PSAREA :=	%4400 !START ADDRESS FOR PROGRAM STAT AREAS!
			COUNT :=	12 !NO. OF CHAR FOR TRANSMIT ROUTINE!
0000			GLOBAL MAIN PROCEDURE	
			ENTRY	
0000	7601		LDA	R1, PSAREA
0002	4400			
0004	7D1D		LDCTL	PSAPOFF,R1 !LOAD PSAP
0006	2100		LD	RO,#%5000
0008	5000			
000A	3310		LD	RI(##%1C),R0 !FCW VALUE(%5000) AT %441C FOR VECTORED!
000C	001C			
				!!INTERRUPTS!
000E	7600		LDA	R0,REC
0010	00F4'			
0012	3310		LD	RI(##%76),R0 !EXT. STATUS SERVICE ADDR. AT %4476 IN!
0014	0076			
				!PSA!
0016	7600		LDA	R0, SPCOND
0018	011E'			
001A	3310		LD	R1(##%7A),R0 !SP.COND.SERVICE ADDR AT %447A IN PSA!
001C	007A			
001E	5F00		CALL	INIT
0020	0034'			
0022	5F00		CALL	TRANSMIT
0024	00A6'			
0026	E8FF		JR	\$
0028	02	TBUF:	BVAL	%02 !START OF TEXT!
0029	31		BVAL	'1' !BVAL MEANS BYTE VALUE. MESSAGE CHAR.!
002A	32		BVAL	'2'
002B	33		BVAL	'3'
002C	34		BVAL	'4'
002D	35		BVAL	'5'
002E	36		BVAL	'6'
002F	37		BVAL	'7'
0030	38		BVAL	'8'
0031	39		BVAL	'9'
0032	30		BVAL	'0'
0033	31		BVAL	'1'
0034			END	MAIN

INITIALIZATION ROUTINE FOR Z-SCC

0034		GLOBAL ENTRY	INIT	PROCEDURE
0634	2100		LD	R0, #15 !NO.OF PORTS TO WRITE TO!
0036	000F			
0038	7602		LDA	R2, SCCTAB !ADDRESS OF DATA FOR PORTS!
003A	004E'			
003C	2101	ALOOP:	LD	R1, #WR0A
003E	FE21			
0040	0029		ADDB	RL1, @R2
0042	A920		INC	R2
0044	3A22		OUTIB	@RI, @R2,R0 !POINT TO WR0A,WR1A ETC THRO LOOP!
0046	0018			
0048	8D04		TEST	R0 !END OF LOOP?!
004A	EEF8		JR	NZ, ALOOP !NO, KEEP LOOPING!
004C	9E08		RET	
004E	12	SCCTAB:	BVAL	2*9
004F	CO		BVAL	%C0 !WR9=HARDWARE RESET!
0050	08		BVAL	2*4
0051	10		BVAL	%10 !WR4=X1 CLK, 16 BIT SYNC MODE!
0052	14		BVAL	2*10
0053	00		BVAL	0 !WRIO=CRC PRESET ZERO, NRZ,16 BIT SYNC!
0054	0C		BVAL	2*6
0055	AB		BVAL	%AB !WR6=ANY SYNC CHAR %AB!
0056	0E		BVAL	2*7
0057	CD		BVAL	%CD !WR7=ANY SYNC CHARR %CD!
0058	04		BVAL	2*2
0059	20		BVAL	%20 !WR2=NT VECTOR %20!
005A	16		BVAL	2*11
005B	16		BVAL	%16 !WR11=TxCLOCK & TRxC OUT=BRG OUT!
005C	18		BVAL	2*12
005D	CE		BVAL	%CE !WR12= LOWER TC=%CE!
005E	IA		BVAL	2*13
005F	00		BVAL	0 !WR13= UPPER TC=01
0060	1C		BVAL	2*14
0061	03		BVAL	%03 !WR14=BRG ON, ITS SRC=PCLK!
0062	1E		BVAL	2*15
0063	00		BVAL	%00 !WR15=NO EXT INT EN.!
0064	0A		BVAL	2*5
0065	64		BVAL	%64 !WR5= TX 8 BITS/CHAR, CRC-16!
0066	06		BVAL	2*3
0067	CI		BVAL	&CI !WR3=RX 8 BITS/CHAR, REC ENABLE!
0068	02		BVAL	2*1
0069	08		BVAL	%C1 !WR1=RxINT ON 1ST OR SP COND! !EXT INT DISABLE!
006A	12		BVAL	2*9
006B	09		BVAL	%09 !WR9=MIE, VIS, STATUS LOW!
006C		END INIT		

RECEIVE ROUTINE

RECEIVE A BLOCK OF MESSAGE
 THE LAST CHARACTER SHOULD BE EOT (%04)

006C	GLOBAL ENTRY	RECEIVE	PROCEDURE
006C	C828	LDB	RL0,#428 !WAIT ON RECV.!
006C	3A86	OUTB	WR0A+2,RL0
0070	FE23		
0072	6000	LDB	RL0,%A8
0074	00AB		
0076	3A86	OUTB	WR0A+2,RL0 !ENABLE WAIT 1ST CHAR,SP.COND. INT!
0078	FE23		
007A	2101	LD	RI,#RR0A+16
007C	FE31		
007E	3C18	INB	RL0,@R1 !READ STX CHARACTER!
0080	C8C9	LDB	RL0,#%C9
0082	3AB6	OUTB	WR0A+6,RL0 !Rx CRC ENABLE!
0084	FE27		
0086	2103	LD	R3,#RBUF
0088	5400		
008A	3C18	READ: INB	RL0,@R1 !READ MESSAGE!
008C	2E38	LDB	@R3,RL0 !STORE CHARACTER IN RBUF!
008E	AB30	DEC	R3,#1
0090	0A08	CPB	RL0,#%04 !IS IT END OF TRANSMISSION ?!
0092	0404		
0094	EEFA	JR	NZ,READ
0096	3C18	INB	RL0,@R1 !READ PAD1!
0098	3C18	INB	RL0,@R1 !READ PAD2!
009A	3A84	INB	RL0,RR0A+2 !READ CRC STATUS!
009C	FE23		
			! PROCESS CRC ERROR IF ANY, AND GIVE ERROR RESET COMMAND IN WR0A!
009E	C800	LDB	RL0,#0
00A0	3A86	OUTB	WR0A+6,RL0 !DISABLE RECEIVER!
00A2	FE27		
00A4	9E08	RET	
00A6		END RECEIVE	

TRANSMIT ROUTINE

SEND A BLOCK OF DATA CHARACTERS
THE BLOCK STARTS AT LOCATION TBUP

OA6	GLOBAL ENTRY	TRANSMIT	PROCEDURE
00A6	2102	LD	R2, #TBUF !PTR TO START OF BUFFER!
00AB	0028'		
00AA	C86C	LDB	RL0, #%6C
00AC	3AB6	OUTB	WR0A+10, RL0 !ENABLE TRANSMITTER!
00AE	FE2B		
00B0	C800	LDB	RL0, #%00 !WAIT ON TRANSMIT!
00B2	3A86	OUTB	WR0A+2, RL0
00B4	FE23		
00B6	C888	LDB	RL0, #%88
00B8	3AB6	OUTB	WR0A+2, RL0 !WAIT ENABLE, INT ON 1ST & SP COND!
00BA	FE23		
00BC	C880	LDB	RL0, #%80
00BE	3A86	OUTB	WR0A, RL0 !RESET TxCRC GENERATOR!
00C0	FE21		
00C2	2101	LD	R1, #WR0A+16 !WR8A SELECTED!
00C4	FE31		
00C6	C86D	LDB	RL0, #%6D
00C8	3A86	OUTB	WR0A+10, RL0 !Tx CRC ENABLE!
00CA	FE2B		
00CC	2100	LD	R0, #1
00CE	0001		
00D0	3A22	OTIRB	@RI, @R2,R0 !SEND START OF TEXT!
00D2	0010		
00D4	C8C0	LDB	RL0, #%C0
00D6	3AB6	OUTB	WR0A, RL0 !RESET TxUND/EOM LATCH!
00D8	FE21		
00DA	2100	LD	R0, #COUNT-1
00DC	000B		
00DE	3A22	OTIRB	@RI, @R2, R0 !SEND MESSAGE!
00E0	0010		
00E2	C804	LDB	RL0, #%04
00E4	3E18	OUTB	@R1, RL0 !SEND END OF TRANSMISSION CHARACTER!
00E6	2100	LD	R0, #1670 !CREATE DELAY BEFORE DISABLING!
00E8	0686		
00EA	F081	DEL: DJNZ	R0, DEL
00EC	C800	LDB	RL0, #0
00EE	3AB6	OUTB	WR0A+10, RL0 !DISABLE TRANSMITTER!
00F0	FE2B		
00F2	9E0B	RET	
00F4		END TRANSMIT	

RECEIVE INT. SERVICE ROUTINE

00F4		GLOBAL ENTRY	REC	PROCEDURE	
00F4	93F0		PUSH	@RI5, R0	
00F6	3A84		INB	RL0, RR0A	!READ STATUS FROM RR0A!
00F8	FE21				
00FA	A684		BITB	RL0, #4	!TEST IF SYNC HUNT RESET!
00FC	EE02		JR	NZ, RESET	!YES CALL RECEIVE ROUTINE!
00FE	5F00		CALL	RECEIVE	
0100	006C'				
0102	C808	RESET:	LDB	RL0, #%08	
0104	3A86		OUTB	WR0A+2, RL0	!WAIT DISABLE!
0106	FE23				
0108	C8D1		LDB	RL0, #%D1	
010A	3A86		OUTB	WR0A+6, RL0	!ENTER HUNT MODE!
010C	FE27				
010E	C820		LDB	RL0, #%20	
0110	3A86		OUTB	WR0A, RL0	!ENABLE INT ON NEXT CHAR!
0112	FE21				
0114	C838		LDB	RL0, #%38	
0116	3A86		OUTB	WR0A, RL0	!RESET HIGHEST IUS!
0118	FE21				
011A	97F0		POP	R0, @RI5	
011C	7B00		IRET		
011E		END REC			

SPECIAL CONDITION INTERRUPT SERVICE ROUTINE

011E	GLOBAL ENTRY	SPCOND	PROCEDURE
011E	93F0	PUSH	@R15, R0
0120	3A84	INB	RL0, RR0A+2 !READ ERRORS!
0122	FE23		!PROCESS ERRORS!
0124	C830	LDB	RL0, #%30
0126	3A8B6	OUTB	WR0A, RL0 !ERROR RESET!
0128	FE21		
012A	C808	LDB	RL0, #%08
012C	3A86	OUTB	WR0A+2, RL0 !WAIT DISABLE, RxINT ON 1ST OR SP COND.!
012E	FE23		
0130	C0D1	LDB	RL0, #%D1
0132	3A86	OUTB	WR0A+6, RL0 !HUNT MODE, REC. ENABLE!
0134	FE27		
0136	C838	LDB	RL0, #%38
0138	3A86	OUTB	WR0A, RL0 !RESET HIGHEST IUS!
013A	FE21		
013C	97F0	POP	R0, @R15
013E	7B00	IRET	
0140		END SPCOND	
		END BISYNC	

o errors
 Assembly complete

SERIAL COMMUNICATION CONTROLLER (SCC™): SDLC MODE OF OPERATION

Understanding the transactions which occur within a Serial Communication Controller operating in the SDLC mode simplifies working in this complex area.

INTRODUCTION

Zilog's SCC (Serial Communication Controller) is a popular USART (Universal Synchronous/Asynchronous Receiver/Transmitter) device, used for a wide range of applications. For instance, Macintosh systems use the SCC as a standard communication controller device. There are several different types of devices in the SCC family. The family consists of the Z8530 NMOS SCC, the Z85C30 CMOS SCC, the Z85230 ESCC (Enhanced SCC), Z85233 EMSCC (Mono Enhanced SCC), and Superintegration devices such as the Z181 ZIO™ and Z182 ZIP™.

Since the SCC may be used in many different ways, it may not be easy to understand all the transactions involved between the CPU and the SCC. In particular, the SDLC mode of operation is highly complicated, and many transactions are involved to make it work properly. This application note describes the sequence of events which occurs in the SDLC mode of operation.

The following sequences of events are covered:

- SDLC Transmission
- SDLC receive
 - With Receive Interrupts on all received characters or Special Conditions
 - With Receive Interrupts on First Character or Special Condition
 - With Receive Interrupts on Special Conditions only

- Receiving Back-to-back Frame under DMA control
- SDLC Loop mode

Each section explains the transmit/receive process for packets with the following characteristics:

- Initial state is mark idle
- Address field has 81H
- Control field has 42H
- Two bytes of I-field, 42H and 0FFH
- After the closing flag, mark idling

Note:

This application note describes the SCC, but not the ESCC. The ESCC, since it incorporates enhancements like deeper FIFOs and SDLC mode supporting logic, handles the packets much more simply than the SCC. Refer to the section on CMOS SCC and ESCC of this appnote for more general information on the ESCC.

SDLC TRANSMIT

Figure 1 shows the time chart for the transmitting SDLC packet under interrupt control. When transmit is engaged, data is shifted out of the transmitter on the falling edge of the transmit clock. Transitions on the diagram are shown

coincident with TxCLK fall — in actual practice, there are some associated delay times (which are specified in the data sheet).

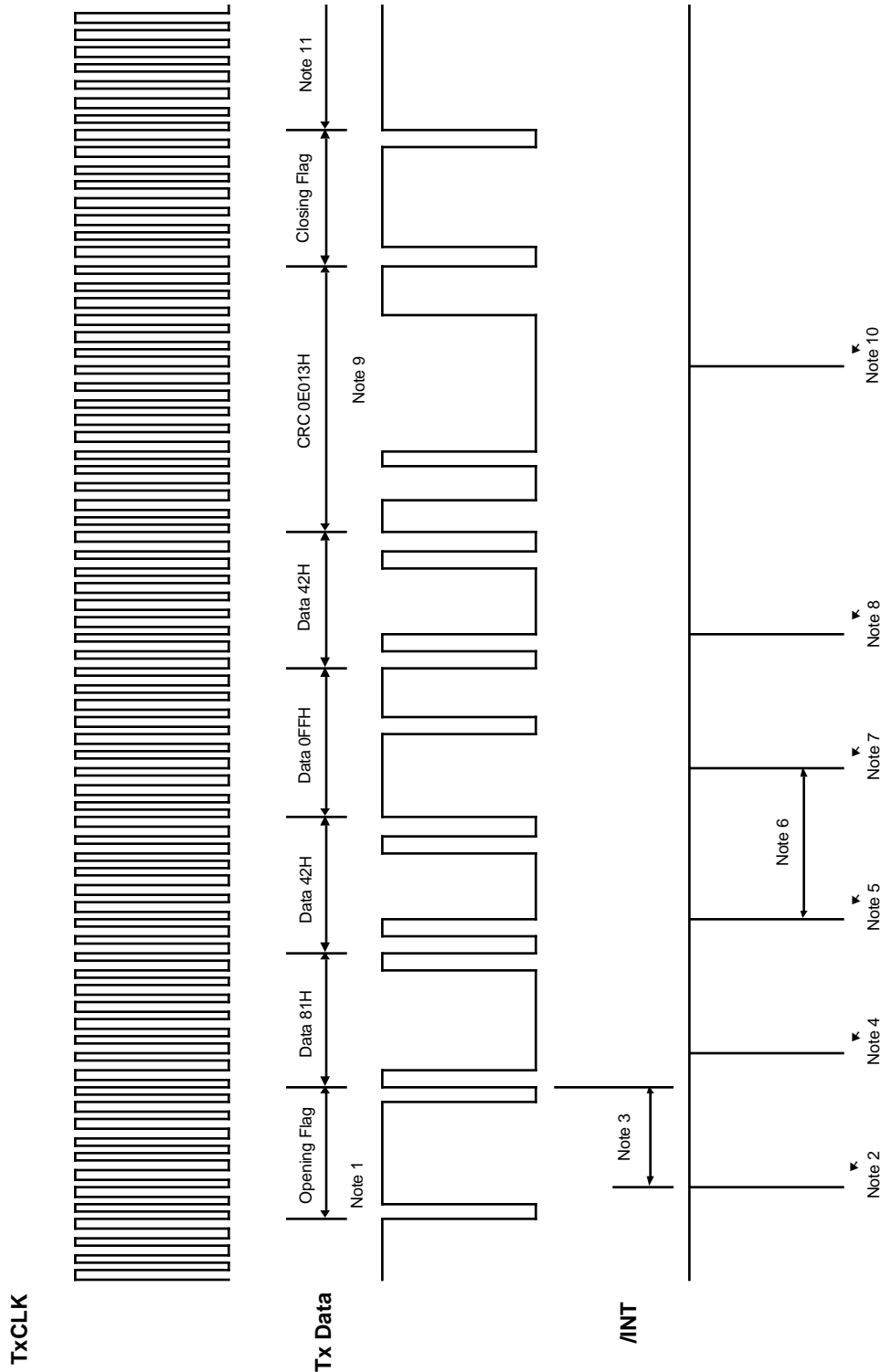


Figure 1. Typical SDLC Transmission Sequence

Notes on Figure 1:

1. The SCC has two possible idle states, Mark idle (contiguous logic 1) or Flag idle (repeating flag pattern 7EH). In this figure, the SCC has to be switched to flag idle in order to send the opening flag of the frame. Care must be taken not to put the first data byte (in this case, address 81H) into the Transmit Buffer too soon after the switchover from Mark idle to Flag idle has been made; otherwise, the data may be loaded into the Transmit Shift Register before the flag is loaded. To ensure that this cannot happen, a delay must be executed before the first data byte is put into the buffer. The delay time is dependent on the data rate and a safe minimum duration is 8 bit-times.
2. Transmit Buffer Empty Interrupt for 81H. At this point the data has just been transferred to the Transmit Shift Register and data 42H is written to the Transmit Buffer.
3. The time between the first data byte being transferred to the Shift Register and the first bit appearing at the TxD pin is always six bit-times.
4. Transmit Buffer Empty Interrupt for data 42H. Data 0FFH is written to the Transmit Buffer at this point.
5. Transmit Buffer Empty Interrupt for data 0FFH. Data 42H is written to the Transmit Buffer at this point.
6. The time between interrupts depends on the data character length and the number of zero insertions in the character. For 8 bits/character it can vary between 8 and 10 bit-times. The particular instance shown corresponds to the single zero insertion when the byte 0FFH is transmitted.
7. Transmit Buffer Empty Interrupt for data 42H. Since this is the last byte to be transmitted, the Reset Transmit Interrupt Pending command is issued instead of writing another byte to the Transmit Buffer.
8. Transmitter Underrun/EOM Interrupt. This occurs when both the Transmit Shift Register and the Transmit Buffer are empty. It is an External/Status interrupt. The data sent when this occurs is summarized in the table below:

Abort/Flag on Underrun bit	Tx Underrun/EOM Latch State when Underrun occurs	Data Sent
0	Reset	CRC and Flag
1	Reset	Abort and Flag
0	Set	Flags
1	Set	Flags

9. The transmitted CRC is 16 bits long provided that there are no zero insertions. In theory it could be as long as 19 bits.
10. The last interrupt generated occurs after the CRC is shifted out of the transmitter and a flag is loaded to be sent. It is a Transmit Buffer Empty Interrupt. If another frame is to be transmitted, the first character of the next frame can be loaded. The two frames will then be separated by a single flag (Back-to-back frame).
11. If the SCC is set up for mark on idle and a new character is not loaded when the last interrupt occurs, only a single flag is sent.

SDLC RECEIVE

There are several different ways to receive a SDLC packet on the SCC; by polling, by Interrupts and by DMA. The SCC has the following four Receive Interrupt Modes:

- Disabled. This should be used in the Polling mode.
- Interrupts on all received characters or Special Conditions. This mode should be used for normal interrupt-driven operation.
- Interrupts on First Character or Special Condition. This mode is intended for received data transfer by the DMA, and enables the DMA when the interrupt is received by the First Character of the packet.
- Interrupt on Special Condition only. This mode allows the DMA to free-run and keep transferring data to the buffer. This is an ideal mode for the CMOS SCC as well as the ESCC with Status FIFO enabled, because the

Status FIFO can give byte count and error status without interrupting data transfer operations.

Each of the four cases is covered in this application note except Receive Interrupt disabled. For polling, the basic operation is identical to that used for “interrupt on all characters or Special Condition” mode. Instead of waiting for an interrupt, polling Reads Registers to determine if service is needed or not.

On the SCC, data is sampled by the receiver on the rising edge of the receive clock. Set-up and hold times for RxD with respect to RxC are specified in the product specifications.

In general, receiver status changes are triggered by RxC. In the following Figures, they are shown as being coincident with this edge — in actual practice, there are some associated delay times (which are specified in the data sheet).

RECEIVE INTERRUPTS ON ALL RECEIVE CHARACTERS OR SPECIAL CONDITIONS

SCC is placed in this mode by programming Bit D4-3 of WR1 to 10. Once programmed in this mode, the SCC generates interrupts whenever character(s) are in the receive buffer or when Special Conditions occur. This mode is the most common operational mode.

Notes on Figure 2:

1. The receiver is usually in hunt mode when waiting for a frame. When the opening flag is received, an External/Status Interrupt is generated, indicating the change from hunt mode to sync mode.
2. The /SYNC output follows the state of the sync register comparison output. The comparison is done on a bit by bit basis, so the /SYNC pin is only active for one bit-time. /SYNC goes active one bit-time after the last bit of the sync character is sampled at the RxD pin.
3. A Receive Character Available Interrupt is generated 11 bit-times (8 bits for the shifter and a 3-bit delay) after the last bit of the character is sampled at the RxD pin. The status bits corresponding to that character must be read before the data character is read from the Receive Buffer. This interrupt is for data 81H.
4. Receive Character Available Interrupt for data 42H.
5. Receive Character Available Interrupt for data 0FFH.
6. Receive Character Available Interrupt for data 42H.
7. Receive Character Available Interrupt for the first CRC byte. The SCC treats the CRC as data, since the SCC does not yet distinguish a difference between CRC and data!
8. The closing flag is recognized two bit-times before the second CRC byte is completely assembled in the Receive Shift Register. As soon as it is recognized, a Special Condition interrupt is generated. The EOF bit is set at this point and the CRC error bit can be checked. The six least significant bits of the second CRC byte are present at the top of the first CRC byte. The status information must be read before the second CRC byte is read from the buffer. The CRC bytes should be discarded. The CRC checker is automatically reset for the next frame.
9. External/Status interrupt for the Sync/Hunt change. This occurs when the SCC recognizes an Abort (Marking line) and forces the receiver into hunt mode. The SCC can be programmed so that the Abort itself generates an interrupt if required. If flag idle was set, this interrupt will not occur.

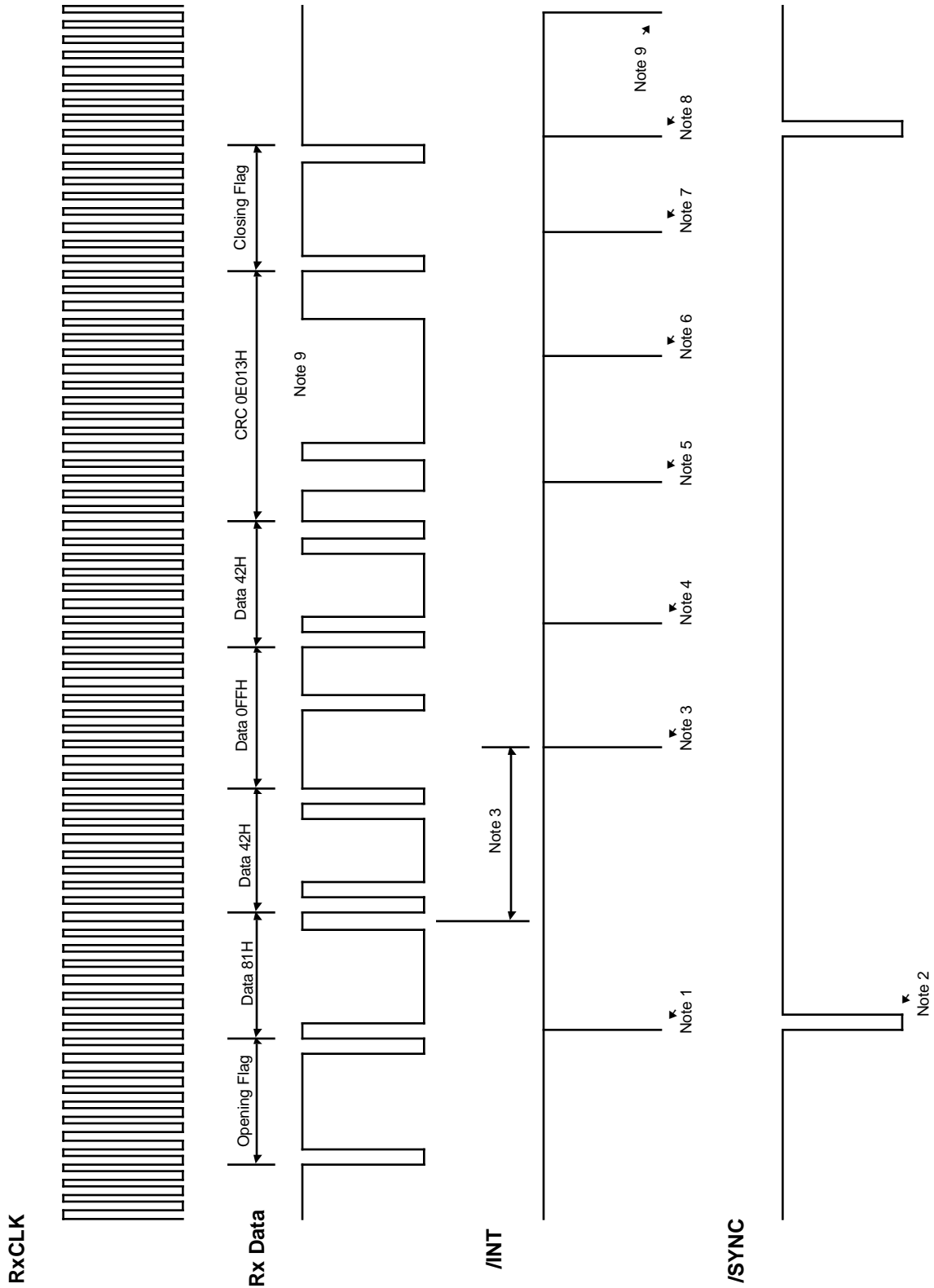


Figure 2. Typical SDLC Receive Sequence with Receive Interrupts on all Received Characters or Special Condition

RECEIVE INTERRUPTS ON FIRST CHARACTER OR SPECIAL CONDITIONS

The sequence of events in this mode is similar to that in “Receive Interrupts on all received characters and Special Conditions”, except that it generates Receive Character Interrupt on the first received character only, and subsequent data is read by the DMA.

The SCC is placed in this mode by programming Bit D4-3 of WR1 to 01. Once programmed in this mode, the SCC

generates interrupts when it receives the First Character of the packet or a Special Condition occurs. This mode is for operation with the DMA. On the interrupt for the first received character, DMA is enabled. On Special Conditions (either End-of-Message, overrun, or Parity error, — parity on the SDLC is not normal, however), the service routine stops the DMA and starts over again.

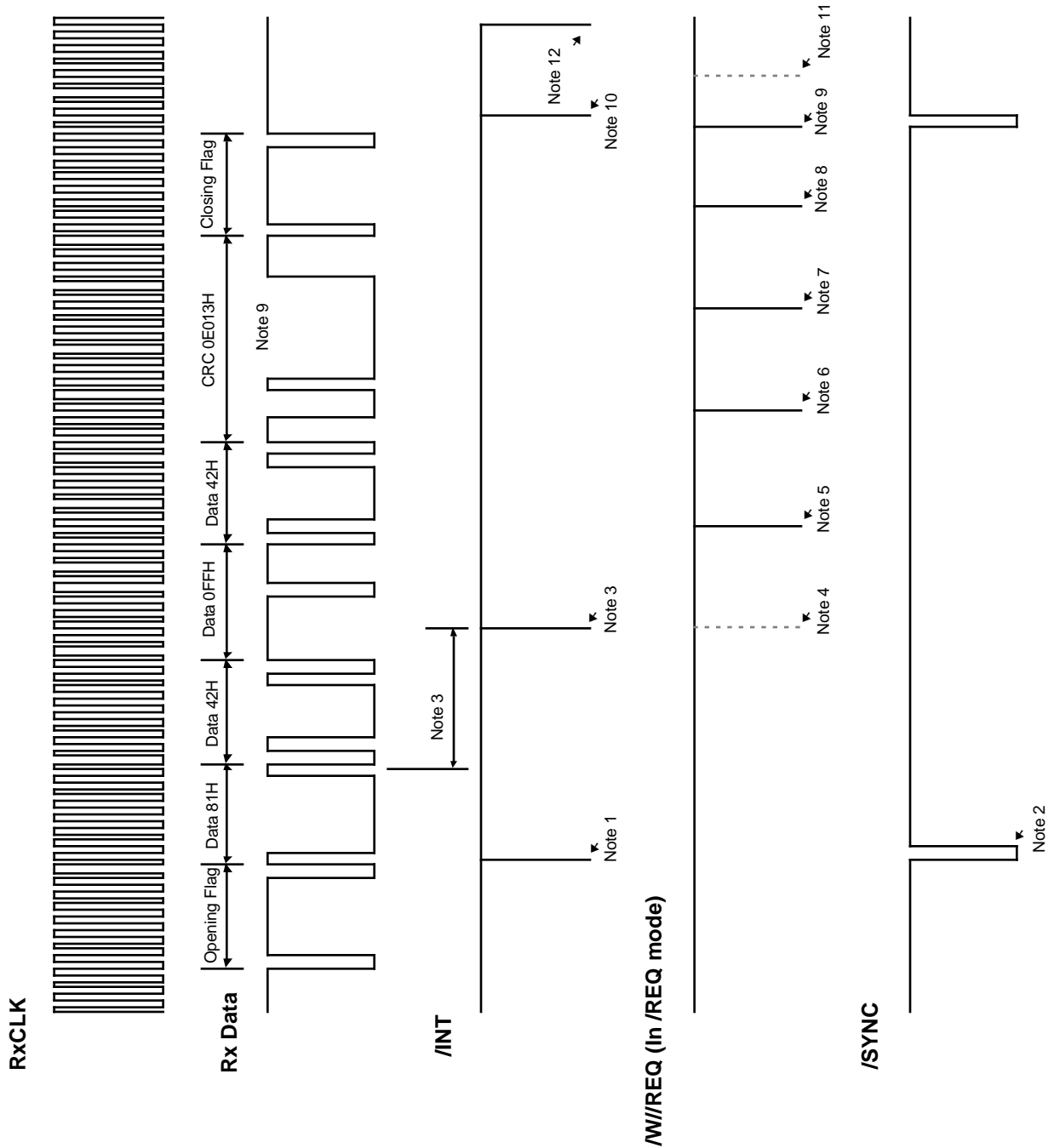


Figure 3. Typical SDLC Receive Sequence with Receive Interrupts on First Character or Special Condition

Notes on Figure 3:

1. The receiver is usually in hunt mode when waiting for a frame. When the opening flag is received, an External/Status Interrupt is generated, indicating the change from hunt mode to sync mode.
2. The /SYNC output follows the state of the sync register comparison output. The comparison is done on a bit by bit basis, so the /SYNC pin is only active for one bit-time. /SYNC goes active one bit-time after the last bit of the sync character is sampled at the RxD pin.
3. A Receive Character Available Interrupt is generated 11 bit-times after the last bit of the character is sampled at the RxD pin. In this mode, enable the DMA on this interrupt. This interrupt is for data 81H.
4. If SCC's DMA request function has been enabled, /REQ becomes active here.
5. DMA request for data 42H.
6. DMA request for data 0FFH.
7. DMA request for data 42H.
8. DMA request for the first CRC byte. The SCC treats the CRC as data, since the SCC does not yet distinguish a difference between CRC and data!
9. DMA request for the second CRC byte. The closing flag is recognized two bit-times before the second CRC byte is completely assembled in the Receive Shift Register. As soon as it is transferred to the Receive Buffer, it generates a DMA request.
10. This interrupt is EOF (End of Frame), a Special Condition interrupt. This will not occur until the DMA has read the 2nd CRC byte from the Receive Buffer. When it occurs, the Receive Buffer is locked and no more DMA requests can be generated until the Receive Buffer is unlocked by issuing the Error Reset command. Before issuing this command, all of the status bits required (e.g., the CRC error status) must be read, and the last two bytes read by the DMA discarded. The enable interrupt on next Receive Character command must be sent to the SCC so that the next character (i.e., the First Character of the next frame) will produce an interrupt. If this is not done, the character will generate a DMA request, not an interrupt.

Should a Special Condition occur within the data stream (i.e., for a condition other than EOF) the /INT pin will not go active until the character with the Special Condition has been read by the DMA.
11. DMA request for 2nd CRC bytes. This occurs when the EOF interrupt service routine has not disabled the DMA function of the SCC, and did not read the data after unlocking the buffer by issuing an Error Reset command.
12. External/Status Interrupt for the Sync/Hunt change. This occurs when the SCC recognizes an Abort (Marking line) and forces the receiver into hunt mode. The SCC can be programmed so that the Abort itself generates an interrupt if required. If flag idle was set, this interrupt would not occur.

RECEIVE INTERRUPTS ON SPECIAL CONDITIONS ONLY

The sequence of event in this mode is similar to that for “Receive Interrupts on first received character or Special Condition,” except it will not generate Receive Character Available interrupt at all. This mode is designed for operations where the DMA is pre-programmed, or the application does not have enough time to set up DMA transfer on First Character interrupt.

The SCC is placed in this mode by programming Bit D4-3 of WR1 to 11. Once programmed in this mode, the SCC generates interrupts when Special Conditions occur. On Special Condition (either End-Of-Message or overrun/Parity error, if enabled), corrective action can be taken for that packet.

The SDLC Frame Status Buffer (not available on the NMOS version) is very useful in this mode. First of all, set

DMA to transfer several packets. The SDLC Frame Status Buffer holds information which tells you how many bytes were in the received packet and reports whether or not error conditions (overrun/CRC error/parity error) have occurred.

The sequence of events in this mode is identical to the “Receive Interrupts on First Character or Special Condition” mode (Figure 3); Note 3, however, does not apply, and Note 4 should read as follows for this case:

Note 4 in Receive Interrupts on Special Condition only mode:

DMA request for data 81H. The DMA function of the SCC should be enabled by this time frame.

RECEIVING BACK TO BACK FRAME IN RECEIVE INTERRUPTS ON SPECIAL CONDITION ONLY MODE

“Back to Back” frame means there are two frames separated with only one flag — the closing flag of the previous packet also acts as the opening flag of the following packet. Receiving such packets is identical to receiving a single packet, except that the sequence of events happens in a short time around the shared flag.

Assuming SCC is running under Receive Interrupts on Special Condition only mode (under DMA Control), a typical sequence of events is shown in Figure 4. It is identical to that used for “Receive Interrupts on Special Condition Only” mode, with the addition of another following packet.

Notes on Figure 4:

1. DMA request data before 0FFH.
2. DMA request for data 0FFH.
3. DMA request for data 42H.
4. DMA request for the first CRC byte. The SCC treats the CRC as data, since the SCC does not yet distinguish a difference between CRC and data!
5. DMA request for the second CRC byte. The closing flag is recognized two bit-times before the second CRC byte is completely assembled in the Receive Shift Register. As soon as it is transferred to the Receive Buffer, it generates a DMA request.
6. This interrupt is EOF (End of Frame), a Special Condition Interrupt. This will not occur until the DMA has read the 2nd CRC byte from the Receive Buffer. When it occurs the Receive Buffer is locked and no more DMA requests can be generated until the

Receive Buffer is unlocked by issuing the Error Reset command. Before this command is issued, all of the status bits required (e.g., the CRC error status) must be read, and the last two bytes read by the DMA discarded. The Enable Interrupt on Next Receive Character command must be sent to the SCC so that the next character (i.e., the First Character of the next frame) will produce an interrupt. If this is not done, the character will generate a DMA request, not an interrupt.

On unlocking the Receive Buffer after the EOF interrupt, no initialization is required with respect to the receiver. All characters have been removed by the DMA and the receiver is ready for the next frame. While the Buffer is locked the SCC can receive 2 7/8 characters (8 bits/character) before there is a danger of the receiver overrunning. The only way that this can be specified is by referencing it to the falling edge of the request for the last CRC byte. This time is a worst case minimum of 33 bit-times (possibly more if there are any characters with inserted zeros). As soon as the Buffer is unlocked an additional 8 (minimum) bit-times become available because the top byte of the Buffer is freed up.

7. DMA request for second CRC byte. This occurs when the EOF interrupt service routine has not disabled the DMA function of the SCC, and fails to read the data after unlocking the FIFO by issuing Error Reset command.
8. DMA request for data 01H.
9. MA request for data 03H.

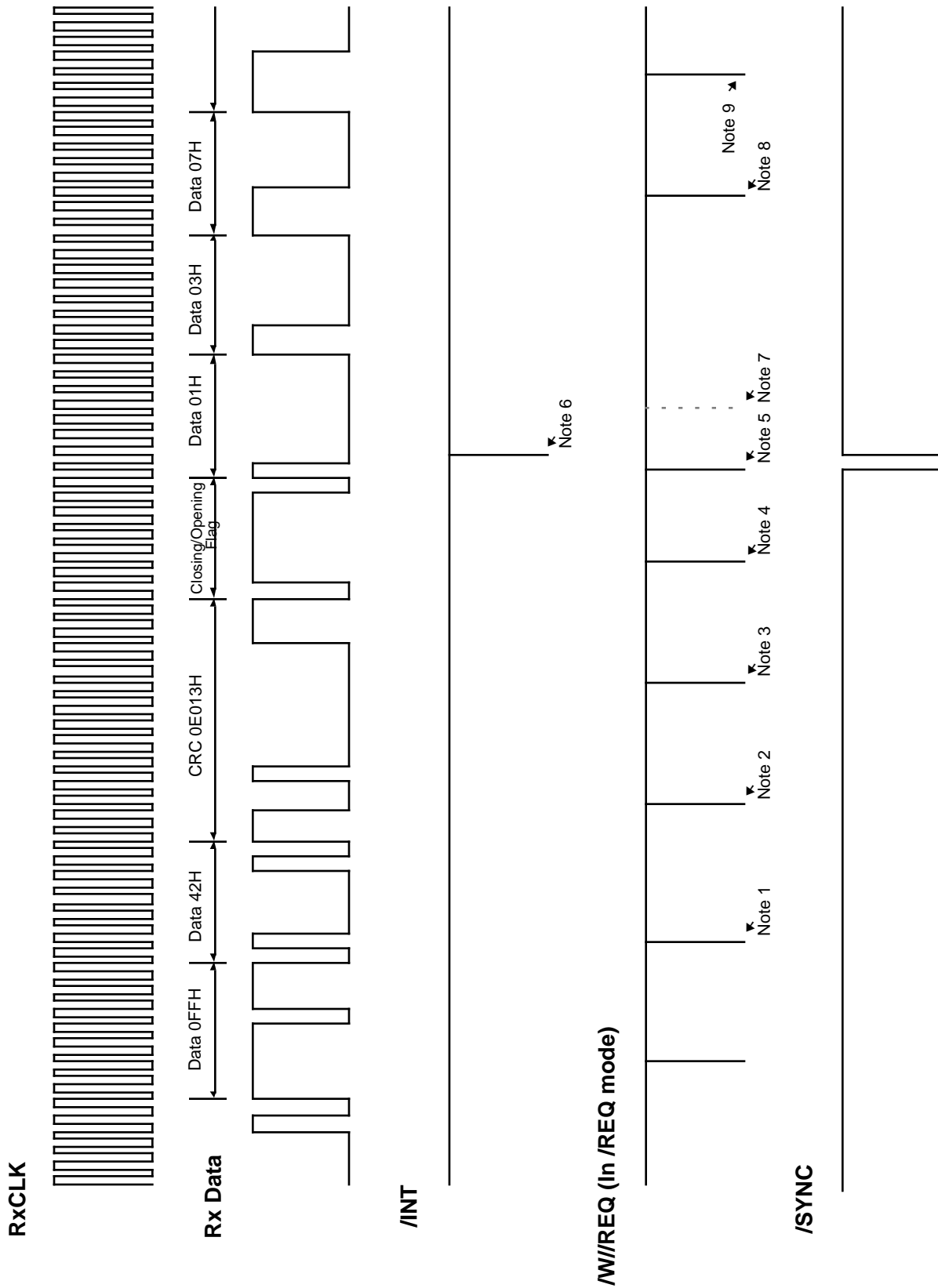


Figure 4. Receiving "Back to Back" frame with Receive Interrupts on Special Condition Only Mode (DMA Controlled)

THE SDLC LOOP MODE

The SDLC Loop mode is one of the protocols used in the ring configuration network topology. The typical network configuration is shown in Figure 5. As shown, there is one Master (or primary) station and several slave (or secondary) stations. This figure does not have a clock

connection, but each station's transmit clock must be synchronized to the master SCC. This can be done by feeding the clock using a separate clock line, or by using Phase Locked Loop (PLL) to recover the clock.

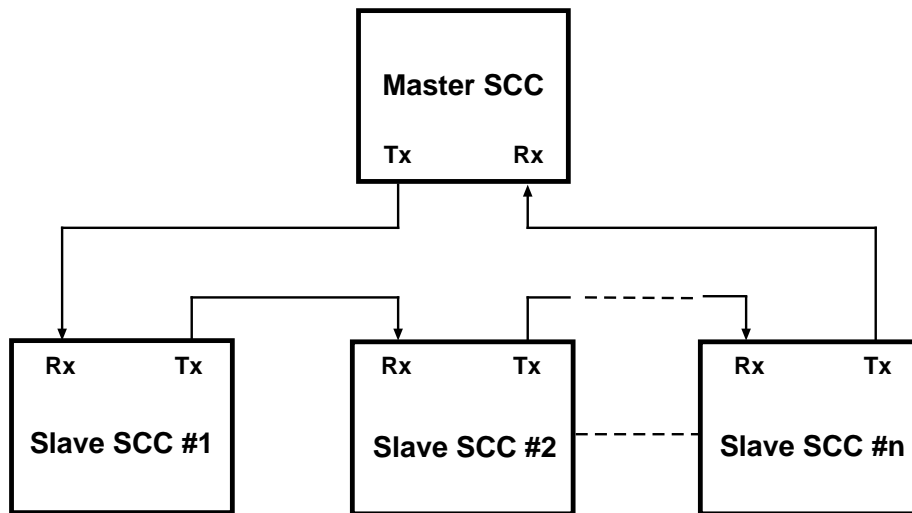


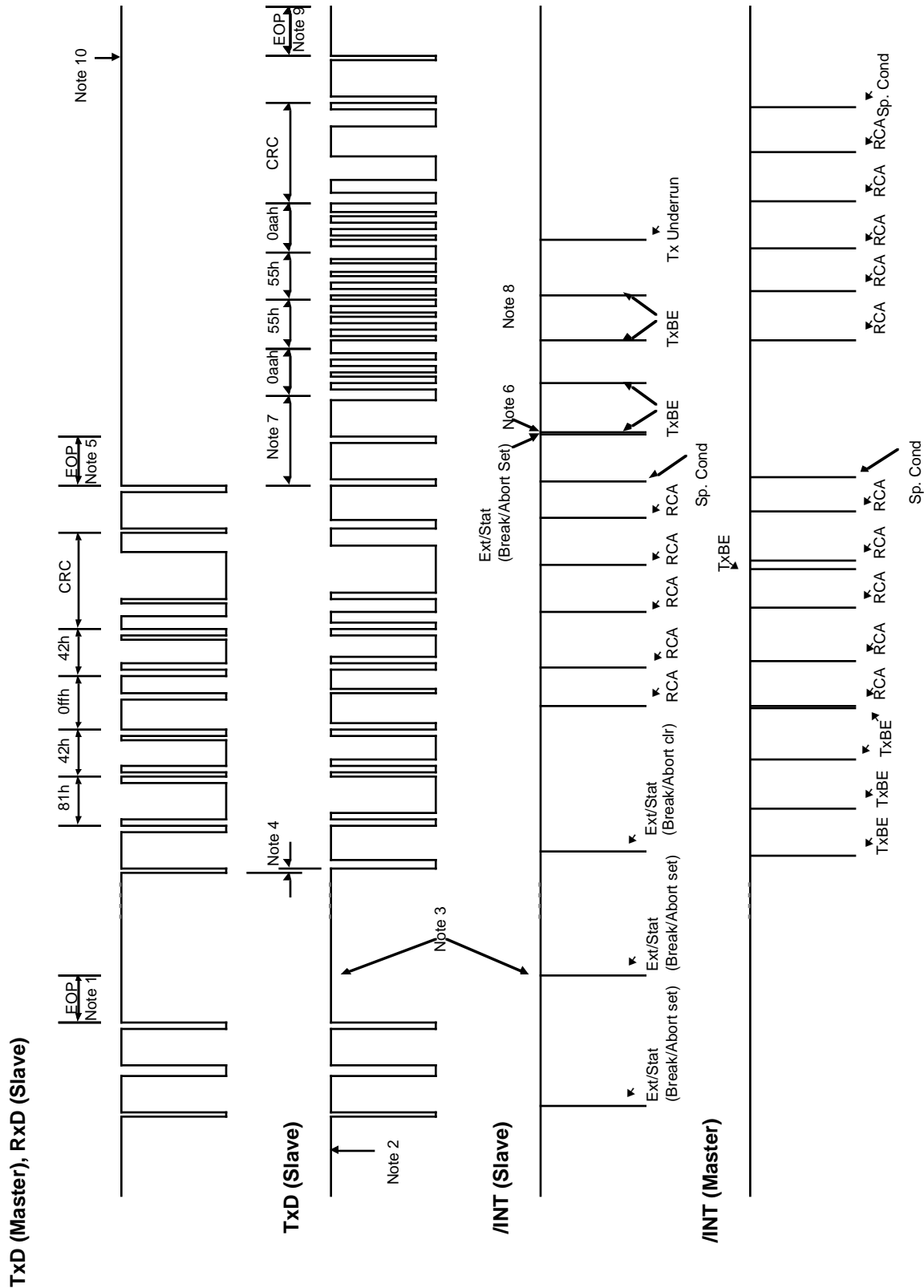
Figure 5. SDLC Loop Mode Configuration

This mode is similar to the normal SDLC mode, other than that secondary stations are not allowed to freely send out packets. When a secondary station wants to send a packet, it needs to wait for a special pattern to be received. The pattern is called EOP (End Of Poll), and consists of a 0 followed by seven 1s on the transmission line (as data, it is 11111110). This pattern resembles the SDLC Flag pattern (7EH; 01111110), except the last bit has been changed to a 1 thus turning this pattern into a flag.

Upon network initialization, secondary station TxD and RxD connections use gate propagation delay. On the first EOP, a secondary station inserts one bit -time delay between RxD and TxD, and relays RxD input to TxD.

When it has a message to send out, it waits for an EOP. When it detects EOP in this phase, it changes the last bit of the EOP to zero, making it a Flag, then begins to send its own message. From this point on, normal SDLC transmission modes apply. Packets conclude with Mark idle, identifying it as an EOP pattern. The secondary station then reverts back to one bit delay mode.

Figure 6 illustrates this mode's sequence of events. To simplify the example, this figure assumes there is one Master station and one Slave station. If there are more Slave stations, there will be additional one bit time delay per station after the network has initialized for loop mode of operation.



RCA: Receive Character Available Interrupt
TXBE: Tx Buffer Empty Interrupt

Figure 6. SDLC Loop Mode

THE SDLC LOOP MODE (Continued)

Notes on Figure 6:

1. The master SCC sends EOP by switching from flag on idle to mark on idle
2. At initialization, all Slave stations were set up for SDLC loop mode. At this point, the Slave station connects its RxD pin to TxD pin with gate propagation delay, and starts to monitor Rx data for the EOP sequence.
3. On receiving the EOP, the slave generates an External/Status Interrupt with Break/Abort bit set. A one bit time delay is inserted between RxD and TxD. (The GAOP, Go active on Poll, bit should be reset at this point to avoid unexpected loop entry by the Slave transmitter.) The Slave's on-loop bit is set and the receiver is in hunt mode.
4. Note that there is a one bit time delay between received data and transmitted data.
5. When the Slave wants to transmit it must first receive an EOP and have GAOP set.
6. On receiving an EOP, the Slave interrupts with Break/Abort clear. The EOP is converted to a flag, the loop sending bit is set, and the transmitter will send flags until data is written into the Transmit Buffer.
7. Note that the flags overlap.
8. When the slave has sent all of its data the GAOP flag should be cleared so that the CRC is sent on underrun.
9. When the closing flag has been sent the Slave reverts to a one bit delay, which produces another EOP.
10. The master must keep its output marking until its receiver has received all frames sent by secondaries.

CMOS SCC AND ESCC

The discussion above applies to the NMOS SCC and the CMOS SCC without the SDLC Frame Status FIFO feature. The CMOS version and the ESCC have a SDLC Frame Status FIFO for easier handling of the SDLC mode of operation. The SDLC Status FIFO is designed for DMA controlled SDLC receive for high speed SDLC data transmission, or for systems whose CPU interrupt processing is not fast.

This FIFO is able to store up to 10 packets' worth of byte count (14-bit count) and status information (Overrun/Parity/CRC error status). To use this feature, simply enable this FIFO and let DMA transfer data to memory. While DMA is transferring received data to the memory, the CPU will check the FIFO and locate the data in memory, as well as the status information of the received packet.

Other ESCC enhancements make it easier to handle the SDLC mode of operation. These include:

- Deeper FIFO (4 Bytes Transmit, and 8 Bytes receive)
- Automatic Opening Flag transmission
- Automatic EOM reset
- Automatic /RTS deactivation
- Fast /DTR//REQ mode
- Complete CRC reception
- Receive FIFO Antilock feature
- Programmable DMA and interrupt request level
- Improved data setup time specification

For more details on these functions, please refer to the SCC/ESCC Technical manual and related documents.

CONCLUSION

This application note describes the basic operation of the SCC in SDLC operational modes. With minor variations,

most of these operations also apply to the CMOS SCC with Status FIFO enabled and the ESCC.

USING SCC WITH Z8000 IN SDLC PROTOCOL

INTRODUCTION

This application note describes the use of the Z8030 Serial Communications Controller (SCC) with the Z8000™ CPU to implement a communications controller in a Synchronous Data Link Control (SDLC) mode of operation. In this application, the Z8002 CPU acts as a controller for the SCC. This application note also applies to the non-multiplexed Z8530.

One channel of the SCC communicates with the remote station in Half Duplex mode at 9600 bits/second. To test

this application, two Z8000 Development Modules are used. Both are loaded with the same software routines for initialization and for transmitting and receiving messages. The main program of one module requests the transmit routine to send a message of the length indicated by “COUNT” parameter. The other system receives the incoming data stream, storing the message in its resident memory.

DATA TRANSFER MODES

The SCC system interface supports the following data transfer modes:

- **Polled Mode.** The CPU periodically polls the SCC status registers to determine if a received character is available, if a character is needed for transmission, and if any errors have been detected.
- **Interrupt Mode.** The SCC interrupts the CPU when certain previously defined conditions are met.

- **Block/DMA Mode.** Using the Wait/Request (/W//REQ) signal, the SCC introduces extra wait cycles in order to synchronize the data transfer between a controller or DMA and the SCC.

The example given here uses the block mode of data transfer in its transmit and receive routines.

SDLC PROTOCOL

Data communications today require a communications protocol that can transfer data quickly and reliably. One such protocol, Synchronous Data Link Control (SDLC), is the link control used by the IBM Systems Network Architecture (SNA) communications package. SDLC is a subset of the International Standard Organization (ISO) link control called High-Level Data Link Control (HDLC), which is used for international data communications.

SDLC is a bit-oriented protocol (BOP). It differs from byte-control protocols (BCPs), such as Bisync, in that it uses only a few bit patterns for control functions instead of several special character sequences. The attributes of the SDLC protocol are position dependent rather than character dependent, so the data link control is determined by the position of the byte as well as by the bit pattern.

A character in SDLC is sent as an octet, a group of eight bits. Several octets combine to form a message frame, in which each octet belongs to a particular field. Each message contains: opening flag, address, control, information, Frame Check Sequence (FCS), and closing flag (Figure 1).

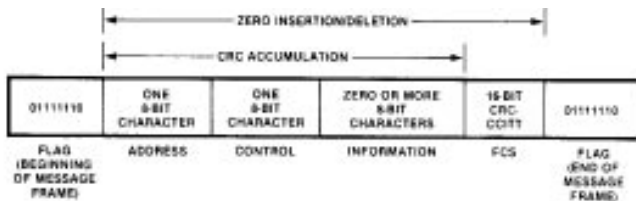


Figure 1. Fields of the SDLC Transmission Frame

Both flag fields contain a unique binary pattern, 01111110, which indicates the beginning or the end of the message frame. This pattern simplifies the hardware interface in receiving devices so that multiple devices connected to a common link do not conflict with one another. The receiving devices respond only after a valid flag character has been detected. Once communication is established with a particular device, the other devices ignore the message until the next flag character is detected.

The address field contains one or more octets, which are used to select a particular station on the data link. An address of eight 1s is a global address code that selects all the devices on the data link. When a primary station sends a frame, the address field is used to select one of several secondary stations. When a secondary station sends a message to the primary station, the address field contains the secondary station address, i.e., the source of the message.

The control field follows the address field and contains information about the type of frame being sent. The control field consists of one octet that is always present.

The information field contains any actual transferred data. This field may be empty or it may contain an unlimited number of octets. However, because of the limitations of the error-checking algorithm used in the frame-check sequence, however, the maximum recommended block size is approximately 4096 octets.

The frame check sequence field follows the information or control field. The FCS is a 16-bit Cyclic Redundancy Check (CRC) of the bits in the address, control, and information fields. The FCS is based on the CRC-CCITT code, which uses the polynomial $(x^{16} + x^{12} + x^5 + 1)$. The Z8030 SCC contains the circuitry necessary to generate and check the FCS field.

Zero insertion and deletion is a feature of SDLC that allows any data pattern to be sent. Zero insertion occurs when five consecutive 1s in the data pattern are transmitted. After the fifth 1, a 0 is inserted before the next bit is sent. The extra 0 does not affect the data in any way and is deleted by the receiver, thus restoring the original data pattern.

Zero insertion and deletion insures that the data stream will not contain a flag character or abort sequence. Six 1s preceded and followed by 0s indicate a flag sequence character. Seven to fourteen 1s signify an abort; Seven to fourteen 1s signify an abort; 15 or more 1s indicate an idle (inactive) line. Under these three conditions, zero insertion and deletion are inhibited. Figure 2 illustrates the various line conditions.

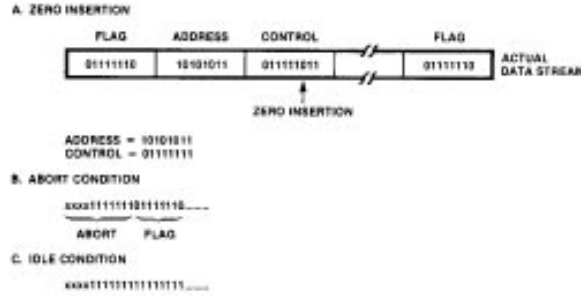


Figure 2. Bit Patterns for Various Line Conditions

The SDLC protocol differs from other synchronous protocols with respect to frame timing. In Bisync mode, for example, a host computer might temporarily interrupt transmission by sending sync characters instead of data. This suspended condition continues as long as the receiver does not time out. With SDLC, however, it is invalid to send flags in the middle of a frame to idle the line.

Such action causes an error condition and disrupts orderly operation. Thus, the transmitting device must send a complete frame without interruption. If a message cannot be transmitted completely, the primary station sends an abort sequence and restarts the message transmission at a later time.

SYSTEM INTERFACE

The Z8002 Development Module consists of a Z8002 CPU, 16K words of dynamic RAM, 2K words of EPROM monitor, a Z80A SIO providing dual serial ports, a counter/timer channels, two Z80A PIO devices providing 32 programmable I/O lines, and wire wrap area for prototyping. The block diagram is depicted in Figure 3.

Each of the peripherals in the development module is connected in a prioritized daisy chain configuration. The SCC is included in this configuration. The SCC is included in this configuration by tying its IEI line to the IEO line of another device, thus making it one step lower in interrupt priority compared to the other device.

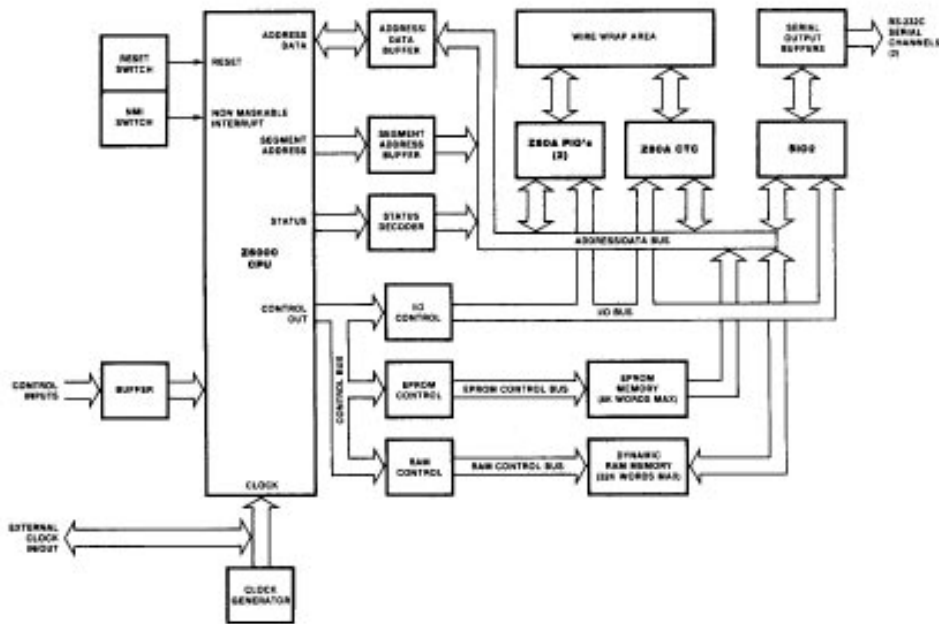


Figure 3. Block Diagram of Z8000 DM

SYSTEM INTERFACE (Continued)

Two Z8000 Development Modules containing SCCs are connected as shown in Figure 4 and Figure 5. The Transmit Data pin of one is connected to the Receive Data pin of the other and vice versa. The Z8002 is used as a host CPU for loading the modules; memories with software routines.

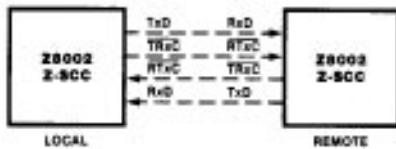


Figure 4. Block Diagram of Two Z8000 CPUs

The Z8002 CPU can address either of the two bytes contained in 16-bit words. The CPU uses an even address (16 bits) to access the most significant byte of a word and an odd address for the least significant byte of a word.

When the Z8002 CPU uses the lower half of the Address/Data bus (AD7-AD0 the least significant byte) for byte read and write transactions during I/O operations, these transactions are performed between the CPU and I/O ports located at odd I/O addresses. Since the SCC is attached to the CPU on the lower half of the A/D bus, its registers must appear to the CPU at odd I/O addresses. To achieve this, the SCC can be programmed to select its internal registers using lines AD5-AD1. This is done either automatically with the Force Hardware Reset command in WR9 or by sending a Select Shift Left Mode command to WR0B in channel B of the SCC. For this application, the SCC registers are located at I/O port address "Fexx". The Chip Select signal (/CSO) is derived by decoding I/O address "FE" hex from lines AD15-AD8 of the controller.

To select the read/write registers automatically, the SCC decodes lines AD5-AD1 in Shift Left mode. The register map for the SCC is depicted in Table 1.

Table 1. Register Map

Address (Hex)	Write Register	Read Register
FE01	WR0B	RR0B
FE03	WR1B	RR1B
FE05	WR2	RR2B
FE07	WR3B	RR3B
FE09	WR4B	
FE0B	WR5B	
FE0D	WR6B	
FE0F	WR7B	
FE11	B DATA	B DATA
FE13	WR9	
FE15	WR10B	RR10B
FE17	WR11B	
FE19	WR12B	RR12B
FE1B	WR13B	RR13B
FE1D	WR14B	
FE1F	WR15B	RR15B
FE21	WR0A	RR0A
FE23	WR1A	RR1A
FE25	WR2	RR2A
FE27	WR3A	RR3A
FE29	WR4A	
FE2B	WR5A	
FE2D	WR6A	
FE2F	WR7A	
FE31	A DATA	A DATA
FE33	WR9	
FE35	WR10A	RR10A
FE37	WR11A	
FE39	WR12A	RR12A
FE3B	WR13A	RR13A
FE3D	WR14A	
FE3F	WR15A	RR15A

INITIALIZATION

The SCC can be initialized for use in different modes by setting various bits in its write registers. First, a hardware reset must be performed by setting bits 7 and 6 of WR9 to one; the rest of the bits are disabled by writing a logic zero.

SDLC protocol is established by selecting a SDLC mode, sync mode enable, and a x1 clock in WR4. A data rate of 9600 baud, NRZ encoding, and a character length of eight bits are among the other options that are selected in this example (Table 2).

Note that WR9 is accessed twice, first to perform a hardware reset and again at the end of the initialization sequence to enable the interrupts. The programming sequence depicted in Table 2 establishes the necessary parameters for the receiver and transmitter so that they are ready to perform communication tasks when enabled.

Table 2. Programming Sequence for Initialization

Register	Value (Hex)	Effect
WR9	C0	Hardware reset
WR4	20	x1 clock, SDLC mode, sync mode enable
WR10	80	NRZ, CRC preset to one
WR6	AB	Any station address e.g. "AB"
WR7	7E	SDLC flag (01111110) = "7E"
WR2	20	Interrupt vector "20"
WR11	16	Tx clock from BRG output, /TRxC pin = BRG out
WR12	CE	Lower byte of time constant = "CE" for 9600 baud
WR13	0	Upper byte = 0
WR14	03	BRG source bit =1 for PCKL as input, BRG enable
WR15	00	External Interrupt Disable
WR5	60	Transmit 8 bits/character SDLC CRC
WR3	C1	Rx 8 bits/character, Rx enable (Automatic Hunt mode)
WR1	08	ext int. disable
WR9	09	MIE, VIS, status Low

The Z8002 CPU must be operated in System mode to execute privileged I/O instructions. So the Flag and Control Word (FCW) should be loaded with system normal (S//N), and the Vectored Interrupt Enable (VIE) bits set. The Program Status Area Pointer (PSAP) is loaded with address %4400 using the Load Control Instruction (LDCTL). If the Z8000 Development Module is intended to be used, the PSAP need not be loaded by the programmer because the development module's monitor loads it automatically after the NMI button is pressed.

Since VIS and Status Low are selected in WR9, the vectors listed in Table 3 will be returned during the Interrupt Acknowledge cycle. Of the four interrupts listed, only two, Ch A Receive Character Available and Ch A Special Receive Condition, are used in the example given here.

Table 3. Interrupt Vectors

Vector (Hex)	PS Address	Interrupt
28	446E	Ch A Transmit Buffer Empty
2A	4472	Ch A External Status Change
2C	4476	Ch A Receive Char. Available
2E	447A	Ch A Special Receive Condition

* Assuming that PSAP has been set to 4400 hex, "PS Address" refers to the location in the Program Status Area where the service routine address is stored for that particular interrupt.

TRANSMIT OPERATION

To transmit a block of data, the main program calls up the transmit data routine. With this routine, each message block to be transmitted is stored in memory, beginning with location "TBUF". The number of characters contained in each block is determined by the value assigned to the "COUNT" parameter in the main module.

To prepare for transmission, the routine enables the transmitter and selects the Wait On Transmit function; it then enables the wait function. The Wait on Transmit function indicates to the CPU whether or not the SCC is ready to accept data from the CPU. If the CPU attempts to send data to the SCC when the transmit buffer is full, the SCC asserts its /WAIT line and keeps it Low until the buffer is empty. In response, the CPU extends its I/O cycles until the /WAIT line goes inactive, indicating that the SCC is ready to receive data.

RECEIVE OPERATION

Once the SCC is initialized, it can be prepared to receive the message. First, the receiver is enabled, placing the SCC in Hunt mode and thus setting the Sync/Hunt bit in status register RR0 to 1. In Hunt mode, the receiver searches the incoming data stream for flag characters. Ordinarily, the receiver transfers all the data received between flags to the receive data FIFO. If the receiver is in Hunt mode, however, no data transfer takes place until an opening flag is received. If an abort sequence is received, the receiver automatically re-enters Hunt mode. The Hunt status of the receiver is reported by the Sync/Hunt bit in RR0.

The second byte of an SDLC frame is assumed by the SCC to be the address of the secondary stations for which the frame is intended. The SCC provides several options for handling this address. If the Address Search Mode bit D2 in WR3 is set to zero, the address recognition logic is disabled and all the received data bytes are transferred to the receive data FIFO. In this mode, software must perform any address recognition. If the Address Search Mode bit is set to one, only those frames with addresses that match the address programmed in WR6 or the global address (all 1s) will be transferred to the receive data FIFO. If the Sync Character Load Inhibit bit (D1) in WR3 is set to zero, the address comparison is made across all eight bits of WR6. The comparison can be modified so that only the four most significant bits of WR6 need match the received address. This alteration is made by setting the Sync Character Load Inhibit bit to one. In this mode, the address field is still eight bits wide and is transferred to the FIFO in the same manner as the data. In this application, the address search is performed.

When the address match is accomplished, the receiver leaves the Hunt mode and establishes the Receive

The CRC generator is reset and the Transmit CRC bit is enabled before the first character is sent, thus including all the characters sent to the SCC in the CRC calculation.

The SCC transmit underrun/EOM latch must be reset sometime after the first character is transmitted by writing a Reset Tx Underrun/EOM command to WR0. When this latch is reset, the SCC automatically appends the CRC characters to the end of the message in the case of an underrun condition.

Finally, a three-character delay is introduced at the end of the transmission, which allows the SCC sufficient time to transmit the last data byte and two CRC characters before disabling the transmitter.

Interrupt on First Character mode. Upon detection of the receive interrupt, the CPU generates an Interrupt Acknowledge Cycle. The SCC returns the programmed vector %2C. This vector points to the location %4472 in the Program Status Area which contains the receive interrupt service routine address.

The receive data routine is called from within the receive interrupt service routine. While expecting a block of data, the Wait on Receive function is enabled. Receive read buffer RR8 is read and the characters are stored in memory location RBUF. The SCC in SDLC mode automatically enables the CRC checker for all data between opening and closing flags and ignores the Receive CRC Enable bit (D3) in WR3. The result of the CRC calculation for the entire frame in RR1 becomes valid only when the End of Frame bit is set in RR1. The processor does not use the CRC bytes, because the last two bits of the CRC are never transferred to the receive data FIFO and are not recoverable.

When the SCC recognizes the closing flag, the contents of the Receive Shift register are transferred to the receive data FIFO, the Residue Code (not applicable in this application) is latched, the CRC error bit is latched in the status FIFO, and the End of Frame bit is set in the receive status FIFO, a special receive condition interrupt occurs. The special receive condition register RR1 is read to determine the bit is zero, the frame received is assumed to be correct; if the bit is 1, an error in the transmission is indicated.

Before leaving the interrupt service routine, Reset Highest IUS (Interrupt Under Service), Enable Interrupt on Next Receive Character, and Enter Hunt Mode commands are issued to the SCC.

RECEIVE OPERATION (Continued)

If receive overrun error is made, a special condition interrupt occurs. The SCC presents vector %2E to the CPU, and the service routine located at address %447A is executed. Register RR1 is read to determine which error occurred. Appropriate action to correct the error should be taken by the user at this point. Error Reset and Reset Highest IUS commands are given to the SCC before returning to the main program so that the other low-priority interrupts can occur.

In addition to searching the data stream for flags, the receiver also scans for seven consecutive 1s, which indicates an abort condition. This condition is reported in the Break/Abort bit (D7) in RR0. This is one of many possible external status conditions. As a result transitions of this bit can be programmed to cause an external status interrupt. The abort condition is terminated when a zero is received, either by itself or as the leading zero of a flag. The receiver leaves Hunt mode only when a flag is found.

SOFTWARE

Software routines are presented in the following pages. These routines can be modified to include various other options (e.g., SDLC Loop, Digital Phase Locked Loop

etc.). By modifying the WR10 register, different encoding methods (e.g., NRZI, FM0, FM1) other than NRZ can be used.

Appendix

Software Routines

```

program 1.1
LOC    OBJ CODE    STMT SOURCE STATEMENT

1
2
3
        SDLC MODULE
        $LISTON PTTY
CONSTANT
WRSA   := 1FE21      (BASE ADDRESS FOR WRD CHANNEL A1
RRSA   := 1FE21      (BASE ADDRESS FOR RR0 CHANNEL A1
RBUF   := 15400      (BUFFER AREA FOR RECEIVE CHARACTER1
PSAREA := 14400      (START ADDRESS FOR PROGRAM STAT AREA1
COUNT := 12        (NO. OF CHAR. FOR TRANSMIT ROUTINE1
0000    GLOBAL MAIN PROCEDURE
        ENTRY

0000 7601        LDA    R1,PSAREA
0002 4400
0004 791D        LDCTL  PSAPOFF,R1      (LOAD PSAFI
0006 2100        LD     R0,#15000
0008 5000
000A 3310        LD     R1(#1C),R0      (PCW VALUE(15000) AT 1441C FOR VECTORED1
000C 001C
                                (INTERRUPTS1
000E 7600        LDA    R0,R0C
0010 00D6'      LD     R1(#76),R0      (EXT. STATUS SERVICE ADDR. AT 14476 IN1
0012 3380
0014 0076
                                (PSAI
0016 7600        LDA    R0,SPCOND
0018 0DFA'      LD     R1(#7A),R0      (SP.COND.SERVICE ADDR AT 1447A IN PSAI
001A 3110
001C 007A
001E 5F00        CALL  INIT
0020 0034'
0022 5F00        CALL  TRANSMIT
0024 008C'
0026 2BFF        JR     $

0028 AB         IBUF:  SVAL  1AB      (STATION ADDRESS1
0029 40         SVAL  'B'
002A 45         SVAL  'E'
002B 4C         SVAL  'L'
002C 4C         SVAL  'L'
002D 4F         SVAL  'D'
002E 20         SVAL  ' '
002F 54         SVAL  '2'
0030 48         SVAL  'B'
0031 45         SVAL  'E'
0032 52         SVAL  'B'
0033 45         SVAL  'E'

0034            END    MAIN

```

SOFTWARE (Continued)

```

;***** INITIALIZATION ROUTINE FOR Z-SCC *****;

0034          GLOBAL  INIT PROCEDURE
              ENTRY
0034 2100          LD      R0,#15          !NO. OF PORTS TO WRITE TO!
0034 000F
0038 7602          LDA      R2,BCCTAB      !ADDRESS OF DATA FOR PORTS!
003A 004E+
003C 2101          ALOOP: LD      R1,#WR0A
003E FE21
0040 0029          ADDB   R1,R2
0042 A920          INC      R2
0044 3A22          OUTB   @R1,R2,R0      !POINT TO WR0A,WR1A ETC THRU LOOP!
0046 0018
0048 8D04          TRST   R0          !END OF LOOP?!
004A EEP8          JR      R1,ALOOP      !NO,KEEP LOOPING!
004C 9E08          RET
004E 12          BCCTAB: BVAL   2*9
004F C0          BVAL   @0          !WR9=HARDWARE RESET!
0050 08          BVAL   2*4
0051 20          BVAL   @20         !WR4=X1 CLK,SDLC,SYNC MODE!
0052 14          BVAL   2*10        !WR10=CRC PRESET ONE,NRI,FLAG ON IDLE,|
0053 80          BVAL   @80         !FLAG ON UNDERRUN!

0054 0C          BVAL   2*6
0055 AB          BVAL   @AB        !WR6= ANY ADDRESS FOR SDLC STATION!
0056 0E          BVAL   2*7
0057 7E          BVAL   @7E        !WR7=SDLC FLAG CHAR!
0058 04          BVAL   2*2
0059 20          BVAL   @20        !WR2=INT VECTOR @20!
005A 16          BVAL   2*11
005B 16          BVAL   @16        !WR11=Tx CLOC & TRxC OUT=BRG OUT!
005C 18          BVAL   2*12
005D CE          BVAL   @CE        !WR12= LOWER TC=CE!
005E 1A          BVAL   2*13
005F 00          BVAL   0          !WR13= UPPER TC=0!
0060 1C          BVAL   2*14
0061 03          BVAL   @03        !WR14=BRG ON,BRG SRC=PCLE!
0062 1E          BVAL   2*15
0063 00          BVAL   @00        !WR15=EXT INT. DISABLE!
0064 2A          BVAL   2*5
0065 60          BVAL   @60        !WR5=Tx 8 BITS/CHAR, SDLC CRC!
0066 06          BVAL   2*3
0067 C5          BVAL   @C5        !WR3=ADDR BRCH,REC ENABLE!
0068 22          BVAL   2*1
0069 98          BVAL   @98        !WR1=RE INT ON 1ST & 8P COND,|
                                !EXT INT DISABLE!

006A 12          BVAL   2*9
006B 09          BVAL   @09        !WR9= RIE,VIS,STATUS LOW!
006C          END      INIT

```

```

;***** RECEIVE ROUTINE *****;

;          RECEIVE A BLOCK OF MESSAGE          ;

006C          GLOBAL  RECEIVE PROCEDURE
              ENTRY
006C C828          LDB     R0,@R28        !WAIT ON RECV.1
006E 3A86          OUTB   WR0A+2,R0
0070 FE23
0072 6008          LDB     R0,@A8
0074 00A8          OUTB   WR0A+2,R0        !ENABLE WAIT PNC. SP. COND. INT!
0076 3A86
0078 FE23
007A 2101          LD      R1,@RR0A+16
007C FE31
007E 2102          LD      R2,@COUNT+2      !COUNT+2 CHARACTERS TO READ!
0080 0008
0082 2103          LD      R3,@RBUF        !RECEIVE BUFFER IN MEMORY!
0084 5400
0086 3A18          INDB   @R3,@R1,R2        !READ THE ENTIRE MESSAGE!
0088 0230
008A 9E08          RET
008C          END      RECEIVE

```

```

|***** TRANSMIT ROUTINE *****|
| SEND A BLOCK OF EIGHT DATA CHARACTERS |
| THE BLOCK STARTS AT LOCATION TBUF |
|
008C GLOBAL TRANSMIT PROCEDURE
      ENTRY
008C 2102 LD R1,#TBUF ;PTR TO START OF BUFFER;
008E 0028
0090 C868 LDB RLO,#468
0092 3A86 OUTB WRDA+10,RLO ;ENABLE TRANSMITTER;
0094 FE2B
0096 C800 LDB RLO,#460
0098 3A86 OUTB WRDA+2,RLO ;WAIT ON TRANSMIT;
009A FE23
009C C888 LDB RLO,#488
009E 3A86 OUTB WRDA+2,RLO ;WAIT ENABLE;
00A0 FE23
00A2 C880 LDB RLO,#480
00A4 3A86 OUTB WRDA,RLO ;RESET TxCRC GENERATOR;
00A6 FE21
00A8 2101 LD R1,#WRDA+16 ;NRSA SELECTED;
00AA FE11
00AC 2100 LD R0,#1
00AE 0001
00B0 C869 LDB RLO,#469
00B2 3A86 OUTB WRDA+10,RLO ;SDLC CRC;
00B4 FE2B ;NRSA+TxCRC ENABLE;
00B6 3A22 OTIRB #R1,#R2,R0 ;SEND ADDRESS;
00B8 0010
00BA C8C0 LDB RLO,#4C0
00BC 3A86 OUTB WRDA,RLO ;RESET TxRD/EOB LATCH;
00BE FE21
00C0 2100 LD R0,#COUNT-1
00C2 0000
00C4 3A22 OTIRB #R1,#R2,R0 ;SEND MESSAGE;
00C6 0010
00C8 2100 LD R0,#926 ;CREATE DELAY BEFORE DISABLING;
00CA 039E
00CC F0B1 DEL: DJNE R0,DEL ;TRANSMITTER SO THAT CRC CAN BE;
00CE C800 LDB RLO,#0 ;SENT;
00D0 3A86 OUTB WRDA+10,RLO ;DISABLE TRANSMITTER;
00D2 FE2B
00D4 9208
00D6 SET
      END TRANSMIT

```

```

|***** RECEIVE INT. SERVICE ROUTINE *****|
00D6 GLOBAL REC PROCEDURE
      ENTRY
00D6 93F3 PUSH #R15,R3
00D8 93F2 PUSH #R15,R2
00DA 93F1 PUSH #R15,R1
00DC 93F0 PUSH #R15,R0
00DE 3A94 INB R1,R0A ;READ STATUS REG BRDA;
00E0 FE21
00E2 A690 DIBS R1,#0 ;TEST IF Rn CHAR SET;
00E4 8F02 JR 1,RESET ;YES CALL RECEIVE ROUTINE;
00E6 5FD0 CALL RECEIVE
00E8 006C
00EA C838 RESET: LDB RLO,#438
00EC 3A86 OUTB WRDA,RLO ;RESET HIGHEST IUS;
00EE FE21
00F0 97F0 POP R0,#R15
00F2 97F1 POP R1,#R15
00F4 97F2 POP R2,#R15
00F6 97F3 POP R3,#R15
00F8 7800 IRET
00FA END REC

```

RECEIVE OPERATION (Continued)

```

|***** SPECIAL CONDITION INTERRUPT SERVICE ROUTINE *****|
00FA          GLOBAL SPCOND PROCEDURE
              ENTRY
00FA 93F0          PUSH  #R15,R0
00FC 3A84          INB   R0,R0A+2      |READ ERRORS|
00FE FE23          BITS  R0,#7        |END OF FRAME ?|
0100 A687          |PROCESS OVERRUN,FRAMING ERRORS IF ANY|
0102 E603          JN    2,RESE
0104 C820          LDB  R0,#120
0106 3A86          OUTB WR0A,R0      | YES,ENABLE INT ON NEXT REC CHAR|
0108 FE21          RESE: LDB  R0,#130
010A C830          OUTB WR0A,R0      |ERROR RESET|
010C 3A86          LDB  R0,#108
010E FE21          OUTB WR0A+2,R0    |WAIT DISABLE,RxINT ON 1ST OR 2P COND.|
0110 C808          LDB  R0,#138
0112 3A86          OUTB WR0A,R0      |RESET HIGHEST IUS|
0114 FE23          POP  R0,#R15
0116 C818          INB   R0,R0A+2
0118 3A86          OUTB WR0A,R0
011A FE21          POP  R0,#R15
011C 97F0          INB   R0,R0A+2
011E 7800          INB   R0,R0A+2
0120          END SPCOND
              END SDLC
```



BOOST YOUR SYSTEM PERFORMANCE USING THE ZILOG ESCC™

F for greater testability, larger interface flexibility, and increased CPU/DMA offloading, replace the SCC with the ESCC™ Controller... and utilize the ESCC to its full potential.

INTRODUCTION

This App Note (Application Note) describes the differences between the SCC (Z8030/8530, Z80C30/85C30) and ESCC (Z80230/85230). It outlines the procedures in utilizing the ESCC to its full potential. Application details such as Schematics and Program Listings are not included since these materials are in our various application support products.

Note: The author assumes the audience has fundamental Datacommunications knowledge and basic familiarity with Zilog SCC products.

Notes: All Signals with a preceding front slash, "/", are active Low, e.g.: B/W (WORD is active Low); /B/W (BYTE is active Low, only).

Power connections follow conventional descriptions below:

Connection	Circuit	Device
Power	V _{CC}	V _{DD}
Ground	GND	V _{SS}

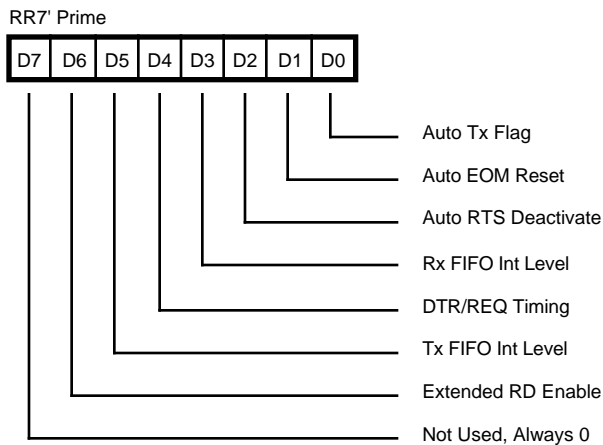
ESCC/SCC DIFFERENCES

The differences between the ESCC and SCC are shown below:

ESCC ENHANCEMENT	PERFORMANCE BENEFITS
1. Extended Read Enable of Write Registers	- Improves Testability - Ability to examine SDLC status on-the-fly
2. Hardware Improvement - Modified WRITE Timing - Modified DMA Request on - Transmit Deactivation Timing	- Improves Interface to 80X86 CPU - Improves Interface DMA-driven system
3. Throughput improvement - Deeper Transmit FIFO - Deeper Receive FIFO - FIFO Interrupt Level	- Reduces TBE Interrupt Frequency by 3/4 - Reduces RCA Interrupt Frequency by 3/4 - Flexibility in Adapting CPU Workload
4. SDLC End Of Frame Improvement - Automatic RTS Deassertion after Closing Flag - Automatic Opening Flag Transmission - Automatic TxD Forced High in SDLC with NRZI Encoding When Marking Idle After End Of Frame - Improvement to Allow Transmission of Back-to-Back Frames with a Shared Flag - Status FIFO Anti-Lock Feature in DMA-Driven System	- Reduces CPU and DMA Controller Overhead after End Of Frame - Allows Optimal SDLC Line Utilization

The differences between the ESCC and SCC are summarized by a new register, WR7' (Figure 1).

The advantages of the new features are illustrated in the following examples.



Addressing:
 WR15 D0 ← '1'
 WR7 ← 'XX'

Figure 1. WR7' Definition

One of the features that is offered by the ESCC, but not the SCC, is Extended Read Enable. Write Register values from the WR3, WR4, WR5, WR7', and WR10 can be examined in the ESCC but not the SCC. This feature improves system testability. It is also crucial for SCC/ESCC differentiation and allows generic software structures for all SCC/ESCC devices.

Flowchart 1 (Figure 2) shows a generic software structure applicable for all SCC/ESCC initializations. Flowchart 2 (Figure 3) suggests a method for determining which type of SCC/ESCC™ device is in the socket. This software structure helps the development of software drivers independent of the device type.

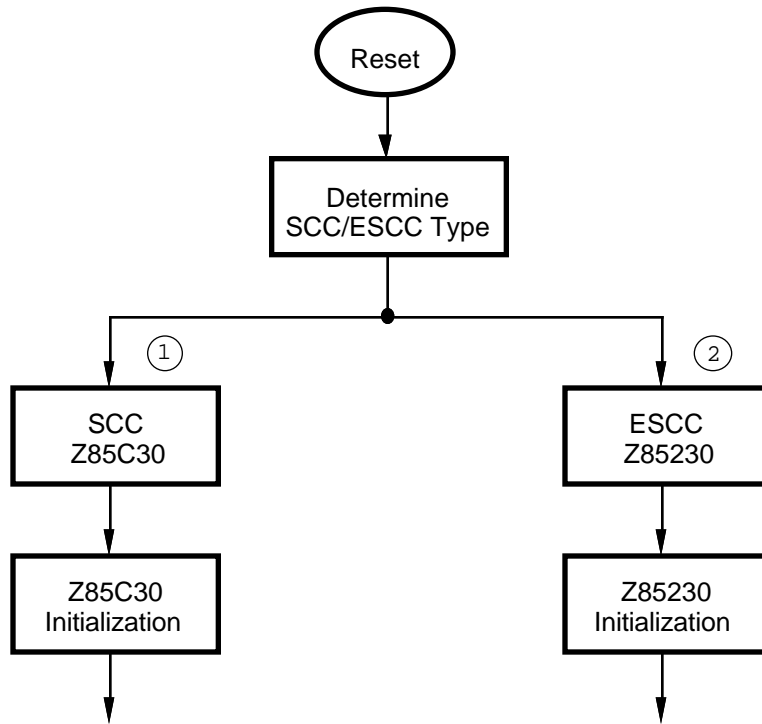


Figure 2. Generic SCC/ESCC Drivers

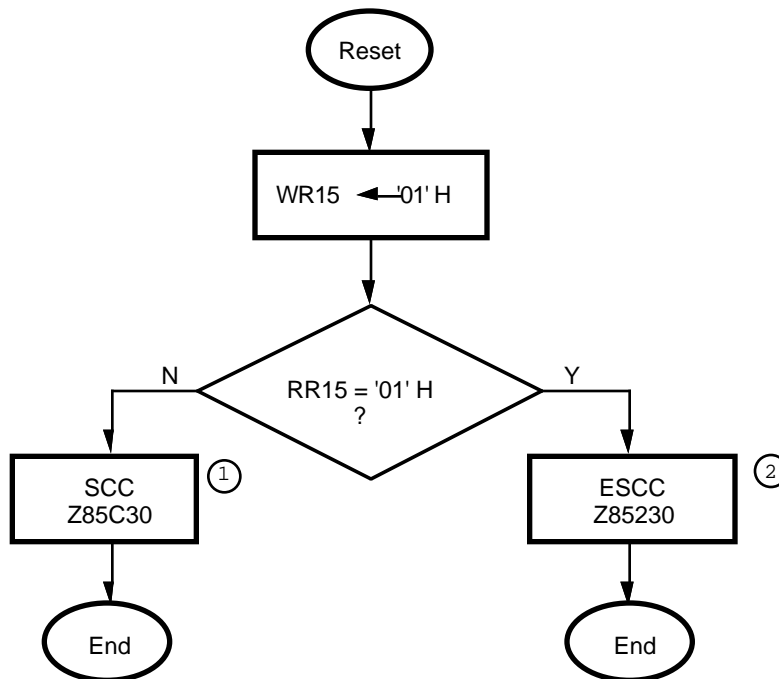


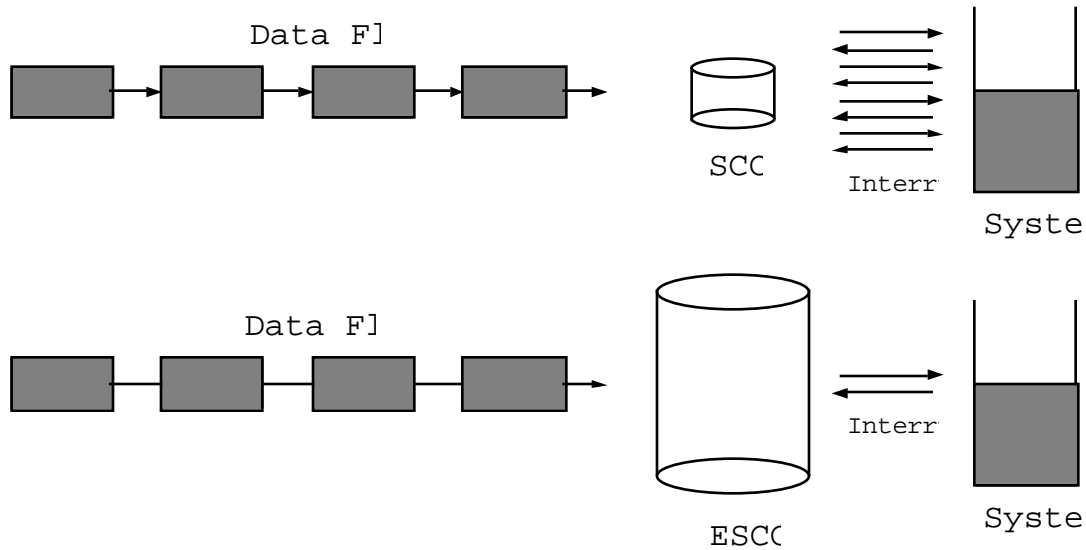
Figure 3. SCC/ESCC Differentiation Flowchart

ESCC SYSTEM BENEFITS

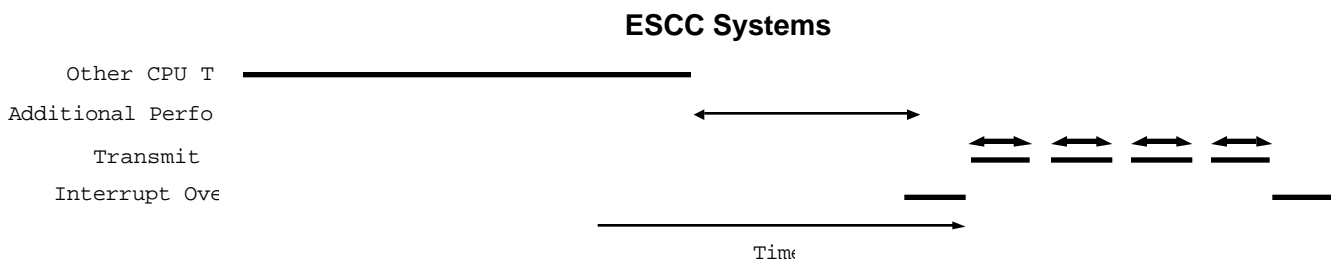
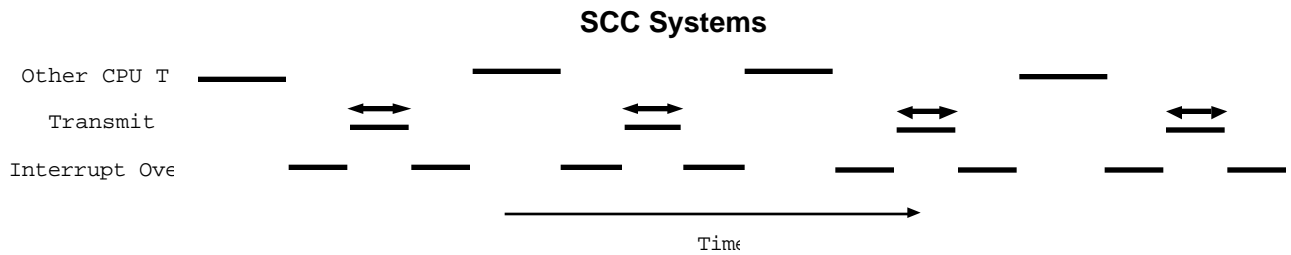
The Software Overhead sets the System Performance Limits. The ESCC's deeper FIFOs and other features significantly reduce the software overhead for each channel. This allows:

- More Channels Per System

- Faster Data Rates on Channels
- More CPU bandwidth available for other tasks
- Lower CPU Costs



Interrupt Frequency Reduction



ESCC Reduces System Workload and Allows Extra Performance

TRANSMIT FIFO INTERRUPT

In the ESCC, transmit interrupt frequencies are reduced by a deeper Transmit FIFO and the revised transmit interrupt structure. If the WR7' D5 Transmit FIFO Interrupt Level bit is reset, the transmit interrupt is generated when the entry location of the FIFO is empty, i.e., more data can be written. This is downward compatible with a SCC Transmit Interrupt since the SCC only has a one-byte transmit buffer instead of a four-byte Transmit FIFO.

If WR7' D5 is set, the transmit buffer empty interrupt is generated when the transmit FIFO is completely empty. Enabling the transmit FIFO interrupt level, together with polling the Transmit Buffer Empty (TBE) bit in RR0, causes significant transmit interrupt frequency reduction. Transmit data is sent in blocks of four bytes (algorithm is illustrated in Figure 4). This helps to offload those systems which have long interrupt latency or a fully loaded Operating System.

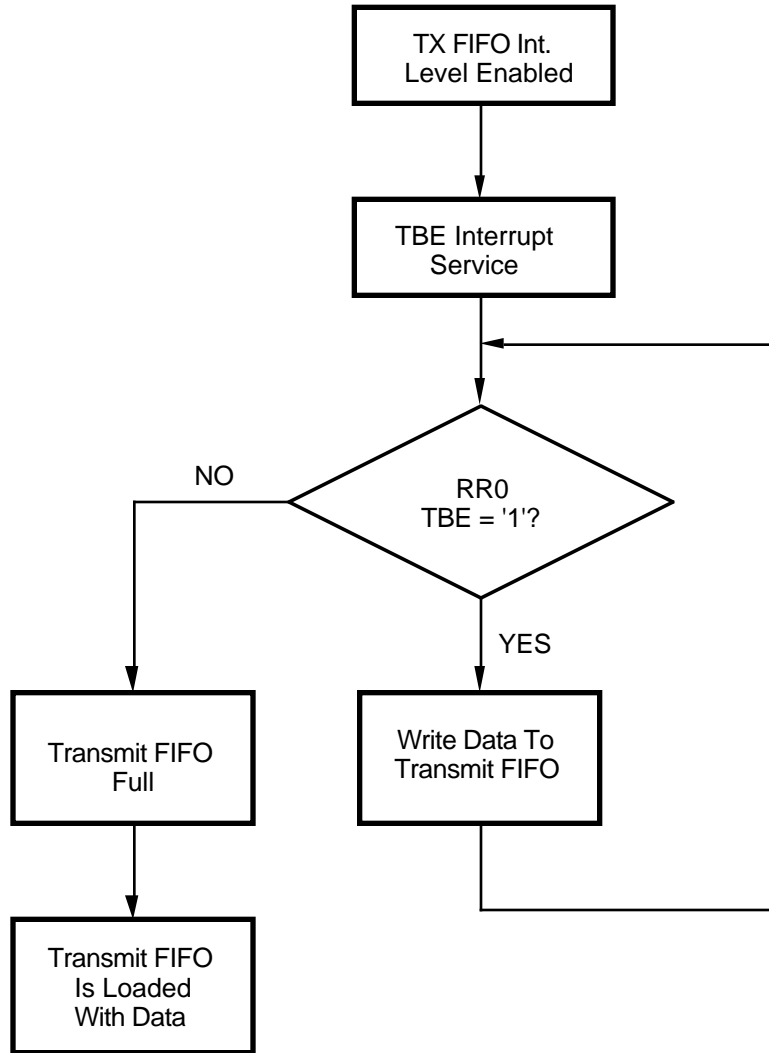


Figure 4. Flowchart of Transmit Interrupt Service Routine to Reduce Transmit Interrupt Frequencies

RECEIVE FIFO INTERRUPT

In the ESCC, receive interrupt frequencies are reduced due to a deeper Receive FIFO and the revised receive interrupt structure.

If WR7' D3 Receive FIFO Interrupt Level bit is reset, the ESCC generates the receive character available interrupt on every received character. This is compatible with SCC Receive Character Available Interrupt. If WR7' D3 is set, the Receive Character Available Interrupt is triggered

when the Receive FIFO is half full; the first four locations from the entry are still empty. By enabling the receive FIFO interrupt level, together with polling the Receive Character Available (RCA) bit in RR0, the receive interrupt frequencies are reduced significantly. Receive data is read in blocks of four bytes (Figure 5). This would help to offload systems which have a long interrupt latency and heavily loaded Operating Systems.

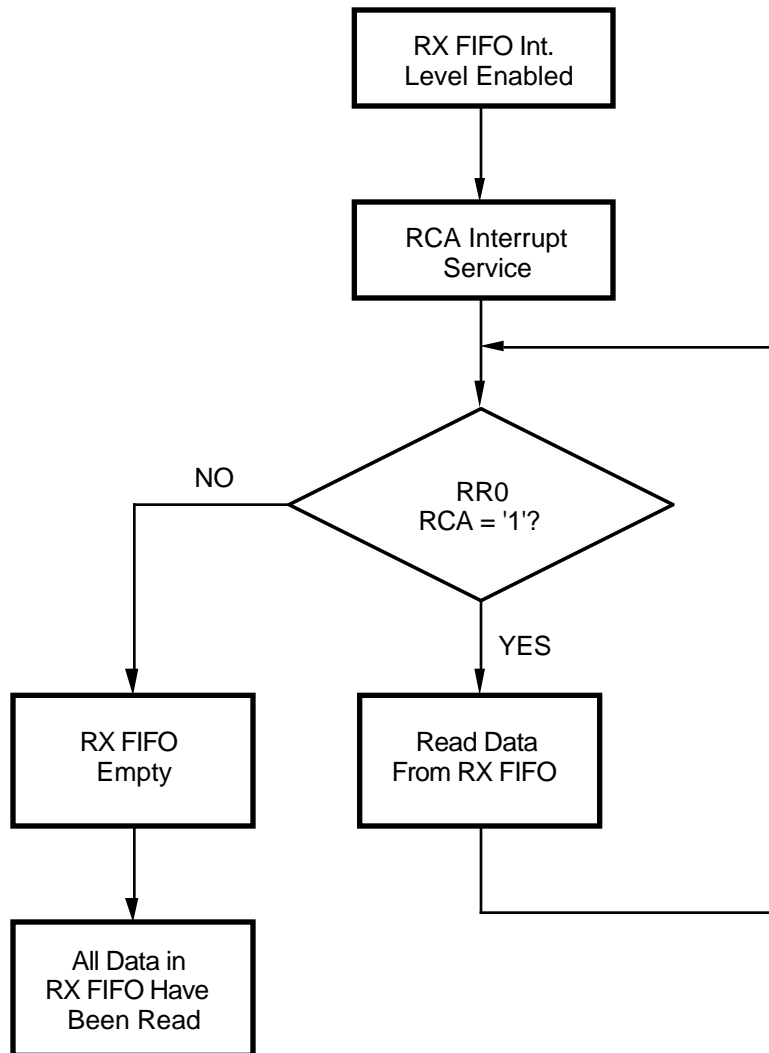


Figure 5. Flowchart of Receive Interrupt Service Routine to Reduce Receive Interrupt Frequencies

AUTOMATIC /RTS DEASSERTION

Several SDLC enhancements are provided in the ESCC. The ESCC allows automatic /RTS deassertion at End Of Frame (EOF). The automatic /RTS deassertion is enabled by setting WR7' D2. If ESCC is programmed for SDLC mode and the Flag-On-Underrun bit (WR10 D2) is reset, with the RTS bit (WR5 D1) reset, /RTS is deasserted automatically at the last bit of the closing flag. It is triggered by the rising edge of the Transmit Clock (TxC - Figures 6 and 7).

/RTS is normally used in SDLC for switching the direction of line drivers. Automatic /RTS deassertion allows optimal line switching without any software intervention. The typical procedures are as follows:

1. Enable Automatic /RTS Deassertion
2. Before frame transmission, set RTS bit
3. Enable frame transmission
4. Reset RTS bit
5. RTS pin deassertion is delayed until the last rising TxC edge closing flag.

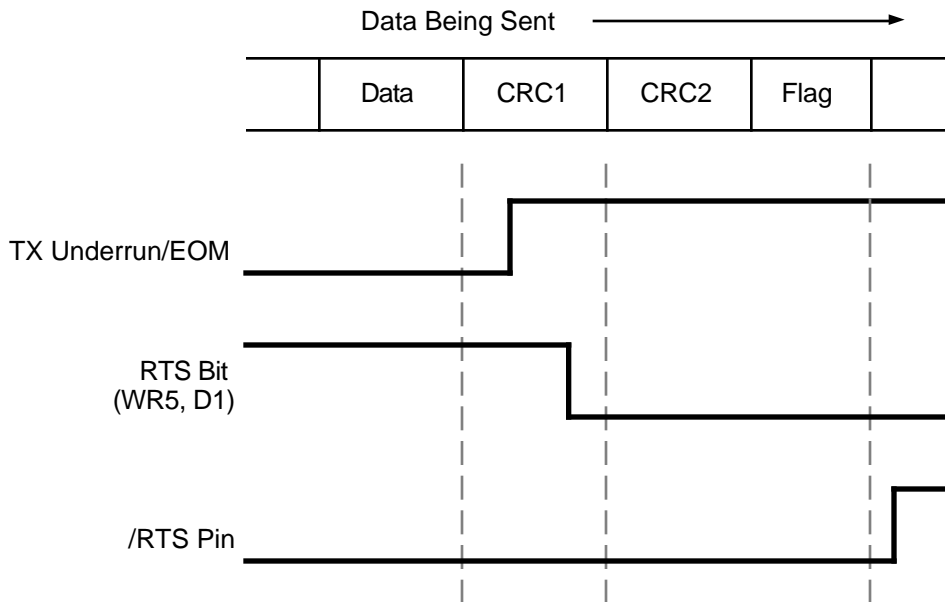


Figure 6. /RTS Deassertion Timing

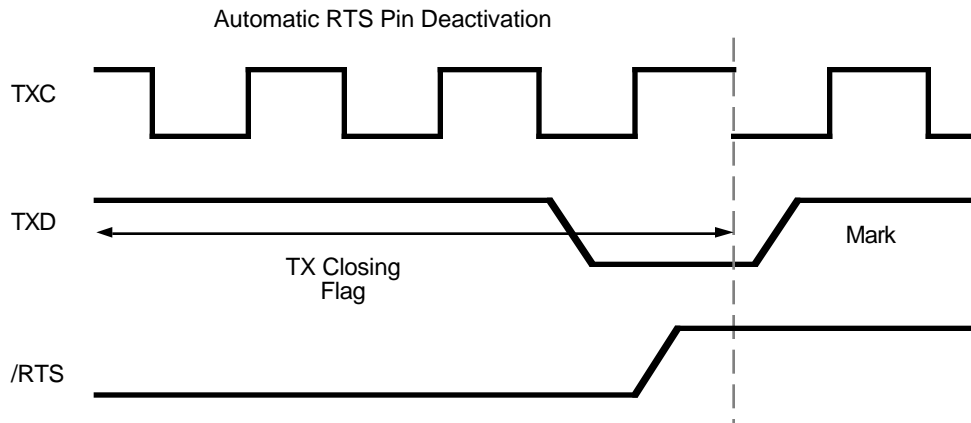


Figure 7. /RTS Deassertion Sequence

AUTOMATIC OPENING FLAG TRANSMISSION

When Auto Tx Flag (WR7', D0) is enabled, the ESCC automatically transmits a SDLC opening flag before transmitting data. This removes:

1. Requirements to reset the mark idle bit (WR10 D3) before writing data to the transmitter, or;
2. Waiting for eight bit times to load the opening flag.

TxD Forced High In SDLC With NRZI Encoding When Marking Idle After End Of Frame

When the ESCC is programmed for SDLC mode with NRZI encoding and mark idle (WR10 D6=0, D5=1, D3=1), TxD is automatically forced high when the transmitter goes to the mark idle state at EOF or when Abort is detected. This

feature is used in combination with the automatic SDLC opening flag transmission to format the data packets between successive frames properly without any requirement in software intervention.

Status FIFO Enhancement

ESCC SDLC Frame Status FIFO implementation has been improved to maximize ESCC ability to interface with a DMA-driven system (Technical Manual, 4.4.3). The Status FIFO and its relationship with RR1, RR6 and RR7 is shown in Figure 8.

Other special conditions (e.g., Overrun) generates special receive conditions and lock the Receiver FIFO (Figures 9 and 10).

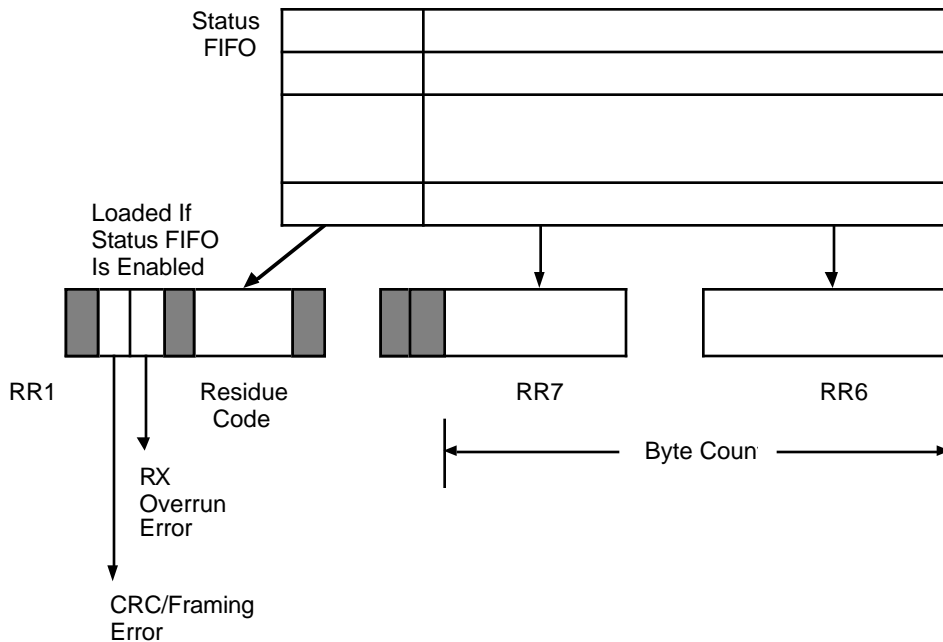


Figure 8. Status FIFO

SDLC Frame Status FIFO enhancement is enabled by setting WR15 D2. If it is enabled when EOF is detected, byte count and status from the Status FIFO are loaded into RR6, RR7 and RR1. This is used in DMA-driven systems. Historically, EOF is treated as a special condition. Special condition interrupts are triggered if any one of the below interrupts is enabled:

1. Receive Interrupt on First Character or Special Condition.
2. Interrupt on All Receive Characters or Special Conditions.
3. Special Receive Condition Only.

If 1 or 3 (above) is enabled, the data FIFO is locked after the interrupt is serviced by reading RR1 in the Status FIFO, as shown in Figure 11. This is commonly used in a DMA-driven system to avoid delivering useless information (e.g., EOF) to the data buffer. Locking the data FIFO is not desirable in systems with long interrupt latency

and high data rate communications. The reason is the ERROR RESET command is necessary to unlock the FIFO. Data from the next frame may be lost if ERROR RESET fails to issue early.

This drawback is improved in the ESCC for a DMA driven system. By enabling interrupts on “Special Receive Conditions only” and SDLC status FIFO, EOF is treated differently from other special conditions. When EOF status reached the exit location of the FIFO:

1. A “Receive Data Available” interrupt is generated to signal that EOF has been reached.
2. Receive Data FIFO is not locked.

Because of these changes, the data from the next frame is securely loaded and the system processes the EOF interrupt. The only responsibility of the software is issuing the Reset Highest IUS before resuming normal operation (Figure 12).

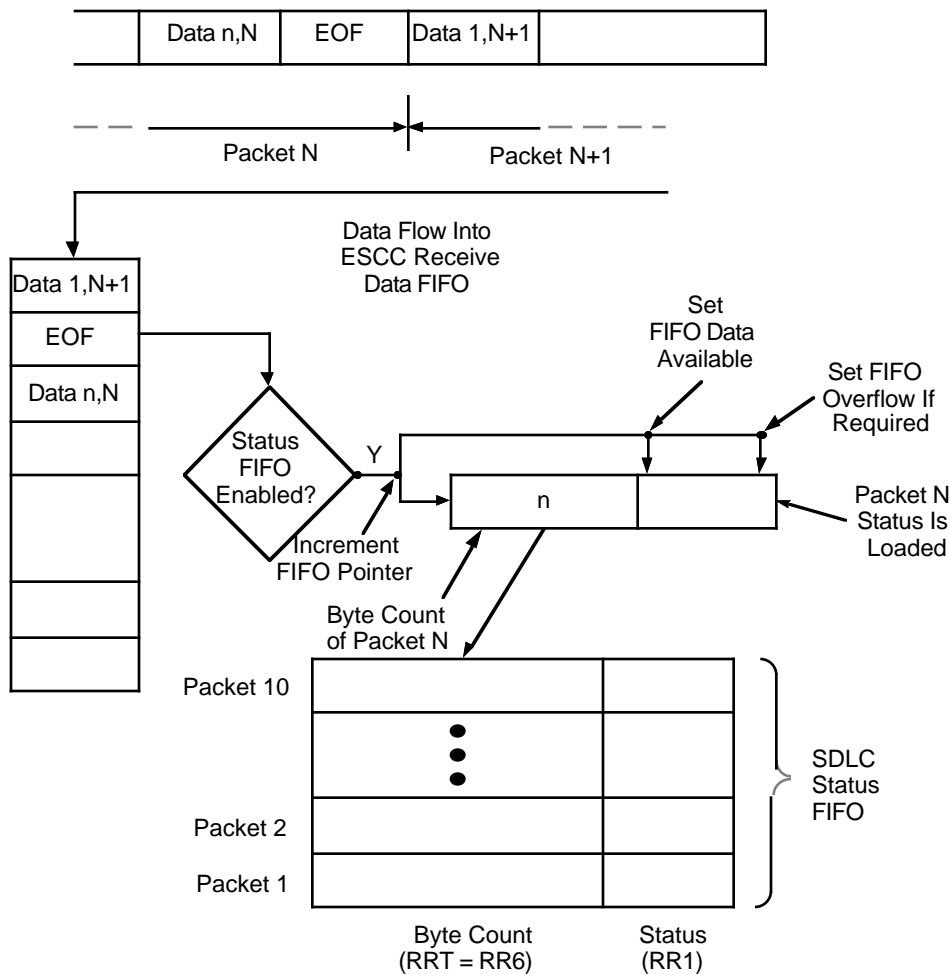


Figure 9. Status FIFO Operation at End Of Frame

AUTOMATIC OPENING FLAG TRANSMISSION (Continued)

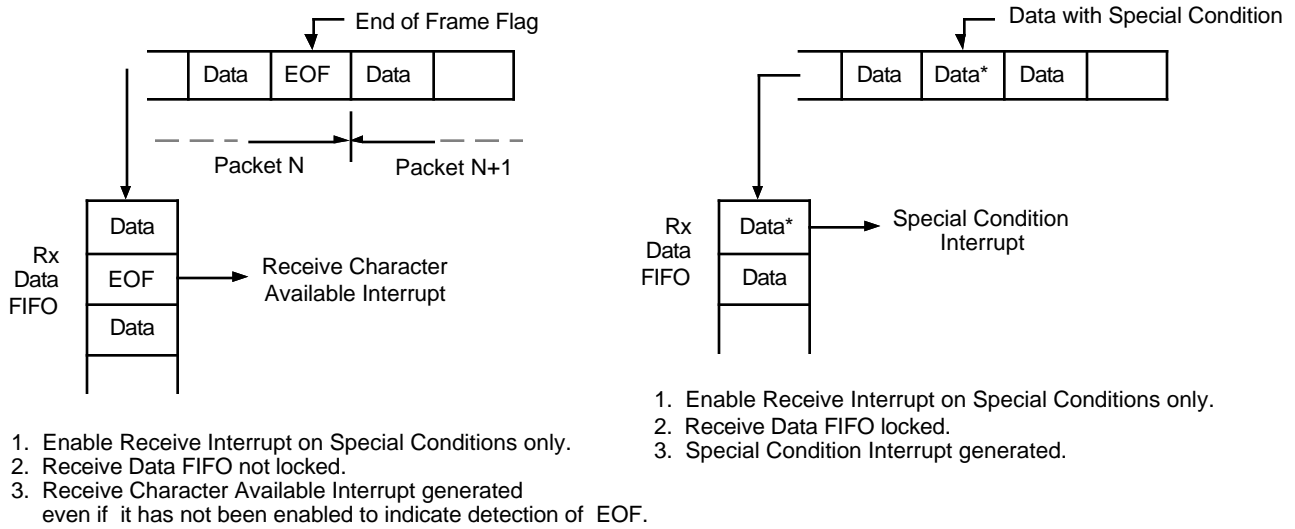


Figure 10. SDLC Status FIFO Anti-Lock

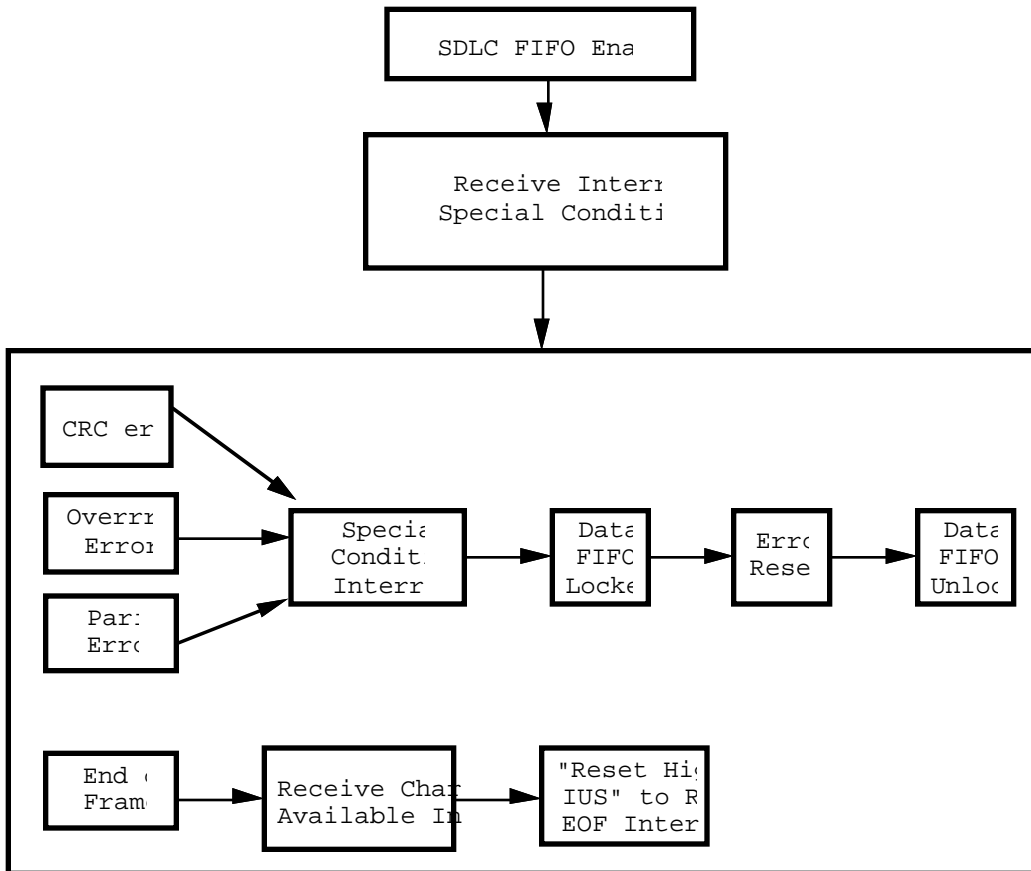


Figure 11. Receive Interrupt Mechanism 1

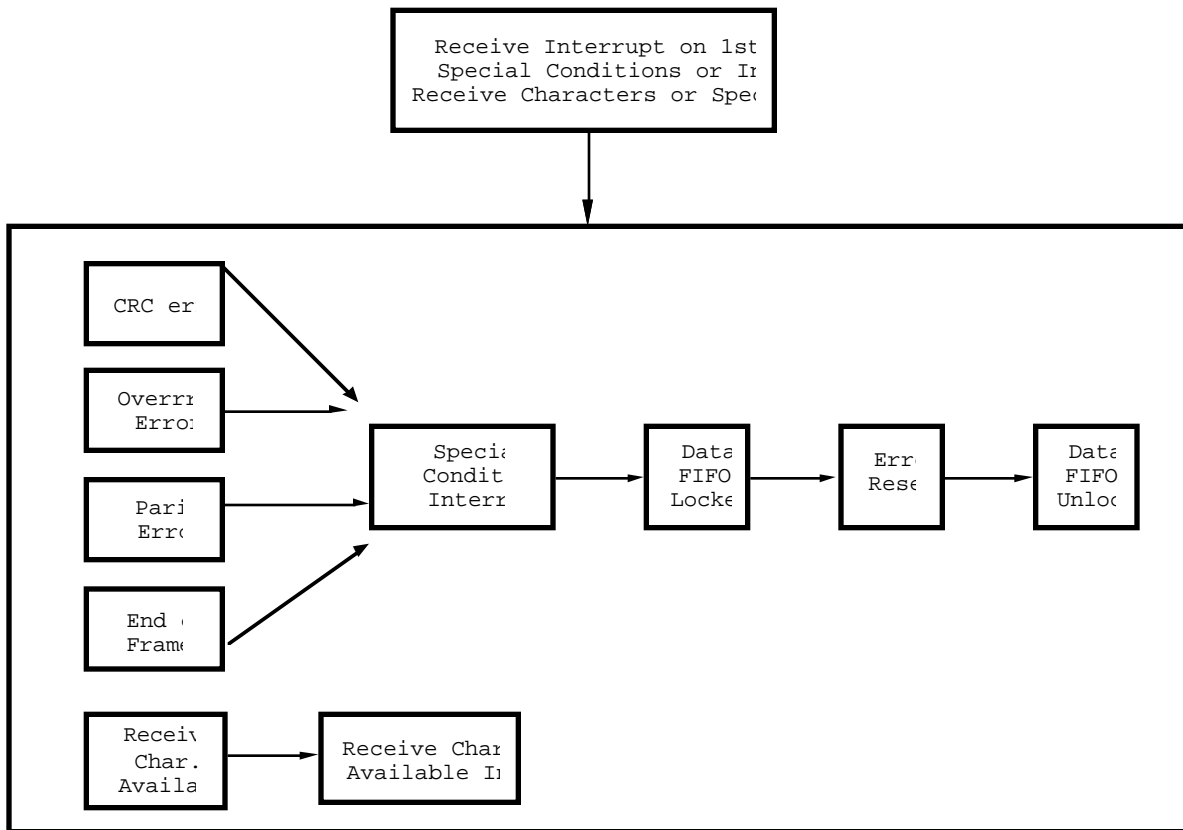


Figure 12. Receive Interrupt Mechanism 2

DMA Request on Transmit Deactivation Timing /DTR//REQ.

Timing implementation in the ESCC has been improved to make it more compatible with the DMA cycle timing (Reference Tech Manual, Section 2.5.2; DMA Request on Transmit).

Transmission of Back-To-Back Frames with a Shared Flag.

The ESCC provides facilities to allow transmission of back-to-back frames with a shared flag between frames (Figure 13).

In the ESCC, if the Automatic End Of Message (EOM) Reset feature is enabled (WR7' D1=1), data for a second frame is written to the transmit FIFO when Tx Underrun/EOM interrupt has occurred. This allows application software sufficient time to write the data to the transmit FIFO while allowing the current frame to be concluded with CRC and flag.

In the SCC, Transmission of Back-to-Back Frames is more difficult because (Figure 14):

1. Data cannot be written to the transmitter at EOF until a Transmit Buffer Empty interrupt is generated after CRC has completed transmission.
2. Automatic EOM Reset is not available in the SCC. Application software has to issue the "Reset Tx/Underrun EOM" command manually. The software overhead limits the next frame data to deliver immediately after the preceding frame has been concluded with CRC and Flag.

AUTOMATIC OPENING FLAG TRANSMISSION (Continued)

Requirements: Automatic EOM Reset and Automatic Opening Flag features are enabled.

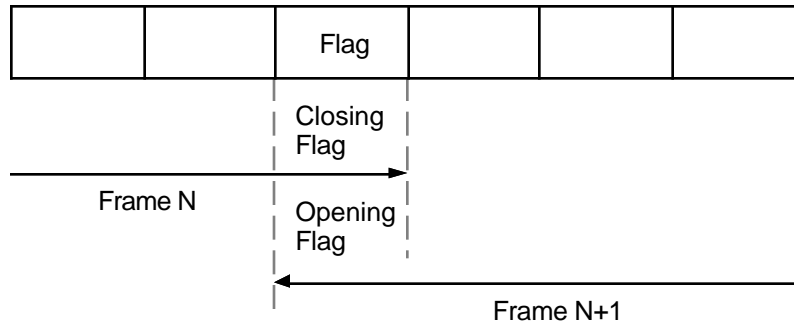


Figure 13. Transmission of Back-to-Back Frames with a Shared Flag

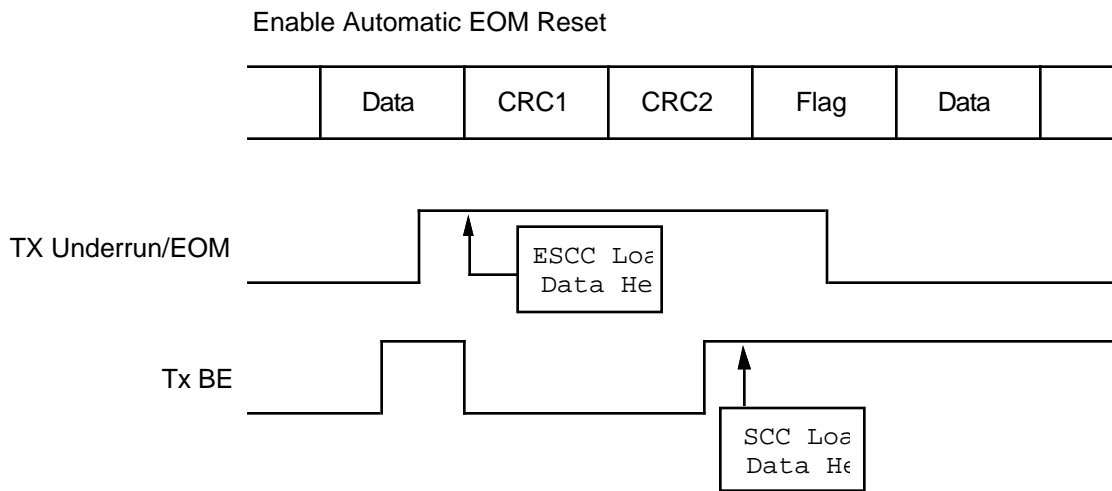
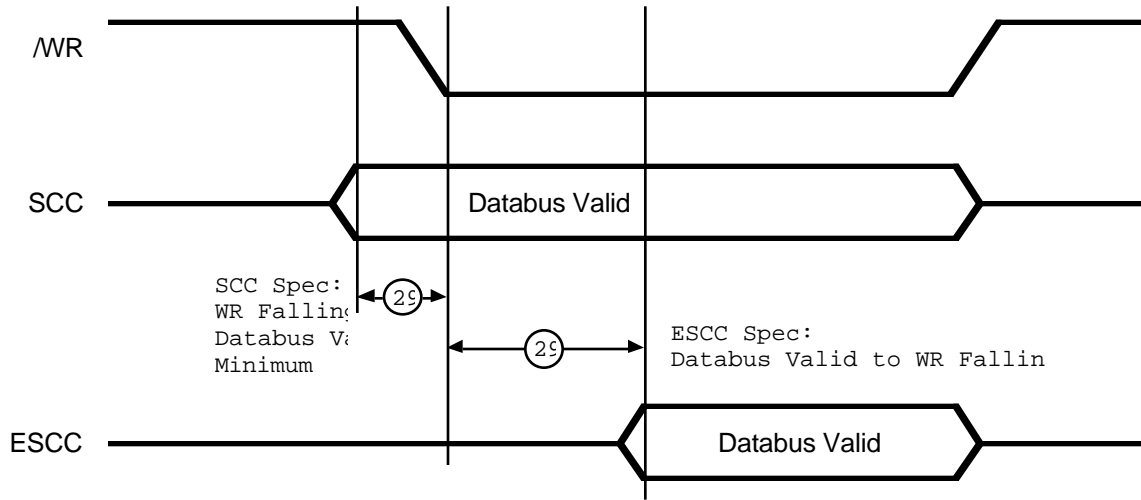


Figure 14. Operation of Shared Flag Transmission

MODIFIED WRITE TIMING

In the SCC write cycle, the SCC assumes the data is valid when \overline{WR} is asserted (Figure 15). This assumption is not valid for some CPUs, e.g., the Intel 80X86. The \overline{WR} signal from this CPU needs to delay for one more clock to initiate the write cycle. Additional hardware is required.

In the ESCC, write cycle timing has been modified so that data becomes valid a short time after write (approx. 20 ns). Therefore, if the data pins from the Intel CPU are connected directly to the ESCC, no additional logic is required.



Databus latched after falling edge of \overline{WR} saves external logic required to delay \overline{WR} until databus is valid. Typically needed with Intel CPUs.

Figure 15. Modified Write Timing



TECHNICAL CONSIDERATIONS WHEN IMPLEMENTING LOCALTALK LINK ACCESS PROTOCOL

The LLAP Protocol is an important part of the Appletalk network system. It manages access to the node-to-node transmission of network data packets, governs access to the link, and provides a means for nodes to discover valid addresses...all error free.

INTRODUCTION

The LLAP (LocalTalk Link Access Protocol) is the ISO/OSI (International Standards Organization/Open Systems Interconnection) link layer protocol of the AppleTalk network system. This protocol manages the node-to-node transmission of data packets in the network. LLAP governs access to the link and provides a means for nodes to discover valid addresses. It does not guarantee packet delivery; it does guarantee that those packets that are delivered are error-free.

This Appnote (Application Note) does not address the architectural issues of writing a driver but it does focus on the details of using an SCC to send and receive LLAP frames. However, some of the problems of transmitting and receiving LLAP frames are discussed, using sample code written for Zilog's Z80181 Emulation Adapter Board. Also, the problems of sending sync pulses, timing transmissions and determining that a frame has been received properly will be discussed.

GENERAL DESCRIPTION

The LocalTalk Link Access Protocol (LLAP) is the ISO-OSI link layer protocol of the AppleTalk network system using LocalTalk. Along with ELAP (the corresponding Ethernet link layer protocol) and TLAP (the Token Ring link layer protocol), it provides the foundations upon which the other protocols rest. The LLAP protocol supports the node-to-node transmission of packets used by DDP and RTMP to route packets around the internetwork; DDP, in turn, supports the name binding functions of NBP, the reliable frame delivery of ATP, and the rest of the AppleTalk protocol stack.

A majority of the difficult timing and all of the hardware interface problems crop up in the LLAP driver. These problems are so difficult that it makes sense to start writing such a driver by writing experimental routines that transmit and receive frames. This App Note addresses the intricacies of the interframe and interdialog timings before trying to engineer code that will truly be a driver. Also, some of the experimental routines to run on the Z80181 Emulation Adapter Board will be explained.

The LLAP provides the basic transmission of packets from one node to another on the same network. LLAP accepts packets of data from clients residing on a particular node and encapsulates that data into its proper LLAP data packet. The encapsulation includes source and destination addresses for proper delivery. LLAP ensures that any damaged packet is discarded and rejected by the destination node. The LLAP makes no effort to deliver damaged packets.

Carrier Sense Multiple Access with Collision Avoidance

It is LLAP's responsibility to provide proper link access management to ensure fair access to the link by all nodes on that network. The access discipline that governs this is known as Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA). A node wishing to gain access to the link must first sense that the link is not in use by any other node (carrier sense); if the link has activity, then the node wishing to transmit must defer transmission. The ability of LLAP to allow multiple access to the link also

GENERAL DESCRIPTION (Continued)

leaves room for possible collisions with other data packets. LLAP attempts to minimize this probability (collision avoidance).

Two techniques are used by LLAP in its implementations of CSMA/CA. LLAP outlines this procedure but falls short in endorsing which hardware to use. (The SCC is, of course, used by Apple.) The first technique takes advantage of the distinctive 01111110 flag bytes that encapsulate the data packet (note that this implies that SDLC is used). LLAP stipulates that a minimum of two flags precede each of these data packets. The leading flag characters provide byte synchronization and give a clue to any listener that some other node is using the link at a particular time (use the Hunt bit in RR0 if the SCC is used).

In SDLC mode, the receiver automatically synchronizes on the flag byte and resets the Hunt bit to zero. The SCC has some latency in detecting these flag bytes due to the shifter, etc. This is not ideal because the node needing to transmit may determine that the link is free, when in fact the flag bytes are still being shifted into its receiver (i.e., the link is not idle at all).

A closing flag is also needed to fully encapsulate the data packet. LLAP requires that 12 to 18 ones be sent after this closing flag. The LocalTalk hardware (i.e., the SCC) interprets this as an abort sequence and causes the node's hardware to lose byte sync; this then confirms that the current sender's transmission is over. In SDLC mode, seven or more contiguous 1's in the receive data stream forces the receiver into Hunt (Hunt bit set) and an

External/Status interrupt can be generated. This is important because the node wishing to use the bus can simply wait for this interrupt before preparing to transmit its packet.

LLAP uses a second technique in its carrier sensing. LLAP requires that a synchronization pulse for an idle period of at least two bit times be transmitted prior to sending the RTS handshaking frame (Figure 1). This synchronization is obtained by first enabling the hardware line so that an edge is detected by all the receivers on the network. This initial edge is perceived as the beginning of the clocking period. It is soon followed by an idle period (a period with no carrier) of at least two bit times. All the receivers on the network see this idle period and assume that the clock has been lost (missing clock bit set on RR10). This method is much more immediate than the byte flag synchronization method and provides a quicker way of determining whether the link is in use. Unfortunately, an interrupt is not generated by this missing clock and, therefore, polling must be implemented.

The Z80181 code used for polling the missing clock bit is approximately fifty clock cycles which at 10 MHz is about 5 μ sec or about one bit time. This is still relatively quicker than the time required for the SCC to reset the Hunt bit (the flag character takes at least eight bit times for it to be shifted through the buffer before the Hunt bit is reset to zero). Synchronization pulses can be sent before every frame but because of the time constraints associated with the interframe gaps it makes sense to send such pulses only before the lapENQ and lapRTS frames.

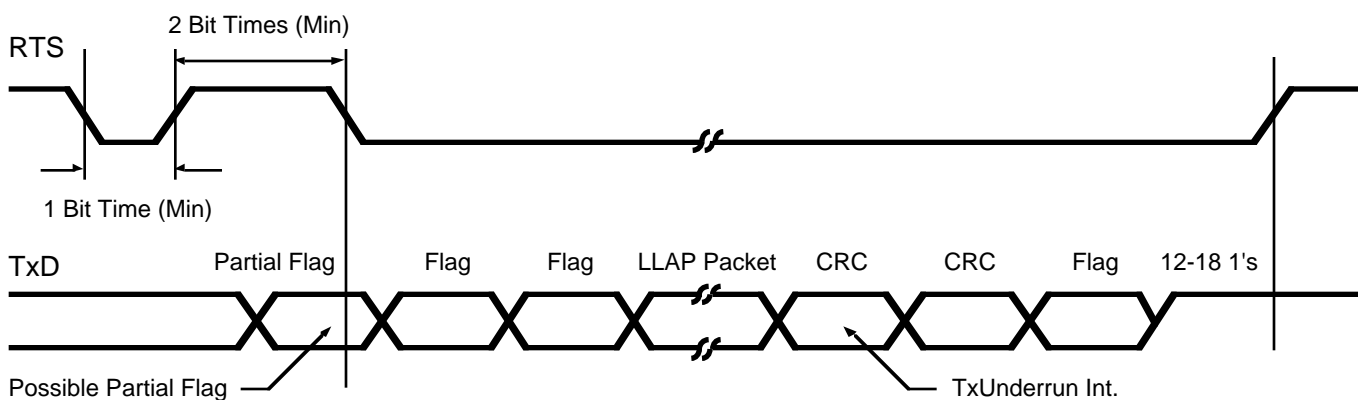


Figure 1. CSMA/CA Synchronization Pulse Timing Diagram

Dynamic Node ID

LLAP requires the use of an 8-bit node identifier number (node ID) for each node on the link. Apple had decided that all LLAP nodes must have a dynamically assigned node ID. A node would assign itself its unique address upon activation. It is then up to that particular node to ascertain that the address it had chosen is unique. A node randomly chooses an 8-bit address (for example, the refresh register value on the Z80181 is added to a randomly chosen value on the receive buffer to obtain a pseudo random 8-bit address).

The node then sends out an LLAP Enquiry control packet to all the other nodes and waits for the prescribed interframe gap of 200 μ sec. If another node is already using this node ID, then that node must respond within 200 μ sec with a LLAP Acknowledgment control packet. The new node must then rebroadcast a new guess for its node ID. If a LLAP Acknowledgment packet is not received within 200 μ sec then the new node assumes that the address is indeed unique. The new node must rebroadcast the LLAP enquiry packet several more times to account for cases when the packet could have been lost or when the guessed node ID is busy and could have missed the Enquiry packet.

LLAP Packet

LLAP packets are made up of three header bytes (destination ID, source ID and LLAP type) and 0 to 600 bytes of variable length data. The LLAP type indicates the type of packet that is being sent. 80H to FFH are reserved as LLAP control packets. The four LLAP control packets that are currently being used are: The lapENQ, which is used as enquiry packet for dynamic node assignments; the lapACK, which is the acknowledgment to the lapENQ; the lapRTS, which is the request to send packet that notifies the destination of a pending transmission; and the lapCTS, which is the clear-to-send packet in response to the RTS packet. Control packets do not contain data fields.

LLAP Packet Transmission

LLAP distinguishes between two types of transmissions: a directed packet is sent from the source node to a specific destination node through a directed transmission dialog; a broadcast packet is sent from the source node to all nodes on the link (destination ID is FFH) through a broadcast transmission dialog. All dialogs must be separated by a minimum Inter Dialog Gap (IDG) of 400 μ sec. Frames within these dialogs must be separated from each other with a maximum Inter Frame Gap (IFG) of 200 μ sec.

The source node uses the physical layer to detect the presence or the absence of data packets on the link. The node will wait until the line is no longer busy before attempting to send its packets. If the node senses that the line is indeed busy, then this node must defer. When the node senses that the line is idle, then the node waits the minimum IDG plus some randomly generated time before sending the packet (the line must remain idle throughout this period before attempting to send the packet). The initial packets to be sent are handshaking packets. The first packet sent by the source node to its destination node is the RTS packet. The receiver of this RTS packet must return a CTS packet within the allowable maximum IFG. The source node then starts transmitting the rest of its data packet upon receiving this CTS.

Collisions are more likely to occur during the handshaking phase of the dialog. The randomly generated time that is added to the IDG tends to help spread out the use of the link among all the transmitters. A successful RTS to CTS handshake signifies that a collision did not take place. An RTS packet that collides with another frame has corrupt data that shows up as a CRC error on the receiving or the destination node. Upon receiving this, the destination node infers that a collision must have taken place and abstains from sending its CTS packet. The source or the transmitting node sees that the CTS packet was not received during the IFG and also infers that a collision did take place. The sending node then backs off and retries.

The LLAP keeps two history bytes that log the number of deferrals and collisions during a dialog. These history bytes help determine the randomly generated time that is added to the IDG. The randomly generated time is readjusted according to the traffic conditions that are present on the link. If collisions or deferrals have just occurred on the most recently sent packets, then it can be assumed that the link has heavier than usual traffic. Here, the randomly generated number should be a larger number in order to help spread out the transmission attempts. Similarly, if the traffic is not so great, then the randomly generated number should be smaller, thus reducing the dispersion of the transmission attempts.

LocalTalk Physical Layer

LocalTalk uses the SDLC format and the FM0 bit encoding technique. The RS-422 signalling standard for transmission and reception was chosen over the RS-232 because a higher data rate over a longer physical distance is required. LocalTalk requires signals at 230.4 Kbits per second over a distance of 300 meters.

HARDWARE CONFIGURATION

As shown in Figure 2, the hardware used to implement this LLAP driver consists of the Z80181 (an integration of the Z80180 compatible MPU core with one channel of a Z85C30 SCC, Z80 CTC, two 8-bit general-purpose parallel ports and two chip select signals) operating at 10 MHz, a 3.6864 MHz clock source and an RS-422 line driver with tri-state.

The SCC's clocking scheme decouples the micro-processor's clock from the communication clock (Figure 3). The DPLL uses the /RTxC pin as its source. The /RTxC also drives the Baud Rate Generator which divides its input by sixteen. The resulting 230.4 kHz signal is then

used as transmitter clock. This 230.4 kHz signal is also used by one of the Z80181's counter/timer trigger inputs (Z80 CTC's channel 1) which is used to count the number of elapsed bit times. In counter mode, each active edge to the CTC's CLK/TRG1 input causes the downcounter of the CTC to be decremented. The /TRxC pin is programmed as BRG output and is connected to the CLK/TRG1 input through an external wire.

The /RTS signal is used to tri-state RS-422 to allow other node transmitters to drive the line. This signal is asserted and deasserted through bit1 of the SCC's Write Register 5.

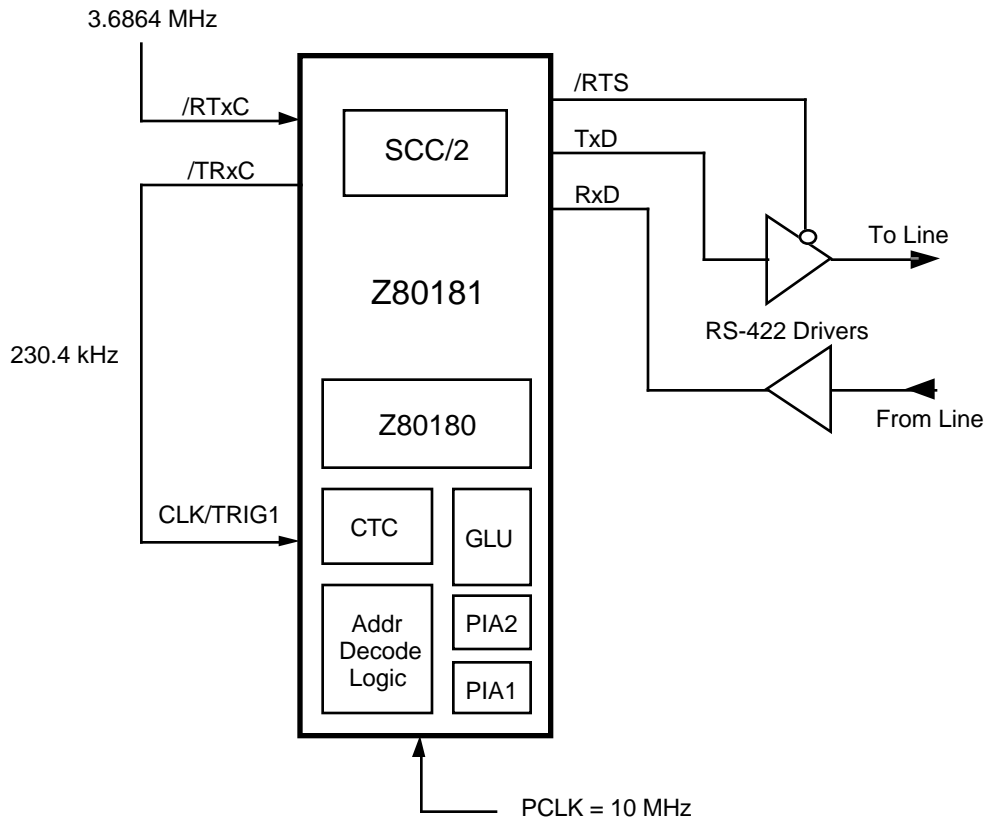


Figure 2. Driver Hardware Configuration

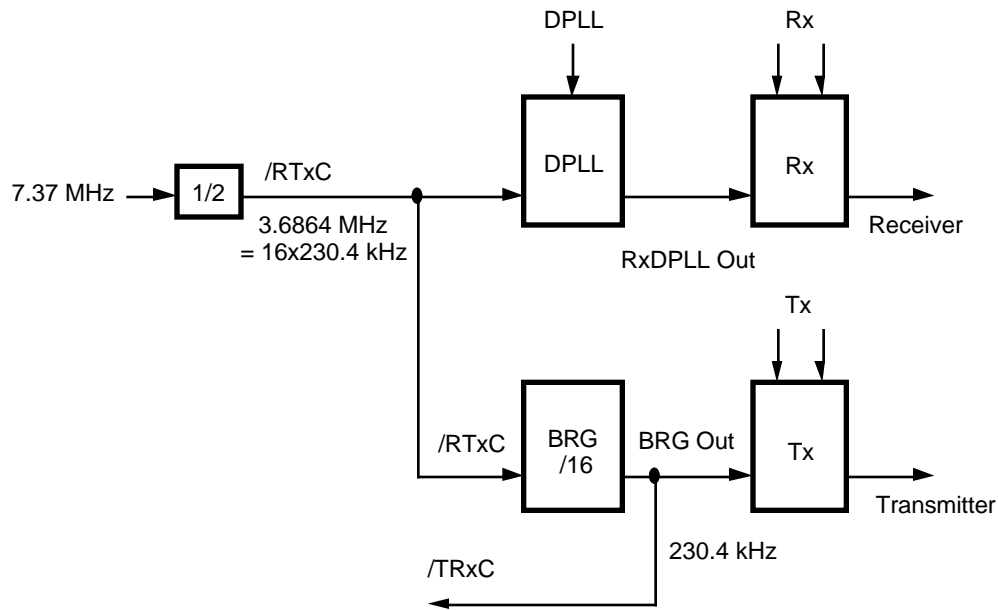


Figure 3. SCC Clocking Scheme

Listing 1 (Reference Appendix A for Listings 1 through 4) shows the assembler code for this SCC initialization. Note that the SCC is treated as a peripheral by the Z80181's MPU. For example, an I/O write to the `scc_cont` (address e8H) or to the `scc_data` (address e9H) is a write to the SCC's control and data registers, respectively. As shown in Listing 1, the SCC is initialized by issuing I/O writes to the pointer and then to the control registers in an alternating fashion. It is therefore very important that all interrupts are disabled during this initialization routine.

The SCC is initially reset through software before proceeding to program the other write registers. A NOP is sufficient to provide the four PCLKs required by the SCC recovery time after a soft reset. The SCC is programmed for SDLC mode. The receive, transmit and external interrupts are all initially disabled during this initialization. Each of these interrupt sources are enabled at their proper times in the main program. The SCC is programmed to include status information in the vector that it places on the bus in response to an interrupt acknowledge cycle (see Listing 4 of the SCC interrupt vector table for all the possible sources).

Since SDLC is bit-oriented, the transmitter and receiver are both programmed for 8 bits per character as required by LLAP. Address filtering is implemented by setting the Address Search Mode bit 2 on WR3. Setting this bit causes messages with addresses not matching the address programmed in WR6 and not matching the broadcast address to be rejected. Values in WR10 presets the CRCs to ones, sets the encoding to FM0 mode and makes certain that transmission of flags occur during idle and underrun conditions. WR11 is set so that the receive clock is sourced by the DPLL output; the transmit clock is sourced by the Baud Rate Generator output; /TRxC's output is from the BRG. The input to the BRG is from the /RTxC.

The BRG's time constant is loaded in WR13 and WR12 so that the /RTxC's 3.6864 MHz signal is divided by 16 in order to obtain a 230.4 kHz signal for the transmitter clock. WR14 makes certain that the DPLL is disabled before choosing the clock source and operating mode. The DPLL is enabled by issuing the Enter Search Mode in WR14.

TRANSMITTING A LLAP FRAME

Listing 2 shows the assembler code for subroutine txenq, which sends an lapENQ frame on the line once the system has determined that the line is quiet. Note that this routine can easily be generalized to send any frame.

The first responsibility of txenq is to send the sync pulse required by the CSMA/CA protocol. To do this, txenq sets the /RTS pin active low, enabling the transmitter drivers, and then sets it high again to disable them. In order to satisfy the requirements of the CSMA/CA protocol, the transmitter drivers must remain off for at least one bit time (4.3 μ sec) to guarantee that all the receivers see at least one transition. Our routine satisfies this requirement because the two ld instructions (7 T states each), the two nop instructions (4 T states each) and the two "out" instructions (11 T states each) required to set the /RTS line high, take more than 4.3 μ sec to execute on the 10 MHz Z80181. The transmitter drivers must then remain off for at least two bit times in order to ensure that all receivers lose clock; again, the routine depends upon the time required to execute the instructions before we turn the transmitter drivers on again.

After sending the sync pulse and waiting the required period of silence, txenq turns on the transmitter drivers to send the frame. Now, the routine must wait while the SCC sends out the leading flags. This takes 16 bit times, and since the SCC does not tell when this has happened, the transmit routine has no choice but to time this. Our routine does this by calling bit time, which is discussed below.

When the two flags have been transmitted, the first data byte is written to the data register of the SCC. Thereafter, the routine polls the SCC status register, and when that register shows the transmit buffer register is empty, the routine sends the next data character. This polling method can obviously be replaced by an interrupt routine that is entered when the transmit buffer is empty or by setting up the Z80181's DMA to send characters on demand to the SCC.

After the first data byte is transmitted, the txenq routine sets the SCC to mark on idle so that the abort is sent when the frame is over. This operation can be done any time after the first data character has been placed in the transmit buffer and before the trailing flag is shifted out. Txenq asserts this mark on idle command after the first character is placed in the transmit buffer so that LLAP has control and that no issues of latency may arise (particularly in designs using interrupt or DMA).

After the last data byte is written to the SCC, the transmit routine must wait while the last data byte (the one that the SCC had just sent to shifter), the two CRC bytes, one flag byte and 12 to 18 bit times of marking are transmitted. This total of 44 to 50 bit times is again timed by bittime. When bittime indicates that enough time has elapsed, the transmitter drivers are turned off.

Since our hardware includes connecting the output of the baud rate generator to the input of counter/timer 1 on the Z80181, that counter timer counts the bit times. The bit time routine feeds an appropriate count value into the counter and enables an interrupt routine to receive control when the count expires. The interrupt routine ctc1int, shown in Listing 4, sets the timeflag which the transmit routine polls.

Note that the call to bittime, the interrupt routine, the polling code and the length of time it takes to write to the SCC registers after a polling loop is exited, all take up a time that can be a significant number of bits. In order to do these timings accurately, calculate the number of PCLK cycles required to execute these pieces of code and to adjust the counter value that bittime requires. This adjustment is dependent on the hardware configuration and on the exact implementation details of the code.

Note, incidentally, that software must put the entire frame into the transmit register, including the addresses. The SCC does not generate addresses even when set in WR6.

RECEIVING LLAP FRAMES

In the experiments, the interrupt routines were used to receive characters and to handle special conditions when the frame is complete. Listing 3 shows the interrupt handlers that are entered when the SCC receives a character and when the SCC interrupts for a special condition (typically, end of frame). As with transmission, it is obvious that we could receive characters by polling the SCC (using up all available CPU cycles) or by using DMA (using up very few). It is estimated that the recint routine uses up about 1/3 of the available 34 μ sec (4.3 μ sec x 8-bit times) cycles on a 10 MHz processor.

The recint routine moves each character as it is received from the SCC to a memory buffer and increments the buffer pointer. The frame's data length is checked to make certain that the maximum allowable frame size is not exceeded.

The spcond interrupt handler checks the status of the SCC to find out what has happened. The presence on an overrun condition or a CRC error is flagged as a receive frame error.

The second routine decrements the receiver buffer address by two to account for the two CRC bytes that are read from the SCC before the special condition interrupt occurs. Note that the SCC does not filter these CRC bytes, nor does it filter the address byte. Everything received after the leading flags and before the trailing flags appears in the receive buffer.

One difficulty that arises in LLAP that was not addressed here is that the receipt of a frame very often creates an obligation to send a frame back to the sender within the

interframe gap, which is 200 μ secs. This difficulty is even greater than it might appear. The 200 μ sec gap starts when the frame is received; it ends when the leading flags and destination address of the response are sent. Start sending the response soon enough to allow sending two leading flags (plus a possible leading flag fragment) and the first data character, and to allow for the 3-bit delay in the SCC shifter. Therefore, start sending early enough to transmit 35 bits before the interframe gap expires, or about 70 μ secs after you receive the frame.

CONCLUSIONS

The problems of sending the sync pulses, the timing of transmission packets, and the problems associated with the reception of packets as defined by LLAP are handled by the Z80181 and its peripherals. It was demonstrated that LLAP frames can be transmitted and received by using the straight forward polling method and by using interrupt routines. In a much busier environment where the processor cannot strictly be an LLAP engine, other

methods such as using DMA in a fully interrupt driven environment must be used. It was also demonstrated that severe CPU overhead is used in setting up the sync pulses, timing out delays, etc., before each LLAP frame. A modified SCC that transmits and receives special LLAP frames helps in off loading some of this overhead, hence freeing the CPU to do other tasks.

APPENDIX A

Listing 1- Asembler Code for SCC Initialization

LISTING 1

```

475
476
477
000001e2 478 initscc:
000001e2 f3 479          di
000001e3 f5 480          push     af
000001e4 c5 481          push     bc
000001e5 e5 482          push     hl
483
000001e6 3e09 484          ld      a,09h
000001e8 d3e8 485          out     (scc_cont),a
000001ea 3e80 486          ld      a,80h
000001ec d3e8 487          out     (scc_cont),a
000001ee 00 488          nop
489
490
000001ef 21Wwww 491          ld      hl,scctable
000001f2 492 scc1:
000001f2 7e 493          ld      a,(hl)
000001f3 feff 494          cp     0ffh
000001f5 caWwww 495          jp     z,finiscc
000001f8 d3e8 496          out     (scc_cont),a
000001fa 23 497          inc    hl
000001fb 7e 498          ld      a,(hl)
000001fc d3e8 499          out     (scc_cont),a
000001fe 23 500          inc    hl
000001ff c3R000+01f2, 501          jp     scc1
502
00000202 503 scctable:
00000202 04 504          db     04h
00000203 20 505          db     00100000b
506
00000204 01 507          db     01h
00000205 00 508          db     00h
509
00000206 02 510          db     02h
00000207 00 511          db     00h
512
00000208 03 513          db     03h
00000209 cc 514          db     0cch
515
516
517
0000020a 05 518          db     05h
0000020b 60 519          db     60h
520
0000020c 06 521          db     06h
0000020d 00 522          db     00h
523
0000020e 07 524          db     07h
0000020f 7e 525          db     7eh
526
00000210 09 527          db     09h
00000211 01 528          db     01h
529
530
531

```

```

00000212 0a      532      db      0ah      ;WR10
00000213 e0      533      db      0e0h     ;crc preset to one,fm0, flag idle/undr
                    534
00000214 0b      535      db      0bh      ;WR11
00000215 f6      536      db      0f6h     ;rtxc=xtal,rxcdppll,txc=brg,trxc=brg out
                    537
00000216 0c      538      db      0ch      ;WR12
00000217 06      539      db      06h      ;brg tc low,for 230.4kbps using rtxc=3.68MHz
                    540
00000218 0d      541      db      0dh      ;WR13
00000219 00      542      db      00h      ;brg tc high
                    543
0000021a 0e      544      db      0eh      ;WR14
0000021b 60      545      db      60h      ;disable dppll
                    546      ;no local loop back,brg source=rtxc
                    547
0000021c 0e      548      db      0eh      ;WR14
0000021d c0      549      db      0c0h     ;select fm mode
                    550      ;no local loop back,brg source=rtxc
                    551
0000021e 0e      552      db      0eh      ;WR14
0000021f a0      553      db      0a0h     ;dppll source=rtxc,
                    554      ;no local loop back,brg source=rtxc
                    555
00000220 0e      556      db      0eh      ;WR14
00000221 20      557      db      20h      ;enter search mode
                    558      ;no local loopback
                    559
00000222 0e      560      db      0eh      ;WR14
00000223 01      561      db      01h      ;null,no local loopback,enable the brg
                    562
00000224 03      563      db      03h      ;WR3
00000225 cc      564      db      0cch     ;rx 8b/c,enable rx crc,addrs src,rx disable
                    565
00000226 0f      566      db      0fh      ;WR15
00000227 00      567      db      00h      ;ext/stat not used
                    568
                    569      ;WR0
00000228 10      570      db      10h      ;reset ext/stat once
00000229 10      571      db      10h      ;reset ext/stat twice
                    572
0000022a 01      573      db      01h      ;WR1
0000022b 00      574      db      00h      ;disable all int sources
                    575
0000022c 09      576      db      09h      ;WR9
0000022d 09      577      db      09h      ;enable int
0000022e ff      578      db      0ffh     ;finished
                    579
0000022f          580      finscc:
0000022f e1      581      pop      hl      ;
00000230 c1      582      pop      bc      ;
00000231 f1      583      pop      af      ;
00000232 c9      584      ret
                    585

```

LISTING 2

```

600                                     ;*****
601                                     ;
602                                     ;Subroutine to transmit the llapenq packet
603 txenq:                               ;*****
604                                     ;
00000244 603 txenq:
605         push        af                ;save status and a reg
00000244 f5 606         push        bc                ;save
00000245 c5 607         push        hl                ;save
00000246 e5 608                                     ;
609         di                          ;make sure that
610                                     ;no interrupt routine
611                                     ;nor should interrupt
612                                     ;occur during
613                                     ;this subroutine.
00000248 3e03 614         ld          a,03h
0000024a d3e8 615         out          (scc_cont),a        ;WR3
0000024c 3ecc 616         ld          a,0cch
0000024e d3e8 617         out          (scc_cont),a        ;8b/char,rx crc
618                                     ;enable,addrs src
619                                     ;and rx disabled
620
00000250 3e0a 621         ld          a,0ah                ;select WR10
00000252 d3e8 622         out          (scc_cont),a
00000254 3ee0 623         ld          a,11100000b        ;idle with flags
00000256 d3e8 624         out          (scc_cont),a
625
626                                     ;****enable transmitter ****
00000258 3e05 627         ld          a,05h                ;select WR5
0000025a d3e8 628         out          (scc_cont),a
0000025c 3e68 629         ld          a,01101000b        ;enable tx
0000025e d3e8 630         out          (scc_cont),a
631                                     ;
632                                     ;
633                                     ;****enable rs-422 driver ****
00000260 3e05 634         ld          a,05h                ;select WR5
00000262 d3e8 635         out          (scc_cont),a
00000264 3e6a 636         ld          a,01101010b        ;enable tx,
00000266 d3e8 637         out          (scc_cont),a        ;reset rts
00000268 00 638         nop
00000269 00 639         nop
640                                     ;nop's needed to complete 4.3 usec
641                                     ;for 1 bit time enable of transmitter.
642                                     ;total delay=2*(7+11+4) T states at 10 MHZ
643                                     ;
644                                     ;****disable rs-422 driver for 2 bit times****
0000026a 3e05 645         ld          a,05h                ;select WR5
0000026c d3e8 646         out          (scc_cont),a
0000026e 3e68 647         ld          a,01101000b        ;enable tx, set rts
00000270 d3e8 648         out          (scc_cont),a
649                                     ;
00000272 3e80 650         ld          a,10000000b        ;reset txcrc
00000274 d3e8 651         out          (scc_cont),a
00000276 0601 652         ld          b,01h                ;delay count
00000278 653 csloop:
00000278 10fe 654         djnz        csloop        ;loop needed
655                                     ;to complete
656                                     ;8.6 usec min.
657                                     ;or 2 bit times.
658                                     ;****enable rs-422 driver for llap transmission****
0000027a 3e05 659         ld          a,05h                ;select WR5
    
```

0000027c d3e8	660	out	(scc_cont),a	
0000027e 3e6b	661	ld	a,01101011b	;sdlc crc,
	662			;txcrc enable,
	663			;reset rts
00000280 d3e8	664	out	(scc_cont),a	
	665			
	666			;
	667			;**start counting out 2 flag character times **
	668			;
	669			;count 16 bit times
	670			;from the rs-422 enable
	671			;for 2 flags.
	672			;btdelay=subr delay+ctc1int+polling=8bits
	673			;16 bit times-btdelay=16-8=08h
	674			;
00000282 0e08	675	ld	c,08h	
00000284 cdWwww	676	call	bittime	;bittime delay
	677			;is stored in reg.c
	678			;and bit1 of timflg
	679			;will indicate
	680			;count termination.
	681			
00000287682 l6:				;timer flag
00000287 3aWwww	683	ld	a,(timflg)	;
0000028a cb4f	684	bit	1,a	;if bit1=1 then
	685			;count terminated
0000028c 28f9	686	jr	z,l6	;
0000028e cb8f	687	res	1,a	;reset timflg bit1
00000290 32Wwww	688	ld	(timflg),a	;update timflg
	689			;
00000293 3e03	690	ld	a,03h	;
00000295 d3e5	691	out	(ctc1_cont),a	;disable int,
	692			;software reset
	693			;to kill the counter1
00000297 0602	694	ld	b,02h	;2+1 bytes to transmitted
00000299 21Wwww	695	ld	hl,txlapenq	;point to txlapenq buffer
	696			;send 1st byte
0000029c 7e	697	ld	a,(hl)	;
0000029d d3e9	698	out	(scc_data),a	;and send it
0000029f 23	699	inc	hl	;point to the next byte
	700			;
000002a0 3ec0	701	ld	a,0c0h	;reset eom latch command
000002a2 d3e8	702	out	(scc_cont),a	
	703			;
000002a4 f3	704	di		;disable all int
000002a5 3e0a	705	ld	a,0ah	;select WR10
000002a7 d3e8	706	out	(scc_cont),a	
	707			;idle with 1's
	708			;at the end of the frame
000002a9 3ee8	709	ld	a,11101000b	
000002ab d3e8	710	out	(scc_cont),a	
	711			;
000002ad 3e00	712 txq2:	ld	a,00h	
000002af d3e8	713	out	(scc_cont),a	;rr0
000002b1 dbe8	714	in	a,(scc_cont)	;read rr0
000002b3 cb57	715	bit	2,a	;read tx buffer empty
000002b5 28f6	716	jr	z,txq2	;loop if zero
000002b7717 txq1:				
000002b7 7e	718	ld	a,(hl)	;
000002b8 d3e9	719	out	(scc_data),a	;and send it
000002ba 23	720	inc	hl	;point to the next byte
	721			

```

000002bb 10f0          722      djnz      txq2          ;loop until all
                          723                ;bytes have been
                          724                ;transmitted.
                          725
                          726
000002bd 3e28          727      ld        a,028h      ;reset tx int pending
000002bf d3e8          728      out      (scc_cont),a
                          729
                          730                ;note:tx buffer
                          731                ;empty happens as tx
                          732                ;shifter is loaded.
                          733                ;
                          734                ;count= last byte+
                          735                ;crc+flag+12bit times-btdelay
                          736                ;btdelay=subr delay+ctc1int+polling=8bits
                          ;8+16+8+12-8=36=24h
000002c1 0e24          737      ld        c,24h
000002c3 cdWwww          738      call     bittime      ;bittime delay
                          739                ;is stored in reg.c
                          740                ;
                          ;timer flag
000002c6741 I7:      742      ld        a,(timflg)
000002c6 3aWwww          743      bit        1,a      ;if bit1=1 then count finish
000002c9 cb4f          744      jr        z,17
000002cb 28f9          745      res      1,a      ;reset timflg bit1
000002cd cb8f          746      ld        (timflg),a ;update timflg
000002cf 32Wwww          747                ;
000002d2 3e03          748      ld        a,03h
000002d4 d3e5          749      out      (ctc1_cont),a ;disable int,software reset
                          750                ;to kill counter
                          751                ;****disable rs-422 driver after 12 to 18 1's****
000002d6 3e05          752      ld        a,05h      ;select WR5
000002d8 d3e8          753      out      (scc_cont),a
000002da 3e60          754      ld        a,01100000b ;disable tx, set rts
000002dc d3e8          755      out      (scc_cont),a
                          756
000002de 3e03          757      ld        a,03h
000002e0 d3e8          758      out      (scc_cont),a ;WR3
000002e2 3ecd          759      ld        a,0cdh
000002e4 d3e8          760      out      (scc_cont),a ;8b/char,rx crc enabled,
                          761                ;address search and rx enabled
                          762
                          763                ;*****
                          764
                          765                ;count for the interframe gap
                          766                ;of 200 usec or 46 bit times.
                          767                ;btdelay=subr delay+ctc1int+polling=8bits
                          768                ;46 - btdelay=46-8=26h
                          769                ;note that timflg will be polled in
                          770                ;the main routine.
                          771                ;
000002e6 0e26          772      ld        c,26h
000002e8 cdWwww          773      call     bittime
                          774                ;
                          775                ;bittime delay is stored in reg.c
                          776                ;*****
000002eb e1          777      pop     hl          ;restore
000002ec c1          778      pop     bc         ;restore
000002ed f1          779      pop     af         ;restore status and a reg
000002ee c9          780      ret
                          781
                          782
                          ---

```

```

784 ;subroutine to time out bit time 4.3 usec per bit
785 ;register c contains the number of bits to be
      counted down
786 ;*****
000002ef 787 bittime:
000002ef f5 788      push      af      ;save status and a reg
000002f0 c5 789      push      bc      ;save
000002f1 e5 790      push      hl      ;save
791      ;
000002f2 3ed2 792      ld        a,0d2h    ;ctc1 int vector
000002f4 d3e5 793      out       (ctc1_cont),a
794
000002f6 3edf 795      ld        a,11011111b ;
000002f8 d3e5 796      out       (ctc1_cont),a ;enable int
797      ;select counter mode
798      ;clk/trg edge starts with rising edg
799      ;time constant follows
800      ;software reset
000002fa 79 801      ld        a,c        ;reg c contains the number of bits
000002fb d3e5 802      out       (ctc1_cont),a ;load the number of bits to be counted
803      ;**
000002fd e1 804      pop      hl        ;restore
000002fe c1 805      pop      bc        ;restore
000002ff f1 806      pop      af        ;restate status and a reg
00000300 fb 807      ei
00000301 c9 808      ret
809

```

LISTING 3

```

1131 .*****
1132 ;
1133 ;receive int service routine.
1134 .*****
1135 ;save received character in receiver buffer
1136 ;to by rxpointer
0000044d 1137recint:
0000044d f5 1138 push af ;save af
0000044e d5 1139 push de
0000044f e5 1140 push hl
00000450 dbe9 1141 in a,(scc_data) ;read scc data
00000452 2aWwww 1142 ld hl,(rxpointer) ;
00000455 77 1143 ld (hl),a ;save it
00000456 23 1144 inc hl ;update pointer
00000457 22Wwww 1145 ld (rxpointer),hl ;
0000045a ed5bWwww 1146 ld de,(rxbufend) ;end of rx buffer
0000045e af 1147 xor a ;reset cy
0000045f ed52 1148 sbc hl,de ;
00000461 c2Wwww 1149 jp nz,recexit ;if not zero,then receive
byte length is ok
00000464 21Wwww 1150 ld hl,recerrflg ;
00000467 cbc6 1151 set 0,(hl) ;set bit0=1 maxfrmflg to indicate error
1152 ;because of max frame
size exceeded.
00000469 1153recexit:
00000469 3e38 1154 ld a,038h
0000046b d3e8 1155 out (scc_cont),a ;reset highest ius
0000046d e1 1156 pop hl
0000046e d1 1157 pop de
0000046f f1 1158 pop af ;restore af
00000470 fb 1159 ei ;enable int
00000471 c9 1160 ret ;return from int
1161 ;note ret and not reti is used for scc
1162 ;interrupts on the z80181.
1163
1164 .*****
1165 ;special receive interrupt service routine
1166 .*****
1167 ;
1167; "parity is special condition" bit is off.
1168; special conditions are eof or rx overrun error.
1169; crc error flag is valid only if eof is valid.
1170; if frame is ok then recerrflg bit1=0, otherwise
1171
00000472 1172 spcond:
00000472 f5 1173 push af ;save af reg
00000473 c5 1174 push bc ;
00000474 e5 1175 push hl;
1176
00000475 3e01 1177 ld a,01h
00000477 d3e8 1178 out (scc_cont),a ;read rr1
00000479 dbe8 1179 in a,(scc_cont)
0000047b e660 1180 and 01100000b ;check bit6 (crc) or bit5 (overrun)
0000047d caWwww 1181 jp z,ok ;
1182 ;
00000480 21Wwww 1183 ld hl,recerrflg ;fetch receive error flag
00000483 cbce 1184 set 1,(hl) ;set bit1=1 for frame not ok
00000485 c3Wwww 1185 jp crc_exit
    
```



```

00000488          1186      ok:
00000488 21Wwww   1187      ld      hl,recerrflg    ;fetch receive error flag
0000048b cb8     1188      res     1,(hl)       ;set bit1=0 for frame ok
                  1189
                  1190
0000048d          1191  crc_exit:
0000048d dbe9     1192      in      a,(scc_data)  ;read 2nd crc (debug only) and
0000048f 2aWwww   1193      ld      hl,(rxpointer) ;load pointer
00000492 2b      1194      dec     hl           ;adjust rx buff ptr for crc1
00000493 2b      1195      dec     hl           ;adjust rx buff ptr for crc2
00000494 22Wwww   1196      ld      (rxpointer),hl ;
                  1197
00000497          1198  spexit:
00000497 3e38     1199      ld      a,038h
00000499 d3e8     1200      out    (scc_cont),a   ;reset highest ius
                  1201
0000049b e1      1202      pop    hl           ;restore hl
0000049c c1      1203      pop    bc           ;restore bc
0000049d f1      1204      pop    af           ;restore af
0000049e fb      1205      ei      ;enable int
0000049f c9      1206      ret     ;return from int
                  1207

```

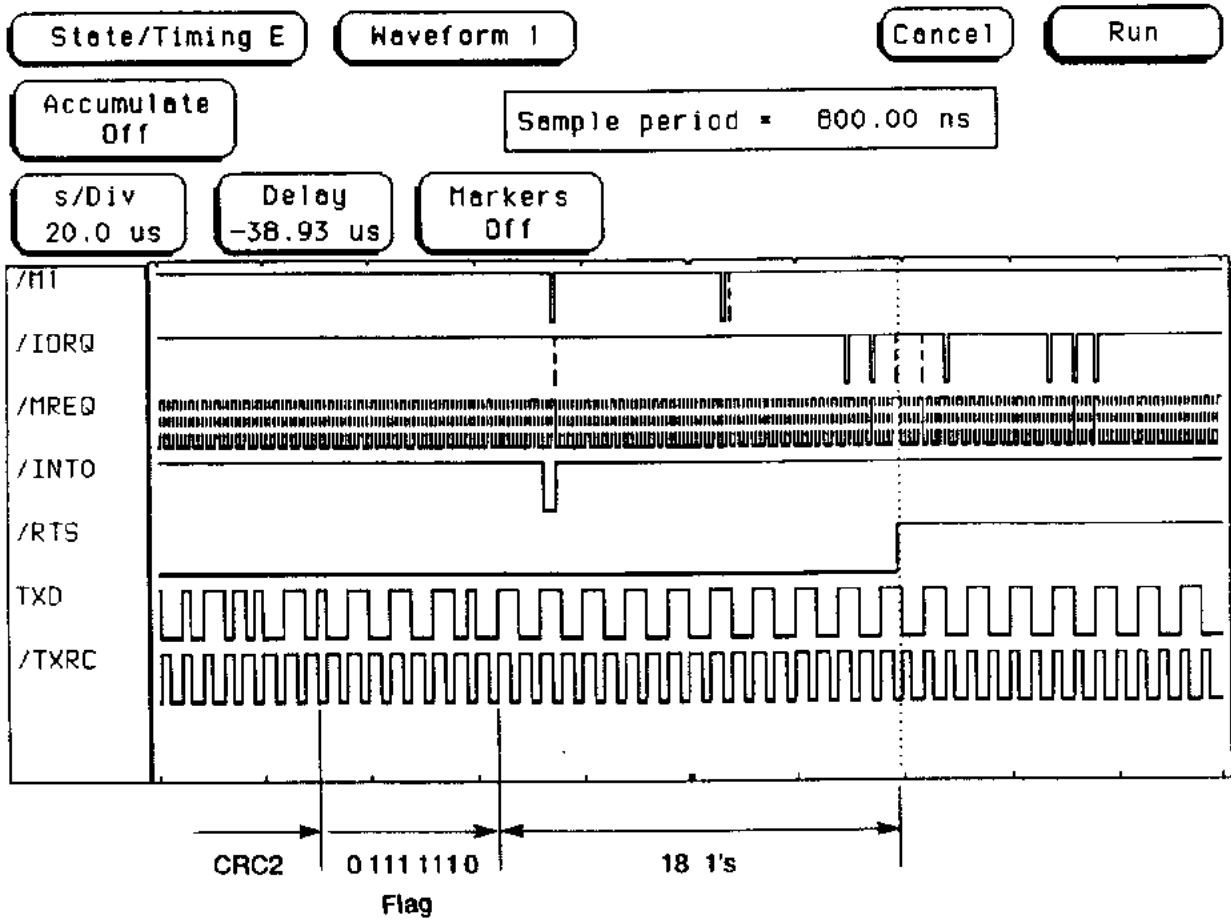


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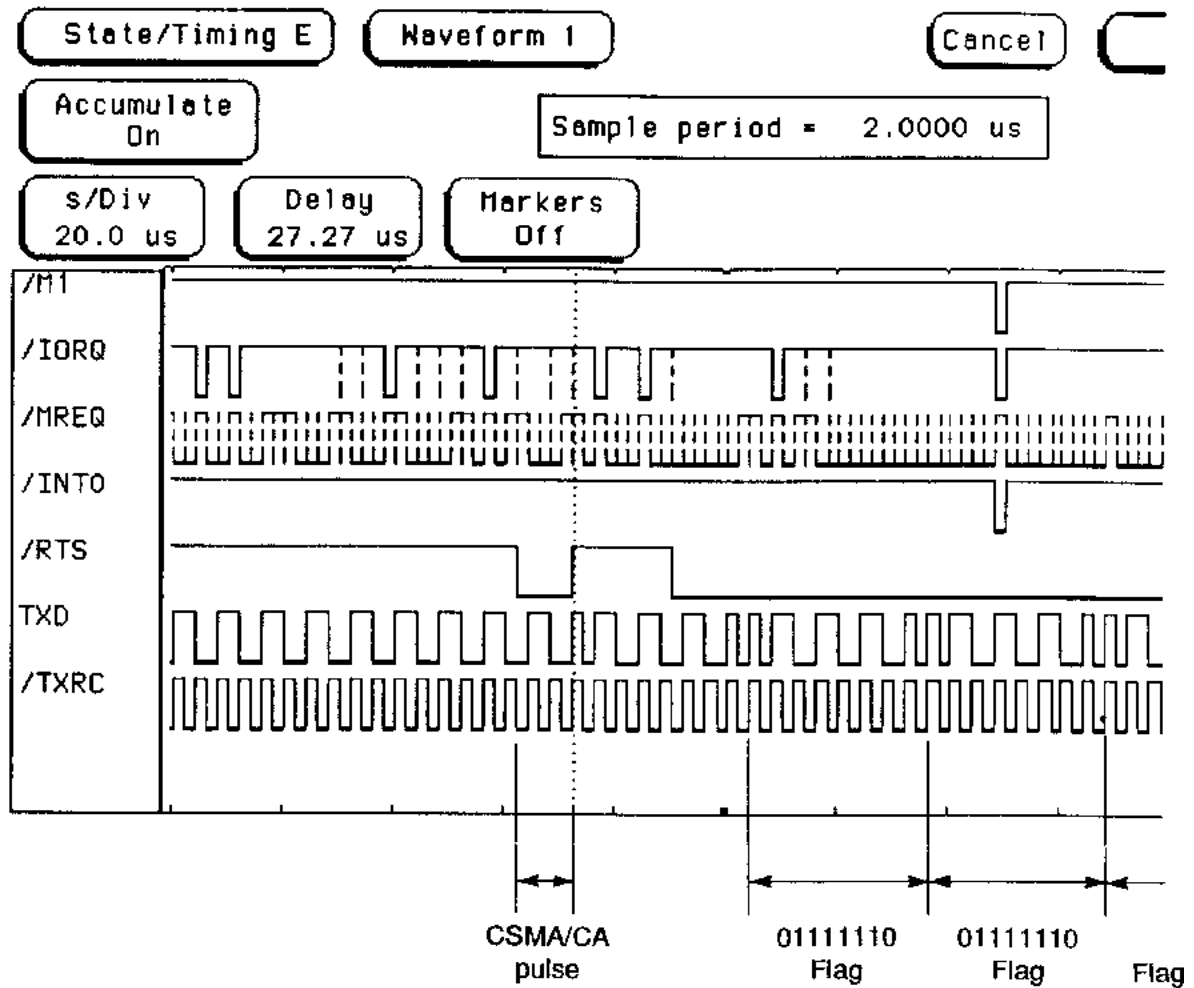
00001000          1365          org          1000h
00001000          1366 rx_buff: .block      length
1367
1388
1389              ;*****
1390              ;transmitter buffer area
1391              ;*****
0000b000          1392          org          0b000h
1398              ;
1399              ;*****
1400              ;transmit llap enq packet (3bytes)
1401              ;*****
0000b258 ff      1402 txlapenq:db          0ffh      ;broadcast id
0000b259          1403          .block      1          ;guess at myaddress
myaddress
0000b25a 81      1404          db          81h          ;llap enq type
1405              ;

```

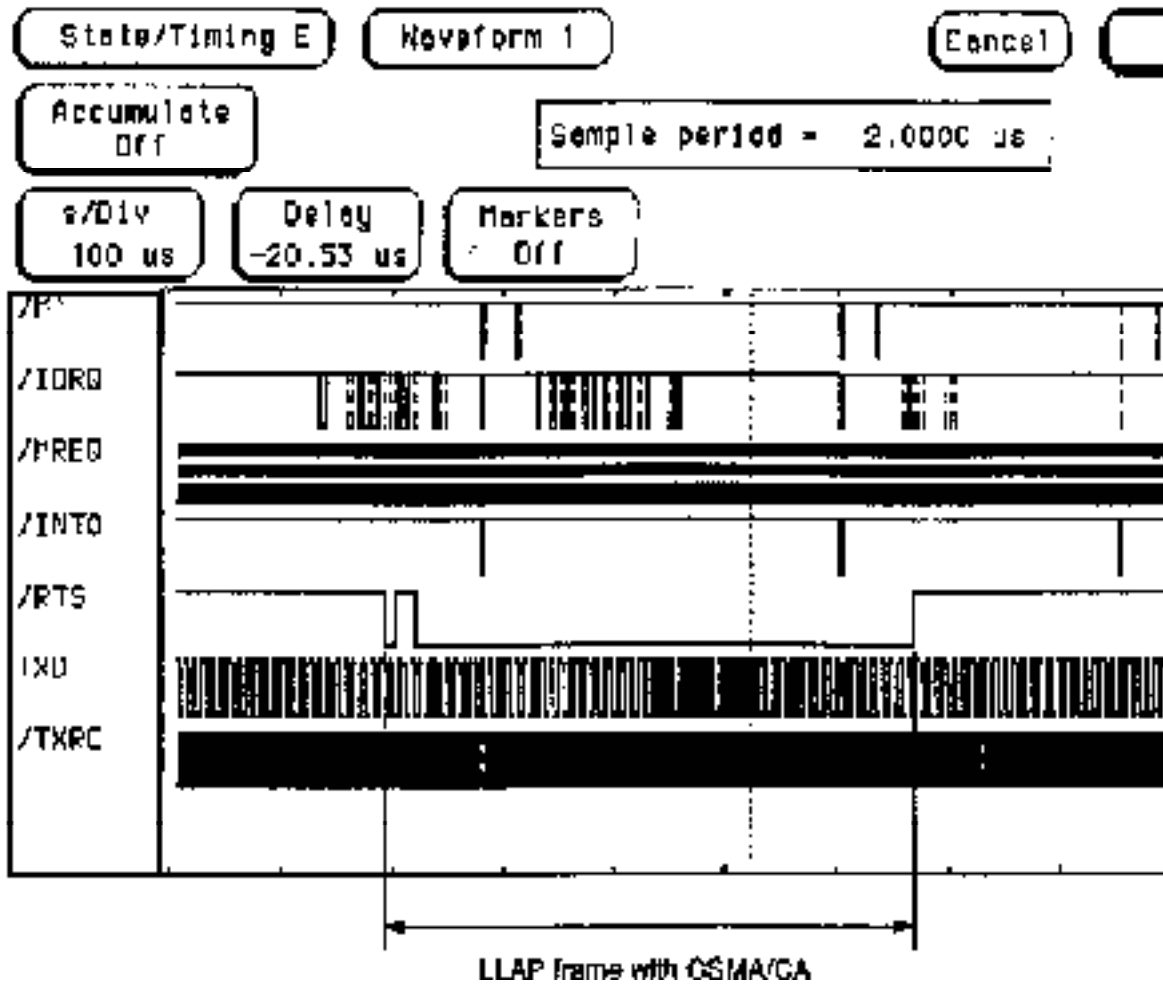
APPENDIX B



12 to 18 1's at the end of an LLAP frame



CSMA/CA before an LLAP frame



An LLAP Frame

ON-CHIP OSCILLATOR DESIGN

Design and build reliable, cost-effective, on-chip oscillator circuits that are trouble free. PUTTING OSCILLATOR THEORY INTO A PRACTICAL DESIGN MAKES FOR A MORE DEPENDABLE CHIP.

INTRODUCTION

This Application Note (App Note) is written for designers using Zilog Integrated Circuits with on-chip oscillators; circuits in which the amplifier portion of a feedback oscillator is contained on the IC. This App Note covers common theory of oscillators, and requirements of the circuitry (both internal and external to the IC) which comes from the theory for crystal and ceramic resonator based circuits.

Purpose and Benefits

The purposes and benefits of this App Note include:

1. Providing designers with greater understanding of how oscillators work and how to design them to avoid problems.
2. To eliminate field failures and other complications resulting from an unawareness of critical on-chip oscillator design constraints and requirements.

Problem Background

Inadequate understanding of the theory and practice of oscillator circuit design, especially concerning oscillator startup, has resulted in an unreliable design and subsequent field problems (See on page 10 for reference materials and acknowledgments).

OSCILLATOR THEORY OF OPERATION

The circuit under discussion is called the Pierce Oscillator (Figures 1, 2). The configuration used is in all Zilog on-chip oscillators. Advantages of this circuit are low power consumption, low cost, large output signal, low power level in the crystal, stability with respect to V_{CC} and temperature, and low impedances (not disturbed by stray effects). One

drawback is the need for high gain in the amplifier to compensate for feedback path losses.

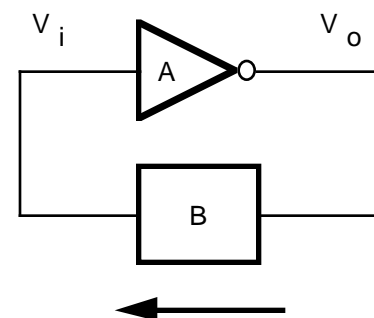


Figure 1. Basic Circuit and Loop Gain

OSCILLATOR THEORY OF OPERATION (Continued)

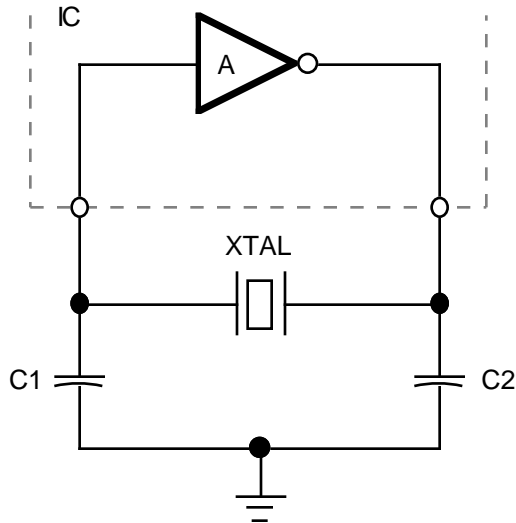


Figure 2. Zilog Pierce Oscillator

Pierce Oscillator (Feedback Type)

The basic circuit and loop gain is shown in Figure 1. The concept is straightforward; gain of the amplifier is $A = V_o/V_i$. The gain of the passive feedback element is $B = V_i/V_o$. Combining these equations gives the equality $AB = 1$. Therefore, the total gain around the loop is unity. Also, since the gain factors A and B are complex numbers, they have phase characteristics. It is clear that the total phase shift around the loop is forced to zero (i.e., 360 degrees), since V_{IN} must be in phase with itself. In this circuit, the amplifier ideally provides 180 degrees of phase shift (since it is an inverter). Hence, the feedback element is forced to provide the other 180 degrees of phase shift.

Additionally, these gain and phase characteristics of both the amplifier and the feedback element vary with frequency. Thus, the above relationships must apply at the frequency of interest. Also, in this circuit the amplifier is an active element and the feedback element is passive. Thus, by definition, the gain of the amplifier at frequency must be greater than unity, if the loop gain is to be unity.

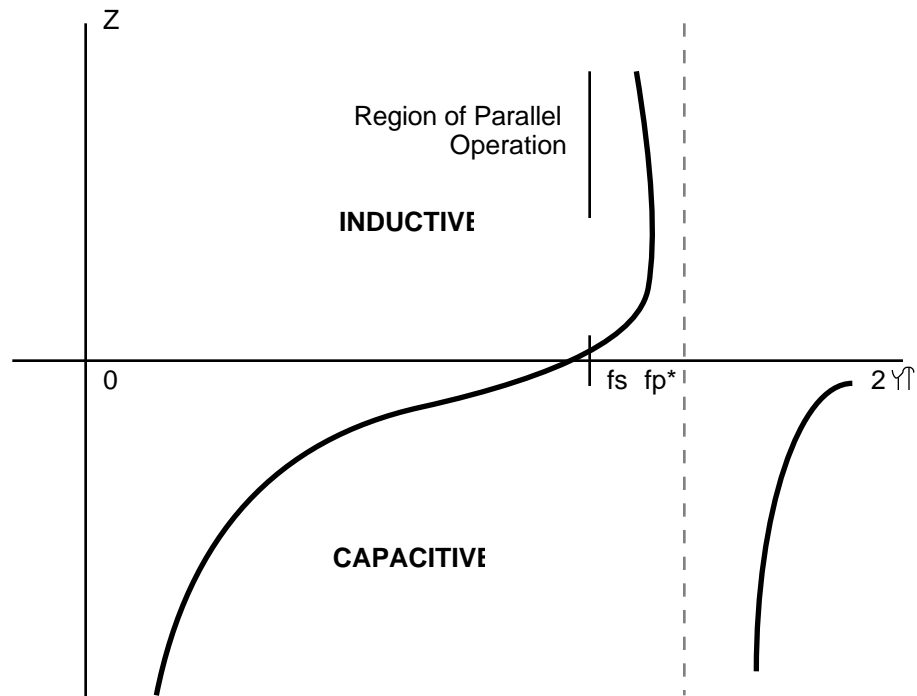
The described oscillator amplifies its own noise at startup until it settles at the frequency which satisfies the gain/phase requirement $AB = 1$. This means loop gain equals one, and loop phase equals zero (360 degrees). To do this, the loop gain at points around the frequency of oscillation must be greater than one. This achieves an average loop gain of one at the operating frequency.

The amplifier portion of the oscillator provides gain > 1 plus 180 degrees of phase shift. The feedback element provides the additional 180 degrees of phase shift without attenuating the loop gain to < 1 . To do this the feedback element is inductive, i.e., it must have a positive reactance at the frequency of operation. The feedback elements discussed are quartz crystals and ceramic resonators.

Quartz Crystals

A quartz crystal is a piezoelectric device; one which transforms electrical energy to mechanical energy and vice versa. The transformation occurs at the resonant frequency of the crystal. This happens when the applied AC electric field is sympathetic in frequency with the mechanical resonance of the slice of quartz. Since this characteristic can be made very accurate, quartz crystals are normally used where frequency stability is critical. Typical frequency tolerance is .005 to 0.3%.

The advantage of a quartz crystal in this application is its wide range of positive reactance values (i.e., it looks inductive) over a narrow range of frequencies (Figure 3).



* $f_s - f_p$ is very small (approximately 300 parts per million)

Figure 3. Series vs. Parallel Resonance

However, there are several ranges of frequencies where the reactance is positive; these are the fundamental (desired frequency of operation), and the third and fifth mechanical overtones (approximately 3 and 5 times the fundamental frequency). Since the desired frequency range in this application is always the fundamental, the overtones must be suppressed. This is done by reducing the loop gain at these frequencies. Usually, the amplifier's gain roll off, in combination with the crystal parasitics and load capacitors, is sufficient to reduce gain and prevent oscillation at the overtone frequencies.

The following parameters are for an equivalent circuit of a quartz crystal (Figure 4):

L - motional inductance (typ 120 mH @ 4 MHz)

C - motional capacitance (typ .01 pf @ 4 MHz)

R - motional resistance (typ 36 ohm @ 4 MHz)

C_s - shunt capacitance resulting from the sum of the capacitor formed by the electrodes (with the quartz as a dielectric) and the parasitics of the contact wires and holder (typ 3 pf @ 4 MHz).

The series resonant frequency is given by:

$$f_s = 1/(2\pi \times \text{sqrt of } LC),$$

where X_c and X_l are equal.

Thus, they cancel each other and the crystal is then R shunted by C_s with zero phase shift.

The parallel resonant frequency is given by:

$$f_p = 1/[2\pi \times \text{sqrt of } L(C + C_t/C + C_t)],$$

where: $C_t = C_L + C_S$

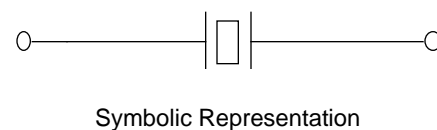
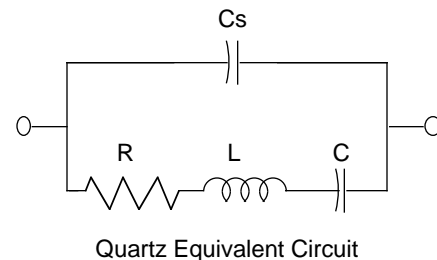


Figure 4. Quartz Oscillator

OSCILLATOR THEORY OF OPERATION (Continued)

Series vs. Parallel Resonance. There is very little difference between series and parallel resonance frequencies (Figure 3). A series resonant crystal (operating at zero phase shift) is desired for non-inverting amplifiers. A parallel resonant crystal (operating at or near 180 degrees of phase shift) is desired for inverting amps. Figure 3 shows that the difference between these two operating modes is small. Actually, all crystals have operating points in both serial and parallel modes. A series resonant circuit will NOT have load caps C1 and C2. A data sheet for a crystal designed for series operation does not have a load cap spec. A parallel resonant crystal data sheet specifies a load cap value which is the series combination of C1 and C2. For this App Note discussion, since all the circuits of interest are inverting amplifier based, only the parallel mode of operation is considered.

Ceramic Resonators

Ceramic resonators are similar to quartz crystals, but are used where frequency stability is less critical and low cost is desired. They operate on the same basic principle as quartz crystals as they are piezoelectric devices and have a similar equivalent circuit. The frequency tolerance is wider (0.3 to 3%), but the ceramic costs less than quartz. Figure 5 shows reactance vs. frequency and Figure 6 shows the equivalent circuit.

Typical values of parameters are $L = .092 \text{ mH}$, $C = 4.6 \text{ pf}$, $R = 7 \text{ ohms}$ and $C_s = 40 \text{ pf}$, all at 8 MHz. Generally, ceramic resonators tend to start up faster but have looser frequency tolerance than quartz. This means that external circuit parameters are more critical with resonators.

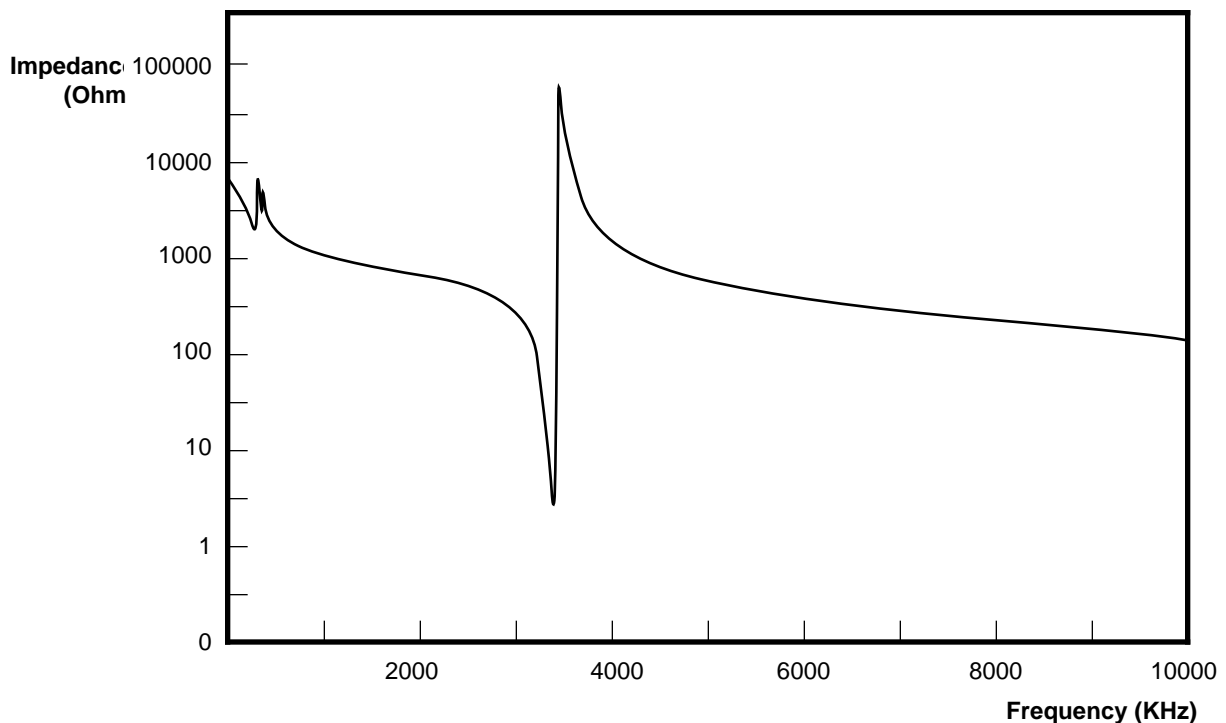


Figure 5. Ceramic Resonator Reactance

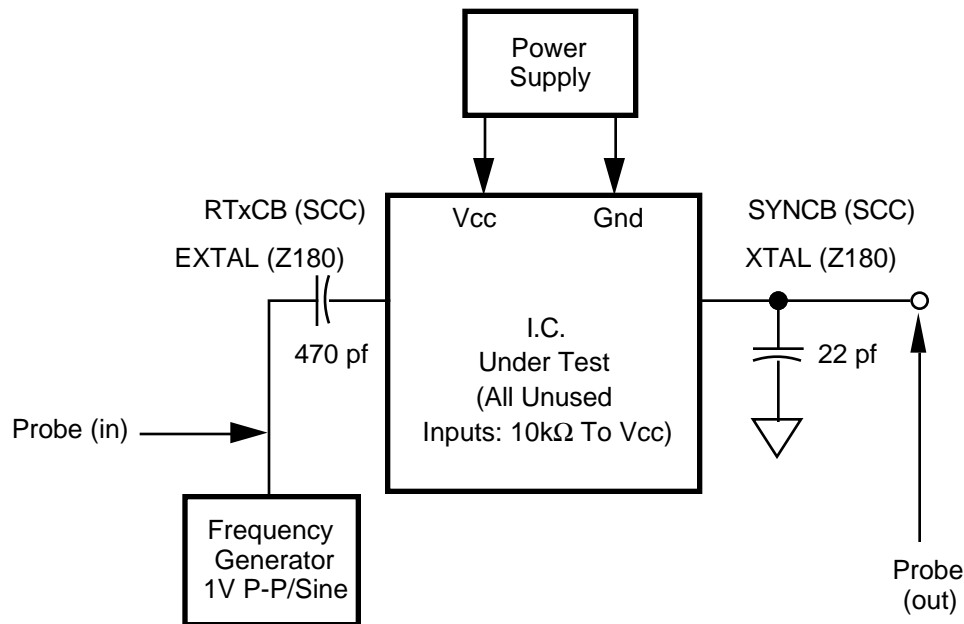


Figure 6. Gain Measurement

Load Capacitors

The effects/purposes of the load caps are:

Cap C2 combined with the amp output resistance provides a small phase shift. It also provides some attenuation of overtones.

Cap C1 combined with the crystal resistance provides additional phase shift.

These two phase shifts place the crystal in the parallel resonant region of Figure 3.

Crystal manufacturers specify a load capacitance number. This number is the load seen by the crystal which is the series combination of C1 and C2, including all parasitics (PCB and holder). This load is specified for crystals meant to be used in a parallel resonant configuration. The effect on startup time; if C1 and C2 increase, startup time increases to the point at which the oscillator will not start. Hence, for fast and reliable startup, over manufacture of large quantities, the load caps should be sized as low as possible without resulting in overtone operation.

Amplifier Characteristics

The following text discusses open loop gain vs. frequency, open loop phase vs. frequency, and internal bias.

Open Loop Gain vs. Frequency over lot, VCC, Process Split, and Temp. Closed loop gain must be adequate to start the oscillator and keep it running at the desired frequency. This means that the amplifier open loop gain must be equal to one plus the gain required to overcome the losses in the feedback path, across the frequency band and up to the frequency of operation. This is over full process, lot, V_{CC}, and temperature ranges. Therefore, measuring the open loop gain is not sufficient; the losses in the feedback path (crystal and load caps) must be factored in.

Open Loop Phase vs. Frequency. Amplifier phase shift at and near the frequency of interest must be 180 degrees plus some, minus zero. The parallel configuration allows for some phase delay in the amplifier. The crystal adjusts to this by moving slightly down the reactance curve (Figure 3).

Internal Bias. Internal to the IC, there is a resistor placed from output to input of the amplifier. The purpose of this feedback is to bias the amplifier in its linear region and to provide the startup transition. Typical values are 1M to 20M ohms.

PRACTICE: CIRCUIT ELEMENT AND LAY OUT CONSIDERATIONS

The discussion now applies prior theory to the practical application.

Amplifier and Feedback Resistor

The elements of the circuit, internal to the IC, include the amplifier, feedback resistor, and output resistance. The amplifier is modeled as a transconductance amplifier with a gain specified as I_{OUT}/V_{IN} (amps per volt).

Transconductance/Gain. The loop gain $AB = gm \times Z1$, where gm is amplifier transconductance (gain) in amps/volt and $Z1$ is the load seen by the output. AB must be greater than unity at and about the frequency of operation to sustain oscillation.

Gain Measurement Circuit. The gain of the amplifier can be measured using the circuits of Figures 6 & 7. This may be necessary to verify adequate gain at the frequency of interest and in determining design margin.

Gain Requirement vs. Temperature, Frequency and Supply Voltage. The gain to start and sustain oscillation (Figure 8) must comply with:

$$gm > 4\pi^2 f^2 Rq C_{IN} C_{OUT} \times M$$

where:

$$M \text{ is a quartz form factor} = (1 + C_{OUT}/C_{IN} + C_{OUT}/C_{OUT})_2$$

Output Impedance. The output impedance limits power to the XTAL and provides small phase shift with load cap $C2$.

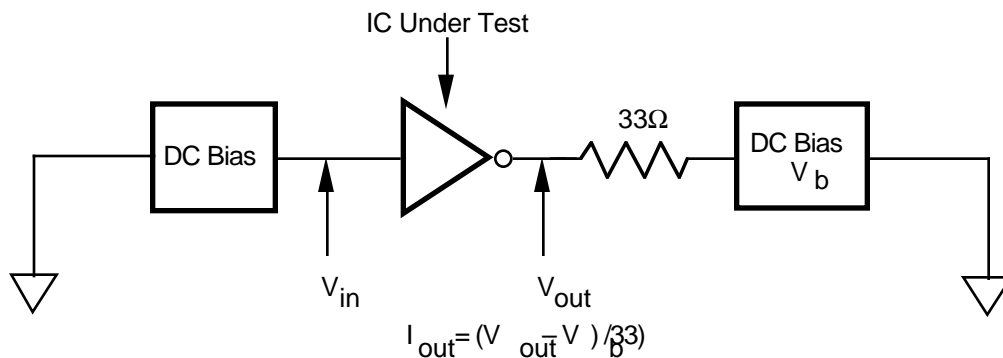
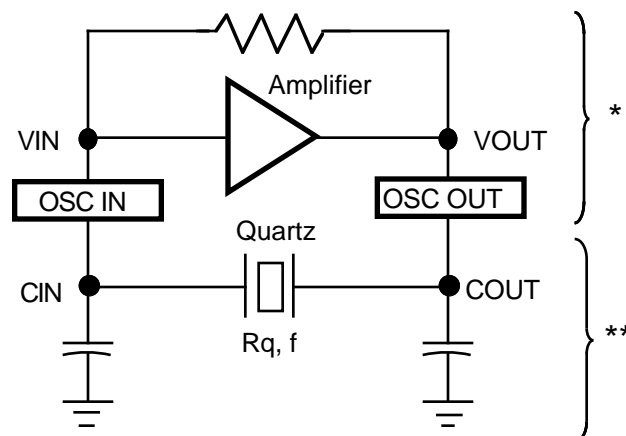


Figure 7. Transconductance (gm) Measurement



* Inside chip, feedback resistor biases the amplifier in the high gm region.

** External components typically: $C_{IN} = C_{OUT} = 30$ to 50 pf (add 10 pf pin cap).

Figure 8. Quartz Oscillator Configuration

Load Capacitors

In the selection of load caps it is understood that parasitics are always included.

Upper Limits. If the load caps are too large, the oscillator will not start because the loop gain is too low at the operating frequency. This is due to the impedance of the load capacitors. Larger load caps produce a longer startup.

Lower Limits. If the load caps are too small, either the oscillator will not start (due to inadequate phase shift around the loop), or it will run at a 3rd, 5th, or 7th overtone frequency (due to inadequate suppression of higher overtones).

Capacitor Type and Tolerance. Ceramic caps of $\pm 10\%$ tolerance should be adequate for most applications.

Ceramic vs. Quartz. Manufacturers of ceramic resonators generally specify larger load cap values than quartz crystals. Quartz C is typically 15 to 30 pF and ceramic typically 100 pF.

Summary. For reliable and fast startup, capacitors should be as small as possible without resulting in overtone operation. The selection of these capacitors is critical and all of the factors covered in this note should be considered.

Feedback Element

The following text describes the specific parameters of a typical crystal:

Drive Level. There is no problem at frequencies greater than 1 MHz and $V_{CC} = 5V$ since high frequency AT cut crystals are designed for relatively high drive levels (5-10 mw max).

A typical calculation for the approximate power dissipated in a crystal is:

$$P = 2R (\pi \times f \times C \times V_{CC})^2$$

Where. R = crystal resistance of 40 ohms, C = C1 + Co = 20 pF. The calculation gives a power dissipation of 2 mW at 16 MHz.

Series Resistance. Lower series resistance gives better performance but costs more. Higher R results in more power dissipation and longer startup, but can be compensated by reduced C1 and C2. This value ranges from 200 ohms at 1 MHz down to 15 ohms at 20 MHz.

Frequency. The frequency of oscillation in parallel resonant circuits is mostly determined by the crystal (99.5%). The external components have a negligible effect (0.5%) on frequency. The external components (C1,C2) and layout are chosen primarily for good startup and reliability reasons.

Frequency Tolerance (initial temperature and aging).

Initial tolerance is typically $\pm 0.01\%$. Temperature tolerance is typically $\pm 0.005\%$ over the temp range (-30 to +100 degrees C). Aging tolerance is also given, typically $\pm 0.005\%$.

Holder. Typical holder part numbers are HC6, 18, 25, 33, 44.

Shunt Capacitance. (Cs) typically < 7 pf.

Mode. Typically the mode (fundamental, 3rd or 5th overtone) is specified as well as the loading configuration (series vs. parallel).

The ceramic resonator equivalent circuit is the same as shown in Figure 4. The values differ from those specified in the theory section. Note that the ratio of L/C is much lower than with quartz crystals. This gives a lower Q which allows a faster startup and looser frequency tolerance (typically $\pm 0.9\%$ over time and temperature) than quartz.

Layout

The following text explains trace layout as it affects the various stray capacitance parameters (Figure 9).

Traces and Placement. Traces connecting crystal, caps, and the IC oscillator pins should be as short and wide as possible (this helps reduce parasitic inductance and resistance). Therefore, the components (caps and crystal) should be placed as close to the oscillator pins of the IC as possible.

Grounding/Guarding. The traces from the oscillator pins of the IC should be guarded from all other traces (clock, V_{CC} , address/data lines) to reduce crosstalk. This is usually accomplished by keeping other traces away from the oscillator circuit and by placing a ground ring around the traces/components (Figure 9).

Measurement and Observation

Connection of a scope to either of the circuit nodes is likely to affect operation because the scope adds 3-30 pF of capacitance and 1M-10M ohms of resistance to the circuit.

Indications of an Unreliable Design

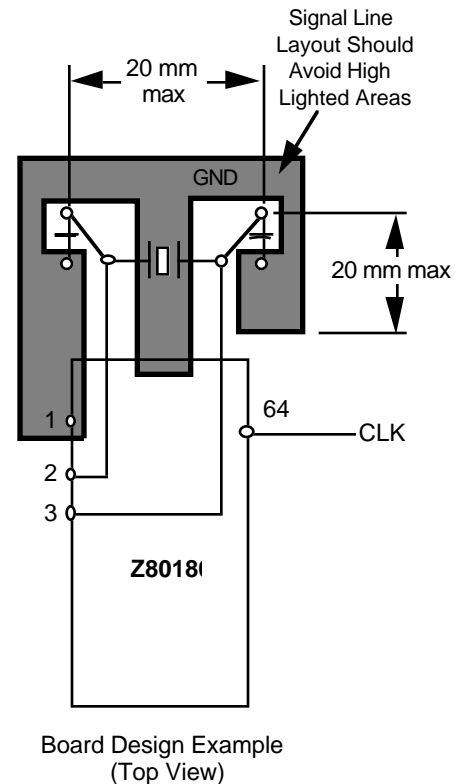
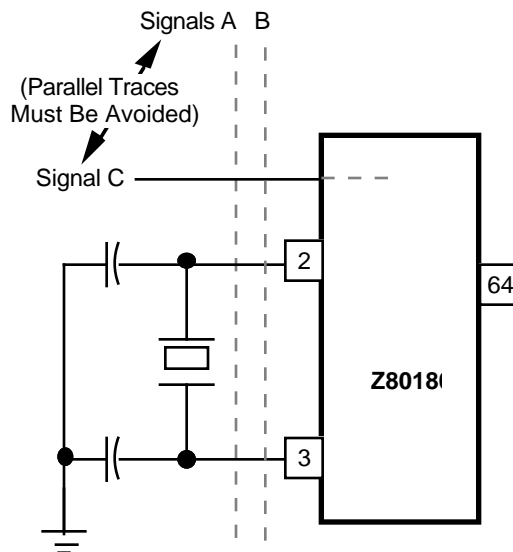
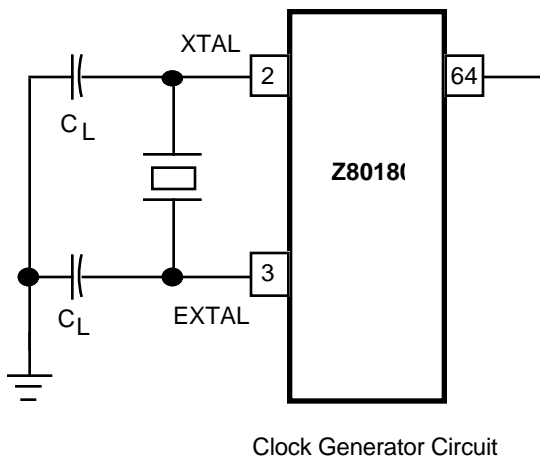
There are two major indicators which are used in working designs to determine their reliability over full lot and temperature variations. They are:

Start Up Time. If start up time is excessive, or varies widely from unit to unit, there is probably a gain problem. C1/C2 needs to be reduced; the amplifier gain is not adequate at frequency, or crystal Rs is too large.

PRACTICE: CIRCUIT ELEMENT AND LAY OUT CONSIDERATIONS (Continued)

Output Level. The signal at the amplifier output should swing from ground to V_{CC} . This indicates there is adequate gain in the amplifier. As the oscillator starts up, the signal amplitude grows until clipping occurs, at which point, the

loop gain is effectively reduced to unity and constant oscillation is achieved. A signal of less than 2.5 Vp-p is an indication that low gain may be a problem. Either C1/C2 should be made smaller or a low R crystal should be used.



- To prevent induced noise, the crystal and load capacitors should be physically located as close to the LSI as possible.
- Signal lines should not run parallel to the clock oscillator inputs. In particular, the clock input circuitry and the system clock output (pin 64) should be separated as much as possible.
- V_{CC} power lines should be separated from the clock oscillator input circuitry.
- Resistivity between XTAL or EXTAL and the other pin should be greater than $10\text{ M}\Omega$

Figure 9. Circuit Board Design Rules

SUMMARY

Understanding the Theory of Operation of oscillators, combined with practical applications, should give designers enough information to design reliable oscillator circuits. Proper selection of crystals and load capacitors,

along with good layout practices, results in a cost effective, trouble free design. Reference the following text for Zilog products with on-chip oscillators and their general/specific requirements.

ZILOG PRODUCT USING ON-CHIP OSCILLATORS

Zilog products that have on-chip oscillators:

Z8[®] Family: All

Z80[®]: C01, C11, C13, C15, C50, C90, 180, 181, 280

Z8000[®]: 8581

Communications Products: SCC[™], ISCC[™], ESCC[™]

ZILOG CHIP PARAMETERS

The following are some recommendations on values/parameters of components for use with Zilog on-chip oscillators. These are only recommendations; no guarantees are made by performance of components outside of Zilog ICs. Finally, the values/parameters chosen depend on the application. This App Note is meant as a guideline to making these decisions. Selection of optimal components is always a function of desired cost/performance tradeoffs.

Note: All load capacitance specs include stray capacitance.

Z8 Family

General Requirements:

Crystal Cut: AT cut, parallel resonant, fundamental mode

Crystal Co: < 7 pF for all frequencies.

Crystal Rs: < 100 ohms for all frequencies.

Load Capacitance: 10 to 22 pf, 15 pF typical.

Specific Requirements:

8604: xtal or ceramic, f = 1 - 8 MHz.

8600/10: f = 8 MHz.

8601/03/11/13: f = 12.5 MHz.

8602: xtal or ceramic, f = 4 MHz.

8680/81/82/84/91: f = 8, 12, 16, MHz.

8671: f = 8 MHz.

8612: f = 12, 16 MHz.

86C08/E08: f = 8, 12 MHz.

86C09/19: xtal/resonator, f = 8 MHz, C = 47 pf max.

86C00/10/20/30: f = 8, 12, 16 MHz

86C11/21/91/40/90: f = 12, 16, 20 MHz.

86C27/97: f = 4, 8 MHz.

86C12: f = 12, 16 MHz.

Super8 (all): f = 1 - 20 MHz.

Z8000 Family (8581 only)

General Requirements:

Crystal cut: AT cut, parallel resonant, fundamental mode.

Crystal Co: < 7 pF for all frequencies.

Crystal Rs: < 150 ohms for all frequencies.

Load capacitance: 10 to 33 pF.

Z80 Family

General Requirements:

Crystal cut: AT cut, parallel resonant, fundamental mode.

Crystal Co: < 7 pF for all frequencies.

Crystal Rs: < 60 ohms for all frequencies.

Load capacitance: 10 to 22 pF.

Specific Requirements:

84C01: C1 = 22 pF, C2 = 33 pF (typ); f = DC to 10 MHz.

84C90: DC to 8 MHz.

84C50: same as 84C01.

84C11/13/15: C1 = C2 = 20 -33 pf; f = 6 -10 MHz

80180: f = 12, 16, 20 MHz (Fxtal = 2 x sys. clock).

80280: f = 20 MHz (Fxtal = 2 x Fsysclk).

80181: TBD.

Communications Family

General Requirements:

Crystal cut: AT cut, parallel resonant, fundamental mode.

Crystal Co: < 7 pF for all frequencies.

Crystal Rs: < 150 ohms for all frequencies.

Load capacitance: 20 to 33 pF.

Frequency: cannot exceed PCLK.

Specific Requirements:

8530/85C30/SCC: f = 1 - 6 MHz (10 MHz SCC), 1 - 8.5 MHz (8 MHz SCC).

85130/ESCC (16/20 MHz), f = 1 - 16.384 MHz.

16C35/ISCC: f = 1 -10 MHz.

REFERENCES MATERIALS AND ACKNOWLEDGEMENTS

Intel Corp., Application Note AP-155, "Oscillators for Micro Controllers", order #230659-001, by Tom Williamson, Dec. 1986.

Motorola 68HC11 Reference Manual.

National Semiconductor Corp., App Notes 326 and 400.

Zilog, Inc., Steve German; Figures 4 and 8.

Zilog, Inc., Application Note, "Design Considerations Using Quartz Crystals with Zilog Components" - Oct. 1988.

Data Sheets; CTS Corp. Knights Div., Crystal Oscillators.

INTERFACING THE ISCC™ TO THE 68000 AND 8086

INTRODUCTION

The ISCC™ uses its flexible bus to interface with a variety of microprocessors and microcontrollers; included are the 68000 and 8086.

The Z16C35 ISCC is a Superintegration form of the 85C30/80C30 Serial Communications Controller (SCC). Super integration includes four DMA channels, one for each receiver and transmitter and a flexible Bus Interface Unit (BIU). The BIU supports a wide variety of buses

including the bus types of the 680X0 and the 8086 families of microprocessors.

This Application Note presents the details of BIU operation for both slave peripheral and DMA modes. Included are application examples of interconnecting an ISCC to a 68000 and a 8086 (These examples are currently under test).

ISCC BUS INTERFACE UNIT (BIU)

The following subsections describe and illustrate the functions and parameters of the ISCC Bus Interface Unit.

Overview

The ISCC™ contains a flexible bus interface that is directly compatible with a variety of microprocessors and microcontrollers. The bus interface unit adds to the chip by allowing ease of connection to several standard bus configurations; among others are the 68000 and the 8086 family microprocessors. This compatibility is achieved by initializing the ISCC after a reset to the desired bus configuration.

The device also configures to work with a variety of other 8- or 16-bit bus systems and is used with address/data multiplexed or non-multiplexed buses. In addition, the wait/ready handshake, the interrupt acknowledge, and the bus high byte/low byte selection are all programmable. Separate read/write, data strobe, write, read, and address strobe signals are available for direct system interface with a minimum of external logic.

Modes Description

There are basically two bus modes of operation: multiplexed and non-multiplexed. In the multiplexed bus mode, the ISCC internal registers are directly accessible as separate registers with their own unique hardware addresses. By contrast, in the non-multiplexed mode, all

registers access through an internal pointer which first loads with the register address. Loading of the pointer is done as a data write. In either case, there are some external addressing signals.

Chip Enable (CE) allows external selection through the decode of upper order address bits like accessing separate chips. A separate input (not part of the AD15-AD0 bus connection) selects between the internal SCC and DMA sections of the chip. This input is A0/SCC/DMA and provides direct transfers to the appropriate chip subsystem; either multiplexed or non-multiplexed bus mode.

A second separate input (not part of the AD15-AD0 bus connection) provides for a selection between the internal SCC; both channels A and B (Table A-1). This input is A1/A/B and provides direct transfers to the appropriate SCC channel when A0/SCC/DMA selects the SCC; either multiplexed or non-multiplexed bus mode. Note that these two signals, A1/A/B and A0/SCC/DMA, are inputs when

ISCC BUS INTERFACE UNIT (BIU) (Continued)

the ISCC is a slave peripheral; they become outputs when the ISCC is a bus master during DMA operations.

Table 1. Accessing the ISCC Registers

A0/SCC/DMA	A1/A/B	ACCESS
1	1	SCC Channel A
1	0	SCC Channel B
0	x	DMA

The following discussions assume knowledge of the SCC Serial Communications Controller operations and refer to internal register designations. For a detailed explanation, refer to the SCC Technical Manual.

Non-Multiplexed Bus Operation

When the ISCC initializes for non-multiplexed operation, Write Register 0 (WR0) takes on the form of WR0 in the Z8530, Write Register Bit Functions (Figure A-1). Register addressing for the SCC section is (except for WR0 and RR0) accomplished as follows. Programming the write registers requires two write operations. Reading the read registers requires both a write and a read operation.

The first write is to WR0 which contains three bits that point to the selected register (note the point high command). The second write is the actual control word for the selected register. If the second operation is a read, the selected register is accessed. When in the non-multiplexed mode, all registers in the SCC section of the ISCC, including the data registers, access this way.

The pointer register automatically clears after the second read or write operation so WR0 (or RR0) addresses again. There is no direct access to the data registers. They are addressed through the pointer (this is in contrast to the Z8530 which allows direct addressing of the data registers through the C/D pin).

When the ISCC starts for non-multiplexed operation, register addressing for the DMA section is (except for CSAR) accomplished as follows. It is completely independent of the SCC section register addressing. Programming the write registers requires two write operations and reading the read registers requires both a write and a read operation. The first write is to the Command Status Address Register (CSAR) which contains five bits that point to the selected register (CSAR bits 4-0). The second write is the actual control word for the selected register. If the second operation is a read, the selected register is accessed. The pointer bits automatically clear after the second read or write operation so CSAR addresses again. When in the non-multiplexed mode, all registers in the DMA section of the ISCC are accessed.

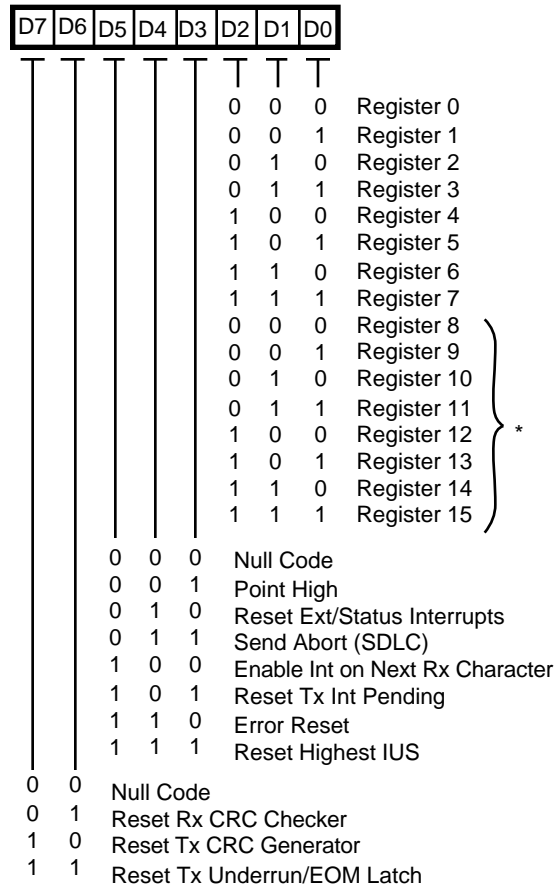
Multiplexed Bus Operation

When the ISCC initializes for multiplexed bus operation, all registers in the SCC section are directly addressable with the register address occupying AD5 through AD1 or AD4 through AD0 (Shift Left/Shift Right modes).

The Shift Left/Shift Right modes for the address decoding of the internal registers (multiplexed bus) are separately programmable for the SCC and DMA sections. For the SCC section, the programming and operation is the same as the SCC; programming occurs through Write Register 0 (WR0), bits 1 and 0, and Write Register Bit Functions (Figure A-2). The programming of the Shift Left/Shift Right modes for the DMA section occurs in the BCR, bit 0. In this case, the shift function is similar to the SCC section; with Left Shift, the internal register addresses decode from bits AD5 through AD1. In Right Shift, the internal register addresses decode from bits AD4 through AD0.

During multiplexed bus mode selection, Write Register 0 (WR0) becomes WR0 in the Z8030, Write Register Bit Functions (Figure A-2).

Write Register 0 (non-multiplexed bus mode)



* With Point High Command

Figure 1. Write Register 0 Bit Functions (Non-Multiplexed Bus Mode)

Register 0 (multiplexed bus mode)

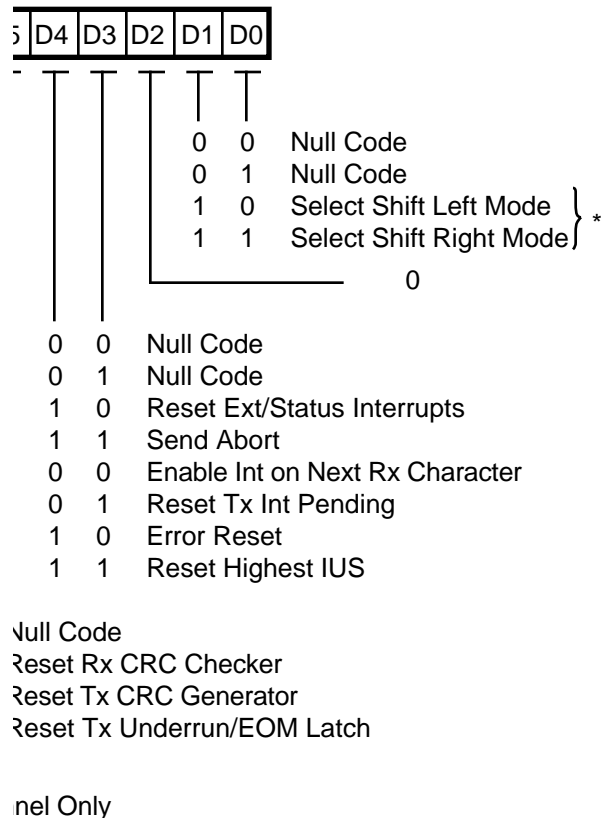


Figure 2. Write Register 0 Bit Functions (Multiplexed Bus Mode)

BUS DATA TRANSFERS

All data transfers to and from the ISCC™ are done in bytes regardless of whether data occupies the lower or upper byte of the 16-bit bus. Bus transfers as a slave peripheral are done differently from bus transfers when the ISCC is the bus master during DMA transactions. The ISCC is fundamentally an 8-bit peripheral but supports 16-bit buses in the DMA mode. Slave peripheral and DMA transactions appear in the next sections.

Data Bus Transfers as a Slave Peripheral

When accessed as a peripheral device (when the ISCC is not a bus master performing DMA transfers), only 8 bits transfer. During ISCC register read, the byte data present on the lower 8 bits of the bus is replicated on the upper 8 bits of the bus. Data is accepted by the ISCC only on the lower 8 bits of the bus.

ISCC™ DMA Bus Transfers

During DMA transfers, when the ISCC is bus master, only byte data transfers occur. However, data transfers to or from the ISCC on the upper 8 bits of the bus or on the lower 8 bits of the bus. Moreover, odd or even byte transfers activate on the lower or upper 8 bits of the bus. This is programmable and explained next.

During DMA transfers to memory from the ISCC, only byte data transfers occur. Data appears on the lower 8 bits and replicates on the upper 8 bits of the bus. Thus, the data is written to an odd or even byte of the system memory by address decoding and strobe generation.

During DMA transfers to the ISCC from memory, byte data only transfers. Normally, data appears only on the lower 8 bits of the bus. However, the byte swapping feature

BUS DATA TRANSFERS (Continued)

determines which byte of the bus data is accepted. The byte swapping feature activates by programming the Byte Swap Enable bit to a 1 in the BCR. The odd/even byte transfer selection occurs by programming the Byte Swap Select bit in the BCR. If Byte Swap Select is a 1, then even address bytes (transfers where the DMA address has A0 = 0) are accepted on the lower 8 bits of the bus. Odd address bytes (transfers where the DMA address has A0 = 1) are accepted on the upper 8 bits of the bus. If Byte Swap Select is a 0, then even address bytes (transfers where the DMA address has A0 = 0) are accepted on the upper 8 bits of the bus. Odd address bytes (transfers where the DMA address has A0 = 1) are accepted on the lower 8 bits of the bus.

Bus Interface Handshaking

The ISCC™ supports data transfers by either a data strobe (DS) combined with a read/write (R/W) status line, or separate read (RD) and write (WR) strobes. These transactions activate via chip enable (CE).

ISCC programming generates interrupts upon the occurrence of certain internal events. The ISCC internally prioritizes its own interrupts, therefore, the ISCC presents one interrupt to the processor even though lower priority internal interrupts may be pending. Interrupts are individually enabled or disabled. Refer to the sections on the SCC core.

Interrupt Acknowledge (INTACK) is an input to the ISCC showing that an interrupt acknowledge cycle is progressing. INTACK is programmed to accept a status acknowledge, a single pulse acknowledge, or a double pulse acknowledge. This programming activates in the BCR. The double pulse acknowledge is compatible with 8X86 family microprocessors and the status acknowledge is compatible with 68000 family microprocessors.

During an interrupt acknowledge cycle, the SCC and DMA interrupt priority daisy chain internally resolves. Thus, the highest priority internal interrupt is presented to the CPU.

The ISCC can return an interrupt vector that encodes with the type of interrupt pending enabled during this acknowledge cycle. The ISCC may request an interrupt but not return an interrupt vector [note that the no vector bit(s) in the SCC section (WR9 bit 1) and in the DMA section (ICR bit 5) individually control whether or not an interrupt vector returns by these cores]. The interrupt vector can program to include a status field showing the internal ISCC source of the interrupt. During the interrupt acknowledge cycle, the ISCC returns the interrupt vector when INTACK, RD or DS go active and IEI is high (if the ISCC is not programmed for the no vector option).

During the programmed pulsed acknowledge type (whether single or double), INTACK is the strobe for the interrupt vector. Thus when INTACK goes active, the ISCC drives the bus and presents the interrupt vector to the CPU. When the status acknowledge type programs, the ISCC drives the bus with the interrupt vector when RD or DS are active.

WAITRDY programs to function either as a WAIT signal or a READY signal using the BCR write. When programmed as a wait signal, it supports the READY function of 8X86 family microprocessors. When programmed as a ready signal, it supports the DTACK function of 680x0 family microprocessors.

The WAIT/RDY signal functions as an output when the ISCC is not a bus master. In this case, this signal serves to indicate when the data is available during a read cycle, when the device is ready to receive data during a write cycle, and when a valid vector is available during an interrupt acknowledge cycle.

When the ISCC is the bus master (DMA section has taken control of the bus), the WAIT/RDY signal functions as a WAIT or RDY input. Slow memories and peripheral devices use WAIT to extend the data strobe (/DS) during bus transfers. Similarly, memories and peripheral devices use RDY to indicate valid output or that it is ready to latch input data.

CONFIGURING THE BUS

The bus configuration programming is done in two separate steps (actually it is one operation), to enable the write to the Bus Configuration Register (BCR). The first operation that accesses the ISCC after a device reset must be a write to the BCR since this is the only time that the BCR is accessible. Before and during the write, various external signals are sampled to program bus configuration parameters. During this write, the A0/SCC//DMA pin must be Low.

Address strobe programs multiplexed/non-multiplexed selection. In a non-multiplexed bus environment, address strobe (as an input) is not used but tied high through a suitable pull-up resistor. Thus, no address strobe is present before the BCR write. Then, when write to the BCR takes place, the non-multiplexed mode is programmed because there is no address strobe before this first write to the device. Note that address strobe becomes an output during DMA operations so it is not tied directly to V_{CC}.

During the write operation to the BCR, the A1/A/B input is sampled to select the function of the WAIT/RDY pin (Table A-2). When the BCR Write is to the SCC Channel A (A1/A/B High during the BCR write), the WAIT/RDY signal functions as a wait. When the BCR Write is to Channel B (A1/A/B Low during the BCR write), the WAIT/RDY signal functions as a ready.

Table 40. Signals Sampled During the BCR Write

A1/A/B	WAIT/RDY Function
1	WAIT (8086 RDY compatible)
0	READY (68000 DTACK compatible)

This programming affects the function of the WAIT/RDY signal both as an input, when the ISCC is bus master during DMA operations, and as an output when the ISCC is a bus slave.

With this programming, the ISCC is immediately configured to function successfully on this first and subsequent bus transactions. The remaining bus configuration options are programmed by the value written to the BCR.

Bit 0 of the BCR controls the Shift Left/Shift Right address decoding modes for the DMA section. In this case, the shift function is similar to the SCC section. During Left Shift, the internal register addresses decode from bits AD5 through AD1. During Right Shift, the internal register addresses are decode from bits AD4 through AD0. This function is only applicable in the multiplexed bus mode.

Bits 1 and 2 of the BCR control the interrupt acknowledge type as shown in the Table A-3.

Table 41. BCR Control of Interrupt Acknowledge

BCR bit 2	BCR bit 1	Interrupt Acknowledge
0	0	Status Acknowledge
0	1	Pulsed Acknowledge (single)
0	1	Reserved (action not defined)
1	1	Double Pulsed Acknowledge

The Status Acknowledge remains active throughout the interrupt cycle and is directly compatible with the 680x0 family interrupt handshaking. The Status Acknowledge signal latches with the rising edge of AS for multiplexed bus operation. It latches by the falling edge of the strobe (RD or DS) for non-multiplexed bus operation. The Pulsed Acknowledges are timed to be active during a specified period in the interrupt cycle. The Double Pulsed Acknowledge is directly compatible with the 8x86 family interrupt handshaking. Refer to the timing diagrams in the ISCC Product Specification for details on the Acknowledge signal operation.

Reserve bits 3, 4, and 5 of the BCR program as zeros. Bits 6 and 7 of the BCR control the byte swap feature (Table A-4). Byte swap is applicable only in DMA transfers when the ISCC is the bus master and only affects ISCC data acceptance (transfers from memory to the ISCC).¹

Table 42. Byte Swap Control

Enable (BCR bit 7)	DMA Data Read by the ISCC
0	lower 8 bits of bus only
1	upper or lower 8 bits of bus

Swap Select*	A0	DMA Data read by the ISCC
0	0	upper 8 bits of bus
0	1	lower 8 bits of bus
1	0	lower 8 bits of bus
1	1	upper 8 bits of bus

* BCR bit 6

APPLICATIONS EXAMPLES

The following application examples explain and illustrate the methods of interfacing the ISCC to a Motorola 68000 and an Intel 8086.

68000 Interface to the ISCC

Figure A-3 shows a connection of the ISCC to a 68000 microprocessor. The 68000 data bus connects directly, or through bus transceivers, to the ISCC address/data bus. R/W and RESET also directly connect. In this example, the ISCC is on the lower half of the bus; DS of the ISCC connects to LDS of the 68000. The processor address lines decode to produce a chip enable for the ISCC. In addition, processor addresses A1 and A2 connect to A0/SCC/DMA and A1/A/B, respectively, through a tri-state driver.

The driver is normally ON (enabled) but turns OFF by BGACK to grant the bus to ISCC for DMA transfers. This is done since the A0/SCC/DMA and A1/A/B pins become outputs during DMA transfers and should not drive the system address bus. RD and WR tie high through independent pull-ups. They are not used in this application but become active outputs during DMA transfers and are not tied directly to V_{CC} .

Although not shown in Table A-5, the A0/SCC/DMA and A1/A/B pins may be decoded during DMA transfers to identify the active DMA channel.

Table 43. DMA A/B Channel Decode

A1/A/B	A0/SCC/DMA	DMA Channel
1	1	Receiver Channel A
1	0	Transmitter Channel A
0	1	Receiver Channel B
0	0	Transmitter Channel B

External logic can use this information to abort a DMA in progress.

For normal slave device bus interaction, a DTACK is generated. WAIT/RDY is programmed for ready operation and INTACK programs for the status type. WAIT/RDY generates a DTACK for normal data transfers and interrupt responses. Additional logic may be required when other interrupt sources are present.

During DMA transfers, the ISCC becomes bus master. Becoming bus master is done through the BUSREQ output and BUSACK input signals of the ISCC. They connect to an external bus arbitration circuit. This circuit

performs bus arbitration for multiple bus master requests and generates bus grant acknowledge (BGACK) which controls certain bus drive signal sources.

When the ISCC becomes the bus master, a 32-bit address generation by the DMA section is output on the ISCC address/data bus. The lower 16 bits of this address store in an external latch by AS (Address Strobe). Also, the upper 16 bits of this address store in an external latch by UAS (Upper Address Strobe). With BGACK low (active) and with the processor address lines tri-stated, the latch outputs drive the system address bus.

AS is pulled high by an external resistor. This pull-up insures an inactive AS (at a logic high level) when the ISCC is not driving this signal. Therefore, on power up or after a RESET, AS is inactive and programs the non-multiplexed bus mode on BCR write.

In this application, the outputs of the address latches are connected to the address bus so that A1 through A23 of the ISCC drives the system address bus (the ISCC provides a total of 32 address lines). A0 from the address latch is diverted to logic which generates UDS and LDS bus signals from the ISCC data strobe (DS). UDS is generated when A0 is low and LDS is generated when A0 is high. The lower and upper data strobes are applied to the system bus through tri-state drivers which are enabled only when BGACK is active. Bus direction is now controlled by the ISCC R/W signal which is now an output.

For initialization, the BCR write (the first write to the ISCC after RESET) is done with A2 = 0 (A1/A/B ISCC input at logic low). This selects the ready option of the WAIT/RDY signal to conform to the 68000 bus style. The AS signal programming of the non-multiplexed bus has already been discussed. The BCR is written with C0H to enable byte swapping. It also selects the sense of byte swapping with respect to A0 appropriate to this bus style and selects the STATUS type of interrupt acknowledge.

8086 Interface with the ISCC

Figure A-4 shows the connection of the ISCC to an 8086 microprocessor and companion clock state generator. In this application, the ISCC connects for multiplexed address access to the internal ISCC registers. AD15 through AD0 of the 8086 connect directly, or through a bus transceiver, to the corresponding AD15 through AD0 address/data ISCC bus pins. RD and WR are directly compatible and tie together to form the read and write bus signals.

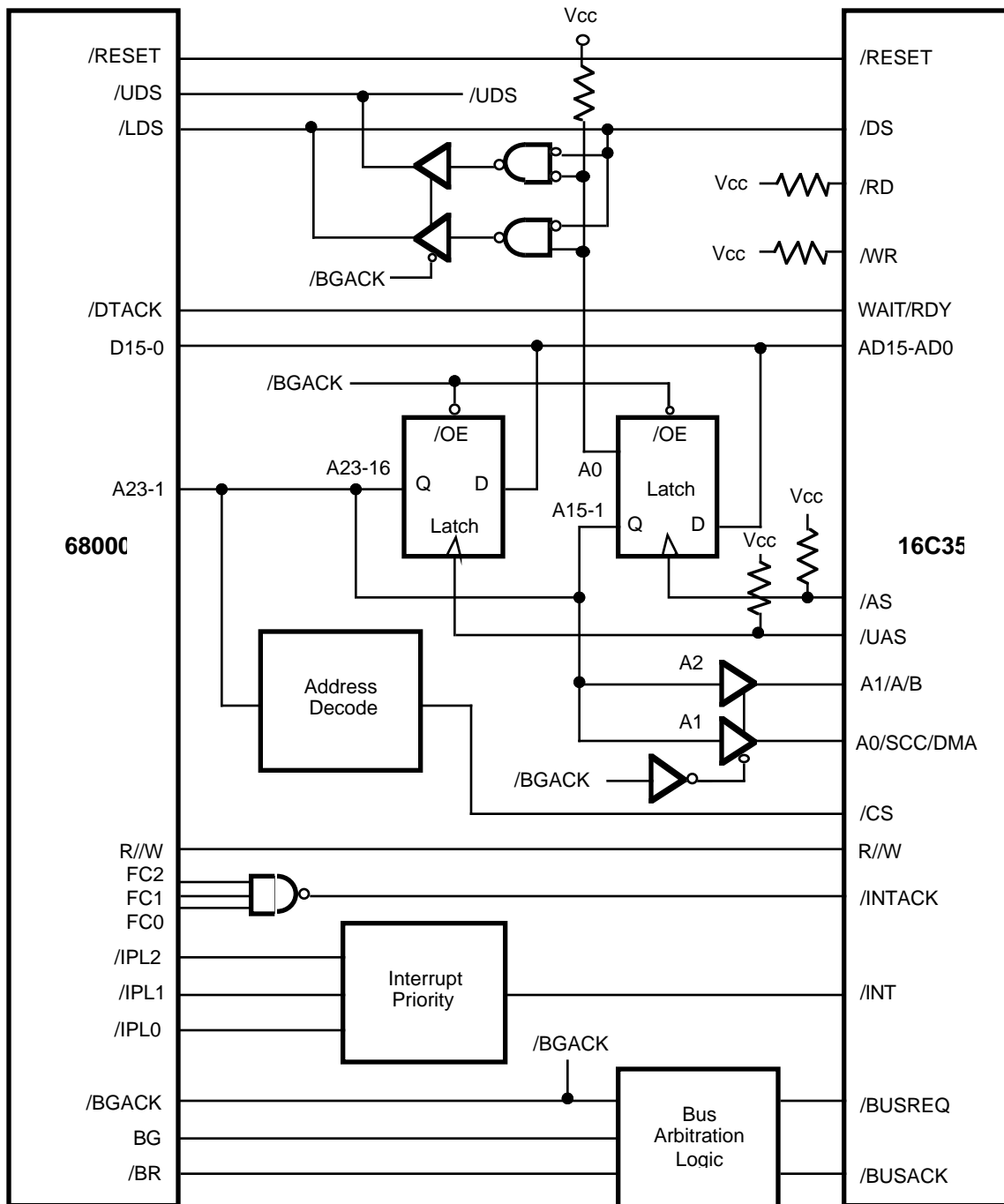
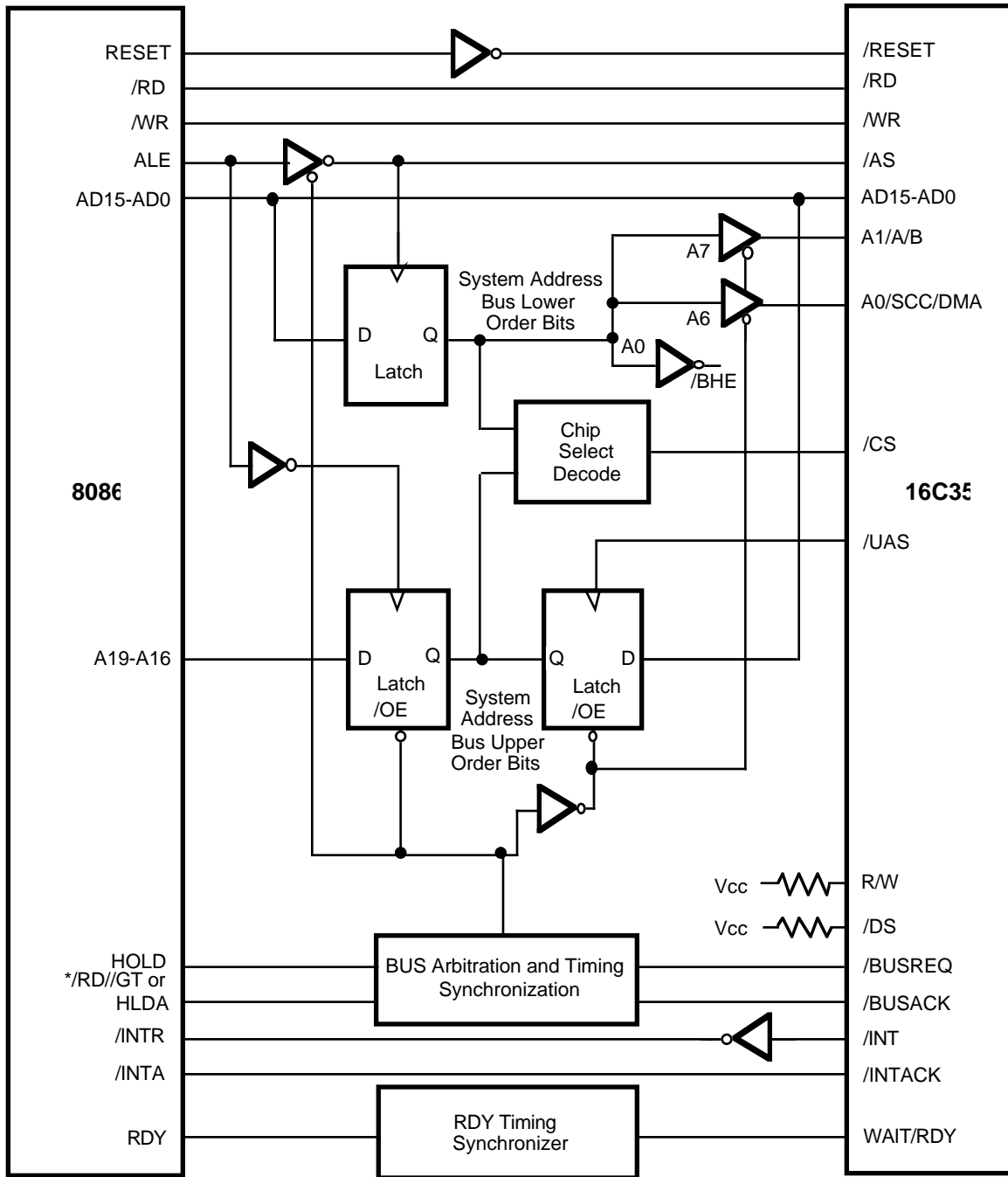


Figure 3. ISCC Interface to a 68000 Microprocessor

APPLICATIONS EXAMPLES (Continued)



* maximum mode

Figure 4. ISCC Interface to an Intel 8086 Microprocessor

When the ISCC becomes a bus master during DMA operations, RD and WR of the 8086 are tri-stated which allows the corresponding ISCC signals to control the bus transactions. The sense of RESET reverses, so the ISCC RESET signal inverts from the reset applied to the 8086 from the clock state generator.

RD/WR and DS of the ISCC are inactive in this application and tie high. They tie high through independent pull-ups since these signals become active when the ISCC is bus master during DMA transactions.

Assuming other devices in the system, the ISCC chip enable input (CE) activates from a decode of the address. In this example, the ISCC internally decodes addresses A1 through A5 and uses A6 and A7, externally. Thus, the address decode circuitry decodes address lines A0 and A8 and above. The decode of A0 for chip enable places the ISCC as an 8-bit peripheral on the lower byte of the bus. A0 and the upper level address lines (including A6 and A7) demultiplex from the 8086 address/data bus through a latch strobed by ALE.

The demultiplexed addresses A6 and A7 connect to A0/SCC/DMA and A1/A/B, respectively, of the ISCC to control selection of the DMA and SCC channels A and B. This connects through the tri-state drivers. They enable when the 8086 is the bus master and disable when the ISCC is bus master. This prevents the ISCC from improperly driving the system address bus since A0/SCC/DMA and A1/A/B become active outputs when the ISCC is the bus master.

The address map for the ISCC appears in Table A-6 for this application.

Table 44. ISCC Address Map

A0	A1-A5	A6	A7	Registers Addressed
1	x	x	x	ISCC not enabled
0	-	0	x	DMA Registers per A1 - A5
0	-	1	1	SCC Core Channel A Registers
0	-	1	0	SCC Core Channel B Registers

Since A0 specifies the lower byte of the bus and includes the chip enable decode, the internal ISCC register addresses decode without A0. Thus, Table 6 implies that the Left Shift address decode selection is made for both the SCC and DMA sections of the ISCC. The left shift selection is the default selection after reset. Left/Right Shift selection programming is discussed later.

The ALE signal of the 8086 applies to AS of the ISCC through an inverting tri-state buffer. The buffer disables when the ISCC becomes a bus master during DMA transactions. This prevents conflicts since ALE remains active even when the 8086 is in the HOLD mode during DMA transfers. Now, the ISCC AS is an active output. The address strobe for the demultiplexing latch of addresses A0 through A15 connects on the ISCC side of the ALE tri-state buffer. This allows the latch to serve two functions; to hold either the 8086 or the ISCC address when it is bus master.

After reset, ALE is active and the tri-state buffer enabled. This supplies address strobes to the ISCC. The presence of one of these address strobes, before writing to the BCR, programs the ISCC to the multiplexed bus mode of operation. The ISCC chip enable (CE) can be inactive and still recognize an address strobe (AS) before the BCR write (Figure 4 shows open latches when the input strobe is low).

When the ISCC is bus master during DMA transactions, BHE generates from A0. This is done from the output of the lower order address latch through an inverting tri-state driver. This driver enables only when the ISCC is the bus master. Whole word transfers are not done by the ISCC DMA, thus, BHE generated for the ISCC is always the inverse of A0.

The upper bus system address lines demultiplex from the 8086 and the ISCC in separate latches. Like the 68000 example, high order address lines from the ISCC latch via UAS (upper address strobe). The separate latches drive the same upper order address lines. A16 from the ISCC connects to the corresponding A16 address bus line as derived from the 8086. The output of the two latches alternately enable depending upon bus mastership.

The diagram shows INT from the ISCC connected to the 8086 INTR input via an inverter since these signals are of opposite sense. In actual practice, the ISCC interrupt request is first processed by an interrupt priority circuit. INTA (Interrupt Acknowledge) of the 8086 connects directly to the INTACK input of the ISCC. Conforming to the 8086 style of interrupt acknowledge, the ISCC is programmed to the Double Pulse Interrupt Acknowledge type. When this selection occurs, the ISCC responds to two interrupt acknowledge pulses. The first pulse is recognized but no action follows. The second pulse causes the ISCC to go active on the data bus and return the interrupt vector to the CPU. This action also takes place with the Single Pulse Interrupt Acknowledge type selection, except that the bus goes active with the first and only interrupt acknowledge pulse.

To start, the BCR write (first write to the ISCC after RESET) is done with A7 = 1 (A1/A/B ISCC input at logic high). This selects the wait option of the WAIT/RDY signal to conform to the 8086 bus style. The AS signal programming of the multiplexed bus was covered earlier. The BCR is written with 86H to enable byte swapping, select the sense of the byte swapping with respect to A0 (appropriate to this bus style), and select the Double Pulse type of interrupt acknowledge.

When the ISCC™ begins DMA transfers, it communicates requests for the bus through BUSREQ and BUSACK. The 8086 receives and grants bus requests through HOLD and HLDA in the minimum mode and through RQ/GT in the maximum mode. Depending upon the system requirements, there could be more than one potential bus

master. Therefore, there is a requirement for a bus arbitration circuit.

The minimum mode connection is relatively straightforward. The maximum mode configuration requires a translation of the ISCC BUSREQ and BUSACK signals into/from the 8086 RQ/GT timed pulse style of handshake. Refer to the information on the 8086 for detailed application information.

The ISCC™ WAIT/RDY output is compatible with the 8086 clock generator RDY input except that one edge of the signal must be synchronous with the 8086 clock. The synchronization occurs through external circuitry. Refer to the information on the 8086 for detailed application information.

ZILOG ISCC™ CONTROLLER

QUESTIONS AND ANSWERS

ISCC QUESTIONS AND ANSWERS

- Q. Is the interrupt vector present on both the lower 8 bits and the upper 8 bits in an interrupt cycle (See Figure 40 of the Z16C35 CMOS ISCC Product Spec)?**
- A. Both halves of the AD bus are driven during an interrupt acknowledge cycle by the ISCC. In fact, both halves of the data bus are never driven individually.
- Q. In DMA mode, must the /WAIT//READY and /BUSACK signals be externally synchronized to PCLK (See Figure 46 of the Z16C35 CMOS ISCC Product Spec)?**
- A. No, not exactly. The documented timing shows when the ISCC samples these coming back from memory.
- Q. Can the address and data bus be outputted before /BUSACK is received (See Figure 46 of Z16C35 CMOS ISCC Product Spec)?**
- A. No.
- Q. What causes the Terminal Count to be Reset?**
- A. Refer to P.5-26 TM, Sec. 5.6.2, "the status in this register is automatically cleared after a Read." In other words the bits are Reset when you Read the contents of the register.
- Q. Which Rev of the SCC is in the ISCC?**
- A. It is the D Rev (but without the oscillator fix).
- Q. Does the ISCC allow software interrupt acknowledge (WR9 bit D5)?**
- A. Yes, it does. It is not required to use the /INTACK signal of the ISCC to process interrupts. The source of the interrupt can be determined by reading the interrupt vector just like a normal interrupt is determined by reading the interrupt vector (like a normal register Read). The SCC RR2B is modified to reflect the source. RR2A is not modified. Also, the other status registers could be used to figure out who interrupted. SCC interrupts can be Reset by reading RR2B if software interrupt acknowledge is enabled (WR9 D5=1).
- Q. Does the software interrupt acknowledge support DMA operation?**
- A. No. Unlike the SCC core, the DMA core does not support this feature. The DMA has two sources of the interrupt, i.e., IP and IUS bits.
- Q. When the ISCC is used on a multiplexed bus, the ISCC does not interrupt when the SCC source interrupts occur until after another Write to the ISCC. Why?**
- A. When programmed for multiplexed bus operation, similar to the Z8030/Z80C30, the /AS signal is used to update the interrupt status of the SCC. Consequently, if no /AS is present, the interrupt status is not updated until an /AS occurs. If /AS of the ISCC is tied to the /AS of the processor, sufficient /AS signals will occur to keep the ISCC interrupts up to date. However, if /AS is only generated to the ISCC when it is being accessed, any pending SCC interrupts will not assert the /INT pin until after the /AS of an access to the part. This typically occurs when a PAL is used to generate the access signals to the ISCC and /AS is only generated to the ISCC when it is being accessed.
- Q. Can the Upper Address Strobe be defeated (to shorten the transfer cycle time)?**
- A. No. But this is possible in the IUSC!
- Q. How many clock cycles does it take to do a DMA transfer, after BUSACK is granted?**
- A. By looking at Figure 45 of Z16C35 CMOS ISCC Product Spec, it takes TS0, TS1, T0, T1, T2, T3, T4, T5, about 8 cycles total.
- Q. Is there any reason why the ISCC couldn't use pclk twice as fast as the processor, in order to cut access recovery times?**
- A. No, as long as the required timings are met!

ISCC QUESTIONS AND ANSWERS (Continued)

Q: What's the recovery time required for the ISCC?

A: A recovery time may apply to ANY access of the ISCC. Thus, a bus transaction before or after an access of the ISCC looks like it requires that the recovery time be met for those accesses. The timing for /Strobe signals, i.e. /DS, /WR, /RD or Pulsed /INTACK relative to CLK is three clocks if /Strobe, synched to the /INTACK relative to CLK, is three clocks if /Strobe is synched to the rising edge of CLK; or four clocks otherwise. The Recovery time is independent of /CS. Please note, if in any design application with the ISCC the reads and writes are unreliable, this recovery timing should be checked very carefully and as this could be a bug with the ISCC.

Q: Is the SDLC FIFO available in ISCC?

A: Yes, the SDLC FIFO is available in the SCC cell of the ISCC. There is a mistake in our ISCC Technical Manual, P.5-20, on Register Description. The statement 'Bit 2 is not used and must be programmed "0"' is wrong. Bit 2 of WR15 is used for enabling the SDLC FIFO.

Q: Will DMA be enabled by writing the Enable Command in the Channel Command/Address Register?

A: Yes, DMA operation is triggered by the command, "Enable DMA" on Channel Command/Address Register. This is another mistake in our ISCC Technical Manual, P.5-25, on Register Description. The statement "DMA operation is not triggered by this command" is wrong, e.g., Writing "100" to bits 7 through 5 enables and triggers TxB DMA operation.

Q: Will DMA operation be triggered by the DMA enable command in the DMA Enable Register?

A: Yes, DMA operation will also be triggered by setting corresponding DMA Enable bits in the DMA Enable Register (P.5-29 sec 5.6.7, DMA Enable Register in ISCC Technical Manual). Note that this is a read/write register. Read-modify-write instructions should be used in writing this register to avoid the register value to be overwritten and cause accidental enabling/disabling of the DMA operations.