THE DATASHEET OF

DS34T102GN+

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DS34T101, DS34T102, DS34T104, DS34T108
Single/Dual/Quad/Octal TDM-over-Packet Chip

General Description

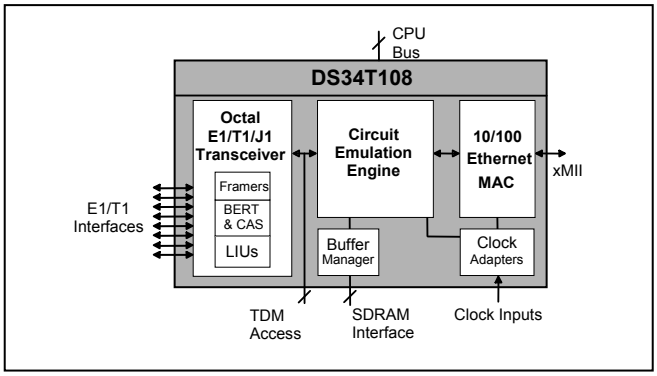
These IETF PWE3 SAToP/CESoPSN/TDMoIP/HDLC compliant devices allow up to eight E1, T1 or serial streams or one high-speed E3, T3, STS-1 or serial stream to be transported transparently over IP, MPLS or Ethernet networks. Jitter and wander of recovered clocks conform to G.823/G.824, G.8261, and TDM specifications. TDM data is transported in up to 64 individually configurable bundles. All standards-based TDM-over-packet mapping methods are supported except AAL2. Frame-based serial HDLC data flows are also supported. With built-in full-featured E1/T1 framers and LIUs. These ICs encapsulate the TDM-over-packet solution from analog E1/T1 signal to Ethernet MII while preserving options to make use of TDM streams at key intermediate points. The high level of integration available with the DS34T10x devices minimizes cost, board space, and time to market.

Applications

TDM Circuit Extension Over PSN
- Leased-Line Services Over PSN
- TDM Over GPON/EPON
- TDM Over Cable
- TDM Over Wireless

Cellular Backhaul Over PSN
Multiservice Over Unified PSN
HDLC-Based Traffic Transport Over PSN

Functional Diagram



Features

- **Full-Featured IC Includes E1/T1 LIUs and Framers, TDMoP Engine, and 10/100 MAC**
- **Transport of E1, T1, E3, T3 or STS-1 TDM or Other CBR Signals Over Packet Networks**
- **Full Support for These Mapping Methods: SAToP, CESoPSN, TDMoIP AAL1, HDLC, Unstructured, Structured, Structured with CAS**
- **Adaptive Clock Recovery, Common Clock, External Clock and Loopback Timing Modes**
- **On-Chip TDM Clock Recovery Machines, One Per Port, Independently Configurable**
- **Clock Recovery Algorithm Handles Network PDV, Packet Loss, Constant Delay Changes, Frequency Changes and Other Impairments**
- **64 Independent Bundles/Connections**
- **Multiprotocol Encapsulation Supports IPv4, IPv6, UDP, RTP, L2TPv3, MPLS, Metro Ethernet**
- **VLAN Support According to 802.1p and 802.1Q**
- **10/100 Ethernet MAC Supports MII/RMII/SSMII**
- **Selectable 32-Bit, 16-Bit or SPI Processor Bus**
- **Operates from Only Two Clock Signals, One for Clock Recovery and One for Packet Processing**
- **Glueless SDRAM Buffer Management**
- **Low-Power 1.8V Core, 3.3V I/O**

See detailed feature list in Section 7.

Ordering Information

PART	PORTS	TEMP RANGE	PIN-PACKAGE
DS34T101GN	1	-40°C to +85°C	484 TEBGA
DS34T101GN+	1	-40°C to +85°C	484 TEBGA
DS34T102GN	2	-40°C to +85°C	484 TEBGA
DS34T102GN+	2	-40°C to +85°C	484 TEBGA
DS34T104GN	4	-40°C to +85°C	484 TEBGA
DS34T104GN+	4	-40°C to +85°C	484 TEBGA
DS34T108GN	8	-40°C to +85°C	484 HSBGA
DS34T108GN+	8	-40°C to +85°C	484 HSBGA

+Denotes lead(Pb)-free/RoHS-compliant package (explanation).

Some revisions of this device may incorporate deviations from published specifications known as errata. Multiple revisions of any device may be simultaneously available through various sales channels. For information about device errata, go to: www.maxim-ic.com/errata. For pricing, delivery, and ordering information, please contact Maxim Direct at 1-888-629-4642, or visit Maxim's website at www.maxim-ic.com.

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1 Introduction

The DS34T101/2/4/8 family of products combine E1/T1 LIUs and framers and TDM-over-packet circuit emulation circuitry into one die. Dedicated payload-type engines are included for TDMoIP (AAL1), CESoPSN, SAToP, and HDLC.

Products in the DS34T10x family provide the mapping/demapping capability to enable the transport of TDM data (Nx64kbps, E1, T1, J1, E3, T3, STS-1) or other constant bit-rate data over IP, MPLS or Ethernet networks. These products enable service providers to migrate to next generation networks while continuing to provide legacy voice, data and leased-line services. They allow enterprises to transport voice and video over the same IP/Ethernet network that is currently used only for LAN traffic, thereby minimizing network maintenance and operating costs.

Packet-switched networks, such as IP networks, were not designed to transport TDM data and have no inherent clock distribution mechanism. Therefore, when transporting TDM data over packet switched networks, the TDM demapping function needs to accurately reconstruct the TDM service clock(s). The DS34T10x devices perform this important clock recovery task, creating recovered clocks with jitter and wander levels that conform to ITU-T G.823/824 and G.8261, even for networks which introduce significant packet delay variation and packet loss.

The circuit emulation technology in the DS34T10x products that makes this possible is called TDM-over-Packet (TDMoP) and complements VoIP in those cases where VoIP is not applicable or where VoIP price/performance is not sufficient. Most importantly, TDMoP technology provides higher voice quality with lower latency than VoIP. Unlike VoIP, TDMoP can support all applications that run over E1/T1 circuits, not just voice. TDMoP can also provide traditional leased-line services over IP and is transparent to protocols and signaling. Because TDMoP provides an evolutionary, as opposed to revolutionary approach, investment protection is maximized.

2 Acronyms and Glossary

Acronyms

AAL1	ATM Adaptation Layer Type 1
AAL2	ATM Adaptation Layer Type 2
ATM	Asynchronous Transfer Mode
BGA	Ball Grid Array
BW	Bandwidth
CAS	Channel Associated Signaling
CBR	Constant Bit-Rate
CCS	Common channel signaling
CE	Customer Edge
CESoP	Circuit Emulation Service over Packet
CESoPSN	Circuit Emulation Services over Packet Switched Network
CLAD	Clock Rate Adapter
CPE	Customer Premises Equipment
CSMA	Carrier Sense Multiple Access
CSMA/CD	Carrier Sense Multiple Access with Collision Detection
DS0	Digital Signal Level 0
DS1	Digital Signal Level 1
DS3	Digital Signal Level 3
HDLC	High-Level data Link Control
IEEE	Institute of Electrical and Electronics Engineers
IETF	Internet Engineering Task Force
IP	Internet Protocol
JBC	Jitter Buffer Control
IWF	Interworking Function
LAN	Local Area Network

LIU	Line Interface Unit
LOF	Loss of Frame (i.e. loss of frame alignment)
LOS	Loss of Signal
MAC	Media Access Control
MEF	Metro Ethernet Forum
MFA	MPLS / Frame Relay Alliance (Now called IP/MPLS Forum)
MII	Medium Independent Interface
MPLS	MULTI PROTOCOL LABEL SWITCHING
OC-3	Optical Carrier Level 3
OCXO	Oven Controlled Crystal Oscillator
OFE	Optical Front End
OSI	Open Systems Interconnection
OSI-RM	Open Systems Interconnection—Reference Model
PDU	Protocol Data Unit
PDV	Packet Delay Variation
PE	Provider Edge
PRBS	Pseudo-Random Bit Sequence
PSN	Packet Switched Network
PSTN	Public Switched Telephone Network
PWE3	Pseudo-Wire Emulation Edge-to-Edge
QoS	Quality of Service
RMII	Reduced Medium Independent Interface
Rx or RX	Receive
SAR	Segmentation and Reassembly
SAToP	Structure-Agnostic TDM over Packet
SDH	Synchronous Digital Hierarchy
SMII	Serial Media Independent Interface
SN	Sequence Number
SONET	Synchronous Optical Network
SS7	Signaling System 7
SSMII	Source Synchronous Serial Media Independent Interface
STM-1	Synchronous Transport Module Level 1
TDM	Time Division Multiplexing
TDMoIP	TDM over Internet Protocol
TDMoP	TDM over Packet
TSA	Timeslot Assigner
Tx or TX	Transmit
UDP	User Datagram Protocol
VoIP	Voice over IP
VPLS	Virtual Private LAN Services
WAN	Wide Area Network

Glossary

BERT – Bit Error Rate Tester, a function used to test the integrity of a data link. A two-block set consisting of a Tx BERT that generates pseudo-random or repetitive patterns and optionally inserts bit errors into the sequence, and an Rx BERT that synchronizes to an incoming pattern and count bit errors.

bundle – a virtual path configured at two endpoint TDMoP gateways to carry TDM or constant bit-rate data over a PSN.

CLAD – Clock Rate Adapter, an analog PLL that creates an output clock signal that is phase/frequency locked to an input clock signal of a different frequency. A CLAD is said to "convert" one frequency to another or "adapt" (change) a clock's rate to be a frequency that is useful to some other block on the chip.

dword – a 32-bit (4-byte) unit of information (also known as a doubleword)

framer – (1) a digital block that finds E1/T1 frame alignment in an incoming serial data stream and provides various types of status and alarm information about the signaling including loss-of-signal, loss-of-frame, frame bit errors, etc. Also known as a receive framer. (2) The word framer is also used generically to stand for the bidirectional block composed of a receive framer and a transmit formatter.

formatter – a digital block that generates a serial data stream composed of successive E1/T1 frames (and optionally multiframes) filled with TDM data provided by the system. Also known as a transmit formatter.

transceiver – a transmitter/receiver, which for E1/T1 typically means a block containing a receive framer, a transmit formatter, an LIU receiver and an LIU transmitter. E.g., DS34T108 has eight built-in E1/T1 transceivers.

3 Applicable Standards

Table 3-1. Applicable Standards

SPECIFICATION	SPECIFICATION TITLE
ANSI	
T1.102	*Digital Hierarchy—Electrical Interfaces*, 1993
T1.107	*Digital Hierarchy—Formats Specification*, 1995
T1.231.02	*Digital Hierarchy—Layer 1 In-Service Digital Transmission Performance Monitoring*, 2003
T1.403	*Network and Customer Installation Interfaces—DS1 Electrical Interface*, 1999
AT&T	
TR54016	*Requirements for Interfacing Digital Terminal Equipment to Services Employing the Extended Superframe Format* (9/1989)
TR62411	*ACCUNET® T1.5 Service Description and Interface Specification* (12/1990)
ETSI	
ETS 300 011	*Integrated Services Digital Network (ISDN); Primary rate User Network Interface (UNI); Part 1: Layer 1 Specification* V1.2.2 (2000-05)
ETS 300 166	*Transmission and Multiplexing (TM); Physical and Electrical Characteristics of Hierarchical Digital Interfaces for Equipment Using the 2 048 kbit/s - Based Plesiochronous or Synchronous Digital Hierarchies* V1.2.1 (2001-09)
ETS 300 233	*Integrated Services Digital Network (ISDN);Access Digital Section for ISDN Primary Rate, ed.1* (1994-05)
IEEE	
IEEE 802.3	*Carrier Sense Multiple Access with Collision Detection (CSMA/CD) Access Method and Physical Layer Specifications* (2005)
IEEE 1149.1	*Standard Test Access Port and Boundary-Scan Architecture*, 1990
IETF	
RFC 4553	*Structure-Agnostic Time Division Multiplexing (TDM) over Packet (SAToP)* (06/2006)
RFC 4618	*Encapsulation Methods for Transport of PPP/High-Level Data Link Control (HDLC) over MPLS Networks* (09/2006)
RFC 5086	*Structure-Aware Time Division Multiplexed (TDM) Circuit Emulation Service over Packet Switched Network (CESoPSN)* (12/2007)
RFC 5087	*Time Division Multiplexing over IP (TDMoIP)* (12/2007)
ITU-T	
G.703	*Physical/Electrical Characteristics of Hierarchical Digital Interfaces* (11/2001)
G.704	*Synchronous Frame Structures Used at 1544, 6312, 2048, 8448 and 44736 kbit/s Hierarchical Levels* (10/1998)
G.706	*Frame Alignment and Cyclic Redundancy Check (CRC) Procedures Relating to Basic Frame Structures Defined in Recommendation G.704* (1991)
G.732	*Characteristics of Primary PCM Multiplex Equipment Operating at 2048Kbit/s* (11/1988)
G.736	*Characteristics of Synchronous Digital Multiplex Equipment Operating at 2048Kbit/s (03/1993)*
G.775	*Loss of Signal (LOS) and Alarm Indication Signal (AIS) and Remote Defect Indication (RD) Defect Detection and Clearance Criteria for PDH Signals* (10/1998)
G.823	*The Control of Jitter and Wander within Digital Networks which are Based on the 2048kbps Hierarchy* (03/2000)
G.824	*The Control of Jitter and Wander within Digital Networks which are Based on the 1544kbps Hierarchy* (03/2000)
G.8261/Y.1361	*Timing and Synchronization Aspects in Packet Networks* (05/2006)
I.363.1	*B-ISDN ATM Adaptation Layer Specification: Type 1 AAL* (08/1996)
I.363.2	*B-ISDN ATM Adaptation Layer Specification: Type 2 AAL* (11/2000)
I.366.2	*AAL Type 2 Service Specific Convergence Sublayer for Narrow-Band Services* (11/2000)
I.431	*Primary Rate User-Network Interface - Layer 1 Specification* (03/1993)
I.432	*B-ISDN User-Network Interface – Physical Layer Specification (03/1993)*
O.151	*Error Performance Measuring Equipment Operating at the Primary Rate and Above* (1992)

SPECIFICATION	SPECIFICATION TITLE
O.161	*In-Service Code Violation Monitors for Digital Systems* (1993)
Y.1413	*TDM-MPLS Network Interworking – User Plane Interworking* (03/2004)
Y.1414	*Voice Services–MPLS Network Interworking* (07/2004)
Y.1452	*Voice Trunking over IP Networks* (03/2006)
Y.1453	*TDM-IP Interworking – User Plane Networking* (03/2006)
MEF	
MEF 8	*Implementation Agreement for the Emulation of PDH Circuits over Metro Ethernet Networks* (10/2004)
MFA	
MFA 4.0	*TDM Transport over MPLS Using AAL1* (06/2003)
MFA 5.0.0	*I.366.2 Voice Trunking Format over MPLS Implementation Agreement (08/2003)*
MFA 8.0.0	*Emulation of TDM Circuits over MPLS Using Raw Encapsulation – Implementation Agreement* (11/2004)

4 Detailed Description

The DS34T108 is an 8-port device integrating a sophisticated multiport TDM-over-Packet (TDMoP) core and eight full-featured, independent, software-configurable E1/T1 transceivers. The DS34T104, DS34T102 and DS34T101 have the same functionality as the DS34T108, except they have only 4, 2 or 1 ports and transceivers, respectively. Each E1/T1 transceiver is composed of a line interface unit (LIU), a framer, an elastic store, an HDLC controller and a bit error rate tester (BERT) block. These transceivers connect seamlessly to the TDMoP block to form a complete solution for mapping and demapping E1/T1 to and from IP, MPLS or Ethernet networks. A MAC built into the TDMoP block supports connectivity to a single 10/100 Mbps PHY over an MII, RMII or SSMII interface. The DS34T10x devices are controlled through a 16 or 32-bit parallel bus interface or a high-speed SPI serial interface.

TDM-over-Packet Core

The TDM-over-Packet (TDMoP) core is the enabling block for circuit emulation and other network applications. It performs transparent transport of legacy TDM traffic over Packet Switched-Networks (PSN). The TDMoP core implements payload mapping methods such as AAL1 for circuit emulation, HDLC method, structure-agnostic SAToP method, and the structure-aware CESoPSN method.

The AAL1 payload-type machine maps and demaps E1, T1, E3, T3, STS-1 and other serial data flows into and out of IP, MPLS or Ethernet packets, according to the methods described in ITU-T Y.1413, Y.1453, MEF 8, MFA 4.1 and IETF RFC 5087 (TDMoIP). It supports E1/T1 structured mode with or without CAS, using a timeslot size of 8 bits, or unstructured mode (carrying serial interfaces, unframed E1/T1 or E3/T3/STS-1 traffic).

The HDLC payload-type machine maps and demaps HDLC dataflows into and out of IP/MPLS packets according to IETF RFC 4618 (excluding clause 5.3 – PPP) and IETF RFC 5087 (TDMoIP). It supports 2-, 7- and 8-bit timeslot resolution (i.e. 16, 56, and 64 kbps respectively), as well as N × 64 kbps bundles (n=1 to 32). Supported applications of this machine include trunking of HDLC-based traffic (such as Frame Relay) implementing Dynamic Bandwidth Allocation over IP/MPLS networks and HDLC-based signaling interpretation (such as ISDN D-channel signaling termination – BRI or PRI, V5.1/2, or GR-303).

The SAToP payload-type machine maps and demaps unframed E1, T1, E3 or T3 data flows into and out of IP, MPLS or Ethernet packets according to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 4553. It supports E1/T1/E3/T3 with no regard for the TDM structure. If TDM structure exists it is ignored, allowing this to be the simplest mapping/demapping method. The size of the payload is programmable for different services. This emulation suits applications where the provider edges have no need to interpret TDM data or to participate in the TDM signaling. The PSN network must have almost no packet loss and very low packet delay variation (PDV) for this method.

The CESoPSN payload-type machine maps and demaps structured E1, T1, E3 or T3 data flows into and out of IP, MPLS or Ethernet packets with static assignment of timeslots inside a bundle according to ITU-T Y.1413, Y.1453,

MEF 8, MFA 8.0.0 and the IETF RFC 5086 (CESoPSN). It supports E1/T1/E3/T3 while taking into account the TDM structure. The level of structure must be chosen for proper payload conversion such as the framing type (i.e. frame or multiframe). This method is less sensitive to PSN impairments but lost packets could still cause service interruption.

E1/T1 Transceivers

The LIU in each transceiver is composed of a transmitter, a receiver and a jitter attenuator. Internal software configurable impedance matching is provided for both transmit and receive paths, reducing external component count. The transmit interface is responsible for generating the necessary waveshapes for driving the E1/T1 twisted pair or coax cable and providing the correct source impedance depending on the type of cable used. T1 waveform generation includes DSX–1 line build-outs as well as CSU line build-outs of 0dB, -7.5dB, -15dB, and -22.5dB. E1 waveform generation includes G.703 waveshapes for both 75Ω coax and 120Ω twisted cables. The receive interface provides the correct line termination and recovers clock and data from the incoming line. The receive sensitivity adjusts automatically to the incoming signal level and can be programmed for 0dB to -43dB or 0dB to -12dB for E1 applications and 0dB to -15dB or 0dB to -36dB for T1 applications. The jitter attenuator removes phase jitter from the transmitted or received signal. The crystal-less jitter attenuator can be placed in either the transmit or receive path and requires only a T1- or E1-rate reference clock, which is typically synthesized by the CLAD1 block from a common reference frequency of 10MHz, 19.44MHz, 38.88MHz or 77.76MHz.

In the framer block, the transmit formatter takes data from the TDMoP core, inserts the appropriate framing patterns and alarm information, calculates and inserts CRC codes, and provides the HDB3 or B8ZS encoding (zero code suppression) and AMI line coding. The receive framer decodes AMI, HDB3 and B8ZS line coding, finds frame and multiframe alignment in the incoming data stream, reports alarm information, counts framing/coding/CRC errors, and provides clock, data, and frame-sync signals to the TDMoP core.

Both transmit and receive paths have built-in HDLC controller and BERT blocks. The HDLC blocks can be assigned to any timeslot, a portion of a timeslot or to the FDL (T1) or Sa bits (E1). Each controller has 64-byte FIFOs, reducing the amount of processor overhead required to manage the flow of data. The BERT blocks can generate and synchronize with pseudo-random and repetitive patterns, insert errors (singly or at a constant error rate) and detect and count errors to calculate bit error rates.

5 Application Examples

In Figure 5-1, a DS34T10x device is used in each TDMoP gateway to map TDM services into a packet-switched metropolitan network. TDMoP data is carried over various media: fiber, wireless, G/EPON, coax, etc.

Figure 5-1. TDMoP in a Metropolitan Packet Switched Network

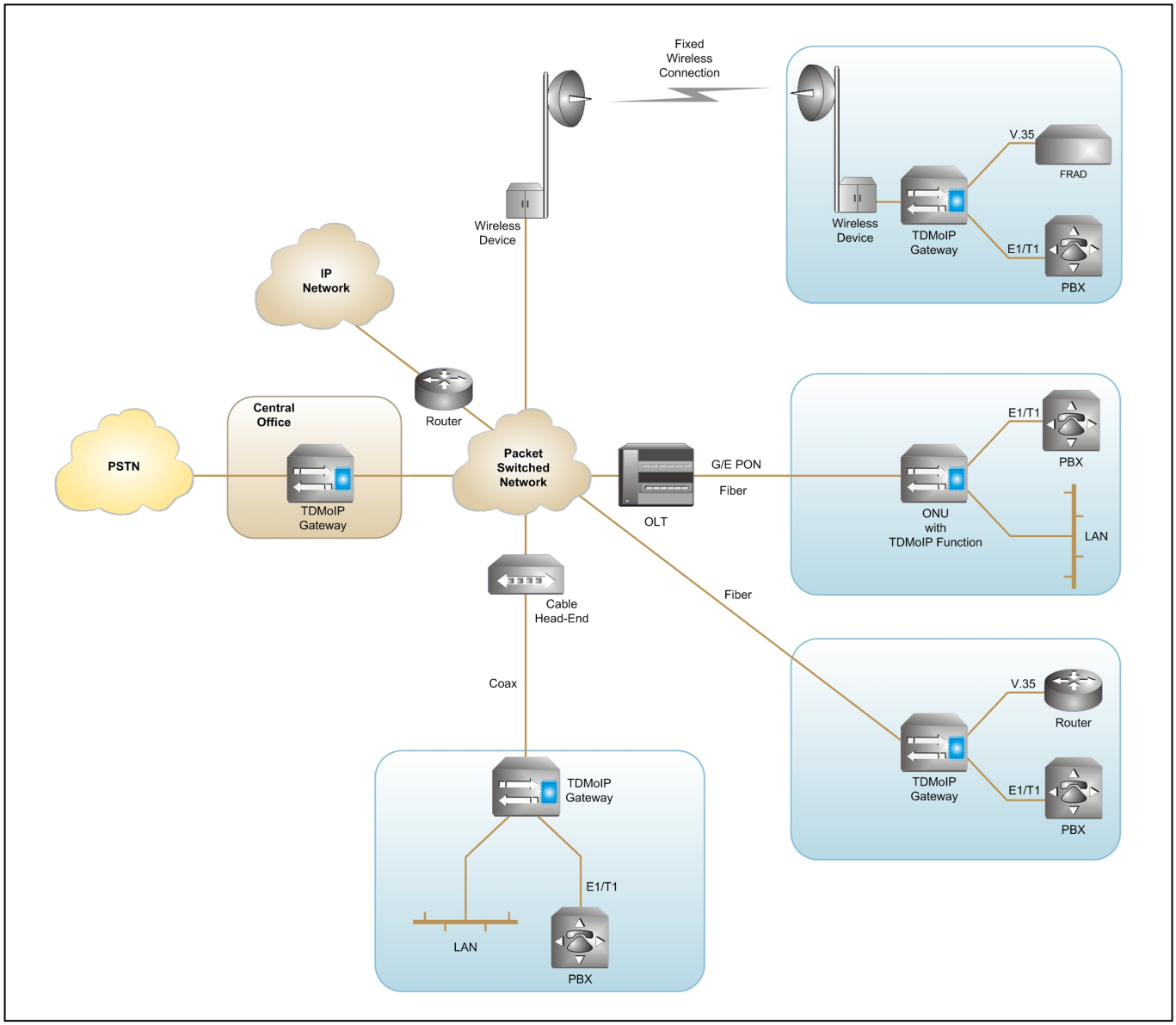
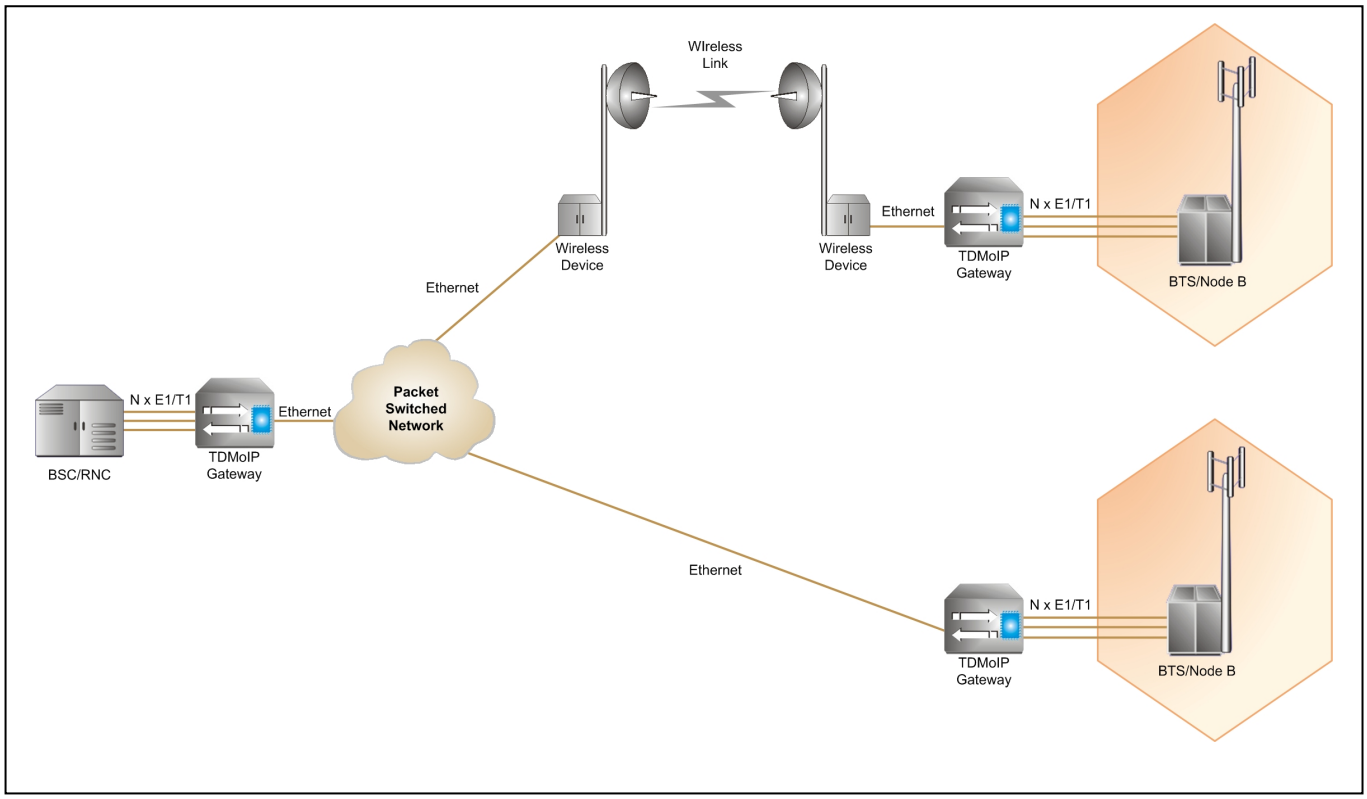


Figure 5-2. TDMoP in Cellular Backhaul



Other Possible Applications

Point-to-Multipoint TDM Connectivity over IP/Ethernet

The DS34T10x devices support NxDS0 TDMoP connections (known as bundles) with or without CAS (Channel Associated Signaling). There is no need for an external TDM cross-connect, since the packet domain can be used as a virtual cross-connect. Any bundle of timeslots can be directed to another remote location on the packet domain.

HDLC Transport over IP/MPLS

TDM traffic streams often contain HDLC-based control channels and data traffic. These data streams, when transported over a packet domain, should be treated differently than the time-sensitive TDM payload. DS34T10x devices can terminate HDLC channels in the TDM streams and optionally map them into IP/MPLS/Ethernet for transport. All HDLC-based control protocols (ISDN BRI and PRI, SS7 etc.) and all HDLC data traffic can be managed and transported.

Using a Packet Backplane for Multiservice Concentrators

A communications device with all the above-mentioned capabilities can use a packet-based backplane instead of the more expensive TDM bus option. This enables a cost-effective and future-proof design of communication platforms with full support for both legacy and next-generation services.

6 Block Diagram

Figure 6-1. Top-Level Block Diagram

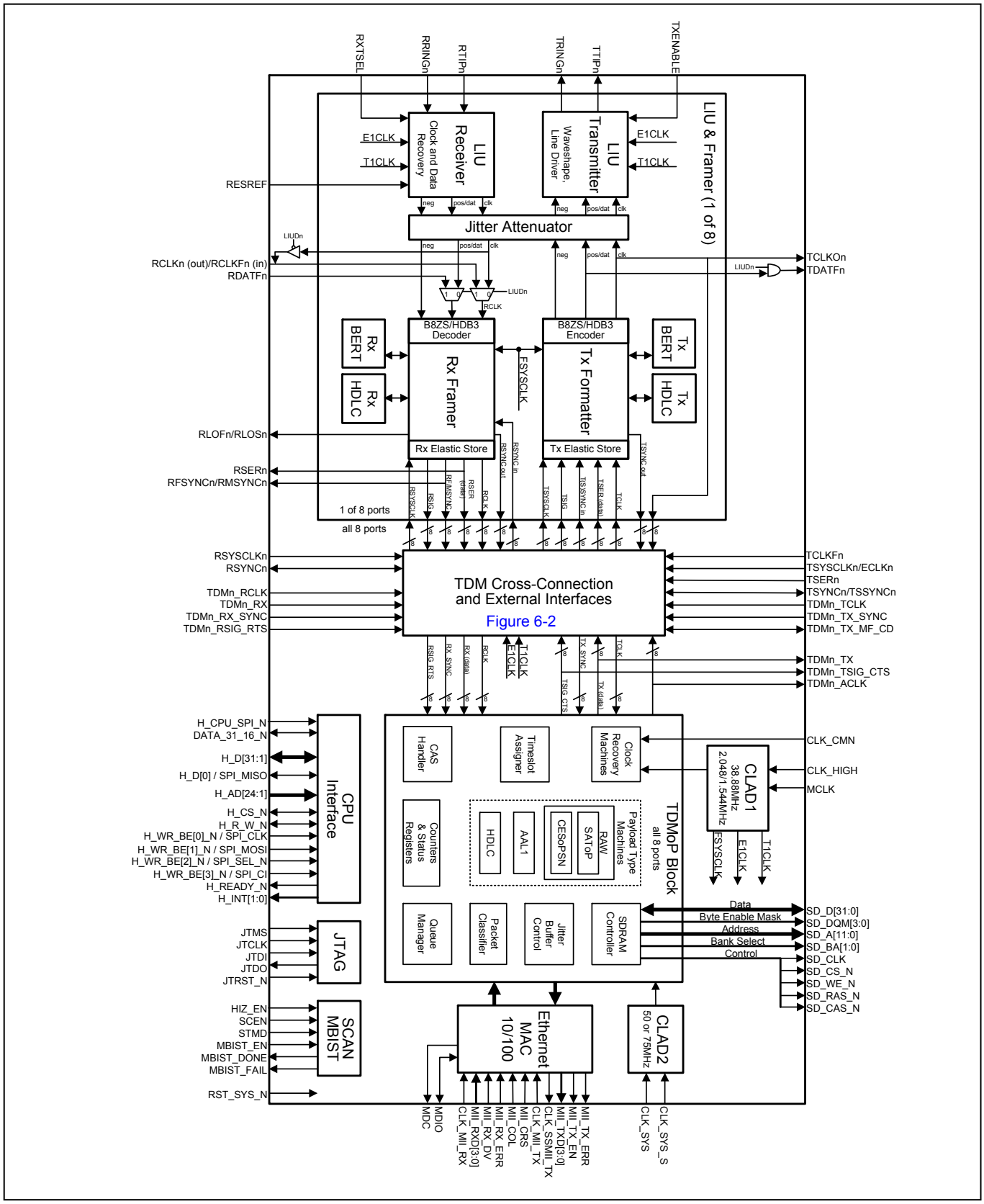
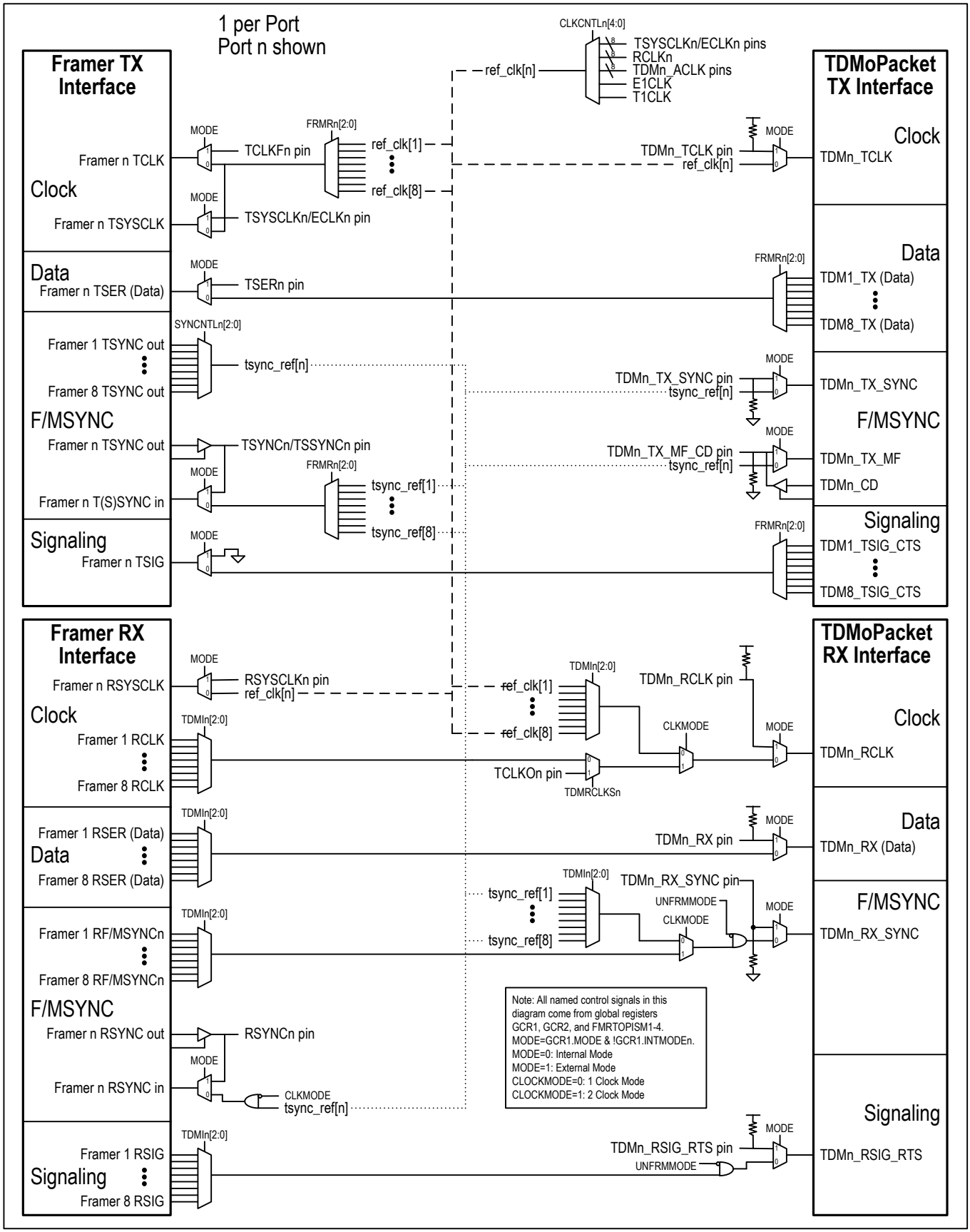


Figure 6-2. TDM Cross-Connection Block Diagram



7 FEATURES

Global Features

- TDMoP Interfaces
  - DS34T101: 1 E1/T1 LIU/Framer/TDMoP interface
  - DS34T102: 2 E1/T1 LIUs/Framers/TDMoP interfaces
  - DS34T104: 4 E1/T1 LIUs/Framers/TDMoP interfaces
  - DS34T108: 8 E1/T1 LIUs/Framers/TDMoP interfaces
  - All four devices: optionally 1 high-speed E3/DS3/STS-1 TDMoP interface
  - All four devices: each interface optionally configurable for serial operation for V.35 and RS530
- Ethernet Interface
  - One 10/100 Mbps port configurable for MII, RMII or SSMII interface format
  - Half or full duplex operation
  - VLAN support according to 802.1p and 802.1Q including stacked tags
  - Fully compatible with IEEE 802.3 standard
- End-to-end TDM synchronization through the IP/MPLS domain by on-chip, per-port TDM clock recovery
- 64 independent bundles/connections, each with its own:
  - Transmit and receive queues
  - Configurable jitter-buffer depth
  - Connection-level redundancy, with traffic duplication option
- Flexible on-chip cross-connection capability
  - Internal bundle cross-connect capability, with DS0 resolution
  - Any framer receiver port to any TDMoP block receive interface to maintain bundle connectivity
  - Any TDMoP block transmit interface to any framer transmit port to maintain bundle connectivity
- Packet loss compensation and handling of misordered packets
- Glueless SDRAM interface
- Complies with MPLS-Frame Relay Alliance Implementation Agreements 4.1, 5.1 and 8.0
- Complies with ITU-T standards Y.1413 and Y.1414.
- Complies with Metro Ethernet Forum 3 and 8
- Complies with IETF RFC 4553 (SAToP), RFC 5086 (CESoPSN) and RFC 5087 (TDMoIP)
- IEEE 1146.1 JTAG boundary scan
- 1.8V and 3.3V Operation with 5.0V tolerant I/O

Clock Synthesizers

- Clocks to operate LIUs, jitter attenuators, framers, BERTs and HDLC controllers can be synthesized from a single clock input for both E1 and T1 operation (10MHz, 19.44MHz, 38.88MHz or 77.76MHz on the CLK_HIGH pin or 1.544MHz or 2.048MHz on the MCLK pin)
- Clocks to operate the TDMoP clock recovery machines can synthesized from a single clock input (10MHz, 19.44MHz, 38.88MHz or 77.76MHz on the CLK_HIGH pin)
- Clock to operate TDMoP logic and SDRAM interface (50MHz or 75MHz) can be synthesized from a single 25MHz clock on the CLK_SYS pin

Line Interface Units (LIUs)

- Receives E1, T1 and G.703 2048kHz synchronization signal
- Fully software configurable including software-selectable internal Tx and Rx termination
- Suitable for both short-haul and long-haul applications
- Receive sensitivity options from (0dB to -12dB) to (0dB to -43dB) for E1 and to (0dB to -36dB) for T1
- Receive signal level indication: 0dB to -37.5dB
- Internal receive termination options for 75Ω, 100Ω, 110Ω, and 120Ω lines
- Receive monitor-mode gain settings of 14dB, 20dB, 26dB, and 32dB
- Flexible transmit waveform generation

- T1 DSX-1 line build-outs
- T1 CSU line build-outs of 0dB, -7.5dB, -15dB, and -22.5dB
- E1 waveforms include G.703 waveshapes for both 75Ω coax and 120Ω twisted-pair cables
- Several local and remote loopback options including simultaneous local and remote
- Analog loss of signal detection
- AIS generation independent of loopbacks
- Alternating ones and zeros generation
- Receiver power-down
- Transmitter power-down
- Transmitter short-circuit limiter with current limit exceeded indication
- Transmit open-circuit-detected indication

Jitter Attenuator

- Crystal-less jitter attenuator with programmable buffer depth (16, 32, 64 or 128 bits)
- Can be placed in either the receive path or the transmit path or disabled
- Limit trip indication

Framer/Formatter

- Fully independent transmit and receive functionality
- Full receive and transmit path transparency
- T1 SF and ESF framing formats per T1.403, and expanded SLC-96 support (TR-TSY-008).
- E1 FAS framing, CRC-4 multiframe per G.704/G.706, and G.732 CAS multiframe
- Transmit-side synchronizer
- Transmit midpath CRC recalculate (E1)
- Detailed alarm and status reporting with optional interrupt support
- Large path and line error counters
  - T1: BPV, CV, CRC-6, and framing bit errors
  - E1: BPV, CV, CRC-4, E-bit, and frame alignment errors
  - Timed or manual counter update modes
- T1 Idle Code Generation on a per-channel basis in both transmit and receive paths
  - User defined code generation
  - Digital Milliwatt code generation
- ANSI T1.403-1999 support
- G.965 V5.2 link detect
- Ability to monitor one DS0 channel in both the transmit and receive paths
- In-band repeating pattern generators and detectors for loop-up and loop-down codes
- Bit Oriented Code (BOC) support
- Software and hardware signaling support
- Interrupt generation on change of signaling data
- Optional receive signaling freeze on loss-of-frame, loss-of-signal, or frame slip
- Hardware pins provided to indicate loss-of-frame (LOF) or loss-of-signal (LOS)
- Automatic RAI generation to ETS 300 011 specifications
- RAI-CI and AIS-CI support
- Expanded access to Sa and Si bits
- Option to extend carrier loss criteria to a 1ms period as per ETS 300 233
- Japanese J1 support
- Ability to calculate and check CRC-6 according to the Japanese standard

- Ability to generate RAI (yellow alarm) according to the Japanese standard
- T1 to E1 conversion

Framer/Formatter TDM Interface

- Independent two-frame receive and transmit elastic stores
- Independent control and clocking
- Controlled slip capability with status
- Support for T1-to-E1 conversion
- Ability to pass the T1 F-bit position through the elastic stores in the 2.048MHz TDM mode
- Hardware signaling capability
- Receive signaling reinsertion
- Availability of signaling in a separate signal
- BERT testing to the system interface

TDM-over-Packet Block

- Enables transport of TDM services (E1, T1, E3, T3, STS-1) or serial data over packet-switched networks
- SAToP payload-type machine maps/demaps unframed E1/T1/E3/T3/STS-1 or serial data flows to/from IP, MPLS or Ethernet packets according to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 4553.
- CESoPSN payload-type machine maps/demaps structured E1/T1 data flows to/from IP, MPLS or Ethernet packets with static assignment of timeslots inside a bundle according to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 5086.
- AAL1 payload-type machine maps/demaps E1/T1/E3/T3/STS-1 or serial data flows to/from IP, MPLS or Ethernet packets according to ITU-T Y.1413, MEF 8, MFA 4.1 and IETF RFC 5087. For E1/T1 it supports structured mode with/without CAS using 8-bit timeslot resolution, while implementing static timeslot allocation. For E1/T1, E3/T3/STS-1 or serial interface it supports unstructured mode.
- HDLC payload-type machine maps/demaps HDLC-based E1/T1/serial flow to/from IP, MPLS or Ethernet packets. It supports 2-, 7- and 8-bit timeslot resolution (i.e. 16, 56, and 64 kbps respectively), as well as N x 64 kbps bundles. This is useful in applications where HDLC-based signaling interpretation is required (such as ISDN D channel signaling termination, V.51/2, or GR-303), or for trunking packet-based applications (such as Frame Relay), according to IETF RFC 4618.

TDMoP TDM Interfaces

- Supports single high-speed E3, T3 or STS-1 interface on port 1 or one (DS34T101), two (DS34T102), four (DS34T104) or eight (DS34T108) E1, T1 or serial interfaces
- For single high-speed E3, T3 or STS-1 interface, AAL1 or SAToP payload type is used
- For E1 or T1 interfaces, the following modes are available:
    - Unframed – E1/T1 pass-through mode (AAL1, SAToP or HDLC payload type)
    - Structured – fractional E1/T1 support (all payloads)
    - Structured with CAS – fractional E1/T1 with CAS support (CESoPSN or AAL1 payload type)
- For serial interfaces, the following modes are available:
    - Arbitrary continuous bit stream (using AAL1 or SAToP payload type)
    - Single-interface high-speed mode on port 1 up to STS-1 rate (51.84 Mbps) using a single bundle/connection.
    - Low-speed mode with each interface operating at N x 64 kbps (N = 1 to 63) with an aggregate rate of 18.6Mbps
    - HDLC-based traffic (such as Frame Relay) at N x 64 kbps (N = 1 to 63) with an aggregate rate of 18.6Mbps).
- All serial interface modes are capable of working with a gapped clock.

TDMoP Bundles

- 64 independent bundles, each can be assigned to any TDM interface

- Each bundle carries a data stream from one TDM interface over IP/MPLS/Ethernet PSN from TDMoP source device to TDMoP destination device
- Each bundle may be for N x 64kbps, an entire E1, T1, E3, T3 or STS-1, or an arbitrary serial data stream
- Each bundle is unidirectional (but frequently coupled with opposite-direction bundle for bidirectional communication)
- Multiple bundles can be transported between TDMoP devices
- Multiple bundles can be assigned to the same TDM interface
- Each bundle is independently configured with its own:
    - Transmit and receive queues
    - Configurable receive-buffer depth
    - Optional connection-level redundancy (SAToP, AAL1, CESoPSN only).
- Each bundle can be assigned to one of the payload-type machines or to the CPU
- For E1/T1 the device provides internal bundle cross-connect functionality, with DS0 resolution

TDMoP Clock Recovery

- Sophisticated TDM clock recovery machines, one for each TDM interface, allow end-to-end TDM clock synchronization, despite the packet delay variation of the IP/MPLS/Ethernet network
- The following clock recovery modes are supported:
    - Adaptive clock recovery
    - Common clock (using RTP)
    - External clock
    - Loopback clock
- The clock recovery machines provide both fast frequency acquisition and highly accurate phase tracking:
    - Jitter and wander of the recovered clock are maintained at levels that conform to G.823/G.824 traffic or synchronization interfaces. (For adaptive clock recovery, the recovered clock performance depends on packet network characteristics.)
    - Short-term frequency accuracy (1 second) is better than 16 ppb (using OCXO reference), or 100 ppb (using TCXO reference)
    - Capture range is ±90 ppm
    - Internal synthesizer frequency resolution of 0.5 ppb
    - High resilience to packet loss and misordering, up to 2% without degradation of clock recovery performance
    - Robust to sudden significant constant delay changes
    - Automatic transition to holdover when link break is detected

TDMoP Delay Variation Compensation

- Configurable jitter buffers compensate for delay variation introduce by the IP/MPLS/Ethernet network
- Large maximum jitter buffer depths:
    - E1: up to 256 ms
    - T1 unframed: up to 340 ms
    - T1 framed: up to 256 ms
    - T1 framed with CAS: up to 192 ms
    - E3: up to 60 ms
    - T3: up to 45 ms
    - STS-1: up to 40 ms.
- Packet reordering is performed for SAToP and CESoPSN bundles within the range of the jitter buffer
- Packet loss is compensated by inserting either a pre-configured conditioning value or the last received value.

TDMoP CAS Support

- On-chip CAS handler terminates E1/T1 CAS when using AAL1or CESoPSN in structured-with-CAS mode.
- CPU intervention is not required for CAS handling.

Test and Diagnostics

- IEEE 1149.1 JTAG support
- Per-channel programmable on-chip bit error-rate testing (BERT)
- Pseudorandom patterns including QRSS
- User-defined repetitive patterns
- Error insertion single and continuous
- Total-bit and errored-bit counts
- Payload error insertion
- Error insertion in the payload portion of the T1 and E1 frame in the transmit path
- Errors can be inserted over the entire frame or selected channels
- Insertion options include continuous and absolute number with selectable insertion rates
- F-bit corruption for line testing
- Loopbacks (remote, local, analog, and per-channel loopback)
- MBIST (memory built-in self test)

CPU Interface

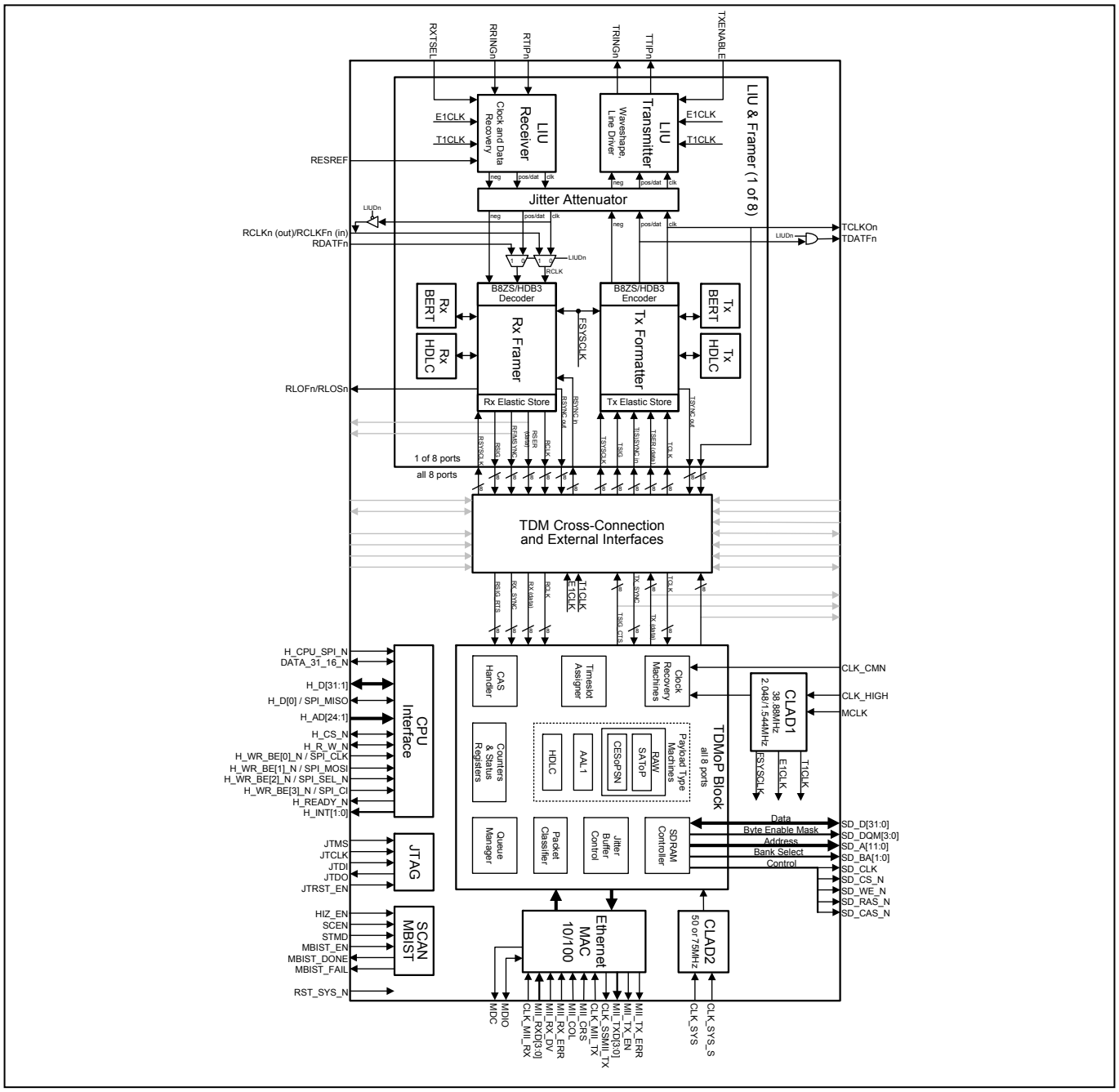
- 32 or 16-bit parallel interface or optional SPI serial interface
- Byte write enable pins for single-byte write resolution
- Hardware reset pin
- Software reset supported
- Software access to device ID and silicon revision
- On-chip SDRAM controller provides access to SDRAM for both the chip and the CPU
- CPU can access transmit and receive buffers in SDRAM used for packets to/from the CPU (ARP, SNMP, etc.)

8 Overview of Major Operational Modes

8.1 Internal Mode

The default mode of the device is internal one-clock mode. Internal mode is used to internally connect the framers to the TDMoP block. Internal mode additionally configures many unused TDM interface output pins to drive low. Unused TDM interface input pins are ignored. Figure 8-1 shows an internal mode version of the Figure 6-1 block diagram with wires to unused inputs and outputs shown in a grey color. All ports of the device are configured in internal mode when GCR1.MODE=0. When GCR1.MODE=1, all ports are configured in external mode by default, but (DS34T108 only) individual ports can be configured for internal mode using the GCR1.INTMODEn bits. Figure 6-2 shows how the device is internally connected inside the TDM cross-connect block in internal mode.

Figure 8-1. Internal Mode Block Diagram

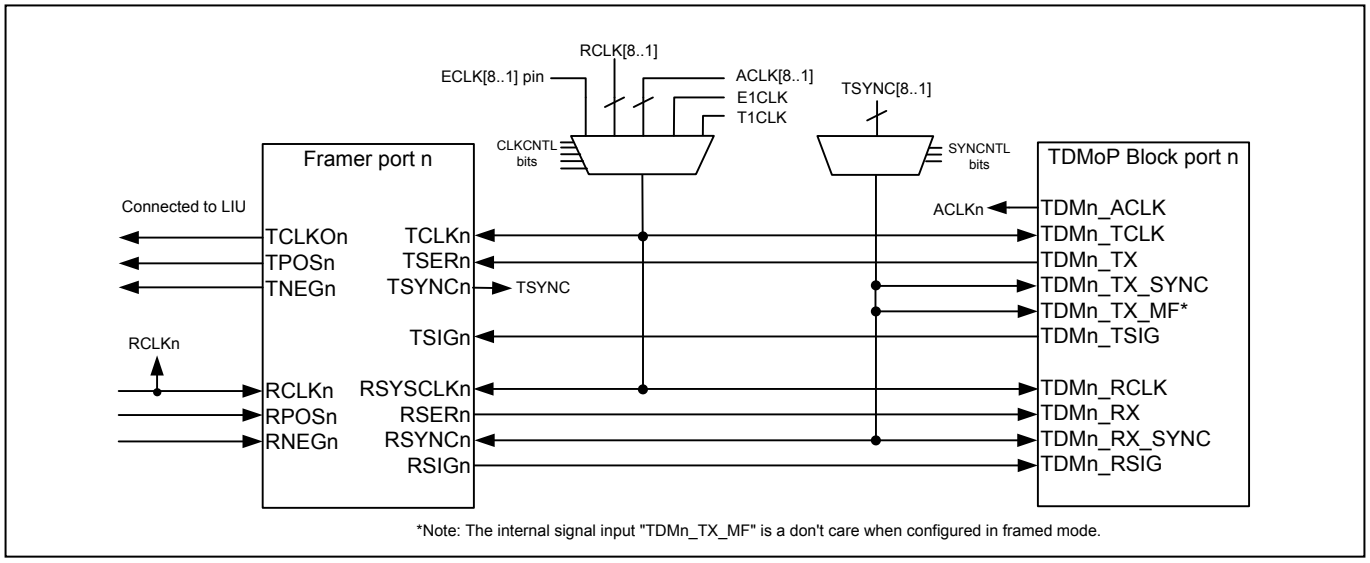


8.1.1 Internal One-Clock Mode

In internal one-clock mode (GCR1.CLKMODE=0) the receive direction of each TDM port uses the same clock as the transmit direction of that port. The transmit formatter and the receive framer are therefore synchronized together. Since the data received from the LIU receiver or the RDATFn pin is clocked by a different clock (either the clock recovered by the LIU or the RCLKFn pin) the framer's receive elastic store must be enabled so that the difference between clock frequencies is handled by control slips in the elastic store.

Figure 8-2 is a simplified diagram of internal one-clock mode. The CLKCNTLn fields in the FMRTOPISM registers specify the clock to be used for each port. Choices include any of the TSYSCLKn/ECLKn input pins, any of the LIU recovered clocks on the RCLKn pins, any of the TDMoP recovered clocks on the TDMn_ACLK pins, or the E1CLK or T1CLK master clocks from the CLAD1 block. See the ref_clk[n] signal in Figure 6-2. In addition, the SYNCNTLn fields in the FMRTOPISM registers specify the frame-sync pulse to be used for each port. Each port can be configured to use any TSYNC out from any active transmit formatter. See the tsync_ref[n] signal in Figure 6-2.

Figure 8-2. Internal One-Clock Mode



8.1.2 Internal Two-Clock Mode

In internal two-clock mode (GCR1.CLKMODE=1) the receive direction and the transmit direction of each TDM port have separate clocks. In this mode data is clocked all the way through the receive framer by the LIU's recovered clock or the RCLKFn signal and therefore the framer's receive elastic store does not need to be enabled.

Figure 8-3 is a simplified diagram of internal two-clock mode for framed and multiframed applications. The CLKCNTLn fields in the FMRTOPISM registers specify the clock to be used for the transmit side of each port. Choices include any of the TSYSCLKn/ECLKn input pins, any of the LIU recovered clocks on the RCLKn pins, any of the TDMoP recovered clocks on the TDMn_ACLK pins, or the E1CLK or T1CLK master clocks from the CLAD1 block. See the ref_clk[n] signal in Figure 6-2. In addition, the SYNCNTLn fields in the FMRTOPISM registers specify the frame-sync pulse to used for the transmit side of each port. Each port can be configured to use any TSYNC out from any active transmit formatter. See the tsync_ref[n] signal in Figure 6-2. On the receive side, the clock is typically the RCLKn signal for the port as shown in Figure 8-3 while the frame sync signal is the RF/MSYNCn signal.

If framing is not needed for a particular application, the device can be configured for unframed mode by setting GCR1.UNFRMMODE=1. In this mode receive frame sync and signaling are squelched between the framer and the TDMoP block. See Figure 6-2 and the simplified diagram of unframed mode in Figure 8-4 for details.

Figure 8-3. Internal Two Clock Mode (Framed)

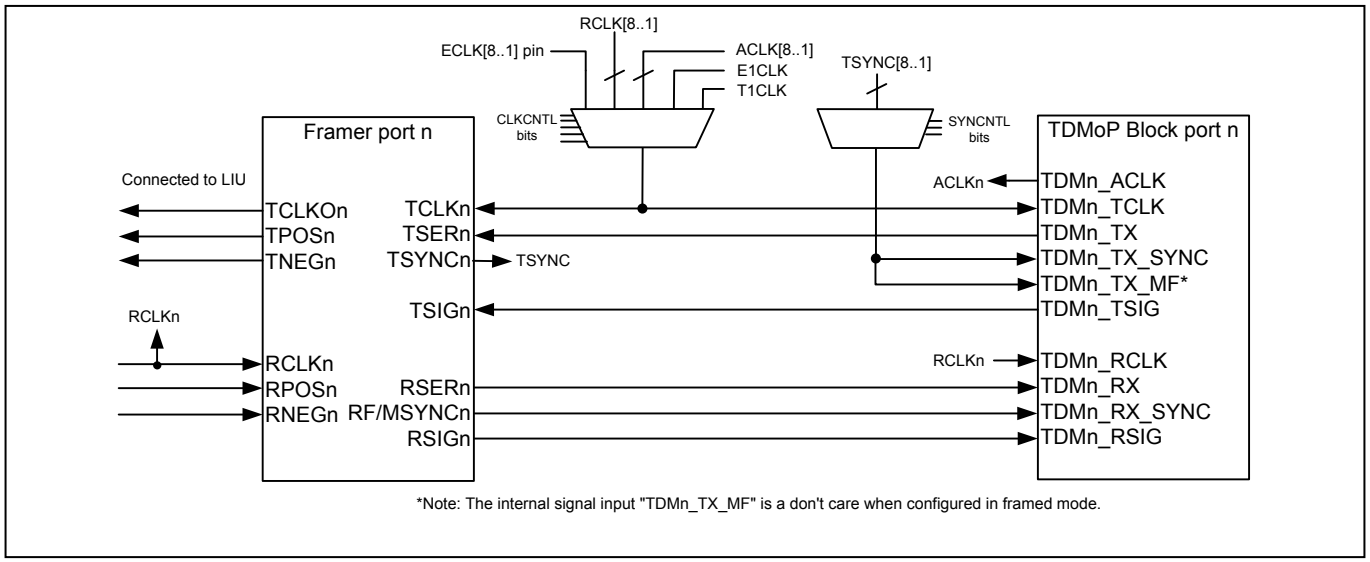
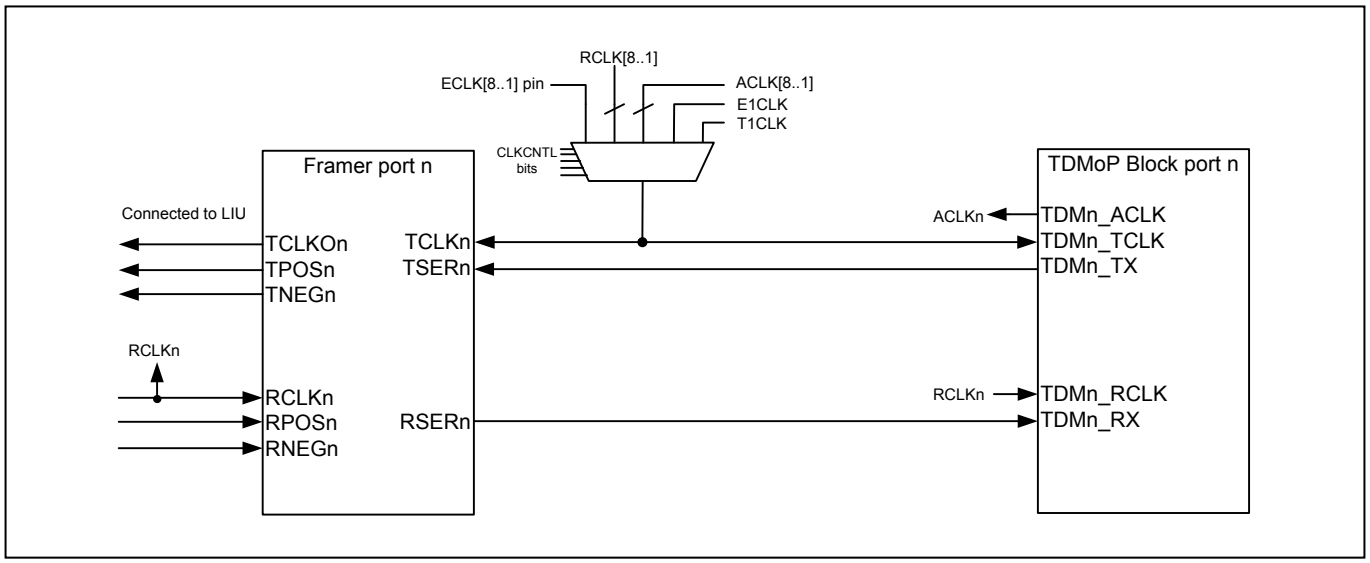


Figure 8-4. Internal Two Clock Mode (Unframed)



8.2 External Mode

External mode activates all the port interface pins for applications where the connections between the framer and the TDMoP block must be custom-wired externally. Some applications that require a network processor would need wiring like this to be applied between these two points. When GCR1.MODE=1, all ports are configured in external mode by default, but individual ports can be configured for internal mode using the GCR1.INTMODEn configuration bits. Figure 6-2 shows which pins are enabled in external mode.

9 PIN DESCRIPTIONS

9.1 Short Pin Descriptions

Table 9-1. Short Pin Descriptions

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
Internal E1/T1 LIU Line Interface		
TXENABLE	I	LIU Transmit Enable Input (for all LIUs)
TTIPn, TRINGn	Oa	LIU Transmitter Analog Outputs
RTIPn, RRINGn	Ia	LIU Receiver Analog Inputs
RXTSEL	I	Receive Termination Selection Input (for All LIUs)
RESREF	I	Reference Resistor for LIU Analog Circuits (precision 10kΩ to ARVSS)
External E1/T1 LIU Interface		
TCLKOn	O	Transmit Clock Output
TDATFn	O	Transmit Data Output
RCLKFn / RCLKn	IO	Receive Clock Input to Framer (RCLKFn) or Recovered Clock Output from LIU Receiver (RCLKn)
RDATFn	I	Receive Data Input to Framer
Framer TDM Interface		
TCLKFn	I	Transmit Clock Input to Formatter
TSYSCLKn / ECLKn	I	Transmit System Clock Input (clock for cross-connect side of elastic store) or External Reference Clock Input
TSERn	I	Transmit Serial Data Input
TSYNCn / TSSYNCn	IO	Transmit Frame/Multiframe Sync Input/Output or Transmit System Frame/Multiframe Sync Input (sync for cross-connect side of elastic store)
RSYSCLKn	I	Receive System Clock Input (clock for cross-connect side of elastic store)
RSERn	O	Receive Serial Data Output
RSYNCn	IO	Receive Frame/Multiframe Sync Input/Output
RFSYNCn/ RMSYNCn	O	Receive Frame Sync or Receive Multiframe Sync Output
RLOFn/ RLOSn	O	Receive Loss of Frame Output or Receive Loss of Signal Output
TDM-over-Packet Engine TDM Interface		
TDMn_ACLK	O	TDMoP Recovered Clock Output
TDMn_TCLK	Ipu	TDMoP Transmit Clock Input (here transmit means “toward LIU”)
TDMn_TX	O	TDMoP Transmit Data Output
TDMn_TX_SYNC	Ipd	TDMoP Transmit Frame Sync Input
TDMn_TX_MF_CD	IOpd	TDMoP Transmit Multiframe Sync Input or Carrier Detect Output
TDMn_TSIG_CTS	O	TDMoP Transmit Signaling Output or Clear to Send Output
TDMn_RCLK	Ipu	TDMoP Receive Clock Input (here receive means “toward Ethernet MII”)
TDMn_RX	Ipu	TDMoP Receive Data Input
TDMn_RX_SYNC	Ipd	TDMoP Receive Frame/Multiframe Sync Input
TDMn_RSIG_RTS	Ipu	TDMoP Receive Signaling Input or Request To Send Input
SDRAM Interface		
SD_CLK	O	SDRAM Clock
SD_D[31:0]	IO	SDRAM Data Bus
SD_DQM[3:0]	O	SDRAM Byte Enable Mask
SD_A[11:0]	O	SDRAM Address Bus
SD_BA[1:0]	O	SDRAM Bank Select Outputs
SD_CS_N	O	SDRAM Chip Select (Active Low)
SD_WE_N	O	SDRAM Write Enable (Active Low)
SD_RAS_N	O	SDRAM Row Address Strobe (Active Low)
SD_CAS_N	O	SDRAM Column Address Strobe (Active Low)
Ethernet PHY Interface (MII/RMII/SSMII)		
CLK_MII_TX	I	MII Transmit Clock Input
CLK_SSMII_TX	O	SSMII Transmit Clock Output
MII_TXD[3:0]	O	MII Transmit Data Outputs
MII_TX_EN	O	MII Transmit Enable Output
MII_TX_ERR	O	MII Transmit Error Output

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
CLK_MII_RX	I	MII Receive Clock Input
MII_RXD[3:0]	I	MII Receive Data Inputs
MII_RX_DV	I	MII Receive Data Valid Input
MII_RX_ERR	I	MII Receive Error Input
MII_COL	I	MII Collision Input
MII_CRS	I	MII Carrier Sense Input
MDC	O	PHY Management Clock Output
MDIO	IOpu	PHY Management Data Input/Output
Global Clocks		
CLK_SYS_S	I	System Clock Selection Input
CLK_SYS	I	System Clock Input: 25, 50 or 75MHz
CLK_CMN	I	Common Clock Input (for common clock mode also known as differential mode)
CLK_HIGH	I	Clock High Input (for adaptive clock recovery machines and E1/T1 master clocks)
MCLK	I	Master Clock Input (for E1/T1 master clocks)
CPU Interface		
H_CPU_SPI_N	Ipu	Host Bus Interface (1=Parallel Bus, 0=SPI Bus)
DAT_32_16_N	Ipu	Data Bus Width (1=32-bit , 0=16-bit)
H_D[31:1]	IO	Host Data Bus
H_D[0] / SPI_MISO	IO	Host Data LSb or SPI Data Output
H_AD[24:1]	I	Host Address Bus
H_CS_N	I	Host Chip Select (Active Low)
H_R_W_N / SPI_CP	I	Host Read/Write Control or SPI Clock Phase
H_WR_BE0_N / SPI_CLK	I	Host Write Enable Byte 0 (Active Low) or SPI Clock
H_WR_BE1_N / SPI_MOSI	I	Host Write Enable Byte 1 (Active Low) or SPI Data Input
H_WR_BE2_N / SPI_SEL_N	I	Host Write Enable Byte 2 or SPI Chip Select (Active Low)
H_WR_BE3_N / SPI_CI	I	Host Write Enable Byte 3 (Active Low) or SPI Clock Invert
H_READY_N	Oz	Host Ready Output (Active Low)
H_INT[1:0]	O	Host Interrupt Outputs. H_INT[0] for TDMoP. H_INT[1] for LIU and Framer
JTAG Interface		
JTRST_N	Ipu	JTAG Test Reset
JTCLK	Ipd	JTAG Test Clock
JTMS	Ipu	JTAG Test Mode Select
JTDI	Ipu	JTAG Test Data Input
JTDO	Oz	JTAG Test Data Output
Reset and Factory Test Pins		
RST_SYS_N	Ipu	System Reset (Active Low)
HIZ_N	I	High Impedance Enable (Active Low)
SCEN	Ipd	Used for factory tests.
STMD	Ipd	Used for factory tests.
MBIST_EN	I	Used for factory tests.
MBIST_DONE	O	Used for factory tests.
MBIST_FAIL	O	Used for factory tests
TEST_CLK	O	Used for factory tests.
TST_CLD	I	Used for factory tests.
TST_Tm, TST_Rm	O	m = A , B or C. Used for factory tests. DS34T104 only.
Power and Ground		
DVDDC	P	1.8V Core Voltage for Framers and TDM-over-Packet Digital Logic (17 pins)
DVDDIO	P	3.3V for I/O Pins (16 pins)
DVSS	P	Ground for Framers, TDM-over-Packet and I/O Pins (31 pins)
DVDDLIU	P	3.3V for LIU Digital Logic (2 pins)
DVSSLIU	P	Ground for LIU Digital Logic (2 pins)
ATVDDn	P	3.3 V for LIU Transmitter Analog Circuits (8pins)
ATVSSn	P	Ground for LIU Transmitter Analog Circuits (8 pins)
ARVDDn	P	3.3 V for LIU Receiver Analog Circuits (8 pins)
ARVSSn	P	Ground for LIU Receiver Analog Circuits (8 pins)
ACVDD1, ACVDD2	P	1.8V for CLAD Analog Circuits
ACVSS1, ACVSS2	P	Ground for CLAD Analog Circuits

Note 1: In pin names, the suffix "n" stands for port number: n=1 to 8 for DS34T108; n=1 to 4 for DS34T104; n=2 for DS34T102; n=1 for DS34T101. All pin names ending in "_N" are active low.

Note 2: All pins, except power and analog pins, are CMOS/TTL unless otherwise specified in the pin description.

PIN TYPES

I = input pin
I_A = analog input pin
I_{PD} = input pin with internal 50kΩ pulldown to DVSS
I_{PU} = input pin with internal 50kΩ pullup to DVDDIO
IO = input/output pin
IO_{PD} = input/output pin with internal 50kΩ pulldown to DVSS
IO_{PU} = input/output pin with internal 50kΩ pullup to DVDDIO
O = output pin
O_A = analog output pin
O_Z = output pin that can be placed in a high-impedance state
P = power-supply or ground pin

9.2 Detailed Pin Descriptions

Table 9-2. Internal E1/T1 LIU Line Interface Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
TXENABLE	I	**LIU Transmit Enable Input (**for All LIUs) 0 = All LIU transmitter outputs TTIPn and TRINGn are disabled (high-impedance) 1 = LIU transmitter outputs TTIPn and TRINGn are enabled/disabled by register fields Registers fields LMCR:TXEN (transmit enable) and LMCR:TPDE (transmit power down) affect the state of TTIPn and TRINGn on a per-port basis when TXENABLE=1.
TTIPn, TRINGn	Oa	**LIU Transmitter Analog Outputs** The LIU transmitter drives outgoing T1, E1 and J1 physical layer signals on TTIP/TRING differential pairs. The LIU transmitter can provide internal impedance matching for E1 75 ohms, E1 120 ohms, T1 100 ohms or J1 110 ohms. All LIU TTIP/TRING pairs are disabled (high-impedance) when the TXENABLE pin is low. Registers fields LMCR:TXEN (transmit enable) and LMCR:TPDE (transmit power down enable) affect the state of TTIP/TRING on a per-port basis when TXENABLE=1.
RTIPn, RRINGn	Ia	**LIU Receiver Analog Inputs** The LIU receiver accepts incoming T1, E1 and J1 physical layer signals on the RTIP/RRING differential pair. The LIU receiver can provide internal impedance matching for E1 75 ohms, E1 120 ohms, T1 100 ohms or J1 110 ohms or can work with external termination resistors. See the RXTSEL pin description and section 10.13.3.1. Register field LMCR.RPDE can be used to power down LIU receivers on a per-port basis. When RPDE=1, RTIP and RRING become high-impedance.
RXTSEL	I	**Receive Termination Selection Input** (for All LIUs) This pin configures LIU receivers for internal or external line termination (impedance matching). This pin only affects those LIUs where LTRCR:RHPM=1. In receivers where RHPM=0, LRISMR.RIMPON controls internal vs. external impedance matching on a per-port basis. 0= External termination 1 = Internal termination
RESREF	I	**Reference Resistor for LIU Analog Circuits** This pin must be tied to ARVSS through a 10kΩ ±1% resistor. The LIU transmitter and receiver use this reference resistor to tune internal termination impedance and other analog circuits. The resistor should be placed as close as possible to the device, and capacitance on the RESREF node must be < 10pF.

Table 9-3. External E1/T1 LIU Line Interface Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
TCLKOn	O 8mA	**Transmit Clock Output** TCLKOn: This signal is normally synchronous with TCLKFn. However, when framer loopback or payload loopback is enabled (RCR3.FLB=1, PLB=1) it becomes synchronous with RCLKFn/RCLKn. When the internal LIU is disabled (GCR2.LIUD=1), this pin and TDATFn are the clock/data interface to an external LIU (or other component such as an M13 mux or SONET/SDH mapper).
TDATFn	O 8mA	**Transmit Data Output** When the internal LIU is enabled (GCR2.LIUD=0), this pin is disabled (drives low). When the internal LIU is disabled (LIUD=1), this pin and TCLKOn are the transmit clock/data interface to an external LIU (or other component such as an M13 mux or SONET/SDH mapper). TCR3.ODF must be set to 1 to configure the formatter to output NRZ on TDATFn. TDATFn is updated on the rising edge of TCLKOn. See the timing diagram in Figure 14-7.
RCLKFn/RCLKn	IO 8mA	**RCLKFn: Receive Framer Clock Input to Framer** This pin has the RCLKFn function when the internal LIU is disabled (GCR2.LIUD=1). In this mode, this pin and RDATFn are the receive clock/data interface to an external LIU (or other component such as an M13 mux or SONET/SDH mapper). RCLKFn must be 1.544MHz for T1 or 2.048MHz for E1. RCLKFn is internally inverted when RIOCR.RCLKINV=1. **RCLKn: Recovered Clock Output from LIU Receiver** This pin has the RCLKn function when the internal LIU is enabled (GCR2.LIUD=0). In this mode, the T1 or E1 clock recovered by the LIU receiver from the signal on RTIPn/RRINGn is available on this pin. In both modes, when the receive elastic store is disabled (RESCR.RESE=0), RSERn (serial data), RSYNCn and RFSYNCn/ RMSYNCn are updated on the cross-connect side of the framer on the rising edge of RCLKFn/RCLKn. (When the elastic store is enabled, data is clocked into the elastic store on the rising edge of RCLKFn/RCLKn, and data and frame/multiframe sync are clocked out of the elastic store on the rising edge of RSYSCLKn.) See timing diagrams in Figure 14-1 through Figure 14-4.
RDATFn	I	**Receive Framer Data Input to Framer** When the internal LIU is enabled (GCR2.LIUD=0), this pin is ignored. When the internal LIU is disabled (LIUD=1), this pin and RCLKFn are the receive clock/data interface to an external LIU (or other component such as an M13 mux or SONET/SDH mapper). RCR3.IDF must be set to 1 to configure the framer to accept NRZ data on RDATFn. RDATFn is latched on the falling edge of RCLKFn. See the timing diagram in Figure 14-4.

Table 9-4. Framer TDM Interface Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
TCLKFn	I	**Transmit Clock Input to Formatter** This pin is only active in external mode (GCR1.MODE=1). In this mode, TCLKFn is the 1.544MHz or 2.048MHz clock that clocks the transmit formatter. When the transmit elastic store is disabled (TESCR.TESE=0), TSERn and TSYNCn/TSSYNCn are latched on the falling edge of TCLKFn. (When the elastic store is enabled, these signals are clocked into the elastic store on the falling edge of TSYSCLKn and out of the elastic store on the falling edge of TCLKFn.) See the timing diagram in Figure 14-5. TCLKFn is internally inverted when TIOCR.TCLKINV=1.
TSYSCLKn/ ECLKn	I	**TSYSCLKn: Transmit System Clock Input** This pin is only active in external mode (GCR1.MODE=1). When the transmit elastic store is enabled (TESCR.TESE=1), TSERn and TSYNCn/TSSYNCn are clocked into system side (i.e. the cross-connect side) of the transmit elastic store on the falling edge of TSYSCLKn. (Data is clocked out of the transmit elastic store on the falling edge of TCLKFn.) See the timing diagram in Figure 14-6. TSYSCLK is configured for 1.544MHz or 2.048MHz mode using TIOCR.TSCLKM. When the transmit elastic store is disabled, this pin should be tied low. **ECLKn: External Reference Clock Input** This pin provides an external reference clock that can be used to clock the transmit direction of port n. In one-clock mode (GCR1.CLKMODE=0) it can also be used to clock the receive direction of port n.
TSERn	I	**Transmit Serial Data Input** This pin is only active in external mode (GCR1.MODE=1). When the transmit elastic store is disabled (TESCR.TESE=0), serial data on TSERn is clocked into the transmit formatter on the falling edge of TCLKFn . When the transmit elastic store is enabled (TESCR.TESE=1), data on TSERn is clocked into the transmit elastic store on the falling edge of TSYSCLKn. See the timing diagrams in Figure 14-5 and Figure 14-6.
TSYNCn/ TSSYNCn	IO 8mA	This pin is only active in external mode (GCR1.MODE=1). GCR1.TSSYNCPE[n]=0 configures this pin to be TSYNCn while TSSYNCPE[n]=1 configures it to be TSSYNCn. **TSYNCn: Transmit Frame/Multiframe Sync Input/Output** TSYNCn is only used when the transmit elastic store is disabled (TESCR.TESE= 0). It is internally inverted when TIOCR.TSYNCINV=1. When TIOCR.TSIO=0, TSYNC is an input, and a pulse at this pin establishes either frame or multiframe boundaries for the transmit formatter. TIOCR.TSM specifies frame (0) or multiframe (1) mode for TSYNCn. The TSYNCn input is latched on the falling edge of TCLKFn . See the timing diagram in Figure 14-5. When TIOCR.TSIO=1, TSYNC is an output that pulses at either frame or multiframe boundaries. TIOCR.TSM specifies frame (0) or multiframe (1) mode for TSYNCn. If TSYNCn is configured to output pulses at frame boundaries, it also can be set to output doublewide pulses at signaling frames when the formatter is in T1 mode by setting TIOCR.TSDW=1. The TSYNCn output is updated on the rising edge of TCLKFn . See the timing diagram in Figure 14-5. **TSSYNCn: Transmit System Frame/Multiframe Sync Input** TSSYNCn is only used when the transmit elastic store is enabled (TESCR.TESE=1). It is internally inverted when TIOCR.TSSYNCINV=1 and is always an input. A pulse at this pin establishes either frame or multiframe boundaries for the system side (i.e. cross-connect side) of the transmit elastic store. TIOCR.TSSM specifies frame (0) or multiframe (1) mode for TSSYNCn. TSSYNCn is latched on the falling edge of TSYSCLKn. See the timing diagram in Figure 14-6.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
RSYSCLKn	I	**Receive System Clock Input** This pin is only active in external mode (GCR1.MODE=1). When the receive elastic store is enabled (RESCR.RESE=1), RSERn, RFSYNCn/ RMSYNCn and RSYNCn (configured as an output) are clocked out of the system side (i.e. the cross-connect side) of the receive elastic store on the rising edge of RSYSCLKn. (Data is clocked into the receive elastic store on the rising edge of RCLKFn.) See the timing diagram in Figure 14-3. TSYSCLK is set for 1.544MHz or 2.048MHz mode using RIOCR.RSCLKM. When the receive elastic store is disabled, this pin should be tied low.
RSERn	O 8mA	**Receive Serial Data Output** This pin is only active in external mode (GCR1.MODE=1). In internal mode RSERn is internally held low. When the receive elastic store is disabled RESCR.RESE=0), serial data on RSERn is clocked out of the receive framer on the rising edge of RCLKFn/RCLKn. When the receive elastic store is enabled (RESCR.RESE=1), data on RSERn is clocked out of the receive elastic store on the rising edge of RSYSCLKn. See the timing diagrams in Figure 14-1 through Figure 14-3.
RSYNCn	IO 8mA	**Receive Frame/Multiframe Sync Input/Output** This pin is only active in external mode (GCR1.MODE=1). It is internally inverted when RIOCR.RSYNCINV=1. When RIOCR.RSIO=1, RSYNC is an input, but is only valid when the receive elastic store is enabled (RESCR.RESE=1). A pulse at this pin establishes either frame or multiframe boundaries for the system side (i.e. the cross-connect side) of the receive elastic store. RIOCR.RSMS1 specifies frame (0) or multiframe (1) mode. RSYNCn is latched on the falling edge of RSYSCLKn. See the timing diagram in Figure 14-3. When RIOCR.RSIO=0, RSYNC is an output that pulses at either frame or multiframe boundaries. RIOCR.RSMS1 specifies frame (0) or multiframe (1) mode. If RSYNCn is configured to output pulses at frame boundaries, it also can be set to output doublewide pulses at signaling frames when the formatter is in T1 mode by setting RIOCR.RSMS2=1. In E1 mode, RSMS2 specifies whether RSYNCn pulses on CAS (0) or CRC-4 (1) multiframe boundaries. RSYNCn is updated on the rising edge of RCLKFn/RCLKn when the receive elastic store is disabled (RESCR.RESE=1) or the rising edge of RSYSCLKn when the receive elastic store is enabled. See the timing diagrams in Figure 14-1 through Figure 14-3.
RFSYNCn/ RMSYNCn	O 8mA	This pin is only active in external mode (GCR1.MODE=1). GCR1.RFMSS=0 configures this pin to be RFSYNCn while RMFSS=1 configures it to be RMSYNCn. **RFSYNCn: Receive Frame Sync Output** The signal on RFSYNCn is a pulse one RCLKFn/RCLKn period wide every 8kHz. This pulse happens on the same clock cycle that the first bit of the frame is present on the RSERn pin. RFSYNCn is updated on the rising edge of RCLKFn/RCLKn whether or not the receive elastic store is enabled and therefore is only an indicator of the start-of-frame of the recovered data from the receive LIU, not the retimed data from the receive elastic store. See the timing diagrams in Figure 14-1 and Figure *14-2*. **RMSYNCn: Receive Multiframe Sync Output** The signal on RMSYNCn is a pulse one clock period wide every multiframe. This pulse happens on the same clock cycle that the first bit of the multiframe is present on the RSERn pin. When the receive elastic store is disabled (RESCR.RESE=0), RMSYNCn is updated on the rising edge of RCLKFn/RCLKn. When the receive elastic store is enabled (RESCR.RESE=1) RMSYNCn is updated on the rising edge of RSYSCLKn and indicates the multiframe boundary on the system side (i.e.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
		the cross-connect side) side of the elastic store. In E1 mode, RIOCR.RSMS2 specifies whether RMSYNCn pulses on CAS (0) or CRC-4 (1) multiframe boundaries.
RLOFn/RLOSn	O 8mA	GCR1.LOSS=0 configures this pin to be RLOFn while LOSS=1 configures it to be RLOSn. **RLOFn: Receive Loss of Frame Output** RLOFn indicates when the receive framer is searching for frame and multiframe alignment in the incoming data stream. See section 10.11.6. **RLOSn: Receive Loss of Signal Output** RLOSn indicates when the receive framer detects a loss-of-signal condition. See section 10.11.6.

Table 9-5. TDM-over-Packet Engine TDM Interface Pins

In this table, the transmit direction is the packet-to-TDM direction while the receive direction is the TDM-to-packet direction. See Figure 6-1, Figure 6-2, Figure 8-2 and Figure 8-3.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
TDMn_ACLK	O 8mA	**TDMoP Recovered Clock Output** The clock recovered by the TDMoP clock recovery machine is output on this pin. TDM1_ACLK (port 1) is used in high speed E3/T3/STS1 mode.
TDMn_TCLK	Ipu	**TDMoP Transmit Clock Input** This signal clocks the transmit TDM interface of the TDMoP engine. Depending on the value of Port[n]_cfg_reg.tx_sample, outputs TDMn_TX and TDMn_TSIG_CTS are updated on the either the rising edge (0) or falling edge (1) of TDMn_TCLK. Inputs TDMn_TX_SYNC and TDMn_TX_MF_CD are latched on the opposite edge. See the timing diagrams in Figure 14-15 and Figure 14-16. In one-clock mode, TDMn_TCLK also clocks the receive TDM interface of the TDMoP engine. Depending on the value of Port[n]_cfg_reg.tx_sample, outputs TDMn_RX, TDMn_RX_SYNC and TDMn_RSIG_RTS are updated on the either the rising edge (0) or falling edge (1) of TDMn_TCLK. Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). This pin is only active in external mode (GCR1.MODE=1). Only TDM1_TCLK (port 1) is used in high speed E3/T3/STS1 mode (General_cfg_reg0.High_speed=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_TX	O 8mA	**TDMoP Transmit Data Output** Serial data from the TDMoP engine is output on this pin. This signal is clocked by TDMn_TCLK. Only TDM1_TX (port 1) is used in high speed E3/T3/STS1 mode (i.e. when General_cfg_reg0.High_speed=1). This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_TX_SYNC	Ipd	**TDMoP Transmit Frame Sync Input** Frame sync information is provided to the TDMoP engine from this pin. In two-clock mode, this signal specifies only transmit frame sync. In one-clock mode, this signal specifies frame sync for both the transmit and receive directions. The signal on this pin must pulse high for one TDMn_TCLK cycle when the first bit of a frame is expected to present on the TDMn_TX pin (and the TDMn_RX pin in one-clock mode). This pulse must be repeated every N*125µs where N is a

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
		positive integer (example: if N=16, it pulses every 2ms). Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_TX_MF_CD	IOpd	**TDMoP Transmit Multiframe Sync Input** When the interface type is configured for E1 or T1, multiframe sync is provided to the TDMoP engine from this pin. The signal on this pin must pulse high for one TDMn_TCLK cycle when the first bit the multiframe is expected to be present on the TDMn_TX pin. **TDMoP Transmit Carrier Detect Output** When the interface type is configured for serial, the carrier detect function of this pin is active. When Port[n]_cfg_reg.CD_en=1, the state of this pin is controlled by the value stored in Port[n]_cfg_reg.CD. Port[n]_cfg_reg.Int_type=specifies serial (00), E1 (01) or T1 (10). Port[n]_cfg_reg.Int_type=specifies serial (00), E1 (01) or T1 (10) interface type. This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_TSIG_CTS	O 8mA	**TDMoP Transmit Signaling Output** When the interface type is configured for E1 or T1, the transmit signaling function of this pin is active. Functional timing is shown in Figure 10-33 and Figure 10-34. **TDMoP Clear to Send Output** When the interface type is configured for serial, the clear-to-send function of this pin is active. In this mode, the state of this pin is controlled by the value stored in Port[n]_cfg_reg.CTS. Port[n]_cfg_reg.Int_type specifies serial (00), E1 (01) or T1 (10) interface type. This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_RCLK	Ipu	**TDMoP Receive Clock Input** In two-clock mode, this signal clocks the receive TDM interface of the TDMoP engine: TDMn_RX, TDMn_RX_SYNC and TDMn_RSIG_RTS. In one-clock mode, this signal is ignored, and the TDMn_TCLK signal clocks both the transmit and receive interfaces of the TDMoP engine. Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). Port[n]_cfg_reg.Rx_sample specifies latching on the rising (1) or falling (0) edge. TDM1_RCLK (port 1) is used in high speed E3/T3/STS1 mode. This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_RX	Ipu	**TDMoP Receive Data Input** Serial data to the TDMoP engine is input on this pin. In two-clock mode, this signal is clocked by TDMn_RCLK. In one-clock mode, this signal, is clocked by TDMn_TCLK. Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). TDM1_RX (port 1) is used in high speed E3/T3/STS1 mode. This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_RX_SYNC	Ipd	**TDMoP Receive Frame/Multiframe Sync Input** In two-clock mode, this signal is clocked by TDMn_RCLK and specifies frame or multiframe alignment for the receive interface of the TDMoP engine. The signal on this pin must pulse high for one TDMn_RCLK cycle when the first bit of a frame is

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
		present on the TDMn_RX pin. This pulse must be repeated every N*125µs where N is a positive integer (example: if N=16, it pulses every 2ms). In one-clock mode, this signal is ignored and TDMn_TX_SYNC specifies frame alignment for both the transmit and receive interfaces of the TDMoP engine. Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.
TDMn_RSIG_RTS	Ipu	**TDMoP Receive Signaling Input** When the interface type is configured for E1 or T1, the transmit signaling function of this pin is active. In two-clock mode, this signal is clocked by TDMn_RCLK. In one-clock mode, this signal, is clocked by TDMn_TCLK. **TDMoP Request To Send Input** When the interface type is configured for serial, the request-to-send function of this pin is active. In this mode, the real-time status of this pin can be read from Port[n]_stat_reg1.RTS_P. Port[n]_cfg_reg.Two_clocks specifies two-clock mode (1) or one-clock mode (0). Port[n]_cfg_reg.Int_type specifies serial (00), E1 (01) or T1 (10) interface type. This pin is only active in external mode (GCR1.MODE=1). See the timing diagrams in Figure 14-15 through Figure 14-20.

Table 9-6. SDRAM Interface Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
SD_CLK	O 8mA	**SDRAM Clock** All SDRAM interface pins are updated or latched on the rising edge of SD_CLK. See the timing diagrams in Figure 14-13 and Figure 14-14.
SD_D[31:0]	IO 8mA	**SDRAM Data** MSB is SD_D[31].
SD_DQM[3:0]	O 8mA	**SDRAM Byte Enable Mask** SD_DQM[0] is associated with the least significant byte. SD_DQM[3] is associated with the most significant byte. When a SD_DQM pin is high during a write cycle, the associated byte is not written to SDRAM. When a SD_DQM pin is high during a read cycle, the associated byte is not driven out of the SDRAM (the SD_D pins remain high-Z).
SD_A[11:0]	O 8mA	**SDRAM Address Bus** MSB is SD_A[11].
SD_BA[1:0]	O 8mA	**SDRAM Bank Select Outputs** The external SDRAMs used by the device have their memory organized into four banks. These pins specify the bank to be accessed. The bank must be specified on the same SD_CLK edge that the row information is specified on SD_A[11:0].
SD_CS_N	O 8mA	**SDRAM Chip Select** (Active Low) Driven low by the device to initiate a memory access (read or write) to the external SDRAM.
SD_WE_N	O 8mA	**SDRAM Write Enable** (Active Low) Driven low by the device when data is to be written to the external SDRAM. Left high when data is to be read from the external SDRAM.
SD_RAS_N	O 8mA	**SDRAM Row Address Strobe** (Active Low) Driven low by the device during SD_CLK cycles in which SD_A[11:0] indicates the SDRAM row address.
SD_CAS_N	O 8mA	**SDRAM Column Address Strobe** (Active Low) Driven low by the device during SD_CLK cycles in which SD_A[11:0] indicates the SDRAM column address.

Table 9-7. Ethernet PHY Interface Pins (MII/RMII/SSMII)

The PHY interface type is configured by General_cfg_reg0.MII_mode_select[1:0]. 00=MII, 01=Reduced MII (RMII), 11=Source Synchronous Serial MII (SSMII). The MII interface is described in IEEE 802.3-2005 Section 22. The RMII interface is described in this document: http://www.national.com/appinfo/networks/files/rmii_1_2.pdf. The Source Synchronous Serial MII is described in this document: ftp://ftp-eng.cisco.com/smii/smii.pdf.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
CLK_MII_TX	I	**MII Transmit Clock Input** In MII mode a 25MHz clock must be applied to this pin to clock the transmit side of the interface. MII_TXD[3:0], MII_TX_EN and MII_TX_ERR are clocked out of the device on the rising edge of CLK_MII_TX. See the timing diagram in Figure 14-22. In RMII mode a 50MHz clock must be applied to this pin to clock the transmit side of the interface. MII_TXD[3:2] and MII_TX_EN are clocked out of the device on the rising edge of CLK_MII_TX. See the timing diagram in Figure 14-24. In SSMII mode, a 125MHz clock must be applied to this pin. This clock is the reference for the CLK_SSMII_TX output.
CLK_SSMII_TX	O 12ma	**SSMII Transmit Clock Output** In SSMII mode, the device provides a 125MHz clock on this pin to clock the transmit side of the interface. MII_TXD[0] (SSMII_TXD) and MII_TXD[1] (SSMII_TX_SYNC) are clocked out of the device on the rising edge of CLK_MII_TX. See the timing diagram in Figure 14-26. This pin is not used in MII and RMII modes.
MII_TXD[3:0]	O 8mA	**MII Transmit Data Outputs** In MII mode, transmit data is passed to the PHY four bits at a time on MII_TXD[3:0] on the rising edge of CLK_MII_TX. See the timing diagram in Figure 14-22. In RMII mode, transmit data is passed to the PHY two bits at a time on MII_TXD[3:2] on the rising edge of CLK_MII_TX while MII_TXD[1:0] are not used. See the timing diagram in Figure 14-24. In SSMII mode, transmit data is passed to the PHY one bit at a time on MII_TXD[0] (SSMII_TXD) on the rising edge of CLK_SSMII_TX. MII_TXD[1] (SSMII_TX_SYNC) indicates 10-bit segment alignment of the serial data stream.
MII_TX_EN	O 8mA	**MII Transmit Enable Output** In MII mode and RMII, this pin serves as the transmit enable output. In SSMII mode this pin is not used.
MII_TX_ERR	O 8mA	**MI Transmit Error Output** In MII mode this pin serves as the transmit error output. In RMII and SSMII modes this pin is not used.
CLK_MII_RX	I	**MII Receive Clock Input** In MII mode a 25MHz clock must be applied to this pin. MII_RXD[3:0], MII_RX_DV, and MII_RX_ERR are clocked into the device on the rising edge of CLK_MII_RX. See the timing diagram in Figure 14-23. In RMII mode this pin is not used, and a 50MHz clock applied to CLK_MII_TX provides timing for both transmit and receive sides of the interface. MII_RXD[3:2], MII_RX_DV and MII_RX_ERR are clocked into the device on the rising edge of CLK_MII_TX. See the timing diagram in Figure 14-25. In SSMII mode a 125MHz clock from the PHY must be applied to this pin. MII_RXD[0] (SSMII_RXD) and MII_RXD[1] (SSMII_RX_SYNC) are clocked into the device on the rising edge of CLK_MII_RX. See the timing diagram in Figure 14-27.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
MII_RXD[3:0]	I	**MII Receive Data Inputs** In MII mode, receive data comes from the PHY four bits at a time on MII_RXD[3:0], on the rising edge of CLK_MII_RX. See the timing diagram in Figure 14-23. In RMII mode, receive data comes from the PHY two bits at a time on MII_RXD[3:2] and is latched on the rising edge of CLK_MII_TX. MII_RXD[1:0] are not used. See the timing diagram in Figure 14-25. In SSMII mode, received data comes from the PHY one bit at a time on MII_RXD[0] (SSMII_RXD) on the rising edge of CLK_MII_RX. MII_RXD[1] (SSMII_RX_SYNC) indicates 10-bit segment alignment of the serial data stream.
MII_RX_DV	I	**MII Receive Data Valid Input** In MII mode, this pin serves as the receive data valid input. In RMII mode, carrier sense and receive data valid alternate on this pin. See the RMII spec for details. In SSMII mode this pin is not used and should be pulled low or high.
MII_RX_ERR	I	**MII Receive Error Input** In MII mode and RMII mode, this pin serves as the receive error input. In SSMII mode this pin is not used and should be pulled low or high.
MII_COL	I	**MII Collision Input** In MII mode this pin serves as the collision detection input. In RMII mode and SSMII mode this pin is not used and should be pulled low or high.
MII_CRS	I	**MII Carrier Sense Input** In MII mode this pin serves as the carrier sense input. In RMII mode and SMII mode this pin is not used and should be pulled low or high.
MDC	O 8mA	**PHY Management Clock Output** This signal is the clock for the Ethernet PHY management interface, which consists of MDC and MDIO. See the timing diagram in Figure 14-21.
MDIO	IOpu 8mA	**PHY Management Data Input/Output** This signal is the serial data signal for the Ethernet PHY management interface, which consists of MDC and MDIO. When MDIO is an output, it is updated on the rising edge of MDC. When MDIO is an input, it is latched into the device on the rising edge of MDC. See the timing diagram in Figure 14-21.

Table 9-8. Global Clock Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
CLK_SYS_S	Ipd	**System Clock Selection Input** This pin specifies the frequency of the clock applied to the CLK_SYS pin. See section 10.4. 0 = 50 or 75 MHz 1 = 25 MHz
CLK_SYS	I	**System Clock Input** A 25 MHz, 50 MHz or 75 MHz clock (±50 ppm or better) must be applied to this pin to clock TDM-over-Packet internal circuitry and the SDRAM interface (SD_CLK). When a 25MHz clock is applied, it is internally multiplied by the CLAD2 block to 50MHz or 75MHz as specified by GCR1.SYSCLKS. The CLK_SYS_S pin specifies whether the CLK_SYS signal is 25MHz (and therefore needs to multiplied up) or 50/75MHz (and therefore is used as-is). See section 10.4.
CLK_CMN	I	**Common Clock Input** When the TDMoP engine is configured for common clock mode (also known as differential mode), the common clock is applied to this pin. This clock signal has to be a multiple of 8kHz and in the range of 1MHz to 25MHz. The frequency should not be too close to an integer multiple of the service clock frequency. Based on these criteria, the following frequencies are suggested: For systems with access to a common SONET/SDH network, a frequency of 19.44 MHz (2430*8 kHz). For systems with access to a common ATM network, 9.72 MHz (1215*8 kHz) or 19.44 MHz (2430*8 kHz). For systems using GPS, 8.184 MHz (1023*8 kHz). For systems connected by a single hop of 100 Mbit/s Ethernet where it is possible to lock the physical layer clock, 25 MHz (3125*8 kHz). For systems connected by a single hop of Gigabit Ethernet where it is possible to lock to the physical layer clock, 10MHz (1250*8 kHz). When a clock is not needed on this pin, pull it high or low. See section 10.4.
CLK_HIGH	I	**Clock High Input** A 10, 19.44, 38.88 or 77.76MHz clock can be applied to this pin. From the CLK_HIGH signal, an on-chip frequency converter block (called a clock adapter or CLAD, in this case CLAD1) produces the 38.88MHz reference clock required by the clock recovery machines in the TDMoP block. In addition, CLAD1 also produces from the CLK_HIGH signal the 1.544MHz master clock (T1CLK) and the 2.048MHz master clock (E1CLK) required by the LIUs and framers. GCR1.FREQSEL specifies the frequency of the clock applied to CLK_HIGH. When GCR1.CLK_HIGHD=1, the CLAD disables the 38.88MHz reference clock to the clock recovery machines. When clock recovery is not required (i.e. when none of the recovered clock outputs TDMn_ACLK are used), CLK_HIGH can be held low. When a clock is not applied to CLK_HIGH, GCR1.MCLKE must be set to 1 and a clock must be applied to the MCLK pin to give the CLAD a reference clock from which to produce T1CLK and E1CLK for the LIUs and framers. See section 10.4. The required quality of the CLK_HIGH signal is discussed in section 10.6.3.
MCLK	I	**Master Clock Input** When the CLK_HIGH pin is not used, a 2.048MHz ±50ppm or 1.544MHz ±32ppm clock must be applied to the MCLK pin, and GCR1.MCLKE must be set to 1. From the MCLK signal, an on-chip frequency converter block (called a clock adapter or CLAD) produces the 1.544MHz master clock (T1CLK) and the 2.048MHz master clock (E1CLK) required by the LIUs and framers. When a clock is present on the CLK_HIGH pin, the CLAD can synthesize T1CLK and E1CLK from the CLK_HIGH signal, and therefore MCLK can be disabled by setting GCR1.MCLKE=0. GCR1.MCLKS specifies whether the signal on MCLK is 1.544MHz or 2.048MHz. See section 10.4.

Table 9-9. CPU Interface Pins

See the parallel interface timing diagrams in Figure 14-9 and Figure 14-10 and the SPI timing diagrams in Figure 14-11 and Figure 14-12.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
H_CPU_SPI_N	Ipu	**Host Bus Interface** 0 = SPI serial interface 1 = Parallel interface
DAT_32_16_N	Ipu	**Data Bus Width** 0 = 16-bit 1 = 32-bit In SPI bus mode this pin is ignored.
H_D[31:1]	IO 8mA	**Host Data Bus** When the device is configured for a 32-bit parallel interface, H_D[31:0] are the data I/O pins (HD[31] is the MSb). When the device is configured for a 16-bit parallel interface, H_D[15:0] are the data I/O pins (HD[15] is the MSb) and H_D[31:16] are ignored and should be pulled low or high. The DAT_32_16_N pin specifies bus width. In SPI bus mode these pins are ignored.
H_D[0] / SPI_MISO	IO 8mA	**H_D[0]: Host Data LSb** In parallel interface mode this pin is H_D[0], LSb of the data bus. **SPI_MISO: SPI Data Output (Master In Slave Out)** In SPI bus mode this pin is the SPI data output.
H_AD[24:1]	I	**Host Address Bus** H_AD[24] is the MSb. When the host data bus is 32 bits (DAT_32_16_N=1), H_AD[1] should be held low. In SPI bus mode these pins are ignored.
H_CS_N	I	**Host Chip Select (Active Low)** In parallel interface mode this pin must be asserted (low) to read or write internal registers. In SPI bus mode this pin is ignored.
H_R_W_N / SPI_CP	I	**H_R_W_N**: **Host Read/Write Control** In parallel interface mode this pin controls whether an access to internal registers is a read or a write. **SPI_CP: SPI Clock Phase** In SPI interface mode this pin specifies SPI clock phase. See the timing diagrams in Figure 14-11 and Figure 14-12 for details. 0 = input data is latched on the leading edge of the SCLK pulse; output data is updated on the trailing edge 1 = input data is latched on the trailing edge of the SCLK pulse; output data is updated on the leading edge
H_WR_BE0_N / SPI_CLK	I	**H_WR_BE0_N: Host Write Enable Byte 0 (Active Low)** In parallel interface mode during a write access this pin specifies whether or not byte 0 (H_D[7:0]) should be written to the device. This pin is active in both 32-bit and 16-bit modes. 0 = write byte 0 1 = don't write byte 0 **SPI_CLK: SPI Clock** In SPI interface mode this pin is the clock for the interface.
H_WR_BE1_N / SPI_MOSI	I	**H_WR_BE1_N: Host Write Enable Byte 1 (Active Low)** In parallel interface mode during a write access this pin specifies whether or not byte 1 (H_D[15:8]) should be written to the device. This pin is active in both 32-bit and 16-bit modes. 0 = write byte 1 1 = don't write byte 1 **SPI_MOSI: SPI Data Input (Master Out Slave In)** In SPI interface mode this pin is the data input pin for the interface.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
H_WR_BE2_N / SPI_SEL_N	I	**H_WR_BE2_N: Host Write Enable Byte 2 (Active Low)** In 32-bit parallel interface mode during a write access this pin specifies whether or not byte 2 (H_D[15:8]) should be written to the device. In 16-bit parallel interface mode this pin is ignored and should be pulled high or low. 0 = write byte 2 1 = don't write byte 2 **SPI_SEL: SPI Chip Select (Active Low)** In SPI interface mode this pin must be asserted (low) to read or write internal registers.
H_WR_BE3_N / SPI_CI	I	**H_WR_BE3_N: Host Write Enable Byte 3 (Active Low)** In 32-bit parallel interface mode during a write access this pin specifies whether or not byte 3 (H_D[15:8]) should be written to the device. In 16-bit parallel interface mode this pin is ignored and should be pulled high or low. 0 = write byte 3 1 = don't write byte 3 **SPI_CI: SPI Clock Invert** In SPI interface mode this pin specifies the polarity of the SPI_CLK pin. See the timing diagrams in Figure 14-11 and Figure 14-12 for details. 0 = SPI_CLK is normally low and pulses high (leading edge is rising edge) 1 = SPI_CLK is normally high and pulses low (leading edge is falling edge)
H_READY_N	O 8mA	**Host Ready Output (Active Low)** In parallel interface mode the device pulls this pin low during a read or write access to signal that the device is ready for the access to be completed. The host processor should not pull H_CS_N high (inactive) to complete the access until the device has pulled H_READY_N low. This pin requires the use of an external pull-up resistor. The device actively drives this pin high before allowing it to go high-impedance. See Figure 14-9.
H_INT[1:0]	O 8mA	**Host Interrupt Outputs (Active Low)** H_INT[0] indicates interrupt requests from the TDMoP block. H_INT[1] indicates interrupt requests from the LIU, framer and BERT. Optionally, the H_INT[1] signal can be forced inactive at the H_INT[1] pin and internally ORed into the H_INT[0] signal by setting GCR1.IPOR=1. This allows H_INT[0] to indicate interrupt requests from any and all sources in the device. When GCR1.IPI0=1, H_INT[0] is forced high (inactive). When GCR1.IPI1=1, H_INT[1] is forced high (inactive). See section 10.9.

Table 9-10. JTAG Interface Pins

See the JTAG interface timing diagram in Figure 14-28.

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
JTRST_N	Ipu	**JTAG Test Reset (Active Low)** This signal is used to asynchronously reset the test access port controller. After power up, JTRST_N must be toggled from low to high. This action sets the device into the JTAG DEVICE ID mode. Pulling JTRST_N low restores normal device operation. If boundary scan is not used, this pin should be held low.
JTCLK	I	**JTAG Test Clock** This signal is used to shift data into JTDI on the rising edge and out of JTDO on the falling edge.
JTMS	Ipu	**JTAG Test Mode Select** This pin is sampled on the rising edge of JTCLK and is used to place the test access port into the various defined IEEE 1149.1 states. If not used, JTMS should be held high.
JTDI	Ipu	**JTAG Test Data Input** Test instructions and data are clocked into this pin on the rising edge of JTCLK. If not used, JTDI can be held low or high (DVDDIO).
JTDO	Oz 8mA	**JTAG Test Data Output** Test instructions and data are clocked out of this pin on the falling edge of JTCLK. If not used, this pin should be left unconnected.

Table 9-11. Reset and Factory Test Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
RST_SYS_N	Ipu	**System Reset (Active Low)** When this pin is held low the entire device is reset. This pin should be held low (active) for at least 200 µs before going inactive. CLK_SYS and CLK_HIGH should be stable for at least 200 µs before RST_SYS_N goes inactive. See section 10.5 for more information on system resets and block-level resets.
HIZ_N	I	**High Impedance Enable (Active Low)** When this signal is low while JTRST_N is low, all of the digital output and bi-directional pins are placed in the high impedance state. For normal operation this signal is high. This is an asynchronous input.
SCEN	I	Used during factory test. This pin should be tied to DVSS.
STMD	I	Used during factory test. This pin should be tied to DVSS.
MBIST_EN	I	Used during factory test. This pin should be tied to DVSS.
MBIST_DONE	O	Used during factory test. This pin should be left floating.
MBIST_FAIL	O	Used during factory test. This pin should be left floating.
TEST_CLK	O	Used during factory test. This pin should be left floating.
TST_CLD	I	Used during factory test. This pin should be tied to DVSS.
TST_TA, TST_TB, TST_TC, TST_RA, TST_RB, TST_RC	O	Test Transmit Probe A/B/C, Test Receive Probe A/B/C Used during factory test. These pins should be left floating.

Table 9-12. Power and Ground Pins

PIN NAME[1]	TYPE[2]	PIN DESCRIPTION
DVDDC	P	1.8V Core Voltage for Framers and TDM-over-Packet Digital Logic (17 pins)
DVDDIO	P	3.3V for I/O Pins (16 pins)
DVSS	P	Ground for Framers, TDM-over-Packet and I/O Pins (31 pins)
DVDDLIU	P	3.3V for LIU Digital Logic (2 pins)
DVSSLIU	P	Ground for LIU Digital Logic (2 pins)
ATVDDn	P	3.3 V for LIU Transmitter Analog Circuits (8pins)
ATVSSn	P	Ground for LIU Transmitter Analog Circuits (8 pins)
ARVDDn	P	3.3 V for LIU Receiver Analog Circuits (8 pins)
ARVSSn	P	Ground for LIU Receiver Analog Circuits (8 pins)
ACVDD1	P	1.8V for CLAD Analog Circuits
ACVDD2	P	1.8V for CLAD Analog Circuits
ACVSS1	P	Ground for CLAD Analog Circuits
ACVSS2	P	Ground for CLAD Analog Circuits

10 Functional Description

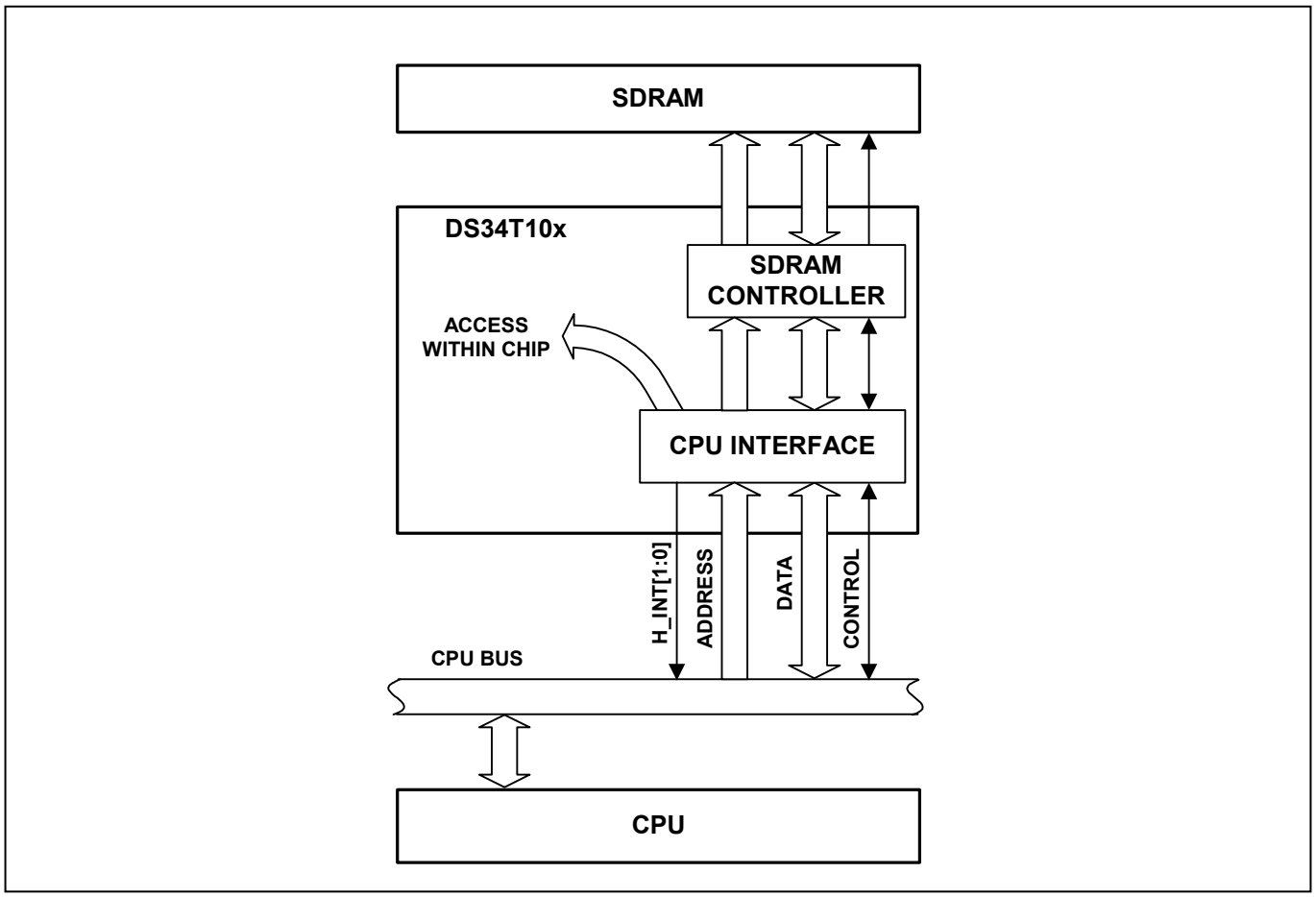
10.1 Power-Supply Considerations

Due to the dual-power-supply nature of the device, some I/Os have parasitic diodes between a 1.8V supply and a 3.3V supply. When ramping power supplies up or down, care must be taken to avoid forward-biasing these diodes because it could cause latchup. Two methods are available to prevent this. The first method is to place a Schottky diode external to the device between the 1.8V supply and the 3.3V supply to force the 3.3V supply to be within one parasitic diode drop below the 1.8V supply (i.e. VDD3.3 > VDD1.8 – 0.4V). The second method is to ramp up the 3.3V supply first and then ramp up the 1.8V supply.

10.2 CPU Interface

The CPU interface enables an external CPU to configure and control the device and collect statistics from the device. The CPU interface block identifies accesses (read or write) to on-chip registers and to external SDRAM, forwards accesses to the proper place, and replies to the CPU with the requested data during read accesses. See Figure 10-1. AC timing for the CPU interface is specified in section 14.3.

Figure 10-1. CPU Interface Functional Diagram



To configure the device for CPU interface mode, the H_CPU_SPI_N pin must be high when the RST_SYS_N (system reset) pin is deasserted. The chip can be configured for 16-bit or 32-bit data bus width by wiring the DAT_32_16_N pin as shown in Table 10-1:

Table 10-1. CPU Data Bus Widths

DAT_32_16_N Value	Data Bus Width	Access to Chip Internal Resources	Access to SDRAM	Data Bus Bits	MSB	H_WR_BE Pins Used
1	32 bits	32 bit only	8, 16, 32 bit	H_D[31:0]	H_D[31]	3:0
0	16 bits	16 bit only	8, 16 bit	H_D[15:0]	H_D[15]	1:0

Burst accesses are not supported. The device uses the big-endian byte order, as explained in section 11.1.

The CPU starts an access to the device by asserting the H_CS_N signal (active low), accompanied by the desired read/write state on H_R_W_N, address on H_AD[24:1], write byte enables on the H_WR_BE pins and valid data (for a write access) on the H_D[31:0] pins. In response, the device asserts H_READY_N to indicate that the access has been carried out. The ready assertion indicates that data from the CPU has been written into the device register or external SDRAM (for write access) or that valid data from register/SDRAM is present on the data bus (for read access). In response to H_READY_N assertion, the CPU de-asserts H_CS_N. This causes the chip to de-assert H_READY_N, and thereby finish the CPU access.

In order to make CPU operation more efficient, the device immediately asserts H_READY_N during a write access. On successive accesses (write or read) H_READY_N is asserted only after the previous write has been completed.

In 32-bit bus mode, H_WR_BE0_N through H_WR_BE3_N serve as write byte enable signals, replacing the functionality of H_AD[1:0] in the address bus. In 16-bit bus mode, H_WR_BE0_N and H_WR_BE1_N serve as write byte enables, replacing the functionality of H_AD[0] in the address bus. These signals enable byte-resolution write access to the external SDRAM.

When performing a write access to internal chip resources, all H_WR_BE pins should be asserted since write access to device registers must be done at the full bus width only.

Examples of read and write accesses on 32- and 16-bit buses are shown in the figures below.

Figure 10-2. Write Access, 32-Bit Bus

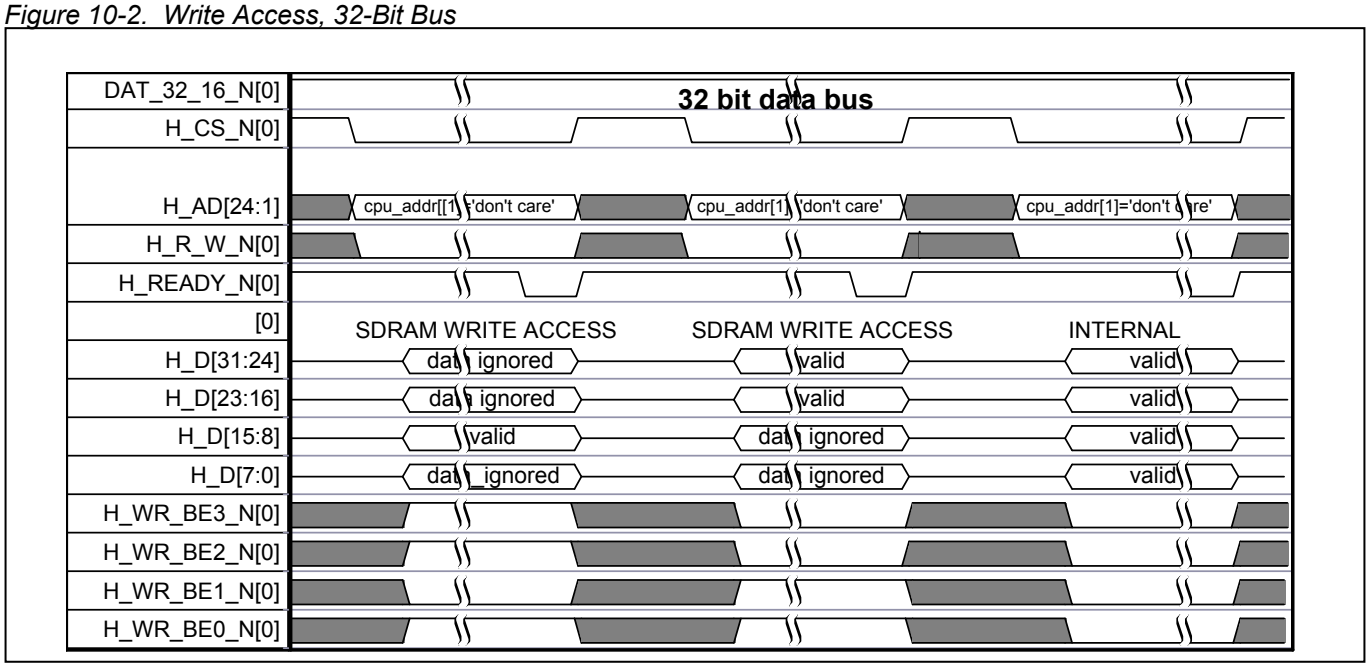


Figure 10-2 shows two write accesses to the SDRAM, one to a byte (at address 2) and the other to a word (at addresses 0 and 1), followed by a write access to the internal chip resources.

The write access to the SDRAM is different than the write access to the chip. The SDRAM can be written with byte resolution using the four byte write enables. In contrast, internal chip resources are always written at full CPU data bus width (32 bits in Figure 10-2). The write byte enable signals should always be asserted when writing to internal device registers.

For 32-bit CPU bus width, H_AD[1] is ignored, since accesses are always on an even 4-byte boundary.

Figure 10-3 shows a read access to the SDRAM followed by a read access to the internal chip resources. Read accesses always occur at CPU data bus width and the H_WR_BE pins are not used (and must be held high). Bytes that are not needed by the CPU can be ignored.

Figure 10-3. Read Access, 32-Bit Bus

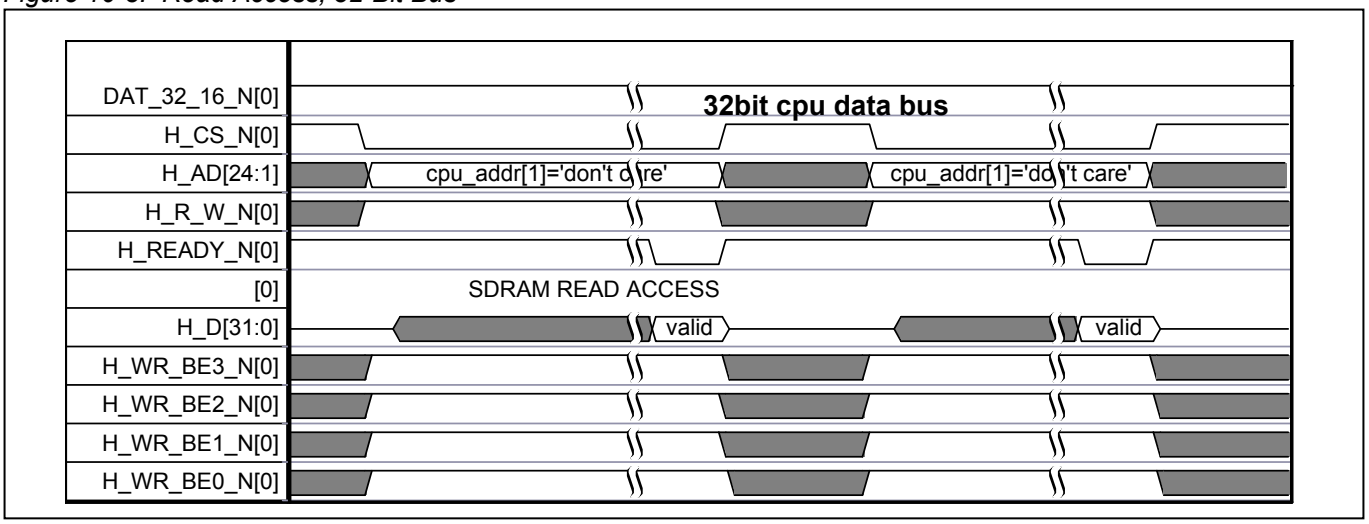


Figure 10-4 shows a write access to the chip followed by a read access in 16-bit bus mode. In this mode the H_AD[1] signal is used because accesses are on an even 2-byte boundary. Write access to the SDRAM can still be at byte resolution, as illustrated in Figure 10-5.

Figure 10-4. Read/Write Access, 16-Bit Bus

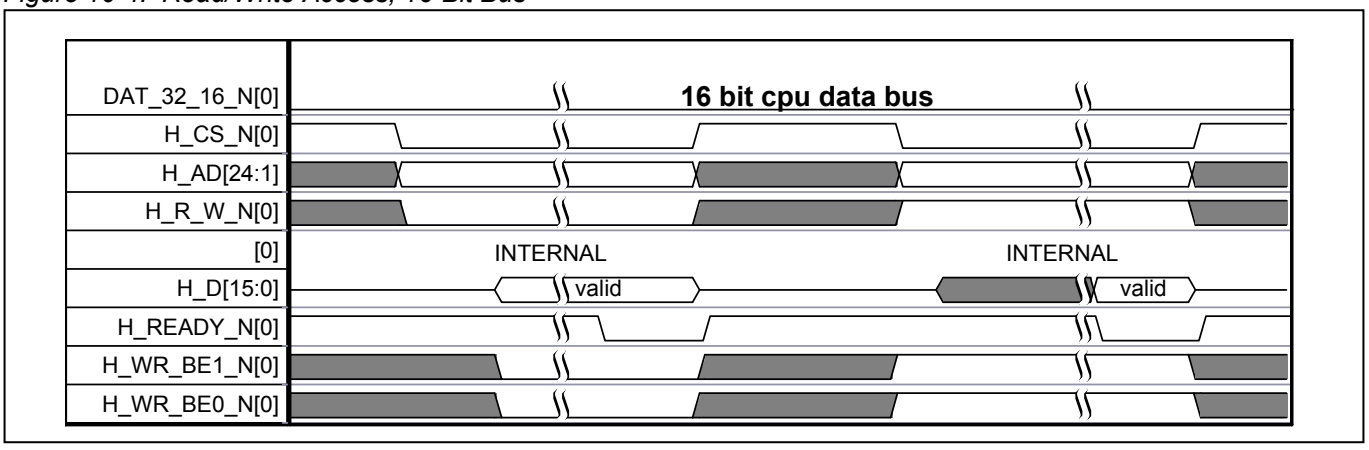
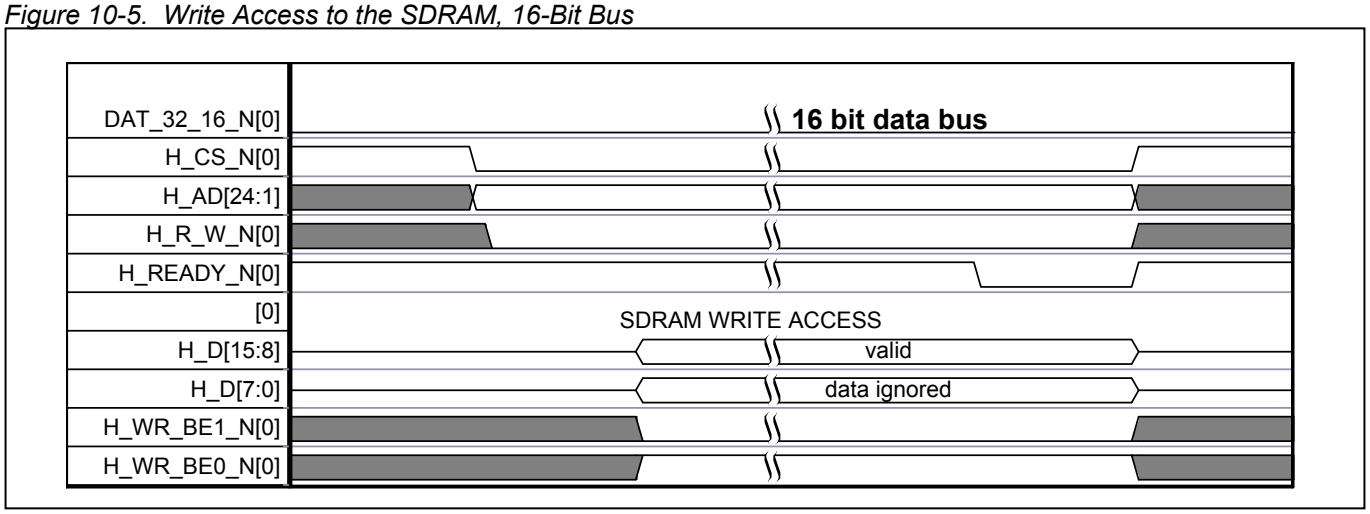
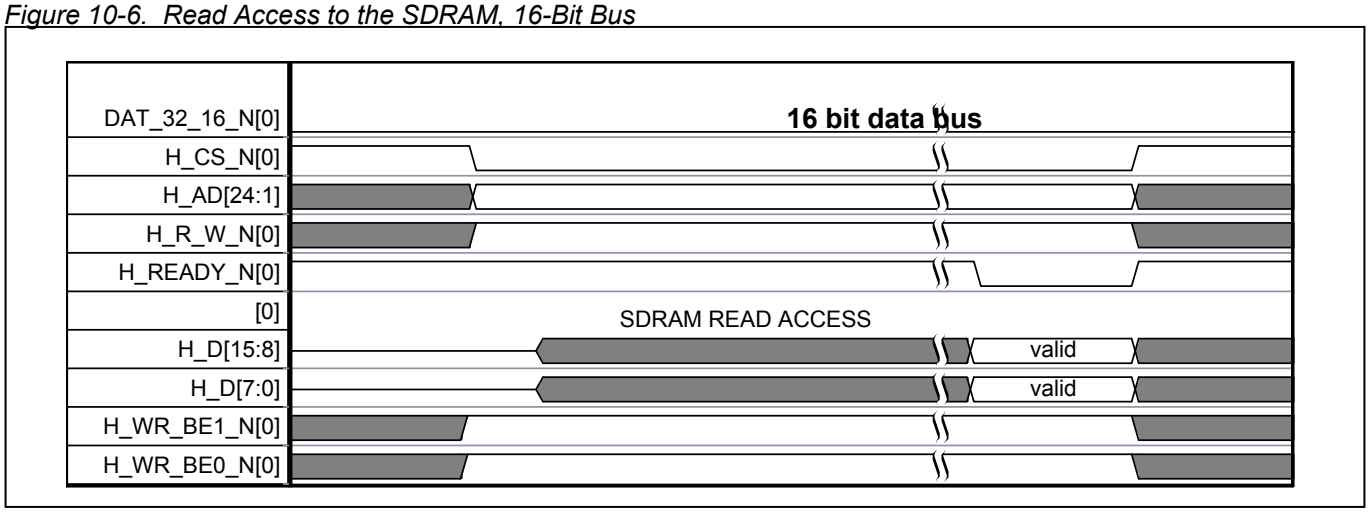


Figure 10-5. Write Access to the SDRAM, 16-Bit Bus



In 16-bit bus mode, read accesses to SDRAM are always 16 bits, as in Figure 10-6.

Figure 10-6. Read Access to the SDRAM, 16-Bit Bus



10.3 SPI Interface

The device optionally can be accessed by an external CPU through a Serial Peripheral Interface (SPI). To configure the device for SPI interface mode, the H_CPU_SPI_N pin must be low when the RST_SYS_N (system reset) pin is deasserted. In SPI mode, some of the parallel CPU bus pins take on an SPI-related function while the rest are disabled. See the CPU interface section of Table 9-1 for details. The device functions as an SPI slave.

10.3.1 SPI Operation

The SPI is a 4-wire, full-duplex, synchronous interface. The SPI connects an SPI master (which initiates the data transfer) and an SPI slave.

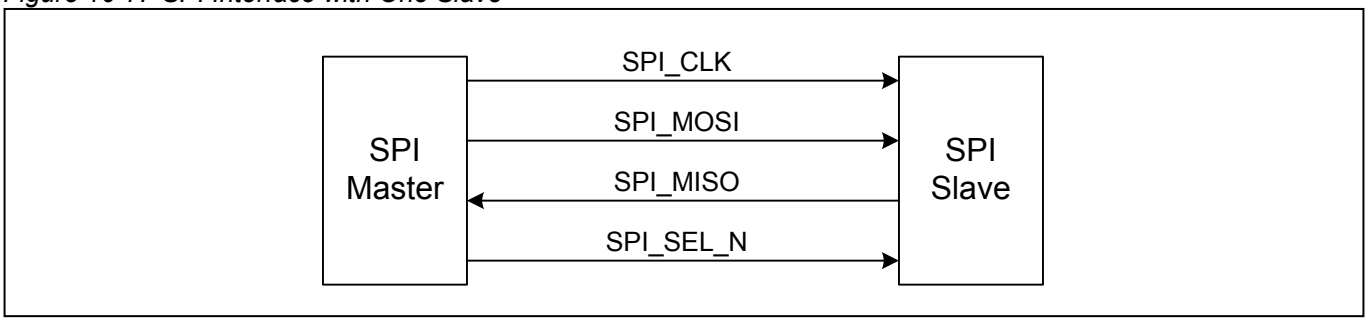
The SPI signal wires are as follows:

- SPI_CLK is the clock for the serial data (gated clock).
- SPI_MOSI is master data output, slave data input.

- SPI_MISO is master data input, slave data output.
- SPI_SEL_N is the slave chip select.

The master initiates a data transfer by asserting SPI_SEL_N (low) and generating a sequence of SPI_CLK cycles accompanied by serial data on SPI_MOSI. During read cycles the slave outputs data on SPI_MISO. Each additional slave requires an additional slave chip-select wire. Figure 10-7 illustrates a typical connection between an SPI master and a single SPI slave.

Figure 10-7. SPI Interface with One Slave



10.3.2 SPI Modes

Two configuration pins define the SPI mode of operation.

- The polarity of SPI_CLK is specified by the SPI_CI (clock invert) input pin.
- The SPI_CP (clock phase) input pin determines whether the first SPI_CLK transition is used to sample the data on SPI_MISO/SPI_MOSI (which requires the first bit to be ready beforehand on these lines) or to updated the data on the SPI_MISO/SPI_MOSI lines. See Figure 10-8 and Figure 10-9.

Figure 10-8. SPI Interface Timing, SPI_CP=0

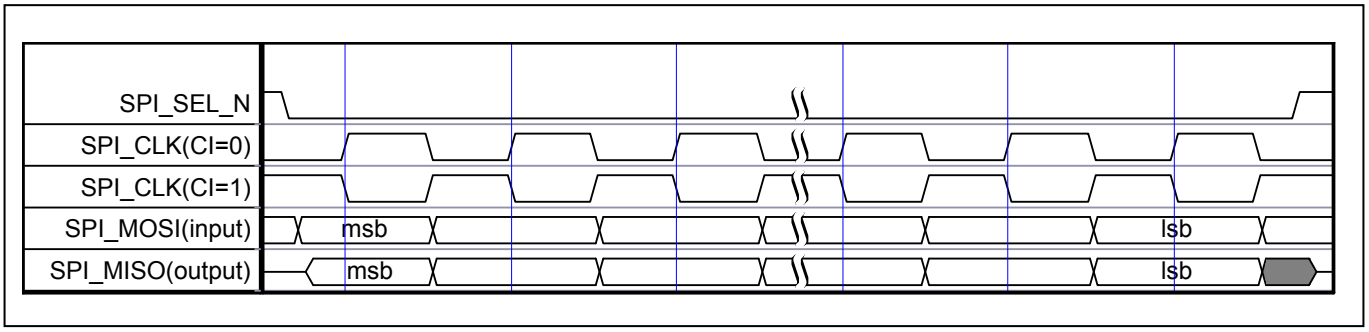
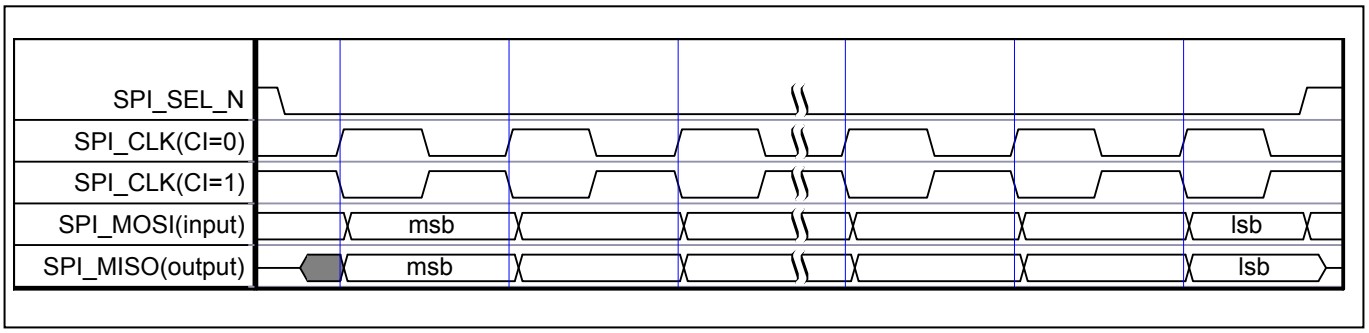


Figure 10-9. SPI Interface Timing, SPI_CP=1



10.3.3 SPI Signals

In SPI mode, the following CPU bus pins change their functionality and operate as SPI signals.

- Inputs
    - SPI_CLK is shared with H_WR_BE0_N
    - SPI_MOSI is shared with H_WR_BE1_N
    - SPI_SEL_N is shared with H_WR_BE2_N.
- Outputs
    - SPI_MISO is shared with H_D[0].

The SPI configuration is supplied on two external pins as follows:

- SPI_CI (clock invert) is shared with H_WR_BE3_N
- SPI_CP (clock phase) is shared with H_R_W_N.

In the SPI mode the device operates internally in 32-bit mode.

10.3.4 SPI Protocol

The external CPU communicates with the device over SPI by issuing commands. There are three command types:

1. Write – performs 32-bit write access
2. Read – performs 32-bit read access
3. Status – verifies that previous access has been finished

The SPI_SEL_N signal must be de-asserted between accesses to the device.

10.3.4.1 Write Command

The SPI write command proceeds as follows:

- The SPI master (CPU) starts a write access by asserting SPI_SEL_N (low).
- Then, during each SPI_CLK cycle a SPI_MOSI data bit is transmitted by the master (CPU), while a SPI_MISO bit is transmitted by the slave (the device).
- The first bit on SPI_MOSI and SPI_MISO is reserved (don’t care).
- The master then transmits two opcode bits on SPI_MOSI. These bits specify a read, write or status command. The value 01b represents a write command. At the same time, the slave transmits the opcode bits of the previous command on SPI_MISO.
- The next four bits the master transmits on SPI_MOSI are byte-enable values: byte_en_3, byte_en_2, byte_en_1, and byte_en_0 which are equivalent to the function of the H_WR_BE3_N to H_WR_BE0_N

signals in CPU bus mode (including being active low). At the same time, the slave transmits the byte enable values of the previous access on SPI_MISO.

- The next bit on SPI_MOSI and SPI_MISO is reserved (don't care).
- The next 24 bits the master transmits on SPI_MOSI are address bits, starting from A24 (MSB) and ending with A1 (LSB). At the same time, the slave transmits the address bits of the previous access on SPI_MISO.
- The next 32 bits the master transmits on SPI_MOSI are 32 bits of data, starting from D31 (MSB) and ending with D0 (LSB). At the same time, the slave transmits 32 don't-care bits on SPI_MISO.
- Finally the master transmits 8 don't care bits on SPI_MOSI. During these clock periods the slave transmits 8 bits on SPI_MISO. The first 7 SPI_MISO bits are don't-care. The 8th bit is a status bit that indicates whether the last access was completed successfully (1) or is still in progress (0). The 0 value indicates that the current operation has not yet completed and that the status command must follow (see section 10.3.4.3).
- The master ends the write access by deasserting SPI_SEL_N.

The total number of SPI_CLK cycles for a write command is 72. This is summarized in Table 10-2.

Table 10-2. SPI Write Command Sequence

Bit Number	SPI_MOSI	SPI_MISO
1	Reserved	Reserved
2–3	opcode 01 (write)	Previous access opcode
4	H_WR_BE3_N value	Previous access H_WR_BE3_N value
5	H_WR_BE2_N value	Previous access H_WR_BE2_N value
6	H_WR_BE1_N value	Previous access H_WR_BE1_N value
7	H_WR_BE0_N value	Previous access H_WR_BE0_N value
8	Reserved	Reserved
9–32	Address [24 to 1]	Previous access address [24 to 1]
33–64	Data (32 bits)	Don't care (32 bits)
65–71	Don't care (7 bits)	Idle (7 bits)
72	Don't care (1 bit)	Status bit: 1=access has finished, 0=access has not finished

10.3.4.2 Read Command

The SPI read command proceeds as follows:

- The SPI master (CPU) starts a write access by asserting SPI_SEL_N (low).
- Then, during each SPI_CLK cycle a SPI_MOSI data bit is transmitted by the master (CPU), while a SPI_MISO bit is transmitted by the slave (the device).
- The first bit on SPI_MOSI and SPI_MISO is reserved (don't care).
- The master then transmits two opcode bits on SPI_MOSI. These bits specify a read, write or status command. The value 10b represents a read command. At the same time, the slave transmits the opcode bits of the previous command on SPI_MISO.
- The next four bits the master transmits on SPI_MOSI are byte-enable values: byte_en_3, byte_en_2, byte_en_1, and byte_en_0 which are equivalent to the function of the H_WR_BE3_N to H_WR_BE0_N

signals in CPU bus mode (including being active low). For a read access, all four of these bits should be 1. At the same time, the slave transmits the byte enable values of the previous access on SPI_MISO.

- The next bit on SPI_MOSI and SPI_MISO is reserved (don't care).
- The next 24 bits the master transmits on SPI_MOSI are address bits, starting from A24 (MSB) and ending with A1 (LSB). At the same time, the slave transmits the address bits of the previous access on SPI_MISO.
- Next the master transmits 8 don't care bits on SPI_MOSI. During these clock periods the slave transmits 8 bits on SPI_MISO. The first 7 SPI_MISO bits are don't-care. The 8th bit is a status bit that indicates whether the current read access was completed successfully (1) or is still in progress (0). Status=0 indicates that the current operation has not yet completed and that the status command must follow (see section 10.3.4.3).
- Status=1 indicates that the current read was completed successfully and 32 bits of data follow on SPI_MISO, starting from D31 (MSB) and ending with D0 (LSB). During these 32 clock cycles, the master transmits 32 don't-care bits on SPI_MOSI.
- Status=0 indicates that the current read was not completed and that the status command must follow (see section 10.3.4.3). During the next 32 clock cycles both the master and the slave must transmit don't-care bits to complete the read command. These 32 bits should be ignored.
- The master ends the write access by deasserting SPI_SEL_N.

The total number of SPI_CLK cycles for a read command is 72.

Table 10-3. SPI_ Read Command Sequence

Bit Number	SPI_MOSI	SPI_MISO
1	Reserved	Reserved
2–3	opcode 10 (read)	Previous access opcode
4	1	Previous access H_WR_BE3_N value
5	1	Previous access H_WR_BE2_N value
6	1	Previous access H_WR_BE1_N value
7	1	Previous access H_WR_BE0_N value
8	Reserved	Reserved
9–32	Address [24 to 1]	Previous access Address [24 to 1]
33–39	Don't care	Idle (7 bits)
40	Don't care	Status bit: 1=access has finished, 0=access has not finished
41–72	Don't care	Data (32 bits)

10.3.4.3 Status Command

The status command differs from read or write commands, since it does not initiate an internal access. Usually a status command follows a read or write command that was not completed as described above.

The SPI status command proceeds as follows:

- The SPI master (CPU) starts a status command by asserting SPI_SEL_N (low).
- Then, during each SPI_CLK cycle a SPI_MOSI data bit is transmitted by the master (CPU), while a SPI_MISO bit is transmitted by the slave (the device).

- The first bit on SPI_MOSI and SPI_MISO is reserved (don't care).
- The master then transmits two opcode bits on SPI_MOSI. These bits specify a read, write or status command. The value 00b represents a status command. At the same time, the slave transmits the opcode bits of the previous command on SPI_MISO.
- The master then transmits 4 don't care bits on SPI_MOSI. During these clock periods the slave transmits 4 bits on SPI_MISO. The first 3 SPI_MISO bits are don't-care. The 4th bit is a status bit that indicates whether the last access was completed successfully (1) or is still in progress (0). The 0 value indicates that the last access has not yet completed and that another status command must follow (see section 10.3.4.3).
- Status=1 indicates that the last access was completed successfully. If the last access was a read then 32 bits of data follow on SPI_MISO, starting from D31 (MSB) and ending with D0 (LSB). During these 32 clock cycles, the master transmits 32 don't-care bits on SPI_MOSI. If the last access was a write the during the next 32 clock cycles both the master and the slave must transmit don't-care bits to complete the status command. These 32 bits should be ignored.
- Status=0 indicates that the last access was not completed and that another status command must follow. During the next 32 clock cycles both the master and the slave must transmit don't-care bits to complete the status command. These 32 bits should be ignored.
- The master ends the write access by deasserting SPI_SEL_N.

The total number of SPI_CLK cycles for a status command is 40.

Table 10-4. SPI Status Command Sequence

Bit Number	SPI_MOSI	SPI_MISO
1	Don't care	Don't care
2–3	opcode 00 (status)	Previous access opcode
4	Don't care	Don't care
5	Don't care	Don't care
6	Don't care	Don't care
7	Don't care	Don't care
8	Don't care	Status bit: 1=access has finished, 0=access has not finished
9–40*	Don't care*	Data*

* only if previous access was a read (previous access opcode = 10b).

10.4 Clock Structure

When clock recovery is enabled (Clock_recovery_en=1 in General_cfg_reg0), the clock recovery machines of the TDM-over-packet block require a 38.88MHz clock. This clock can come directly from the CLK_HIGH pin, or the CLAD1 block (see Figure 6-1) can convert a 10MHz, 19.44MHz or 77.76MHz clock on CLK_HIGH to 38.88MHz using an analog PLL. The frequency of CLK_HIGH must be specified in GCR1.FREQSEL.

When common clock (differential) mode is enabled (RTP_timestamp_generation_mode=1 in General_cfg_reg1), the clock recovery block requires a clock on the CLK_CMN pin *in addition to* the clock on the CLK_HIGH pin. See the CLK_CMN pin description for recommendations for the frequency of this clock. Often the same clock signal can be applied to both CLK_CMN and CLK_HIGH, for example 19.44MHz.

When clock recovery is disabled (Clock_recovery_en=0 in General_cfg_reg0), CPU software can disable the 38.88MHz clock output from CLAD1 to save power by setting GCR1.CLK_HIGHD. Clock recovery must be enabled whenever the TDMoP block must recover one or more service clocks from received packets using either adaptive mode or common clock (differential) mode.

In addition to producing 38.88 MHz for the adaptive clock recovery machines, CLAD1 also make E1 and T1 master clocks for the LIUs and Framers. CLAD1 can make these E1 and T1 master clocks from the CLK_HIGH signal if available. This is not affected by the state of the GCR1.CLK_HIGHD bit. If a clock is not applied to the CLK_HIGH pin because clock recovery is disabled, CLAD1 must have a 2.048MHz or 1.544MHz signal on the MCLK pin from which to make the E1 and T1 master clocks. In this case, MCLK must be enabled by setting GCR1.MCLKE, and the frequency of the MCLK signal must be specified by GCR1.MCLKS. The signal on MCLK should have ±50ppm or better accuracy for E1 or ±32ppm or better for T1 to meet the line rate frequency accuracy requirements of various telecom standards documents.

The TDM-over-packet block also requires a 50 MHz or 75 MHz clock (±50 ppm or better) to clock its internal circuitry and the SDRAM interface (SD_CLK). When the CLK_SYS_S pin is low, a 50 MHz or 75 MHz clock applied to the CLK_SYS pin is passed directly to the TDMoP block. When the CLK_SYS_S pin is high, a 25 MHz clock on the CLK_SYS pin is internally multiplied by an analog PLL in the CLAD2 block to either 50 MHz or 75 MHz as specified by GCR1.SYSCLKS.

10.5 Reset and Power-Down

A hardware reset is issued by forcing the RST_SYS_N pin low. This pin resets the TDM-over-Packet block, the MAC, and all framers, LIUs and BERTs. Note that not all registers are cleared to 0x00 on a reset condition. The register space must be reinitialized to appropriate values after hardware or software reset has occurred. This includes setting reserved locations to 0. A variety of block-specific resets are also available, as shown in Table 10-5.

Table 10-5. Reset Functions

RESET FUNCTION	LOCATION	COMMENTS
Hardware Device Reset	RST_SYS_N Pin	Transition to a 200us or more logic 0 level resets the device. CLK_SYS and CLK_HIGH/MCLK are recommended to be stable 200us before transitioning out of reset.
Hardware JTAG Reset	JTRST_N Pin	Resets the JTAG test port.
Resets TDMoP TX, RX paths	Rst_reg	Used to reset the transmit (TX) and receive (RX) paths of the TDM-over-Packet block.
Resets the SDRAM controller	General_cfg_reg0	The Rst_SDRAM_n bit resets the SDRAM controller.
Resets the BERTs	GTRR.BSRST	This bit resets the Bit Error Rate Testers (BERTs) for all ports.
Global Framer and Resets	GTRR.FSRST	This bit resets the Framers (transmit and receive) for all ports.
LIU Interface Reset	GTRR.LIRST[8:1]	These bits reset the clock recovery state machine and re-center the jitter attenuator FIFO pointers for the corresponding LIUs.
LIU Software Resets	GTRR.LSRST[7:0]	These bits reset the logic and registers for the corresponding LIUs.
Framer Receive Reset	RMMR.SFTRST	This bit resets the Receive Framer.
Framer Transmit Reset	TMMR.SFTRST	This bit resets the Transmit Framer.

RESET FUNCTION	LOCATION	COMMENTS
HDLC Receive Reset	RHC.RHR	This bit resets the Receive HDLC controller.
HDLC Transmit Reset	THC1.THR	This resets the Transmit HDLC controller.
Elastic Store Receive Reset	RESCR.RESR	This bit resets the Receive Elastic Store.
Elastic Store Transmit Reset	TESCR.TESR	This bit resets the Transmit Elastic Store.
Bit Oriented Code Receive Reset	RBOCC.RBR	This bit resets the Receive BOC controller.
Loop Code Integration Reset	RDNCD1, RUPCD1	Writing to these registers resets the programmable in-band code integration period.
Spare Code Integration Reset	RSCD1	Writing to this register resets the programmable in-band code integration period.

The device has several features included to reduce power consumption. The individual LIU transmitters can be powered down by setting the TPDE bit in the LIU maintenance control register (LMCR). Note that powering down the transmit LIU results in a High-Z state for the corresponding TTIP and TRING pins, and reduced operating current. The RPDE in the LMCR register can be used to power down the LIU receiver.

The LMCR.TXEN (Transmit Enable) bit (per-port) or the TXENABLE pin (all ports) can be used to disable the TTIP and TRING outputs and place them in a high-impedance mode while keeping the LIU transmitter(s) in an active state (powered up). The TXENABLE pin has priority over the TXEN bit. These controls are useful for equipment protection switching applications.

10.6 TDM-over-Packet Block

10.6.1 Packet Formats

To transport TDM data through packet switched networks, the TDM-over-Packet block encapsulates the TDM data into Ethernet frames as depicted in Figure 10-10.

Figure 10-10. TDM-over-Packet Encapsulation Formats

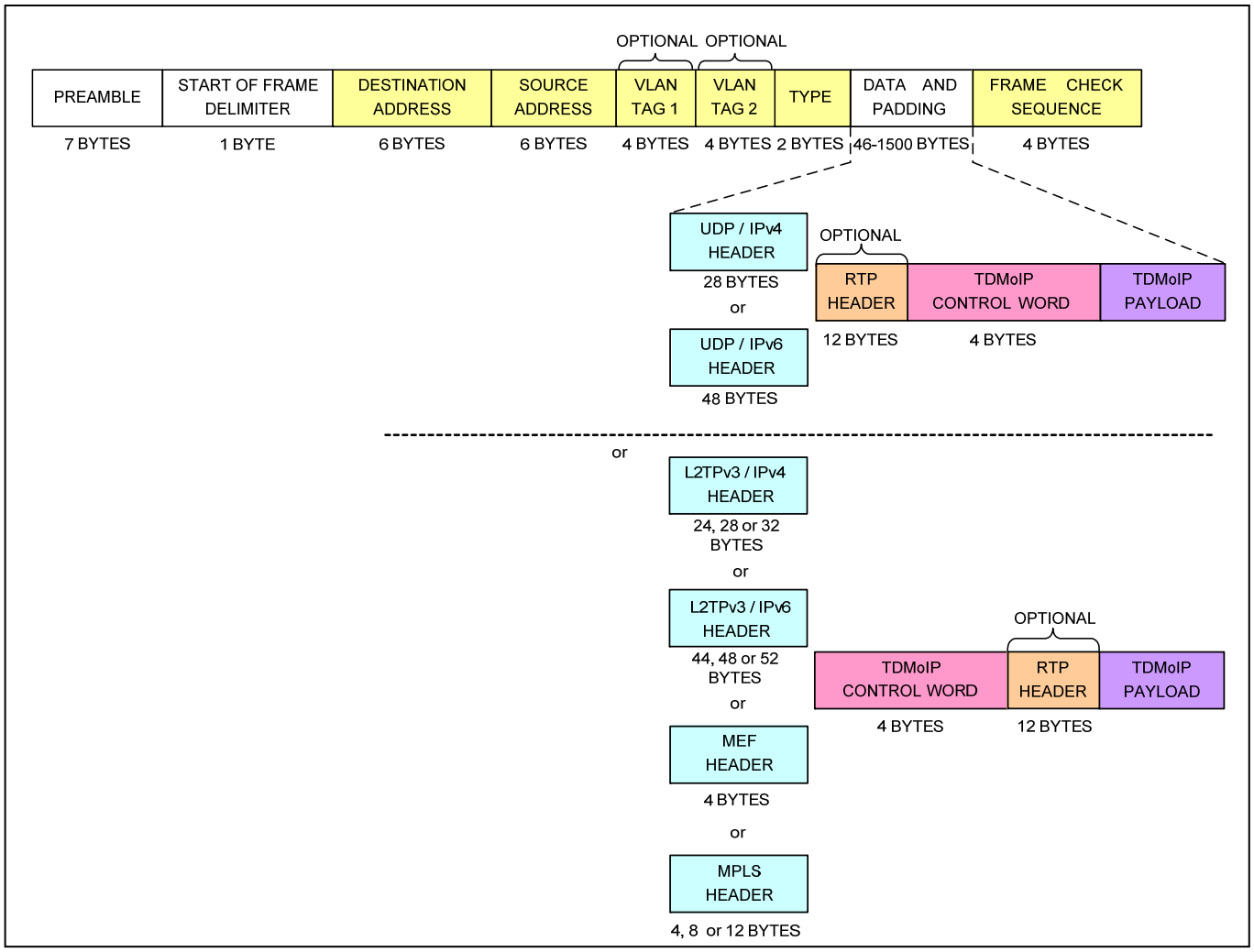


Table 10-6. Ethernet Frame Fields

Field	Description
Preamble	A sequence of 56 bits (alternating 1 and 0 values) Gives components in the network time to detect the presence of a signal and synchronize to the incoming bit stream.
Start of Frame Delimiter (SFD)	A sequence of 8 bits (10101011) that indicates the start of the frame.
Destination Address and Source Address	The Destination Address field identifies the station or stations that are to receive the frame. The Source Address identifies the station that originated the frame. A Destination Address may specify either an individual address destined for a single station, or a multicast address destined for a group of stations. A Destination Address of all 1s refers to all stations on the LAN and is called the broadcast address.
Type	Ethertype. The type of payload contained in the Ethernet frame.
Data and Padding	This field contains the payload data transferred from the source station to the destination station(s). The maximum size of this field is 1500 bytes. If the payload to be transported is less than 46 bytes, then padding is used to bring the frame size up to the minimum length. A minimum-length Ethernet frame is 64 bytes from the Destination Address field through the Frame Check Sequence.
Frame Check Sequence (FCS)	This field contains a 4-byte cyclical redundancy check (CRC) value used for error checking. When a source station assembles a frame, it performs a CRC calculation on all the bits in the frame from the Destination Address through the Pad fields (that is, all fields except the preamble, start frame delimiter, and frame check sequence). The source station stores the calculated value in the FCS field and transmits it as part of the frame. When the frame is received by the destination station, it performs an identical check. If the calculated value does not match the value in the FCS field, the destination station assumes an error has occurred during transmission and discards the frame.

10.6.1.1 VLAN Tag

As specified in IEEE Standard 802.1q, the twelve-bit VLAN identifiers enable the construction of a maximum of 4,096 distinct VLANs. For cases where this VLAN limit is inadequate VLAN stacking provides a two-level VLAN tag structure, which extends the VLAN ID space to over 16 million VLANs. Each packet may be sent without VLAN tags, with a single VLAN tag or with two VLAN tags (VLAN stacking).

Figure 10-11. Single VLAN Tag Format

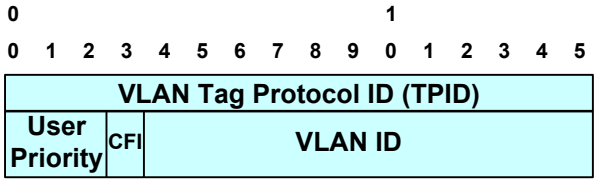
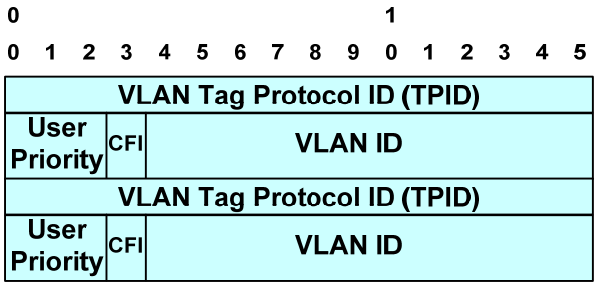


Figure 10-12. Stacked VLAN Tag Format



The VLAN tag's Protocol ID (TPID) can be either the typical value of 0x8100 or a value configured in the vlan_2nd_tag_identifier field in Packet_classifier_cfg_reg7.

- The User Priority field is used to assign a priority level to the Ethernet packet.
- The CFI (Canonical Format Indicator) fields indicate the presence of a Router Information Field.
- The VLAN ID, uniquely identifies the VLAN to which the Ethernet packet belongs.

10.6.1.2 UDP/IPv4 Header

Figure 10-13. UDP/IPv4 Header Format

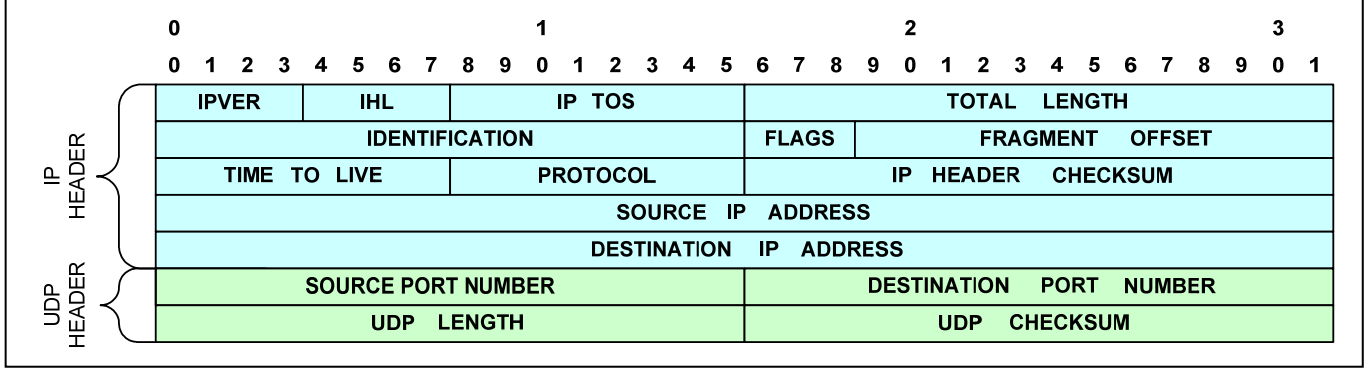


Table 10-7. IPv4 Header Fields (UDP)

Field	Description
IPVER	IP version number. IPv4 IPVER=4
IHL	Length in 32-bit words of the IP header, IHL=5
IP TOS	IP type of service
Total Length	Length in octets of IP header and data
Identification	IP fragmentation identification
Flags	IP control flags; must be set to 010 to avoid fragmentation
Fragment Offset	Indicates where in the datagram the fragment belongs; not used for TDM-over-Packet
Time To Live	IP time-to-live field; datagrams with zero in this field are to be discarded
Protocol	Must be set to 0x11 to signify UDP
IP Header Checksum	Checksum for the IP header
Source IP Address	IP address of the source
Destination IP Address	IP address of the destination

Table 10-8. UDP Header Fields

Field	Description
Source Port Number, Destination Port Number	Either the source or the destination port number holds the bundle identifier. The unused field can be set to 0x85E (2142), which is the user port number assigned to TDM-over-Packet by the Internet Assigned Numbers Authority (IANA). For UDP/IP-specific OAM packets, the bundle identifier is all ones.
UDP length	Length in octets of UDP header and data
UDP checksum	Checksum of UDP/IP header and data. If not computed it must be set to zero.

10.6.1.3 UDP/IPv6 Header

Figure 10-14. UDP/IPv6 Header Format

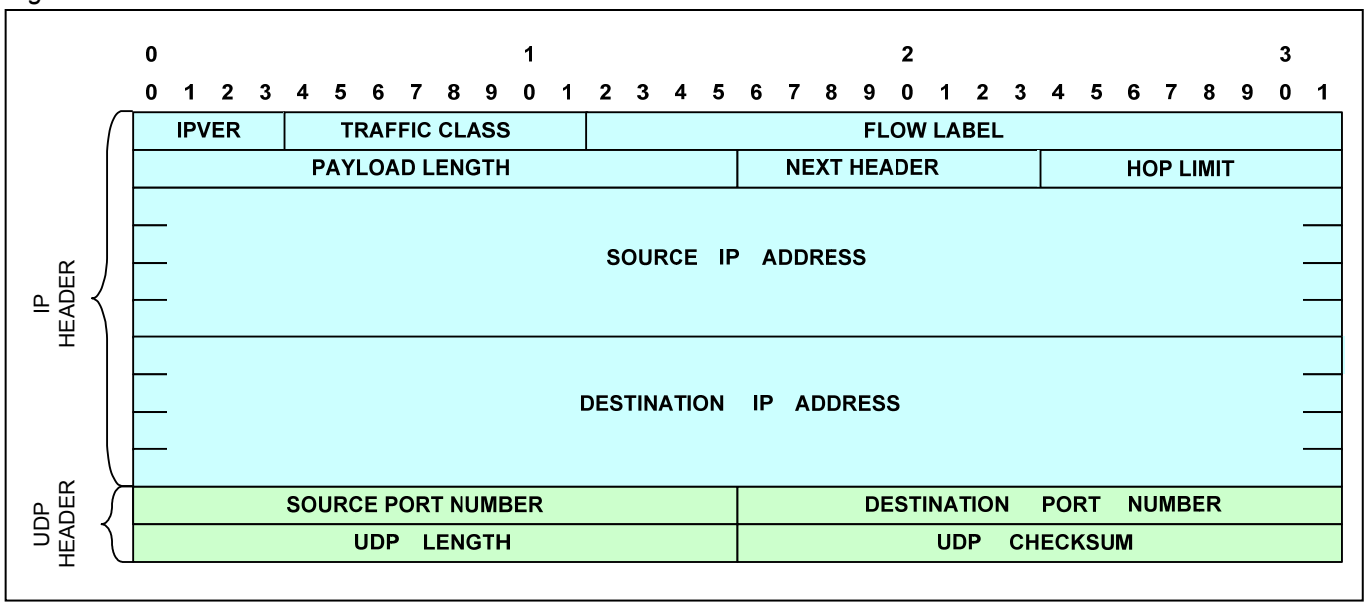


Table 10-9. IPv6 Header Fields (UDP)

Field	Description
IPVER	IP version number, for IPv6 IPVER = 6
Traffic Class	An 8-bit field similar to the type of service (ToS) field in IPv4.
Flow Label	The 20-bit Flow Label field can be used to tag packets of a specific flow to differentiate the packets at the network layer.
Payload Length	Similar to the Total Length field in IPv4. This field indicates the total length of the IP header and data in octets.
Next Header	Similar to the Protocol field in IPv4. It determines the type of information following the basic IPv6 header. Must be set to 0x11 to signify UDP.
Hop Limit	Similar to the Time to Live field in IPv4.
Source IP Address	Similar to the Source Address field in IPv4, except that the field contains a 128-bit source address for IPv6 instead of a 32-bit source address for IPv4.
Destination Address	Similar to the Destination Address field in IPv4, except that the field contains a 128-bit destination address for IPv6 instead of a 32-bit destination address for IPv4.

10.6.1.4 MPLS Header

Figure 10-15. MPLS Header Format

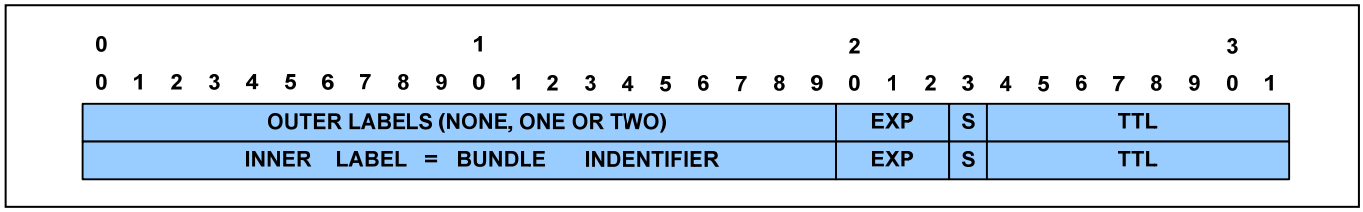


Table 10-10. MPLS Header Fields

Field	Description
Outer Labels	MPLS labels, which identify the MPLS LSP, used to tunnel the TDMoMPLS packets through the MPLS network. Also known as tunnel label(s) or transport label(s). The label number can be assigned either manually or using the MPLS control protocol. There can be zero, one or two outer labels.
EXP	Experimental field
S	Stacking bit: S=1 indicates stack bottom (i.e. the inner label). S=0 for all outer labels.
TTL	MPLS time to live
Inner Label	MPLS inner label (also known as the PW label or the interworking label) contains the bundle identifier used to multiplex multiple bundles within the same tunnel. It is always be at the bottom of the MPLS label stack, and hence its stacking bit is set (S=1).

10.6.1.5 MEF Header

Figure 10-16. MEF Header Format

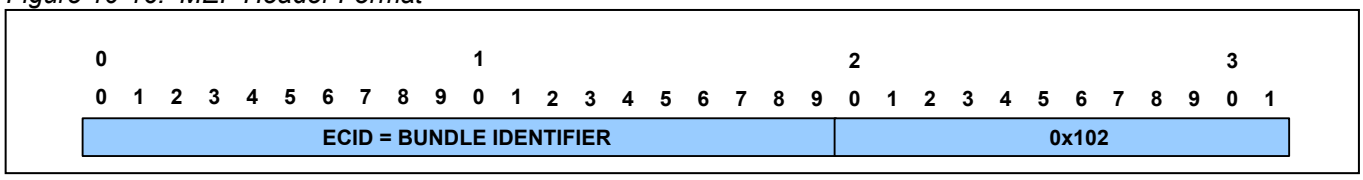


Table 10-11. MEF Header Fields

Field	Description
ECID	The Emulated Circuit Identifier (ECID) field. Contains the bundle identifier.

10.6.1.6 L2TPv3/IPv4 Header

Figure 10-17. L2TPv3/IPv4 Header Format

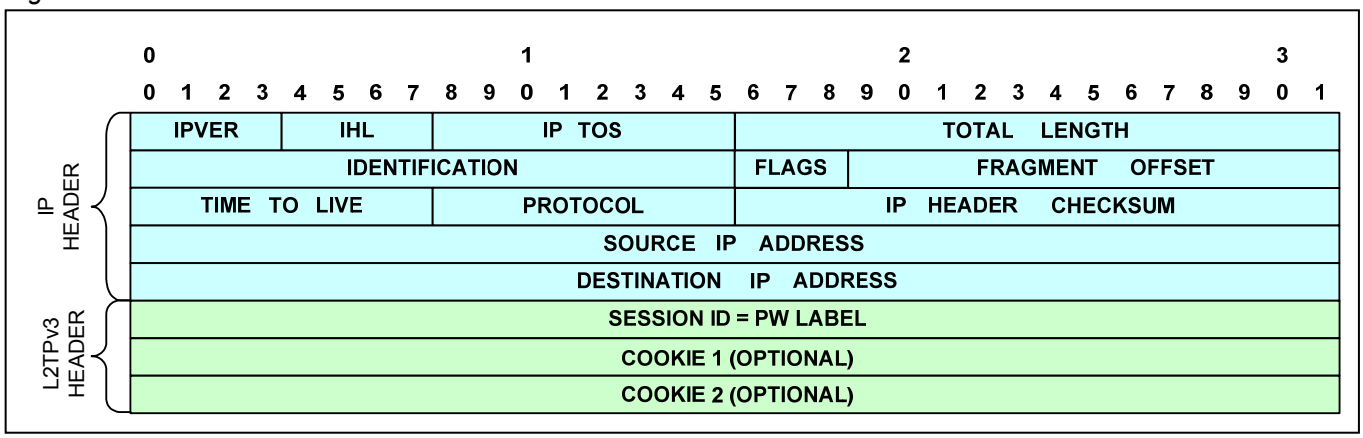


Table 10-12. IPv4 Header Fields (L2TPv3)

Field	Description
IPVER	See Table 10-7.
IHL	
IP TOS	
Total Length	
Identification	
Flags	
Fragment Offset	
Time To Live	
Protocol	Must be set to 0x73 to signify L2TPv3
IP Header Checksum	See Table 10-7.
Source IP Address	
Destination IP Address	

Table 10-13. L2TPv3 Header Fields

Field	Description
Session ID (32 bits)	Locally significant L2TP session identifier, Contains the bundle identifier. All bundle identifiers are available for use except 0, which is reserved.
Cookie (32 or 64 bits)	Optional field that contains a randomly selected value used to validate association of the packet with the expected bundle identifier

10.6.1.7 L2TPv3/IPv6 Header

Figure 10-18. L2TPv3/IPv6 Header Format

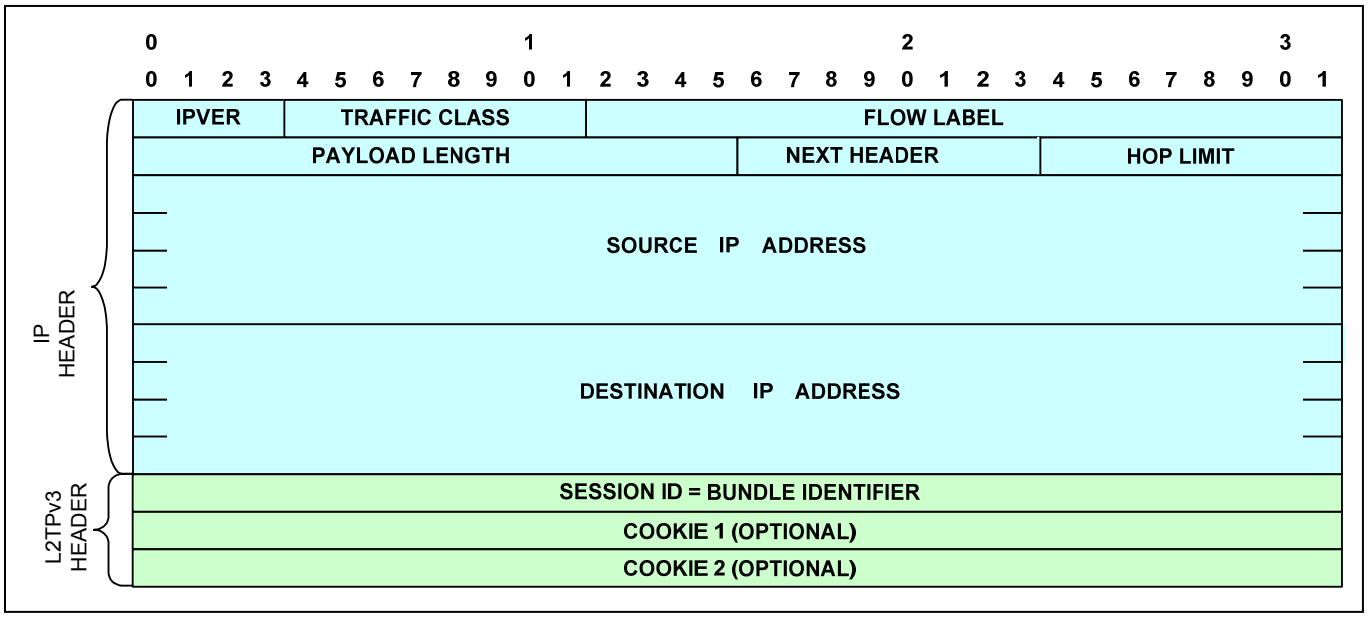


Table 10-14. IPv6 Header Fields (L2TPv3)

Field	Description
IPVER	See Table 10-9.
Traffic Class	
Flow Label	
Payload Length	
Next Header	Must be set to 0x73 to signify LTPv3
Hop Limit	See Table 10-9.
Source Address	
Destination Address	

10.6.1.8 Control Word

Figure 10-19. Control Word Format

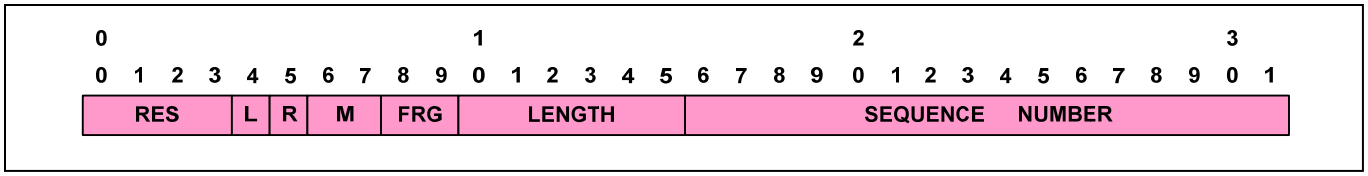


Table 10-15. Control Word Fields

Field	Description
RES	Reserved bits. Must be set to zero.
L	Local loss of sync failure. This bit is set by CPU software (Port[n]_cfg_reg.Loss) for packets transmitted out the Ethernet port. A set L bit indicates that the source has detected or has been informed of a TDM physical layer fault impacting the data to be transmitted. This bit can be used to indicate physical layer LOS that should trigger AIS generation at the far end. Once set, if the TDM fault is rectified, the L bit must be cleared.
R	Remote receive failure. This bit is set by CPU software (Tx_R_bit field in bundle configuration) for packets transmitted out the Ethernet port.. A set R bit indicates that the source is not receiving packets at the Ethernet port, i.e.,

Field	Description
	there is a failure of that direction of the bi-directional connection. This indication can be used to signal congestion or other network related faults. Receiving remote failure indication may trigger fall-back mechanisms for congestion avoidance. The R bit must be set after a preconfigured number of consecutive packets are not received, and must be cleared once packets are once again received.
M	Defect Modifier failure. These bits are set by CPU software (Port[n]_cfg_reg.Tx_defect_modifier) for packets transmitted out the Ethernet port.. This field is optional. When used it supplements the L-bit meaning.
FRG	Fragmentation field This field is used for fragmenting multiframe structures into multiple packets in case of CESoPSN structured with CAS bundles. The field is used as follows: 00 = Indicates that the entire (unfragmented) multiframe structure is carried in a single packet. 01 = Indicates the packet carrying the first fragment. 10 = Indicates the packet carrying the last fragment. 11 = Indicates a packet carrying an intermediate fragment.
Length	Length field Includes control word, payload and RTP header (if present) unless it is a UDP/IP packet. It is only used when the total length of these fields is less than 64 bytes. Otherwise, it must be set to zero.
Sequence Number	TDM-over-Packet sequence number, defined separately for each bundle and incremented by one for each TDMoP packet sent for that bundle. The initial value of the sequence number is random (unpredictable) for security purposes, and the value is incremented in wrap-around manner separately for each bundle. Used by the receiver to detect packet loss and restore packet sequence. The HDLC payload type machine supports three different modes for this field: always zero, incremented in wrap-around manner or incremented in wrap-around manner, but skips zero value. For OAM packets, it uniquely identifies the message. Its value is unrelated to the sequence number of the TDMoP data packets for the bundle in question. It is incremented in query messages, and replicated without change in replies.

10.6.1.9 RTP Header

Figure 10-20. RTP Header Format

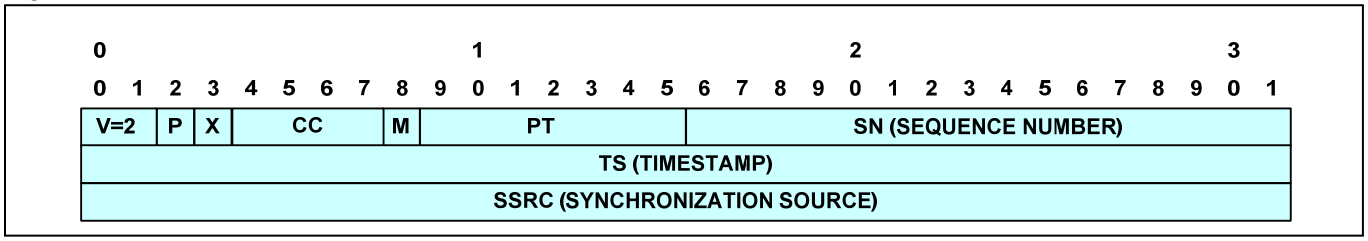


Table 10-16. RTP Header Fields

Field	Description
V	RTP version. Must be set to 2.
P	Padding bit. Must be set to 0.
X	Extension bit. Must be set to 0.
CC	CSRC Count. Must be set to 0.
M	Marker bit. Must be set to 0.
PT	Payload Type. One PT value MUST be allocated from the range of dynamic values for each direction of the bundle. The same PT value MAY be reused for both directions of the bundle, and also reused between different bundles.
SN	Sequence number. Identical to the sequence number in the control word.
TS	Timestamp. The RTP header can be used in conjunction with the following modes of timestamp generation: Absolute mode: the chip sets timestamps using the clock from the incoming TDM circuit. As a consequence, the timestamps are closely correlated with the sequence numbers. The timestamp is incremented by one every 125 μs. Differential (common clock) mode: The two chips at bundle edges have access to the same high-quality network clock, and this clock source is used for timestamp generation.

Field	Description
SSRC	Identifies the synchronization source. This identifier should be chosen randomly, with the intent that no two synchronization sources within the same RTP session have the same SSRC identifier.

10.6.1.10 TDM-over-Packet Payload

This field can contain the following payload types:

- AAL1
- HDLC
- RAW (SAToP or CESoPSN formats)
- OAM (VCCV or UDP/IP-specific).

The AAL1, HDLC and RAW payload type details are provided in sections 10.6.6, 10.6.7 and 10.6.8, respectively. The formats of the OAM payload types are described below.

10.6.1.10.1 VCCV OAM

When using inband performance monitoring, additional OAM packets are sent using the same bundle identifier as the TDM data packets. The OAM packets are identified by having their first nibble (after the PSN specific layers) equal to 0001 and must be separated from TDM data packets before further processing of the control word. The PSN-specific layers are identical to those used to carry the TDM data.

Figure 10-21. VCCV OAM Packet Format

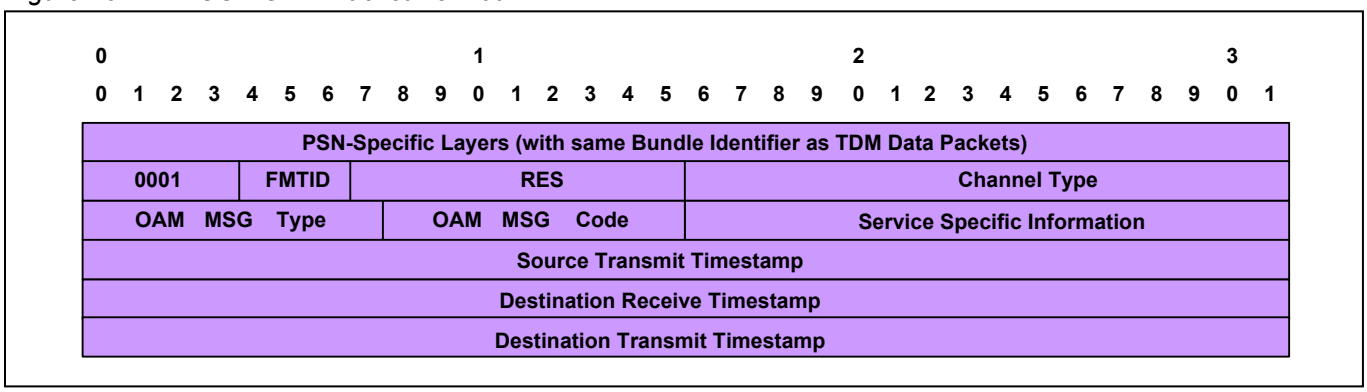


Table 10-17. VCCV OAM Payload Fields

Field	Description
FMTID	Must be set to zero
RES	Reserved and must be set to zero
Channel Type	Must be set to the value allocated by IANA for TDM-over-Packet VCCV OAM
OAM Msg Type	See Table 10-18.
OAM Msg Code	
Source Transmit Timestamp	
Destination Receive Timestamp	
Destination Transmit Timestamp	

10.6.1.10.2 UDP/IP-Specific OAM

When using a UDP/IP-Specific OAM, all OAM packet MUST use one of the bundle identifiers preconfigured to indicate OAM (using OAM ID Table). The PSN-specific layers are identical for OAM packets (except for the bundle identifier) to those used to carry the TDM data.

Figure 10-22. UDP/IP-Specific OAM Packet Format

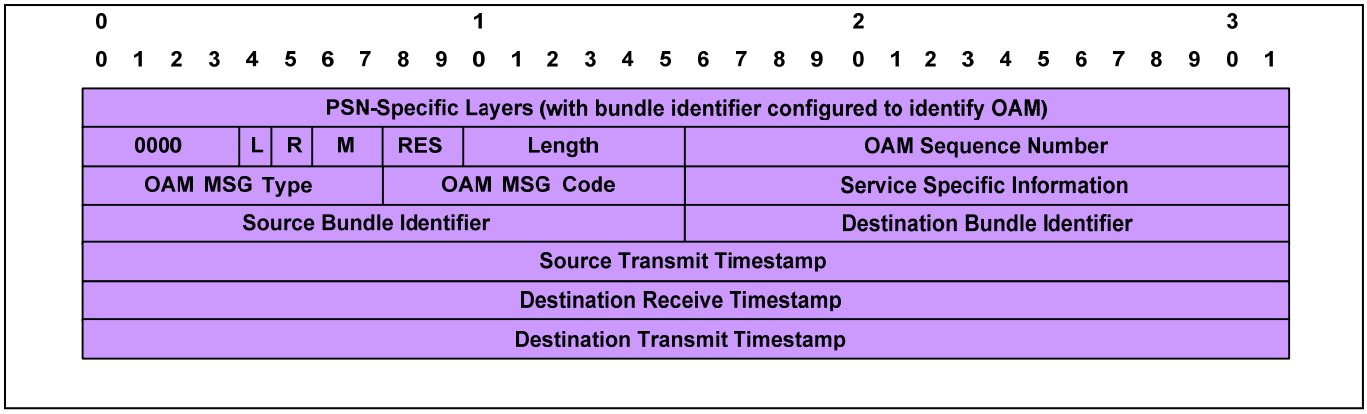


Table 10-18. UDP/IP-Specific OAM Payload Fields

Field	Description
L, R, M	Identical to those of the bundle being tested
Length	OAM message packet length (in bytes)
OAM Sequence Number	Uniquely identifies the message. Its value is unrelated to the sequence number of the TDM data packets for the bundle in question. It is incremented in query messages, and replicated without change in replies.
OAM Msg Type	Indicates the function of the message. At present, the following are defined: 0: one way connectivity query message 8: one way connectivity reply message
OAM Msg Code	Information related to the message; its interpretation depends on the message type. For OAM Msg Type=0 (connectivity query) messages, the following codes are defined: 0: Validate connection 1: Do not validate connection For OAM Msg Type=8 (connectivity reply) messages, the available codes are: 0: Acknowledge valid query 1: Invalid query (configuration mismatch)
Service Specific Information	Can be used to exchange configuration information between gateways. If not used, it must contain zero. Its interpretation depends on the payload type. At present, the following is defined for AAL1 payloads: Bits 16–23: Number of timeslots being transported, e.g. 24 for full T1 Bits 24–31: Number of 48-byte AAL1 SAR PDUs per packet, e.g. 8 when packing 8 AAL1 SAR PDUs per packet
Source Bundle Identifier	The bundle identifier used for TDM-over-Packet traffic from the source to the destination.
Destination Bundle Identifier	The bundle identifier used for TDM-over-Packet traffic from the destination to source.
Source Transmit Timestamp	The time the PSN-bound gateway transmitted the query message. This field and the following fields only appear if delay is being measured. The resolution is configurable to 100 μs or 1 μs.
Destination Receive Timestamp	The time the destination gateway received the query message.
Destination Transmit Timestamp	The time the destination gateway transmitted the reply message.

For more details about OAM Signaling, see Section 10.6.17.

10.6.2 Typical Application

In the application below (Figure 10-23), the device is embedded in a TDMoIP gateway to achieve TDM connectivity over a PSN. The TDM-over-Packet packet formats for both IP and MPLS are shown in Figure 10-24 and Figure 10-25, respectively.

Figure 10-23. TDM Connectivity over a PSN

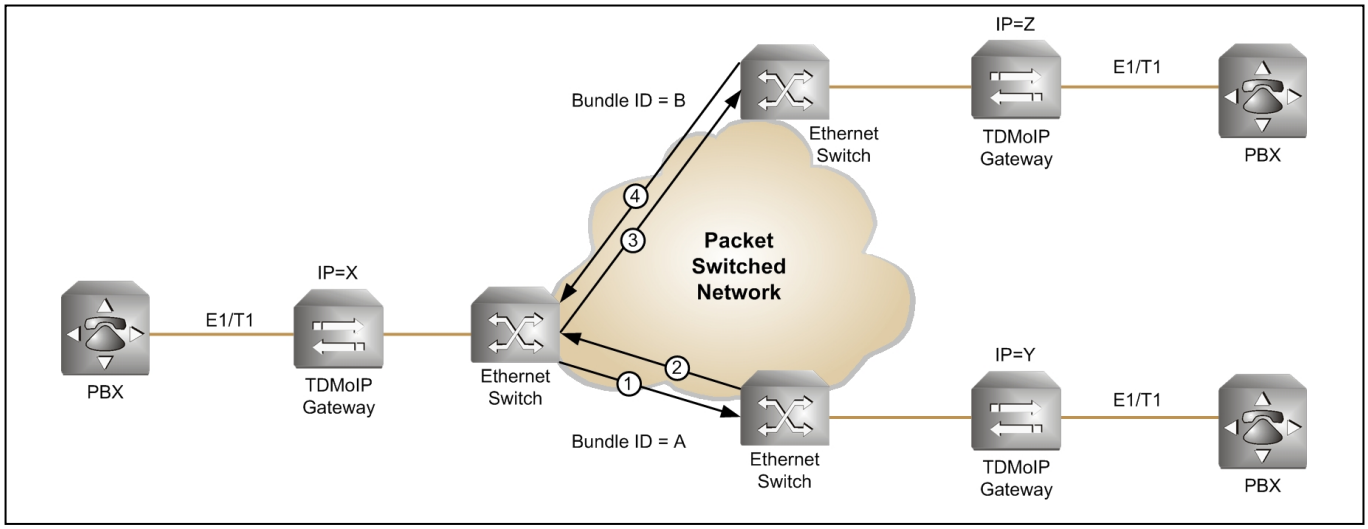


Figure 10-24. TDMoP Packet Format in a Typical Application

	DA	SA	VLAN Tag	Ethertype	IP Header	UDP or L2TPv3 Header	Control Word	Payload Type	CRC-32
1			Optional	IP	Src. IP=X Dst. IP=Y	Bundle ID=A		AAL1/ HDLC/SAToP/ CESoPSN/ OAM	
2			Optional	IP	Src. IP=Y Dst. IP=X	Bundle ID=A		AAL1/ HDLC/SAToP/ CESoPSN/OAM	
3			Optional	IP	Src. IP=X Dst. IP=Z	Bundle ID=B		AAL1/ HDLC/SAToP/ CESoPSN/OAM	
4			Optional	IP	Src. IP=Z Dst. IP=X	Bundle ID=B		AAL1/ HDLC/SAToP/ CESoPSN/OAM	

Figure 10-25. TDMoMPLS Packet Format in a Typical Application

	DA	SA	VLAN Tag	Ethertype	Outer MPLS Label(s)	Inner MPLS Label	Control Word	Payload Type	CRC-32
1 2			Optional	MPLS	Optional	Bundle ID=A		AAL1/ HDLC/SAToP/ CESoPSN/OAM	
3 4			Optional	MPLS	Optional	Bundle ID=B		AAL1/ HDLC/SAToP/ CESoPSN/OAM	

10.6.3 Clock Recovery

The TDM-over-Packet block's innovative clock recovery process is divided into two successive phases. In the acquisition phase, rapid frequency lock is attained. In the tracking phase, frequency lock is sustained and phase is also tracked. During the tracking phase, jitter is attenuated to comply with the relevant telecom standards even for packet-switched networks with relatively large packet delay variation. Packet loss immunity is also significantly improved.

During the acquisition phase, a direct estimation of the frequency discrepancy between the far-end and near-end service clocks continuously drives an internal frequency synthesis device through a band-limited control loop. As a result, frequency acquisition is achieved rapidly (typically less than 10 seconds). The clock recovery capture range is ±90 ppm around the nominal service clock for any supported clock rate.

Once the frequency-monitoring unit has detected a steady frequency lock, the system switches to its tracking phase. During the tracking phase the fill level of the received-packet jitter buffer drives the internal frequency synthesizer through a similar band-limited control loop.

While in the tracking phase, two tasks are performed. First, the far-end service clock frequency is slowly and accurately tracked, while compelling the regenerated near-end service clock to have jitter and wander levels that conform to ITU-T G.823/G.824 requirements, even for networks that introduce high packet delay variation and packet loss. This performance can be attained due to a very efficient jitter attenuation mechanism, combined with a high resolution internal digital PLL (Δf=0.4 ppb). Second, the received-packet jitter buffer is maintained at its fill level, regardless of the initial frequency discrepancy between the clocks. As a result, the latency added by the mechanism is minimized, while immunity against overflow/underflow events (caused by extreme packet delay variation events) is substantially enhanced.

The TDM-over-Packet block supports two clock recovery modes: common clock (differential) mode and adaptive mode.

The common clock mode is used for applications where the TDMoP gateways at both ends of the PSN path have access to the same high-quality reference clock. This mode makes use of RTP differential mode time-stamps and therefore the RTP header must be present in TDMoP packets when this mode is used. The common reference clock is provided to the chip on the CLK_CMN input pin. The device is configured for common clock mode when Clock_recovery_en=1 in General_cfg_reg0 and RTP_timestamp_generation_mode=1 in General_cfg_reg1.

The adaptive clock mode is based solely on packet inter-arrival time and therefore can be used for applications where a common reference clock is *not* available to both TDMoP gateways. This mode does not make use of time-stamps and therefore the RTP header is not needed in the TDMoP packets when this mode is used. The device is configured for adaptive clock mode when Clock_recovery_en=1 in General_cfg_reg0 and RTP_timestamp_generation_mode=0 in General_cfg_reg1.

In adaptive mode, for low-speed interfaces (up to 4.6 MHz), an on-chip digital PLL, clocked by a 38.88MHz clock derived from the CLK_HIGH pin, synthesizes the recovered clock frequency. The frequency stability characteristics of the CLK_HIGH signal depend on the wander requirements of the recovered TDM clock. For applications where the recovered TDM clock must comply with G.823/G.824 requirements for traffic interfaces, typically a TCXO can be use as the source for the CLK_HIGH signal. For applications where the recovered clock must comply with G.823/G.824 requirements for synchronization interfaces, the CLK_HIGH signal typically must come from an OCXO.

In addition to performing clock recovery for up to eight low-speed (typically E1/T1) signals, the device can also be configured in a high-speed mode in which it supports one E3, T3 or STS-1 signal in and out of port 1. In high-speed mode, the on-chip digital PLL synthesizes the recovered clock frequency divided by 10 (for STS-1) or 12 (for E3 or T3). This clock is available on the TDM1_ACLK output pin and can be multiplied by an external PLL to get the recovered clock of the high-speed signal (see section 15.3). High-speed mode is enabled when High_speed=1 in General_cfg_reg0.

For applications where the chip is used only for clock recovery purposes (i.e. data is not forwarded through the chip) the external SDRAM is not needed.

10.6.4 Timeslot Assigner (TSA)

The TDM-over-Packet block contains one Timeslot Assigner for each E1/T1 port (framed or multiframed) using a PCM interface. The TSA is bypassed in high-speed mode (i.e. when High_speed=1 in General_cfg_reg0.) The TSA tables are described in section 11.4.5.

The TSA assigns 2-, 7- or 8-bit wide timeslots to a specific bundle and a specific receive queue. 2-bit timeslots are used for delivering 16K HDLC channels. The 2 bits are located at the first 2 bits (PCM MSbits, HDLC LSbits) of the timeslot. The next 6 bits of the timeslot cannot be assigned. 7-bit timeslots are used for delivering 56kbps HDLC channels. The 7 bits are located at the first 7 bits (PCM MSbits, HDLC LSbits) of the timeslot. The last bit of the timeslot cannot be assigned. The 2-bit and 7-bit timeslots may be assigned only to the HDLC payload type machine. The AAL1 and RAW payload type machines support only 8-bit timeslots. For unframed/Nx64 interfaces all entries must be configured as 8-bit timeslots.

Each port has two TSA tables (banks): one active and the other one shadow. The TSA_int_act_blk status bit in Port[n]_stat_reg1 indicates which bank is currently active. The CPU can only write to the shadow table. After TSA entries are changed in the shadow table the TSA tables should be swapped by changing the TSA_act_blk bit in Port[n]_cfg_reg so that the active table becomes the shadow table and the shadow table becomes the active table. Changes take effect at the next frame sync signal. For an unframed interface the changes take effect up to 256 TDM clock cycles after the TSA_act_blk is changed. After the change occurs, the TSA_int_act_blk bit is updated by the device.

Each table consists of 32 entries, one entry per timeslot. The first entry refers to the first timeslot, i.e. the first 8 bits of the frame (where the frame sync signal indicates start-of-frame). The second entry refers to the second timeslot, i.e. the 8 bits after the first 8 bits, and so on.

The format of a table entry is shown in section 11.4.5. If a port is configured for an unframed signal format, all 32 entries for that port must have the same settings for all fields.

A bundle can only be composed of timeslots from a single TDM port, but timeslots from a TDM port can be assigned to multiple bundles.

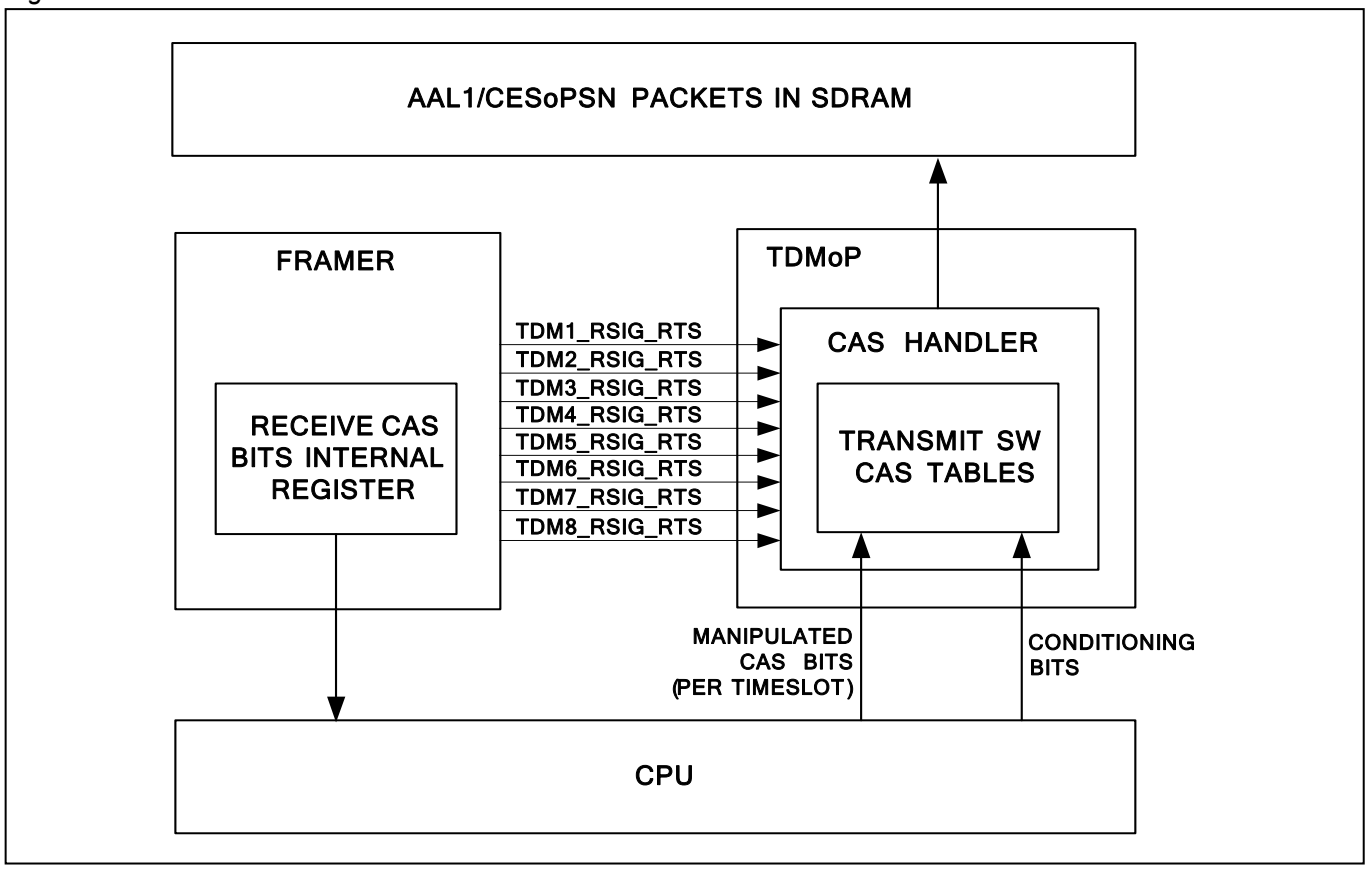
10.6.5 CAS Handler

10.6.5.1 CAS Handler, TDM-to-Ethernet Direction

In the TDM-to-Ethernet direction, the CAS handler receives the CAS bits (for structured-with-CAS AAL1 or CESoPSN bundles) on the TDMn_RSIG_RTS signal. Depending on the value of the per-bundle Tx_CAS_source configuration bit in the Bundle Configuration Tables, the CAS handler inserts either the CAS bits from the corresponding TDMn_RSIG_RTS signal or the values from the transmit SW CAS tables (section 11.4.9) into the AAL1 or CESoPSN packets, in order to deliver the signaling as part of the AAL1 or CESoPSN payload packets. See Figure 10-26.

The transmit SW CAS tables may contain conditioning bits set by CPU software during configuration (per timeslot). If CAS bits received on the TDMn_RSIG_RTS signal change, a per-timeslot maskable interrupt is asserted. The Tx_CAS_change registers in the **Error! Reference source not found.** indicate which timeslots have changed CAS bits. The Tx_CAS_change_mask registers are available to selectively mask these interrupts. Upon notification that CAS bits have changed, the CPU can read the CAS bits directly from the framer's receive signaling registers (RS1 to RS16), alter them if needed, and write them into the TDMoP block's transmit SW CAS tables.

Figure 10-26. CAS Transmitted in the TDM-to-Ethernet Direction



There is a transmit SW CAS table for each TDM port. Each table consists of 4 rows, and each row contains the CAS bits of eight timeslots. For ports configured for E1, timeslots 1–15 and 17–31 are used and timeslots 0 and 16 are meaningless. For ports configured for T1, timeslots 0–23 are used and timeslots 24–31 are meaningless. Ports configured for T1 SF have two copies of A and B CAS bits arranged A, B, A, B. Other port types have one copy of bits A, B, C and D. These cases are illustrated in Figure 10-27 and Figure 10-28.

Figure 10-27. Transmit SW CAS Table Format for E1 and T1-ESF Interfaces

31							0
ABCD (TS7)	ABCD (TS6)	ABCD (TS5)	ABCD (TS4)	ABCD (TS3)	ABCD (TS2)	ABCD (TS1)	ABCD (TS0)
ABCD (TS15)	..	..	..	..	..	..	ABCD (TS8)
ABCD (TS23)	..	..	..	..	..	..	ABCD (TS16)
ABCD (TS31)	..	..	..	..	..	..	ABCD (TS24)

Figure 10-28. Transmit SW CAS Table Format for T1-SF Interfaces

31							0
ABAB (TS7)	ABAB (TS6)	ABAB (TS5)	ABAB (TS4)	ABAB (TS3)	ABAB (TS2)	ABAB (TS1)	ABAB (TS0)
ABAB (TS15)	..	..	..	..	..	..	ABAB (TS8)
ABAB (TS23)	..	..	..	..	..	..	ABAB (TS16)

Table 10-19. CAS – Supported Interface Connections for AAL1 and CESoPSN

TDM-to-Packet Interface Format	Packet-to-TDM Interface Format	Transmitted Bits
E1 MF	E1 MF	CAS bits are transferred as-is.
T1 SF	T1 SF	
T1 ESF	T1 ESF	
T1 ESF	T1 SF	Only A and B bits transferred.
T1 SF	T1 ESF	A and B bits transferred. C and D bits sourced from the SF_to_ESF_low_CAS_bits field in Port[n]_cfg_reg.

For structured-with-CAS bundles connecting two T1 SF/ESF interfaces, the per-bundle Tx_dest_framing bit in the Bundle Configuration Tables indicates the destination interface framing type (SF or ESF).

The figures below shows the location of the CAS bits in the TDMn_RSIG_RTS data stream for each framing mode.

Figure 10-29. E1 MF Interface RSIG Timing Diagram (two_clocks=1)

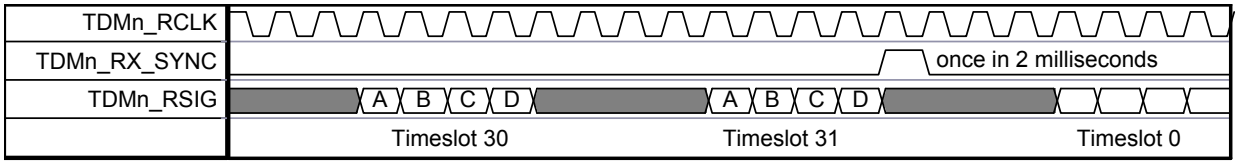


Figure 10-30. T1 ESF Interface RSIG Timing Diagram (two_clocks=0)

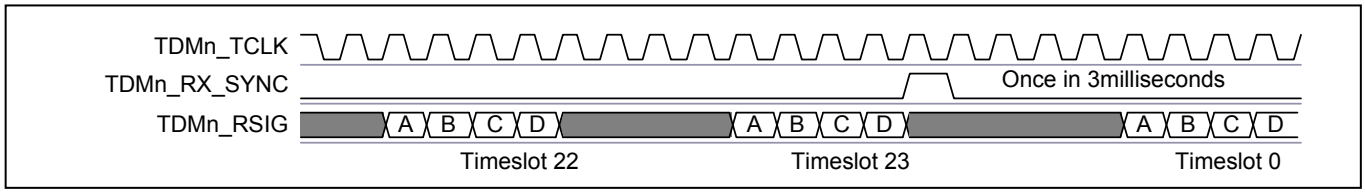
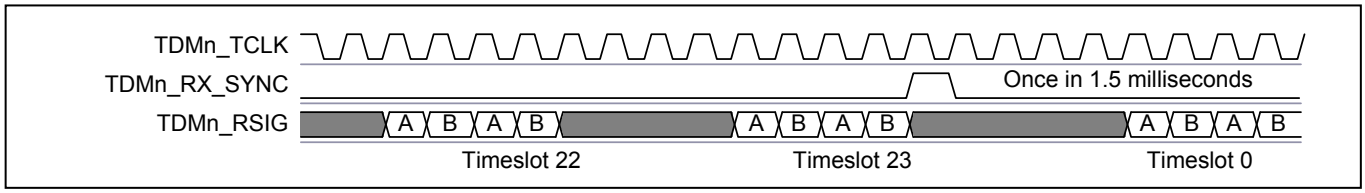


Figure 10-31. T1 SF Interface RSIG (two_clocks=0) – Timing Diagram



TDMn_RX_SYNC can be left unconnected or connected to ground if the framer cannot drive it. The TDMoP block has an internal free running counter that generates this signal internally when not driven by an external source. This internally generated multiframe sync signal is synchronized to the TDMn_RX_SYNC input pulse when present.

10.6.5.2 CAS Handler, Ethernet-to-TDM Direction

In the Ethernet-to-TDM direction, the CAS is received from the incoming packets.

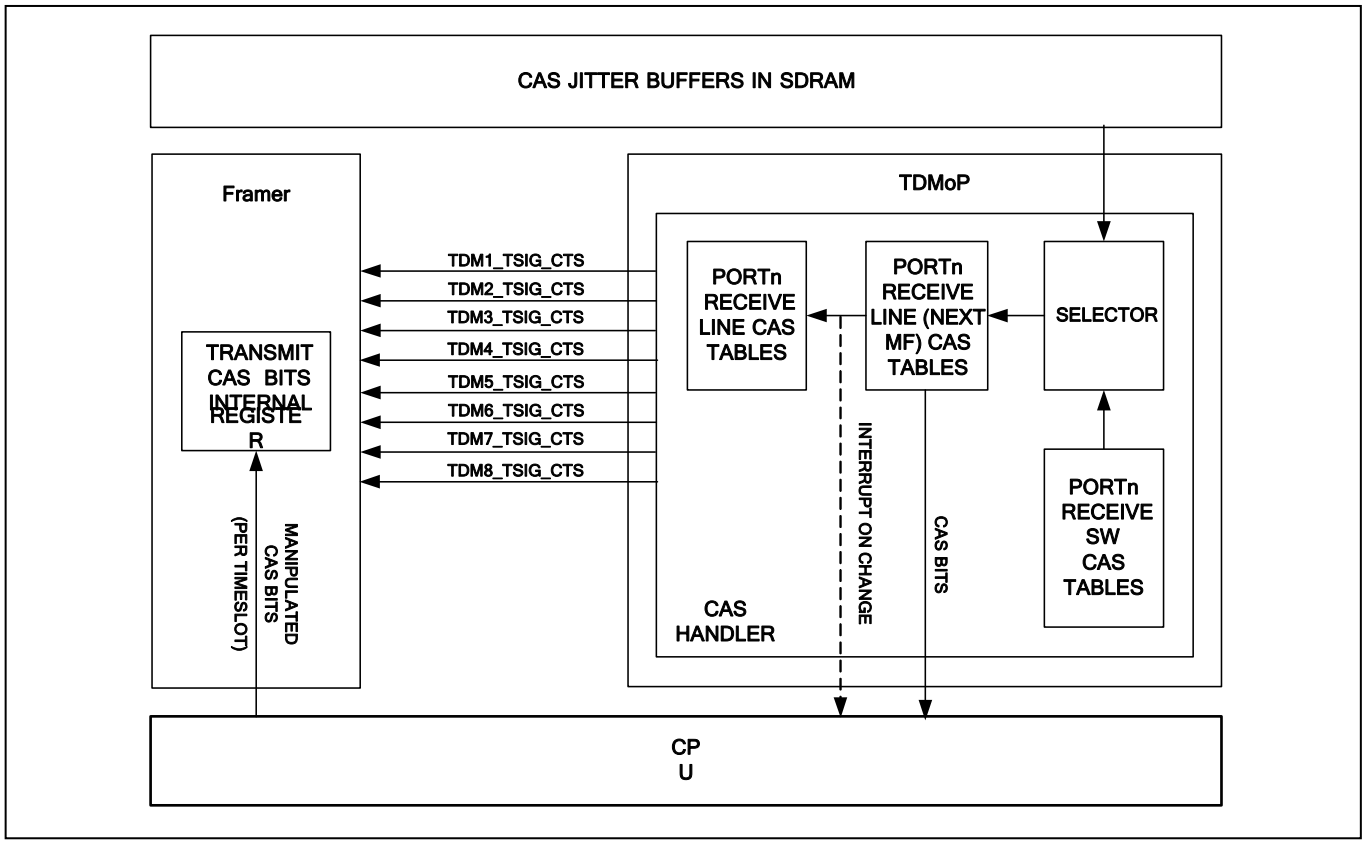
The AAL1/RAW payload type machine extracts the CAS bits from the TDM-over-packet payload and writes them into the CAS jitter buffers in the SDRAM (for structured-with-CAS AAL1/CESoPSN bundles only). The CAS jitter buffers store the CAS information of up to 128 timeslots of the eight ports.

Selectors in the CAS handler send the CAS bits either from the CAS jitter buffers or from the Receive SW CAS tables to the line (next MF) CAS tables (see Figure 10-32). The selectors' decision logic is shown in Table 10-20.

Table 10-20. CAS Handler Selector Decision Logic

Condition	Source of CAS bits Driven on TDMn_TSIG_CTS for this Timeslot
Timeslot not assigned or assigned to a bundle which is not an AAL1/CESoPSN structured bundle (Rx_assigned=0 or Structured_type=0 for its TSA entry)	Receive SW CAS tables
AAL1 bundle jitter buffer is in underrun state and Rx_CAS_src=1	
Timeslot assigned to an AAL1/CESoPSN structured bundle (Rx_assigned=1 and Structured_type=1 for its TSA entry)	Corresponding CAS jitter buffer in SDRAM (CAS value is the latest received)
AAL1/CESoPSN bundle jitter buffer is in underrun state and Rx_CAS_src=0	

Figure 10-32. CAS Transmitted in the Ethernet-to-TDM Direction



The Receive SW CAS tables contain CAS bits written by CPU software.

Each port's Receive Line CAS table (section 11.4.10) is updated with the CAS bits stored in the Receive Line (Next MF) CAS table when the TDMn_TX_MF_CD signal is asserted to indicate the multiframe boundary. For E1 ports, CAS bits are updated every 2 milliseconds. For T1 SF ports, CAS bits are updated every 1.5 milliseconds. For T1 ESF ports, CAS bits are updated every 3 milliseconds.

There is a Receive Line CAS table for each TDM port. These tables hold the CAS information extracted from received packets and subsequently transmitted on TDMn_TSIG signals toward the framers. Each table contains 32 rows, and each row holds the CAS bits of one timeslot. Only the first 24 rows are used for T1 interfaces. For E1 and T1 ESF interfaces, each row holds the A, B, C and D bits. For T1 SF interface where only the A and B bits exist, each row holds the A and B bits duplicated i.e. A, B, A, B.

If CAS bits change in the Receive Line CAS table, a per-timeslot interrupt is asserted. The Rx_CAS_change registers in the **Error! Reference source not found.** indicate which timeslots have changed CAS bits. Upon notification that CAS bits have changed, CPU software can read the CAS bits from the Receive Line (Next MF) CAS table, manipulate them and then write them directly into the framer's internal transmit signaling registers (TS1 to TS16). In this case, the framer should be configured to use the CAS information from its CAS registers and not from its TSIG inputs.

The bits in each Receive Line CAS table are sent to the Framer on the TDMn_TSIG signal, as shown in the figures below.

Figure 10-33. E1 MF Interface TSIG Timing Diagram

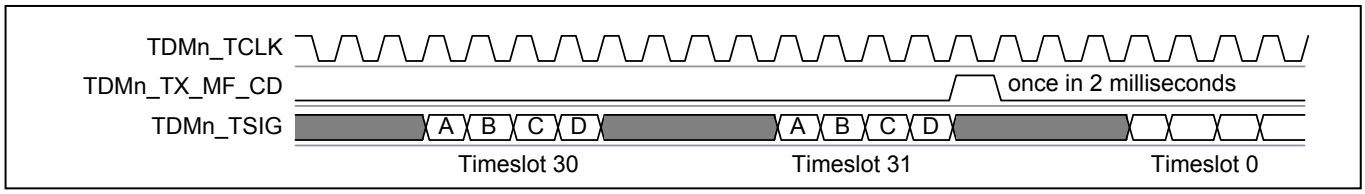


Figure 10-34. T1 ESF Interface TSIG Timing Diagram

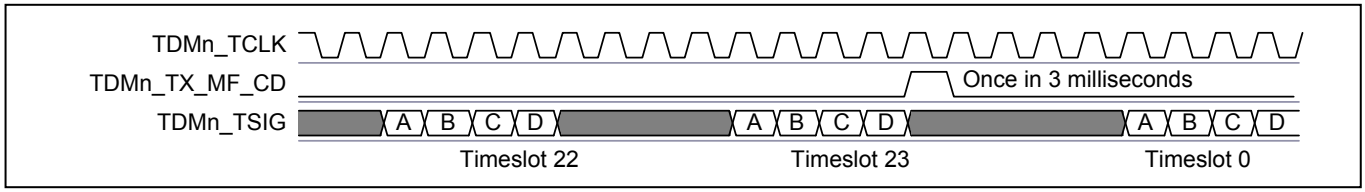
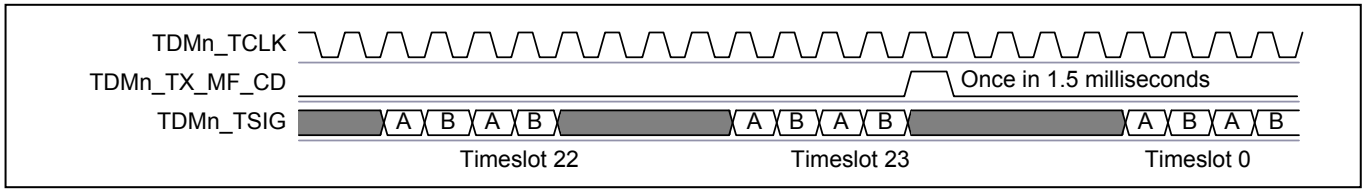


Figure 10-35. T1 SF Interface TSIG Timing Diagram



TDMn_TX_MF_CD can be left unconnected or connected to ground if the framer cannot drive it. The TDMoP block has an internal free running counter that generates this signal internally when not driven by external source. This internally generated multiframe sync signal is synchronized to the TDMn_TX_SYNC input pulse when present.

10.6.6 AAL1 Payload Type Machine

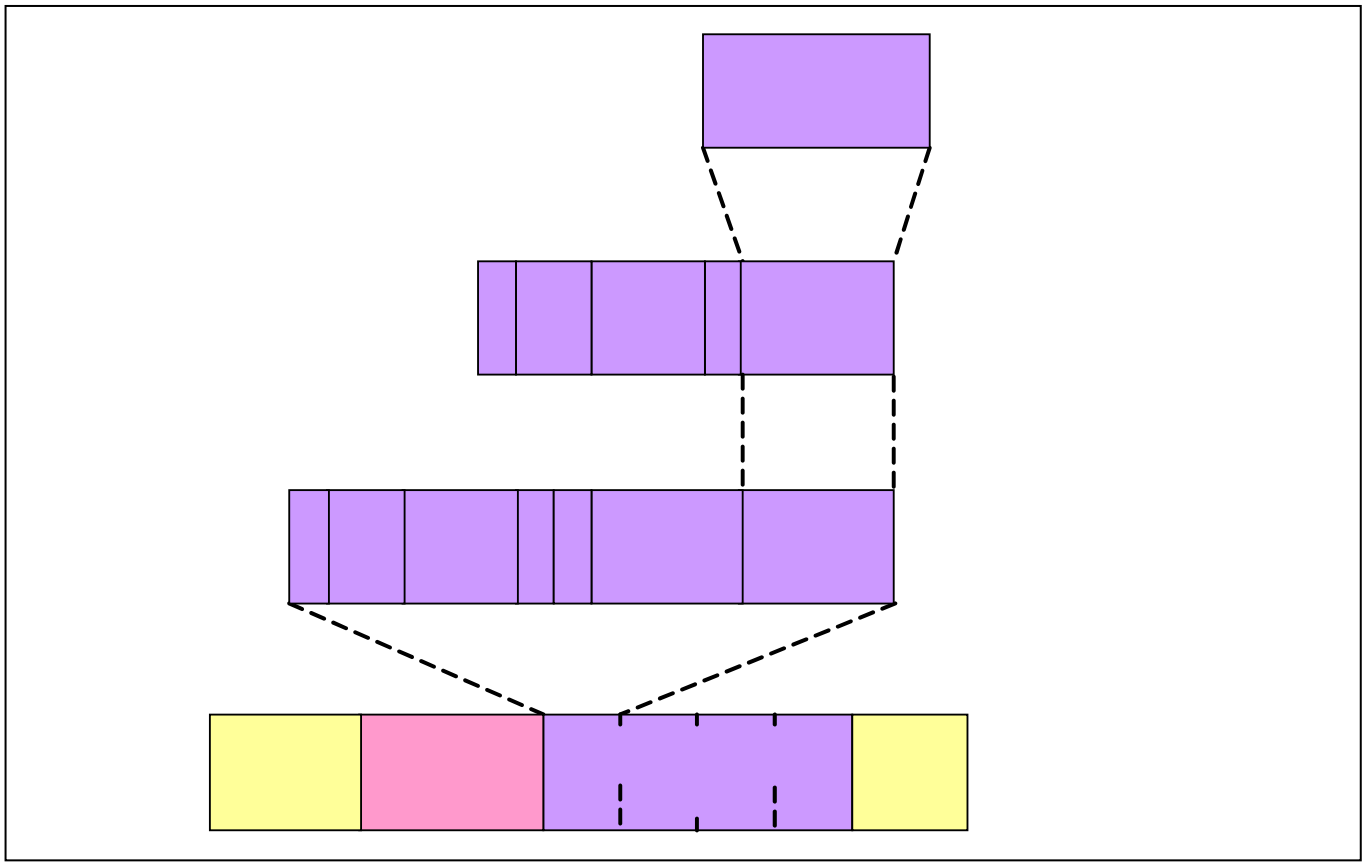
For the prevalent case for which the timeslot allocation is static and no activity detection is performed, the payload can be efficiently encoded using constant bit rate AAL1 adaptation.

The AAL1 payload type machine maps E1, T1, E3, T3, STS-1 or serial data flows into IP, MPLS or Ethernet packets, and vice versa, according to ITU-T Y.1413, Y.1453, MEF 8, MFA 4.1 and IETF RFC 5087 TDMoIP. In this mapping method, data is actually mapped into 48-byte AAL1 SAR PDUs as described in I.361.1 section 2.4.2 rather than full 53-byte ATM cells.

10.6.6.1 TDM-to-Ethernet Direction

In the TDM-to-Ethernet direction, the AAL1 payload type machine concatenates the bundle's timeslots into structures and then slices and maps the structures into 46- or 47-octet AAL1 SAR PDU payloads. After adding the AAL1 SAR PDU header and pointer as needed, the AAL1 SAR PDUs are concatenated and inserted into the payload of the layer 2/layer 3 packet.

Figure 10-36. AAL1 Mapping, General



The structure of the AAL1 header is shown in Table 10-21 below.

Table 10-21. AAL1 Header Fields

Field	Length (bits)	Description
C	1	Indicates if there is a pointer in the second octet of the AAL1 SAR PDU. When set, a pointer exists.
SN	3	AAL1 SAR PDU sequence number
CRC	3	Cyclic redundancy code on C and SN
P	1	Even parity bit on C, SN and CRC or the even byte parity LSB for the sequence number octet (P format AAL1 SAR PDUs only)
E	1	(P format AAL1 SAR PDUs only) Even byte parity MSB for pointer octet
Pointer	7	(P format AAL1 SAR PDUs only) Indicates the next structure boundary. It is always located at the first possible position in the sequence number cycle in which a structure boundary occurs. The pointer indicates one of 93 octets (46 octets of the current AAL1 SAR PDU + 47 octets of the next AAL1 SAR PDU). P=0 indicates that the first octet of the current AAL1 SAR PDU's payload is the first octet of the structure. P=93 indicates that the last octet of the next AAL1 SAR PDU is the final octet of the structure.

The AAL1 block supports the following bundle types:

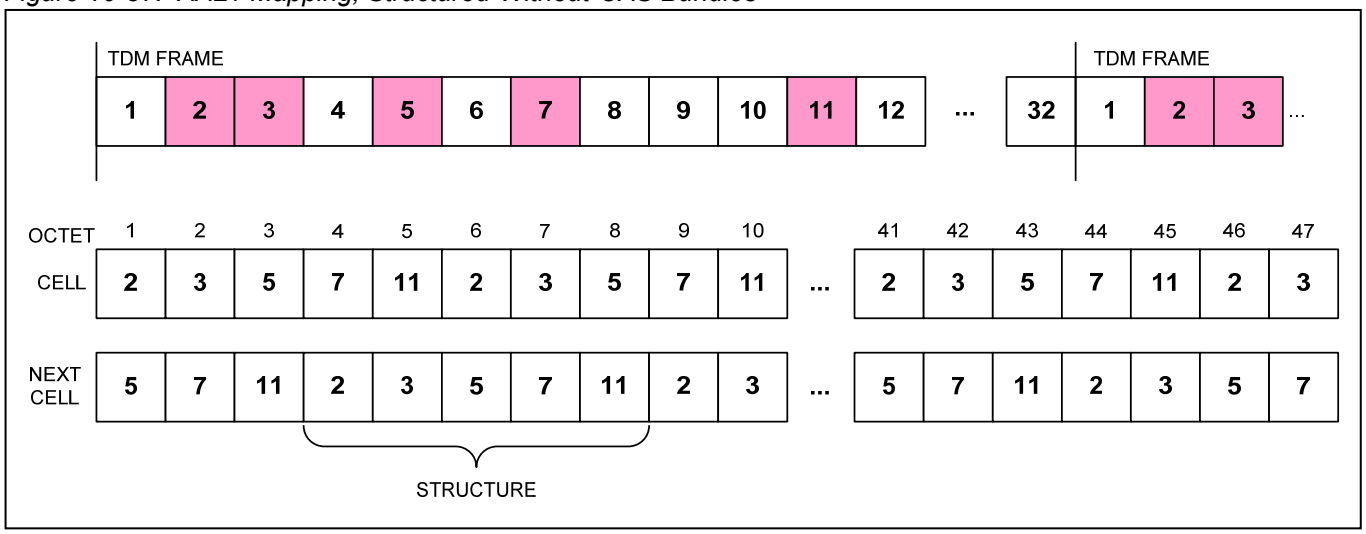
- Unstructured
- Structured-without-CAS
- Structured-with-CAS.

Unstructured bundles, for E1/T1 interfaces, support rates of N × 64 kbps, where N is the number of timeslots configured to be assigned to a bundle. Unstructured bundles may also carry traffic of the whole low-speed interface (up to 4.6 Mbps), E1/T1 interface (2.048Mbps/1.544 Mbps) or high-speed interface (up to 51.84 Mbps). The AAL1

SAR PDU payload contains 47 octets (376 bits) of TDM data without regard to frame alignment or timeslot byte alignment. All AAL1 SAR PDUs are non-P format for unstructured bundles.

Structured-without-CAS bundles, for E1/T1 interfaces, support rates of N × 64 kbps, where N is the number of timeslots configured to be assigned to a bundle. For this format, the N timeslots from one E1/T1 frame are sequentially mapped into an N-octet structure. This N-octet structure is then mapped into the AAL1 SAR PDU payloads, octet-aligned. This process is repeated until all octets of the AAL1 SAR PDU payload are filled. The last octet of the payload may contain a timeslot other than the last timeslot of the structure. The remaining timeslots of the structure are mapped into the next AAL1 SAR PDU payload in the same manner and the process continues. This is illustrated in Figure 10-37.

Figure 10-37. AAL1 Mapping, Structured-Without-CAS Bundles



With this mapping each AAL1 SAR PDU can start with a different timeslot. To enable the far end TDMoP function to identify the start of a structure, a pointer to it is sent periodically in one of the even-numbered AAL1 SAR PDUs of every SN cycle. When this pointer is sent, a P-format AAL1 SAR PDU is used. In a P-format AAL1 SAR PDU the first byte of the AAL1 SAR PDU payload contains the pointer, and the last 46 bytes contain payload.

Structured-with-CAS bundles, for E1/T1 interfaces, support rates of N × 64 kbps, where N is the number of timeslots configured to be assigned to a bundle. This mapping is similar to the structured-without-CAS mapping described above except that the structure is an entire E1/T1 multiframe of the N timeslots assigned to the bundle, and a CAS signaling substructure is appended to the end of the structure. The addition of CAS only affects the structure arrangement and contents. CAS data from one timeslot is 4 bits long, meaning one octet can contain CAS data of 2 timeslots. Bundles containing an odd number of timeslots need a padding of 4 zeroes in the last CAS octet. For example, a 3-timeslot bundle of an E1 frame with CAS yields the following structure octet sequence: TS1, TS2, TS3 repeated 16 times (a whole E1 multiframe) and then CAS1+CAS2, CAS3+padding.

10.6.6.2 Ethernet-to-TDM Direction

In the Ethernet-to-TDM direction, AAL1 SAR PDUs of a bundle are being received only after the synchronization process. The synchronization process includes packet SN synchronization, AAL1 SAR PDU SN synchronization, and pointer synchronization. AAL1 SAR PDUs with CRC or parity errors in their header are discarded. Pointer mismatch imposes jitter buffer under-run and bundle resynchronization. AAL1 SAR PDU header errors or pointer errors may be ignored depending on per-bundle configuration. Missing AAL1 SAR PDUs are detected and restored in the jitter buffer.

10.6.7 HDLC Payload Type Machine

Handling HDLC in TDM-over-Packet ensures efficient transport of CCS (common channel signaling, such as SS7), embedded in the TDM stream or other HDLC-based traffic, such as Frame Relay, according to IETF RFC 4618 (excluding clause 5.3 – PPP) and RFC 5087 (TDMoIP).

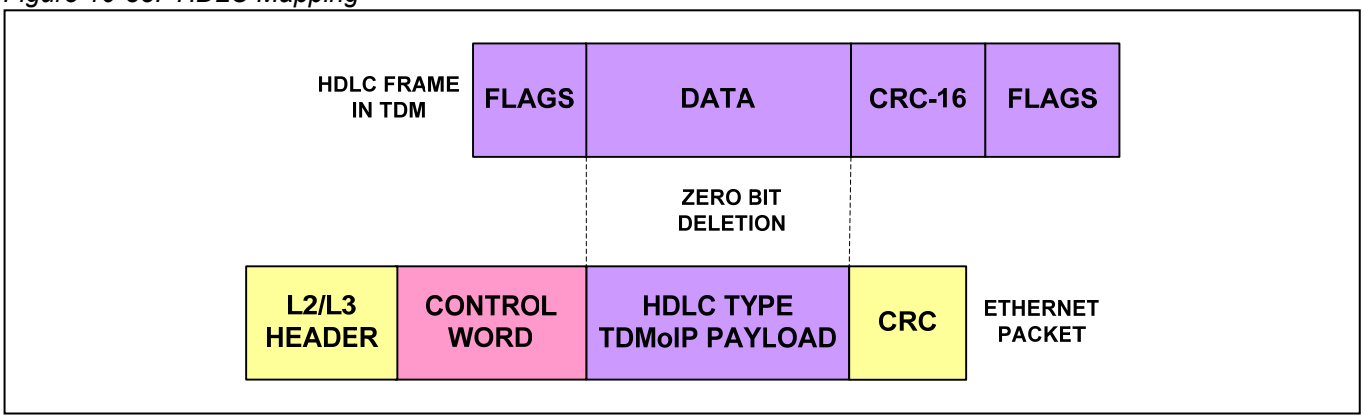
For the E1 interface, each bundle supports the rates of 16 kbps or N × 64 kbps, where N is the number of timeslots configured to be assigned to a bundle (between 1 to 32). For the T1 interface, each bundle supports the rates of 16 kbps, 56 kbps (not supported for T1 SF interface), full T1 (1.544 Mbps) or N × 64 kbps, where N varies from 1 to 24.

In the TDM-to-Ethernet direction, the HDLC block monitors flags until a frame is detected. It removes bit stuffing, collects the contents of the frame and checks the correctness of the CRC, alignment and frame length. Valid frame length is anything greater than 2 bytes and less than Tx_max_frame_size in HDLC_Bundle[n]_cfg[95:64].

Erroneous frames are discarded. Good frames are mapped as-is into the payload of the configured layer 2/3 packet type (without the CRC, flags or transparency zero-insertions).

In the Ethernet-to-TDM direction, when a packet is received, its CRC is calculated, and the original HDLC frame reconstituted (flags are added, bit stuffing is performed, and CRC is added).

Figure 10-38. HDLC Mapping



10.6.8 RAW Payload Type Machine

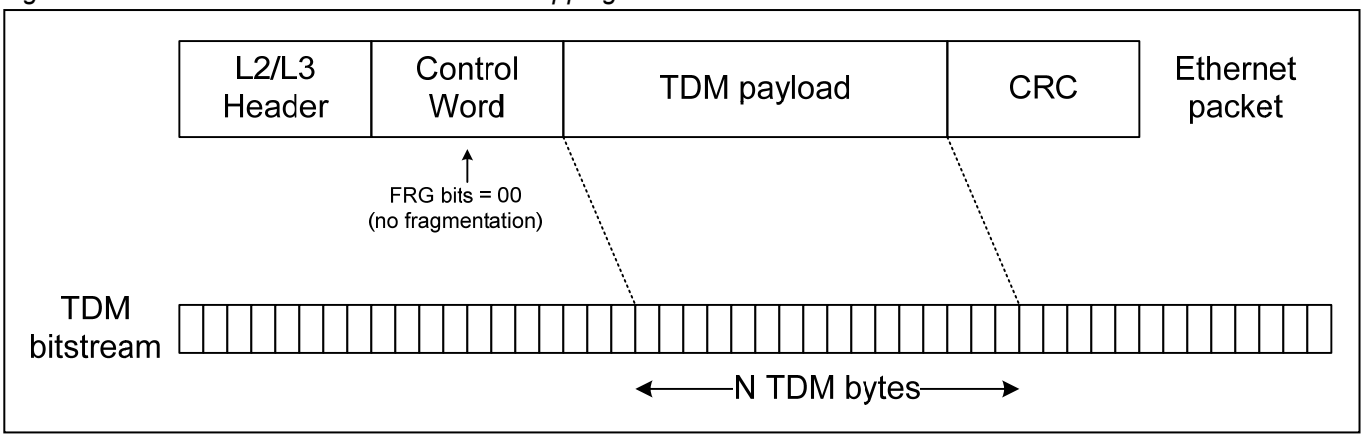
The RAW payload type machine support the following bundle types:

- **Unstructured**
  According to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 4553 (SAToP).
- **Structured without CAS**
  According to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 5086 (CESoPSN).
- **Structured with CAS**
  According to ITU-T Y.1413, Y.1453, MEF 8, MFA 8.0.0 and IETF RFC 5086 (CESoPSN).

10.6.8.1 Unstructured

Unstructured bundles usually carry the data of a whole TDM port. This port may be low-speed such as an E1, T1 or Nx64k bit stream or high-speed such as an E3, T3 or STS1 signal. In an unstructured bundle, the packet payload is comprised of N bytes of the TDM stream without regard for byte or frame alignment. In the receiving device, the TDM data is extracted from the packet payload and inserted as a bit stream into the jitter buffer, from which it is then extracted and sent to the TDM port.

Figure 10-39. SAToP Unstructured Packet Mapping



The packetization delay of an unstructured (SAToP) bundle is: T = N x 8 x the bit time of the TDM interface.

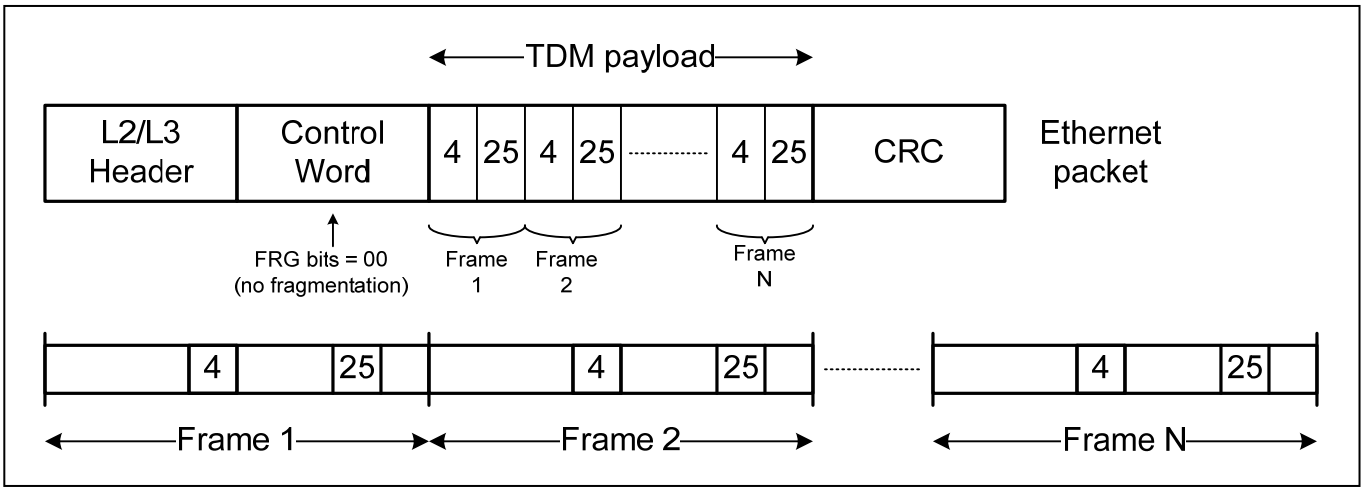
The minimum packetization time of an Ethernet packet for an unstructured (SAToP) bundle is as follows:

- 60 μs for high speed mode
- 125 μs for low speed mode

10.6.8.2 Structured without CAS

In a structured-without-CAS bundle, the packet payload is comprised of the assigned timeslots from N TDM frames as illustrated in Figure 10-40.

Figure 10-40. CESoPSN Structured-Without-CAS Mapping



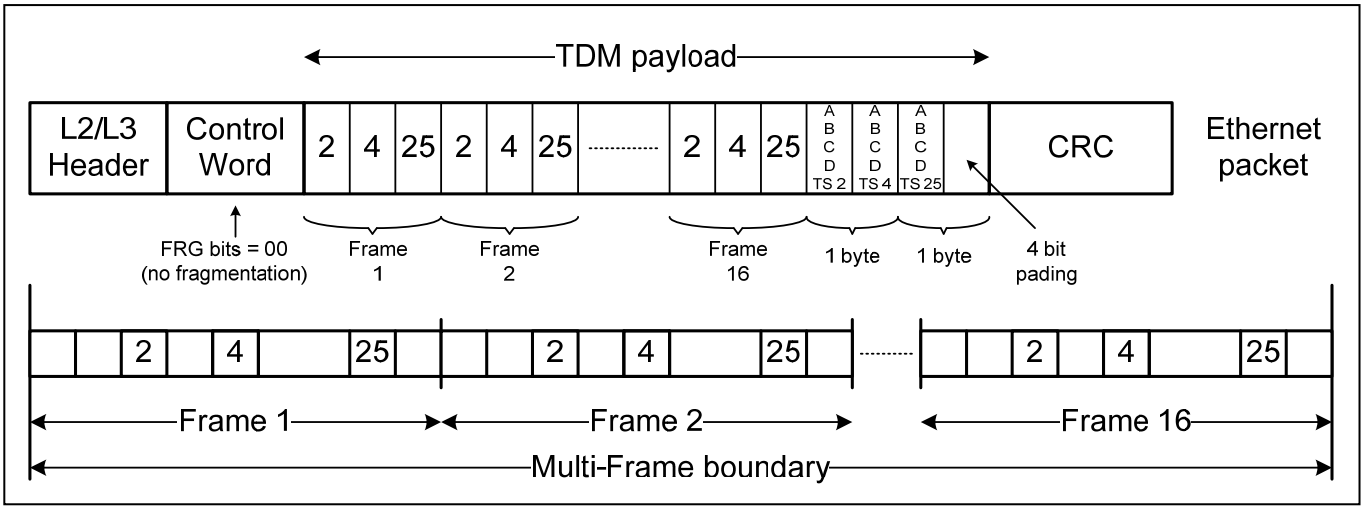
The packetization delay of a CESoPSN structured-without-CAS bundle is: T = N x 125 μs (i.e. N x the frame rate)

The minimum packetization time of an Ethernet packet for a structured (with or without CAS) bundle is 125 μs.

10.6.8.3 Structured with CAS (without Fragmentation)

In a structured-with-CAS bundle, the packet payload is comprised of the assigned timeslots from all the TDM frames in a multiframe (e.g. 16 frames for E1) followed by the CAS signaling substructure, which contains the CAS info for the assigned timeslots.

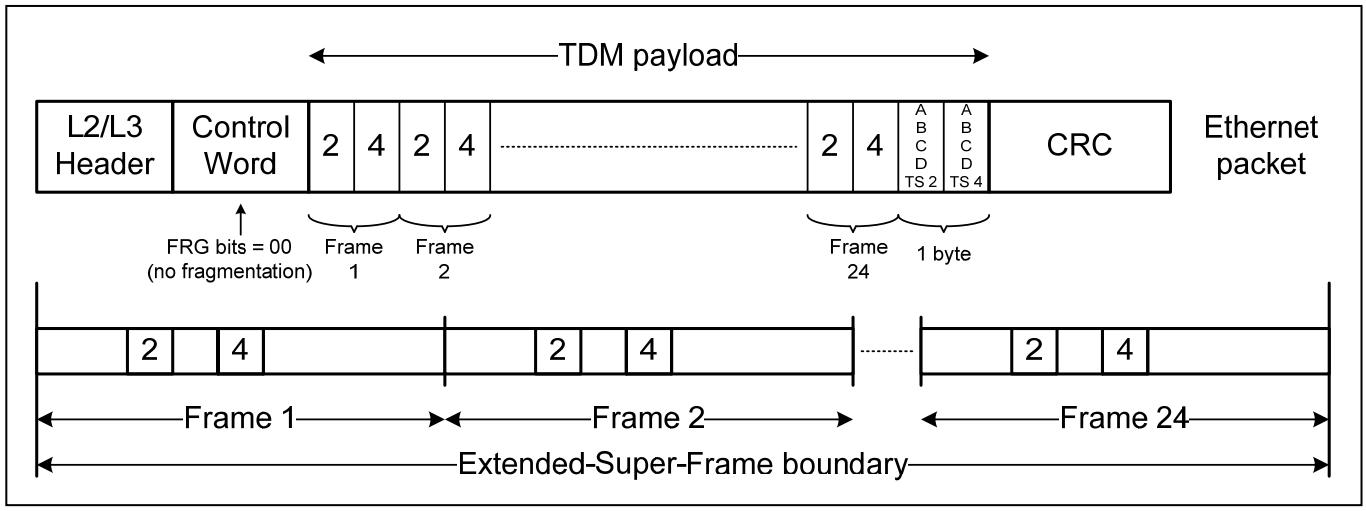
Figure 10-41. CESoPSN Structured-With-CAS Mapping (No Frag, E1 Example)



The minimum packetization time of an Ethernet packet for a structured (with or without CAS) bundle is 125 μs.

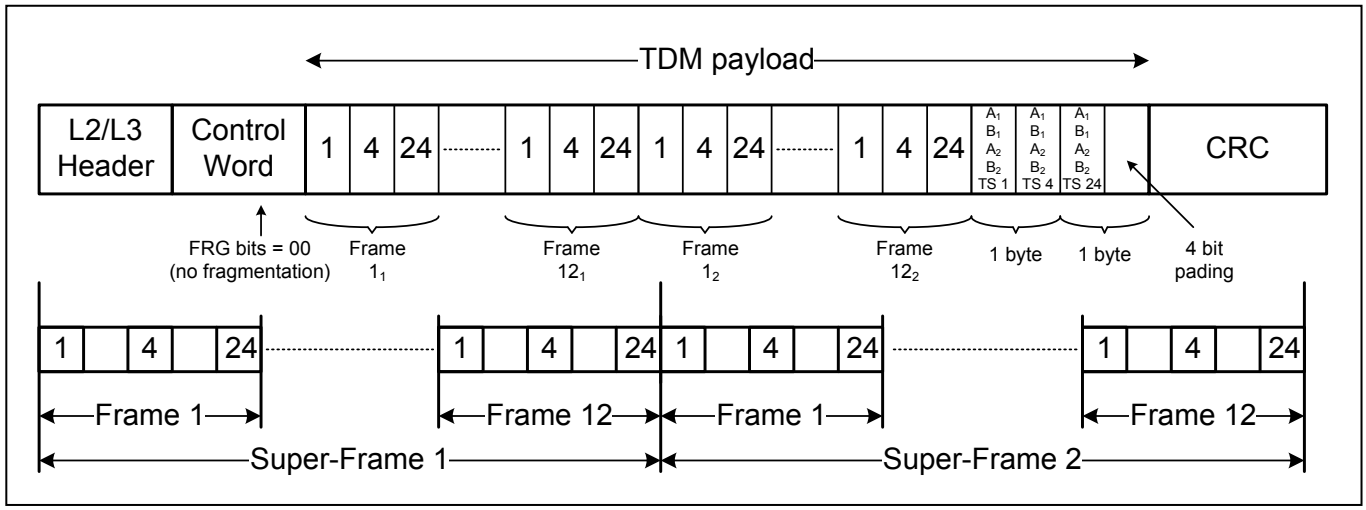
The minimum TDM payload of an Ethernet packet for a structured (with or without CAS) bundle is 8 bytes.

Figure 10-42. CESoPSN Structured-With-CAS Mapping (No Frag, T1-ESF Example)



In T1 SF, the multiframe structure is composed of 2 superframes resulting total of 24 TDM frames. The CAS info at the end of the structure contains the CAS info of the 2 corresponding superframes as well.

Figure 10-43. CESoPSN Structured-With-CAS Mapping (No Frag, T1-SF Example)



The packetization delay of a CESoPSN structured-with-CAS bundle (not fragmented) is as follows:

- Multiframed E1: T = 2 ms
- T1 SF, ESF: T = 3 ms

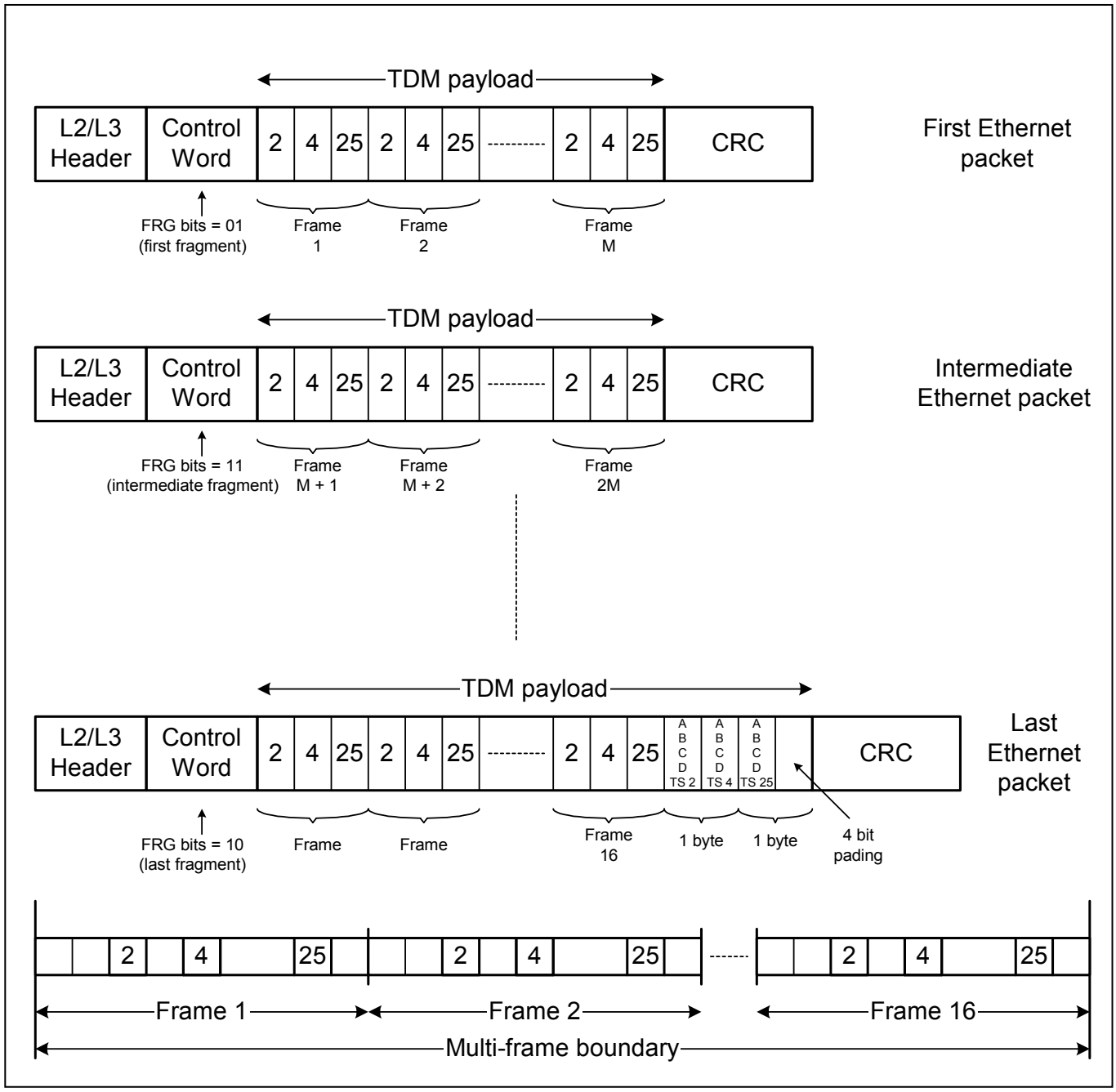
10.6.8.4 Structured-with-CAS (with Fragmentation)

In order to reduce the packetization delay of structured-with-CAS bundle, the CESoPSN standard supports the option of fragmentation. In this mode, the multiframe data structure is fragmented among several packets. Each packet contains M TDM frames of the assigned timeslots. The last packet also contains the entire multiframe CAS substructure. Because of that, there is limited number of allowed “M” values:

- For multiframed E1: M = 1, 2, 4, 8, 16 (16 means single packet with no fragmentation)
- For T1 SF: M = 1, 2, 3, 4, 6, 8, 12, 24 (24 means single packet with no fragmentation)
- For T1 ESF: M = 1, 2, 3, 4, 6, 8, 12, 24 (24 means single packet with no fragmentation)

The packetization delay of a CESoPSN structured-with-CAS bundle (with fragmentation) is: T = M x 125 μs.

Figure 10-44. CESoPSN Structured-With-CAS Mapping (Frag, E1 Example)



10.6.9 SDRAM and SDRAM Controller

The device requires an external SDRAM for its operation. The following describes how the TDMoP block and the CPU use the SDRAM:

The TDMoP block accesses these sections of the SDRAM:

- Transmit buffers section
  This area stores outgoing packets created by the payload-type machines. It is a 1-Mbyte area with base address specified by the Tx_buf_base_add field in General_cfg_reg1. The actual amount of SDRAM used in the transmit buffers section depends on the number of open bundles and the number of buffers assigned to each bundle.
- Jitter buffer data section
  This area stores incoming TDM data after it has been extracted from received packets by the payload-type machines. It is a 2-Mbyte area with base address specified by the JBC_data_base_add field in General_cfg_reg1. The actual amount of the SDRAM used in the jitter buffer data section depends on the configuration (most applications allocate only 0.5 Mbyte).
- Jitter buffer signaling section:
  This area stores incoming TDM signaling information after it has been extracted from received packets by the payload-type machines. It is a 32-kbyte area, with base address specified by the JBC_sig_base_add field in General_cfg_reg1. This section is used only when structured-with-CAS bundles have been opened.

The CPU uses the SDRAM as follows:

- The CPU may utilize the sections of SDRAM not used by the TDMoP block in order to send/receive packets through the CPU queues/pools.
- The CPU accesses the transmit buffers section in order to initialize the buffer headers before opening a bundle.

The built-in SDRAM controller allows glueless connection to an external SDRAM (the TDMoP block supplies the SDRAM clock). Supported SDRAM devices are listed in section 15.6.

The TDMoP block typically uses from 1.5 to 3 MB of SDRAM space, depending on configuration. The CPU may use the rest of the memory.

The supported resolutions of CPU access to the SDRAM are shown below.

Table 10-22. SDRAM Access Resolution

Data Bus Width	Access to SDRAM
32 bits	8, 16, 32 bit
16 bits	8, 16 bit

Prior to operation, the SDRAM controller configuration bits (see the General_cfg_reg0 register) must be configured. First, the CPU must set the configuration bits while maintaining the Rst_SDRAM_n bit low (0). Then, it should deassert the Rst_SDRAM_n bit. The Rst_SDRAM_n bit must not be changed during operation.

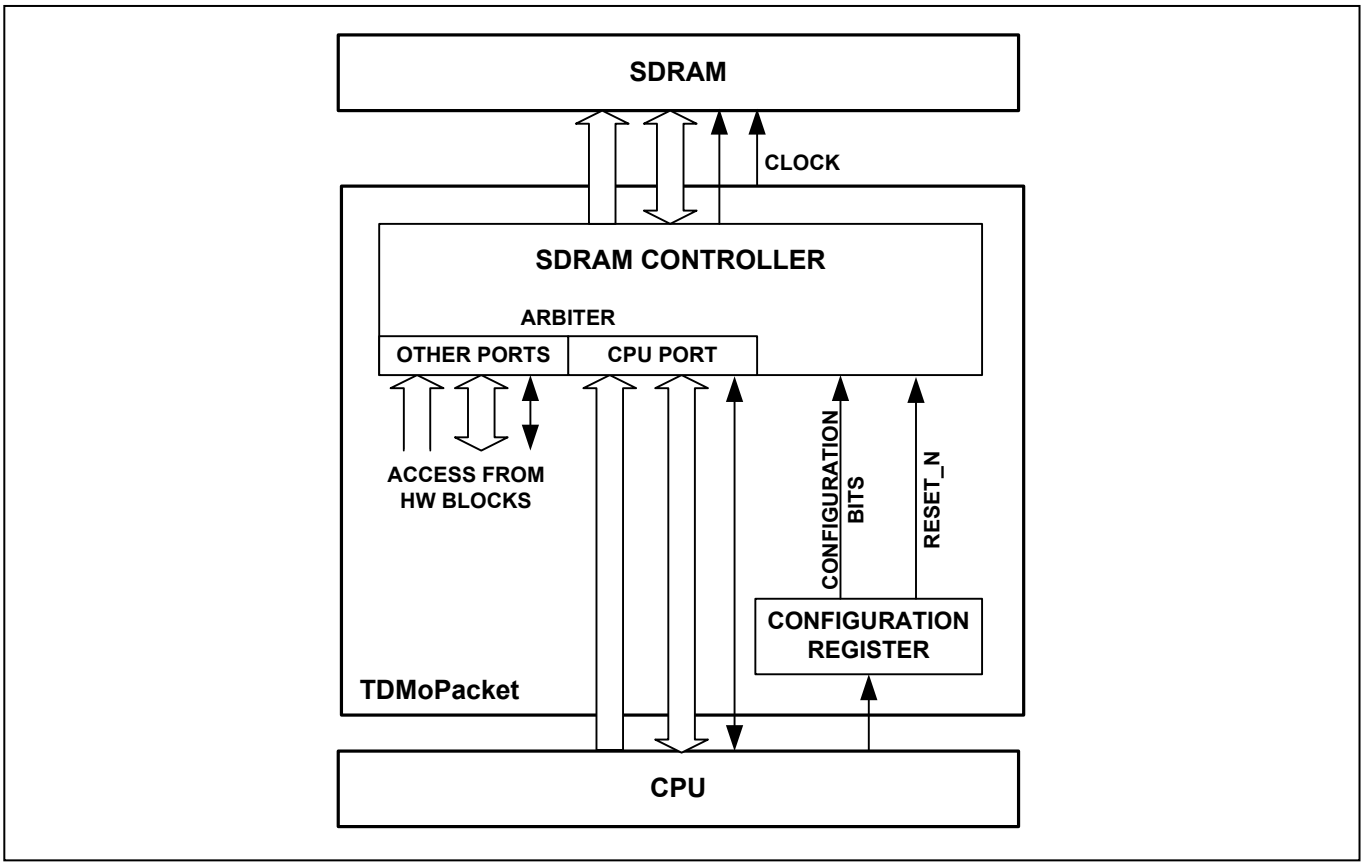
The SDRAM Controller operates at either 50 or 75 MHz with the following CAS latency options:

Table 10-23. SDRAM CAS Latency vs. Frequency

Frequency [MHz]	CAS Latency [clock cycles]
50	2
75	2 or 3

During operation, the controller's arbiter receives access requests from various internal hardware blocks and the CPU and grants access permissions based on predefined priorities. The controller automatically refreshes the external SDRAM approximately once every 15 μs.

Figure 10-45. SDRAM Access through the SDRAM Controller

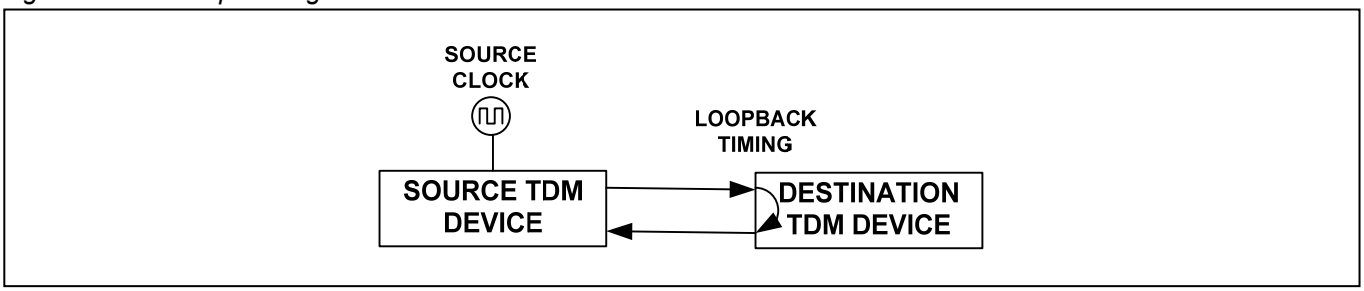


10.6.10 Jitter Buffer Control (JBC)

10.6.10.1 Jitter Buffer Application

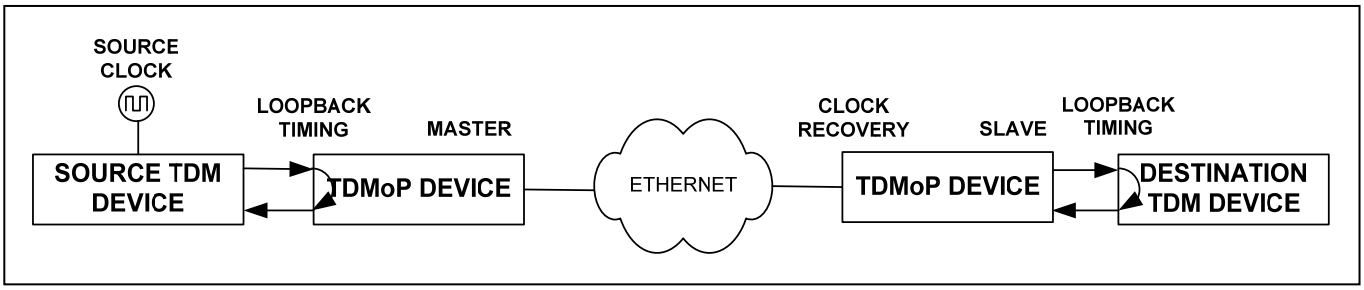
Routinely in TDM networks, destination TDM devices derive a clock from the incoming TDM signal and use it for transmitting data as depicted in Figure 10-46. This is called loopback timing.

Figure 10-46. Loop Timing in TDM Networks



When replacing the physical TDM connection with an IP/MPLS network and two TDM-over-Packet devices as shown in Figure 10-47 below, the receiving TDM-over-Packet device (slave) receives packets with variable delays (packet delay variation). After processing, the slave TDMoP device should send TDM data to the destination TDM device at the same clock rate at which the TDM data was originally sent by the source TDM device. To achieve this, the device works in clock recovery mode to reconstruct the source TDM clock to allow the destination TDM device to still work in loopback timing mode.

Figure 10-47. Timing in TDM-over-Packet



The jitter buffer, located in the SDRAM, has two main roles:

- Compensate for packet delay variation
- Provide fill level information as the independent variable used by the clock recovery machines to reconstruct the TDM clock on a slave TDMoP device.

The data enters the buffer at a variable rate determined by packet arrival times and leaves it at a constant TDM rate. In clock recovery mode, the amount of data in the jitter buffer (the “fill level”) steers the clock recovery mechanism.

10.6.10.2 Jitter Buffer Configuration

Separate areas are allocated in the external SDRAM for TDM data and for signaling, as described in section 10.6.9.

In low-speed mode (High_speed=0 in General_cfg_reg0) both data and signaling areas are divided into eight identical sections, one for each E1/T1/Nx64 interface. These section are further divided as follows:

- In E1/T1 structured mode, each per-port data section contains the data of 32 timeslots for E1 or 24 timeslots for T1 (a total of 32*8=256 timeslots for all eight interfaces). Each E1/T1 timeslot is allocated a maximum of 4 kB of space (128kB per interface and a total of 1024 kB for all eight interfaces).
- Each signaling section is divided into multiframe sectors, with each sector containing the signaling nibbles of up to 32 timeslots (total of 64 kB for all 8 interfaces).
- In serial interface mode or E1/T1 unstructured mode, there is no per-timeslot allocation. The jitter buffer is divided into eight identical sections, one for each interface (each section is 512 kB for HDLC bundles or 128 kB for other bundle types).

In high-speed mode (E3, T3, STS-1), the jitter buffer is arranged as one large buffer without division into sections (total of 512 kB).

The Jitter Buffer maximum depth in time units (seconds) is calculated according to the following formula:

$$\frac{1}{2} \times \textit{Buffer area per interface} \times \frac{8}{\textit{Rate}}$$

where:

½	=	Two halves of the buffer
Buffer area per interface	=	512 kB for a single high-speed interface or 128 kB for a low-speed interface
8	=	Number of bits per byte
Rate	=	Transmission rate (e.g., 2.048 Mbps)

For T1 structured-with-CAS, multiply the above formula by 0.75.

The jitter buffer depth is defined by the Rx_max_buff_size parameter found in the Bundle Configuration Tables. When the jitter buffer level reaches the value of Rx_max_buff_size, an overrun situation is declared.

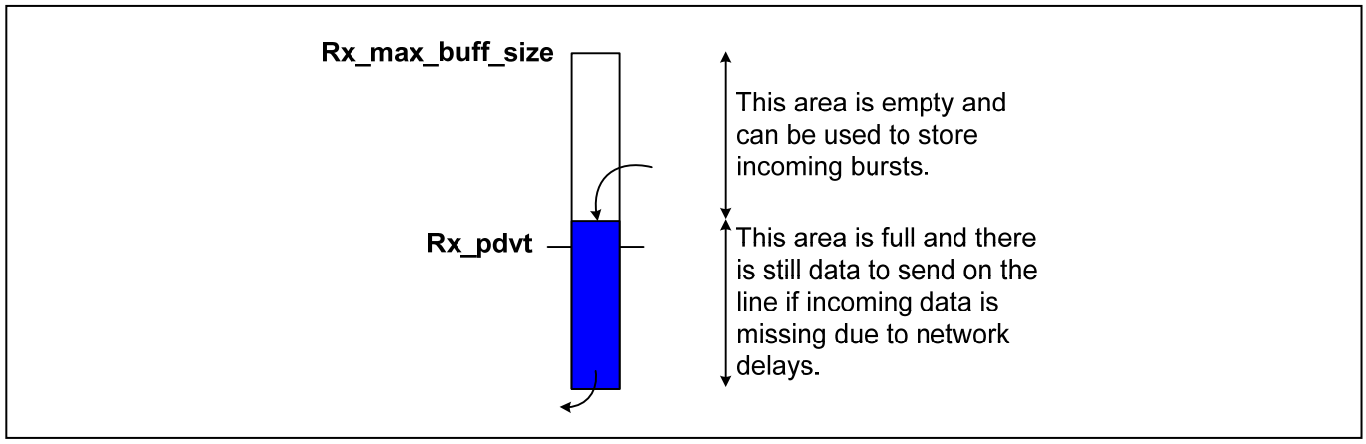
The Rx_PDVT parameter (also found in the Bundle Configuration Tables) defines the amount of data to be stored in the jitter buffer to compensate for network delay variation. This parameter has two implications:

- Rx_PDVT defines the chip's immunity to the Ethernet network delay variation.
- The data arriving from the network is delayed by Rx_PDVT before it is read out of the jitter buffer and forwarded to the framer..

Rx_PDVT must be smaller than Rx_max_buff_size. Also, the difference between Rx_max_buff_size and Rx_PDVT must be larger than the time that it takes to create a packet (otherwise an overrun may occur when the packet arrives). Typically, the recommended value for Rx_max_buff_size is 2* Rx_PDVT + PCT (packet creation time). This provides equal immunity for both delayed and bursty packets.

Configuring the jitter buffer parameters correctly avoids underrun and overrun situations. Underrun occurs when the jitter buffer becomes empty (the rate data is entering the buffer is slower than the rate data is leaving). When an underrun occurs the TDMoP block transmits conditioning data instead of actual data towards the TDM interface. The conditioning data is specified by the Receive SW Conditioning Octet Select table for TDM data and the location specified by Rx_CAS_src (SDRAM or Receive SW CAS) for signaling. Overrun occurs when the jitter buffer is full and there is no room for new data to enter (the rate data is leaving the buffer is slower than the rate data is entering). Underrun and overrun require special treatment from the TDMoP hardware, depending on the bundle type.

Figure 10-48. Jitter Buffer Parameters



The JBC uses a 64 by 32 bit Bundle Timeslot Table to identify the assigned timeslots of each active bundle. The index to the table is the bundle number. The CPU must configure each active bundle entry (setting a bit means that the corresponding timeslot is assigned to this bundle). For unstructured bundles, the whole bundle entry (all 32 bits) must be set.

Jitter buffer statistics are stored in a 256-entry table called the Jitter Buffer Status Table. Each TDM port has 32 dedicated entries, one per timeslot. This table stores the statistics of the active jitter buffer for each active bundle. A configurable parameter called Jitter_buffer_index located in the timeslot assignment tables (section 11.4.5) points to the entry in the Jitter Buffer Status Table where the associated jitter buffer statistics are stored. The value of the Jitter_buffer_index should be set as follows:

- For AAL1/HDLC/RAW structured bundles: the Jitter_buffer_index value is the number of the lowest timeslot in the bundle. For example, if the bundle consists of timeslots 2, 4, 17 on port 3, Jitter_buffer_index=0x2.
- For unstructured bundles the Jitter_buffer_index value is 0x0.

10.6.10.3 Jitter Buffer Status and Statistics

The CPU accesses the Jitter Buffer Status Table using the Jitter_buffer_index as described above. The status table contains the current jitter buffer status (such as, the current jitter buffer level and its current state (OK, underrun or overrun).

The status table also contains two variables, Minimal_level and Maximal_level, which report the minimum and maximum fill levels of the jitter buffer since the last time the two fields were read (available for AAL1 and RAW bundles only). These variables provide information about network packet delay variation. For example, using these values, the CPU can calculate the margins from the top (Rx_max_buff_size) and the bottom of the jitter buffer. If there is margin, CPU software may want to reduce Rx_PDVT to reduce the latency added by the jitter buffer to the incoming TDM data.

10.6.10.4 Jitter Buffer Response to Packet Loss and Misordering

The payload-type machines detect that a packet was lost by sequence number error. If a packet is lost, conditioning data (specified by the receive software conditioning registers in section 11.4.12) is inserted into the jitter buffer in place of the lost data to maintain bit integrity (i.e. the number of bits that are inserted into the jitter buffer must equal the number of bits that were transmitted by the far end).

If a packet is misordered in a RAW bundle (for example, the packet with the sequence number N arrives after the packet with sequence number N+1) it is reordered by the RAW payload-type machine, and its data is inserted into the appropriate location in the jitter buffer, assuming that the data in this location has not been transmitted to the TDM port yet.

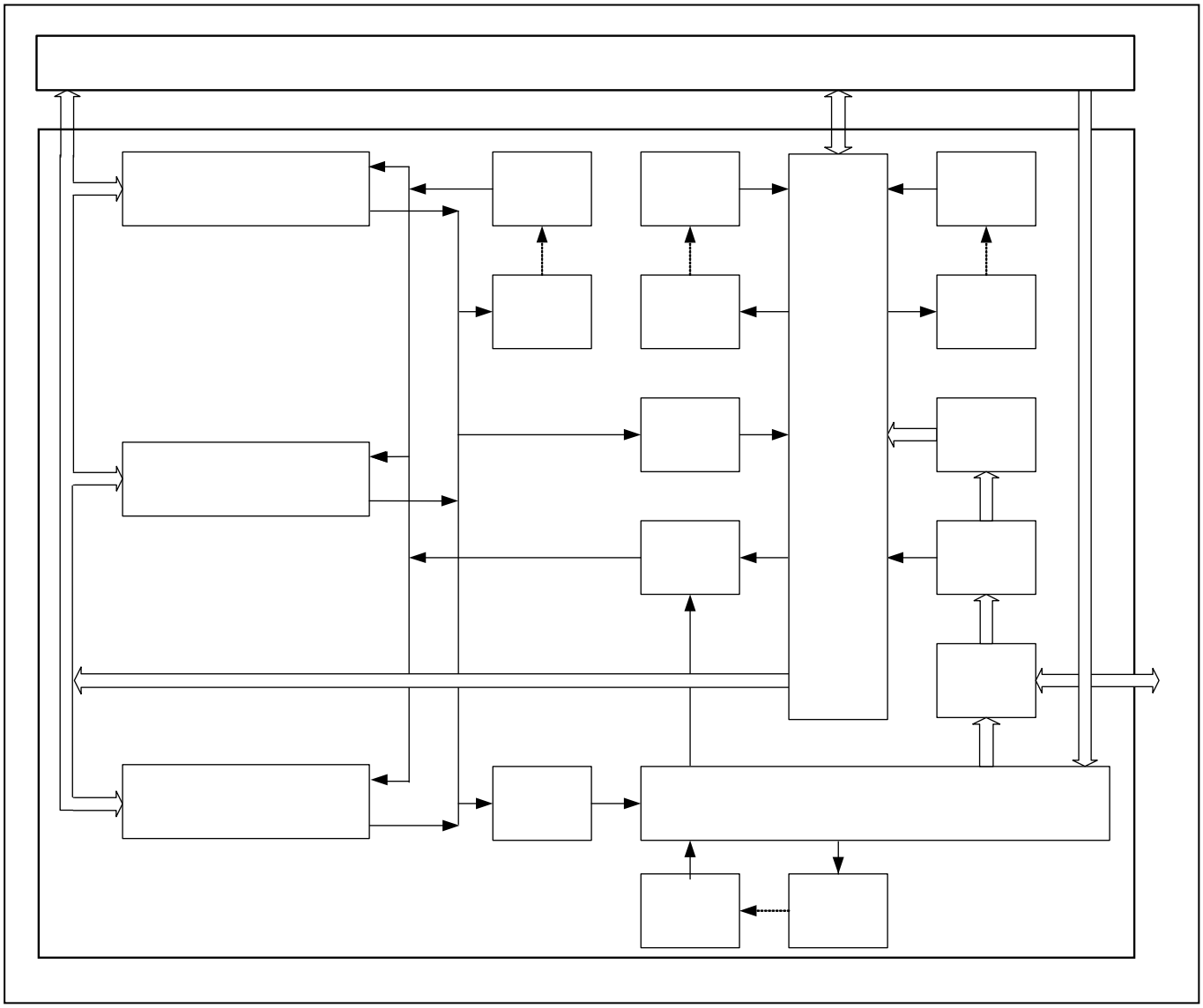
10.6.11 Queue Manager

Data flows through the TDMoP block in the following directions:

- TDM to Ethernet (implemented in HW)
- Ethernet to TDM (implemented in HW)
- TDM to TDM (cross-connect, implemented in HW)
- TDM to CPU
- CPU to TDM
- CPU to Ethernet
- Ethernet to CPU.

These data flows are illustrated in Figure 10-49. Each data flow is described in a subsection below.

Figure 10-49. TDM-over-Packet Data Flow Diagram



10.6.11.1 Buffer Descriptor

Data is transferred between the Ethernet MAC, internal payload-type machines and the external CPU by means of buffers in the SDRAM. Payload data is stored in 2 kB SDRAM buffers along with a buffer descriptor located in the buffer's first dwords. The buffer pointers are managed inside the TDMoP block and are stored in queues, pools, and other internal blocks. Queues store pointers to SDRAM buffers containing packet data to be processed, while pools store pointers to empty buffers. The pointers are passed from one block to another. Only the block owning the pointer can access the associated buffer.

The size of the buffer descriptor size depends on the internal path it is used for:

TDM → TDM, TDM → CPU and CPU → TDM: One dword
TDM → ETH, CPU → ETH and ETH → TDM: Two dwords
ETH → CPU: Three dwords

The fields of the buffer descriptor dwords are described in the sections below.

10.6.11.2 Buffer Descriptor First Dword

Used for all paths. Located at offset 0x0 from the start of the buffer.

Table 10-24. Buffer Descriptor First Dword Fields (Used for all Paths)

Bits	Data Element	Description
[31]	MPLS/MEF/L2TIPV3 or UDP/IP-specific OAM	For ETH → TDM and for CPU → TDM indicates that the buffer holds a packet with MPLS / MEF / L2TPv3 Ethertype. For ETH → CPU indicates that the buffer holds a UDP/IP-specific OAM packet.
[30]	RST	RX Reset command (the bundle is in reset process). For ETH→TDM and for CPU→TDM: used by the Packet Classifier or by the CPU to inform the next blocks in flow that the bundle was reset. The buffer contains no real data.
[29:27]	Buffer contents	000: Backwards-compatible (experimental) format packet going to the AAL1 payload-type machine 001: Standard format packet going to the AAL1 payload-type machine 010: Reserved 011: Non-TDMoP/MPLS packet (this buffer isn't assigned to any bundle) 100: Standard format packet going to the HDLC payload-type machine 101: Reserved 110: Standard format packet going to the RAW payload-type machine 111: Backwards-compatible (experimental) format packet going to the HDLC payload-type machine
[26:16]	Length/Rst_Ts	Packet Length or Payload Length For TDM→CPU, TDM→TDM, CPU→TDM and ETH→TDM: payload length in bytes (received bytes + control word if present + RTP header bytes in case of MPLS/MEF packet using RTP and control word) For TDM→ETH, ETH→CPU and CPU→ETH: packet length in bytes, without CRC For Buffer Contents =101: total length of packets concatenated in the buffer, in bytes For RST packets: the reset timeslot number *Note: Length must be less than 1951 bytes.* *Note: Offset and Length sum must be less than 2000 bytes.*
[15]	Reserved	Must be set to zero.
[14:8]	Offset	For ETH→CPU, TDM→ETH and CPU→ETH: offset in bytes from start of buffer to start of packet For ETH→TDM, TDM→CPU, CPU→TDM: offset in bytes from start of buffer to start of payload or to the control word if present For TDM→TDM: bits 13-8 hold the internal bundle number from which the buffer has been transmitted For CPU→ETH, when Buffer Content (above) is different than 011, must be calculated as follows: tx_payload_offset – header_length *Note: Offset and Length sum must be less than 2000 bytes.* *Note: header_length is the number of bytes from start of packet to the control word (or to start of the payload if control word is not used).*
[7]	HW/SW Type	The pool the buffer has been extracted from and should be returned to. 0: HW buffers pool 1: SW buffers pool For packets coming from Ethernet: 0: destination = payload-type machines 1: destination = CPU
[6]	RTP	For ETH→TDM, ETH→CPU, TDM→TDM and CPU→ TDM indicates whether the packet includes an RTP header.
[5:0]	Bundle number	For TDM→ TDM: destination internal bundle number. For any other bundle: packet internal bundle number

10.6.11.3 Buffer Descriptor Second Dword

Located at offset 0x4 from the start of the buffer.

10.6.11.3.1 TDM → ETH and CPU → ETH Packets

Table 10-25. Buffer Descriptor Second Dword Fields (TDM → ETH and CPU → ETH)

Bits	Data Element	Description
31:15	Reserved	Must be set to zero.
14	Stamp	Indicates whether the packet should be time-stamped. Valid only for OAM and for non-TDMoP packets. Otherwise ignored.
13:7	Ts_offset	Indicates the number of dwords from start of buffer to timestamp location. Valid only for OAM and for non-TDMoP packets where Stamp bit is set above.
6:0	Hdr2_length	The second header length in bytes not including control word or RTP header (The offset to the second header from start of the buffer is 0x782). Limited to 122 bytes and valid only for AAL1, CESoPSN and SAToP bundles where the Protection_mode setting of the bundle equals to “11” or “10”.

10.6.11.3.2 ETH → CPU Packets

Table 10-26. Buffer Descriptor Second Dword Fields (ETH → CPU)

Bits	Data Element	Description
31:30	Reserved	Must be set to zero.
29	Ipv6	IP packet with IP VER = 6
28	Ipv4	IP packet with IP VER = 4
27	MEF_OAM	MEF OAM packet, i.e. Ethertype equal to Mef_oam_ether_type setting
26	VCCV_OAM	VCCV OAM packet
25:24	No. of MPLS labels	Number of MPLS labels. Equal to “11” for packet with more than 3 labels.
23	802.3	802.3 packet
22	Ethernet	Ethernet packet
21	Reserved	Must be set to zero.
20	L2TPv3/IP	L2TPv3/IP packet
19	Two_Vlan tag	Packet with two VLAN tags
18	VLAN tag	Packet with one/two VLAN tags
17	UDP/IP	UDP/IP packet
16	IP	IP packet (with any IP VER)
15	MEF	MEF packet, i.e. Ethertype equal to Mef_ ether_type setting
14	MPLS	MPLS packet, i.e. packet’s Ethertype equal to 0x8847 or 0x8848
13:11	Reserved	
10	Mpls_over_3_lbls	MPLS packet with more than 3 labels
9	Unicast_not_mine	Unicast packet with destination address different than MAC addresses
8	cpu_dst_eth_type	Packet with Ethertype equal to CPU_dest_ether_type setting
7	OAM	OAM packet
6	bndl_num_not_exist	A TDM-over-Packet/MPLS/MEF packet destined to the chip but with a bundle identifier that does not match any of one of the chip’s OAM bundle numbers or one of the bundle identifiers assigned to the chip’s internal bundles.
5	not_tdmoip	UDP/IP packet with destination/source UDP port number different than TDMoIP_port_num1 and TDMoIP_port_num2
4	ip_not_udp_l2tpv3	IP packet with protocol different than UDP or L2TPv3
3	arp_chip_ip	ARP packet with destination IP address equal to one of the chip’s IPv4 addresses
2	unknown_eth_type	A packet with Ethertype different than IP, MPLS, ARP, MEF, MEF OAM or CPU Ethertypes.
1	not_chip_ip	IP packet with destination IP address different than the chip’s IP addresses
0	arp_not_chip_ip	ARP packet with destination IP address different than the chip’s IP addresses

10.6.11.4 Buffer Descriptor Third Dword

Used for ETH → CPU packets. Located at offset 0x8 from start of the buffer.

Table 10-27. Buffer Descriptor Third Dword Fields (ETH → CPU)

Bits	Data Element	Description
31:0	Timestamp	32 bits timestamp latched by the packet classifier upon packet reception. Timestamp resolution is 100 μs or 1 μs as specified by the OAM_timestamp_resolution field in General_cfg_reg0.

10.6.11.5 RX Arbiter

The RX arbiter constantly checks for available packets in the Rx FIFO, the CPU-to-TDM queue and the cross-connect queue. It can do one of the following:

- Pass a packet from the Rx FIFO to the payload-type machines
- Pass a packet from the Rx FIFO to the external SDRAM and insert its pointer into the ETH-to-CPU queue
- Extract a pointer from the cross-connect queue and pass a packet from the external SDRAM into the payload-type machines
- Extract a pointer from the CPU-to-TDM queue and pass a packet from the external SDRAM into the payload-type machines.

In general, the Rx arbiter handles packets according to the following priorities:

1. Cross-connect queue
2. Rx FIFO (i.e., packets that arrive from the Ethernet port)
3. CPU-to-TDM queue.

The Rx_fifo_priority_lvl field in General_cfg_reg0 specifies a priority level for the Rx FIFO. Whenever the fill level of the Rx FIFO is above this threshold, the Rx FIFO becomes the highest priority for the Rx arbiter rather than the Cross-connect queue until the fill level of the Rx FIFO drops below the threshold.

10.6.11.6 TX Ethernet Interface

The TX Ethernet interface first checks the Ethernet TX queue. If the queue is not empty, it extracts a pointer, passes the buffer data from the SDRAM to the Ethernet MAC, and returns the pointer to the free buffer pool. If the TX Ethernet queue is empty, the TX Ethernet Interface checks the status of the CPU-to-Ethernet queue. If the queue is not empty, it extracts a pointer, transfers buffer data to the Ethernet MAC, and returns the buffer to the CPU TX Return queue.

10.6.11.7 Free Buffer Pool

The free buffer pool mechanism explained below is used for the TDM-to-Ethernet and TDM-to-TDM flows.

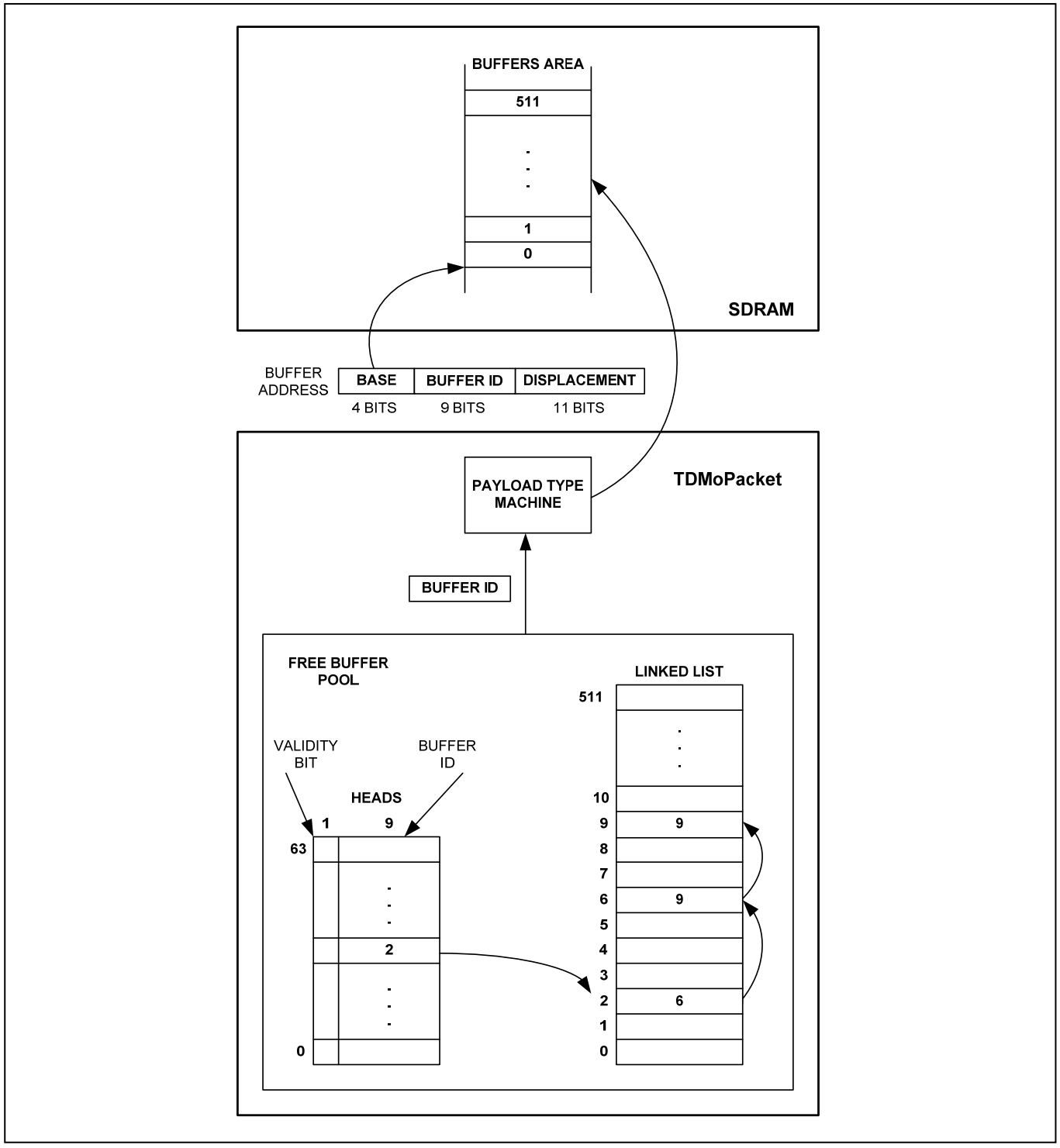
Before the payload-type machines can process any data, the CPU must initialize the free buffer pool. The free buffer pool contains pointers to SDRAM buffers that are used by the payload-type machines to store packets. There are a total of 512 SDRAM buffers. The CPU needs to pre-assign (statically) these SDRAM buffers to each bundle. The number of buffers allocated per specific bundle depends on the number of timeslots in the bundle. It is recommended to assign 4 buffers per timeslot.

The buffers are located in a continuous area in the SDRAM. The buffer address consists of the base address, the buffer number and the displacement within the buffer. The base address is specified by the Tx_buf_base_add field in General_cfg_reg1. Free buffer numbers are contained in linked lists, with a head pointing to the first buffer, each buffer pointing to the next buffer and the last buffer pointing to itself. There are 64 heads (one per bundle), each one containing a validity indication bit (MSB) and another 9 bits pointing to the first free buffer in the linked list. The register descriptions for the Per-Bundle Head Pointers and Per-Buffer Next-Buffer Pointers are in section 11.4.7.

The CPU must define the number of buffers for each bundle by initializing the linked list for the bundle. Software prepares these buffers by writing the Ethernet, IP/MPLS/L2TPv3/MEF headers in advance, so that the payload-type machines need only to write the packet payload. Since the headers contain bundle-specific data (e.g., destination address), the same buffers are used for the same bundle until the bundle is closed by CPU software.

When closing a bundle, the CPU should check that all buffers have been returned, by following the linked list from the head to the last buffer. The buffers of a closed bundle may be used for a different new bundle. The linked list operation is depicted below.

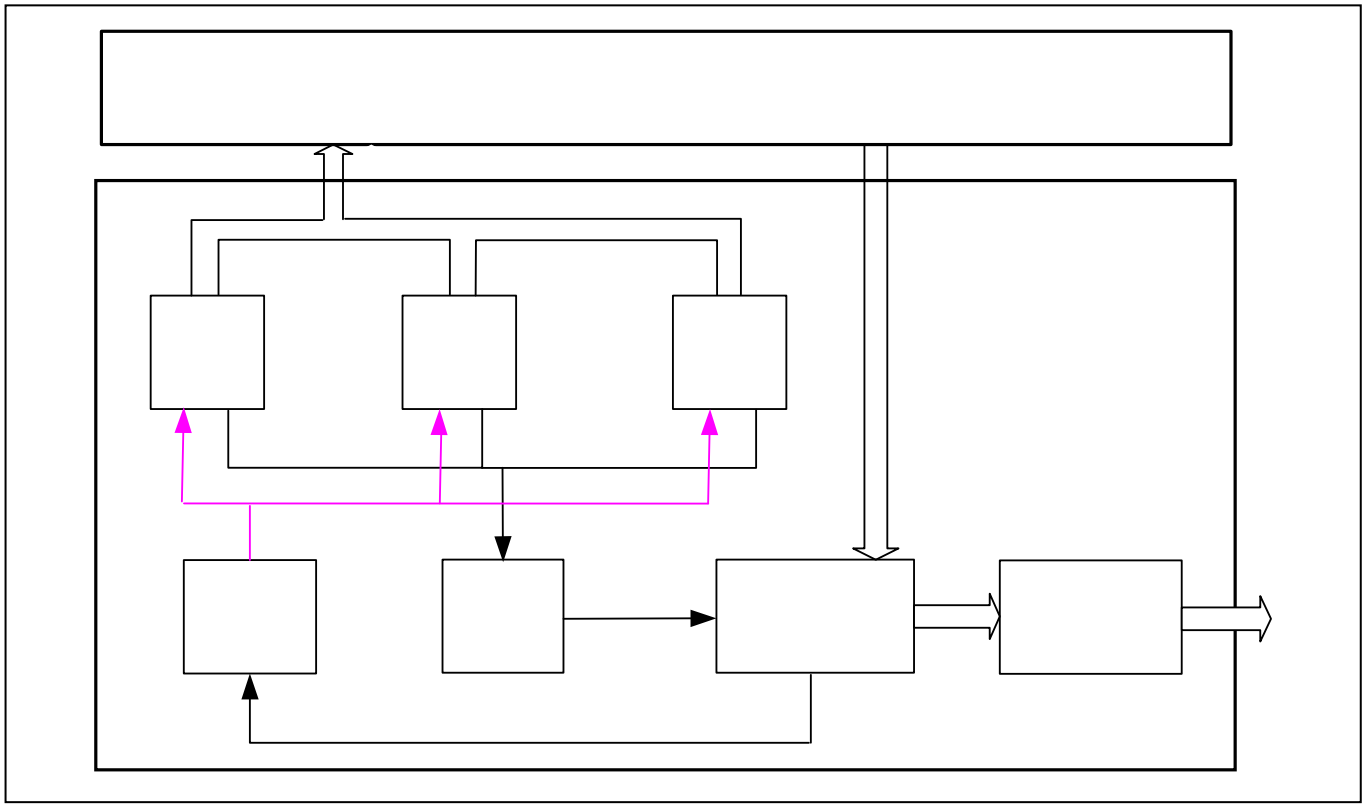
Figure 10-50. Free Buffer Pool Operation



10.6.11.8 TDM to Ethernet Flow

Each payload-type machine receives the data of specific bundle timeslots and maps it into packets. To store a new packet in preparation, the machine extracts a pointer from the free buffer pool (section 10.6.11.7) and fills the associated buffer with TDM timeslot data, one by one. When a packet is completed in a buffer, the payload-type machine places the buffer pointer in the Ethernet Tx queue. The Tx Ethernet interface polls the queue, extracts the pointer, and transfers the packets from the buffer to the Ethernet MAC block, to be sent over the Ethernet network. Then, it returns the pointer to the free buffer pool. The buffer can then be used again by the payload-type machine to store subsequent TDM data for the bundle.

Figure 10-51. TDM-to-Ethernet Flow

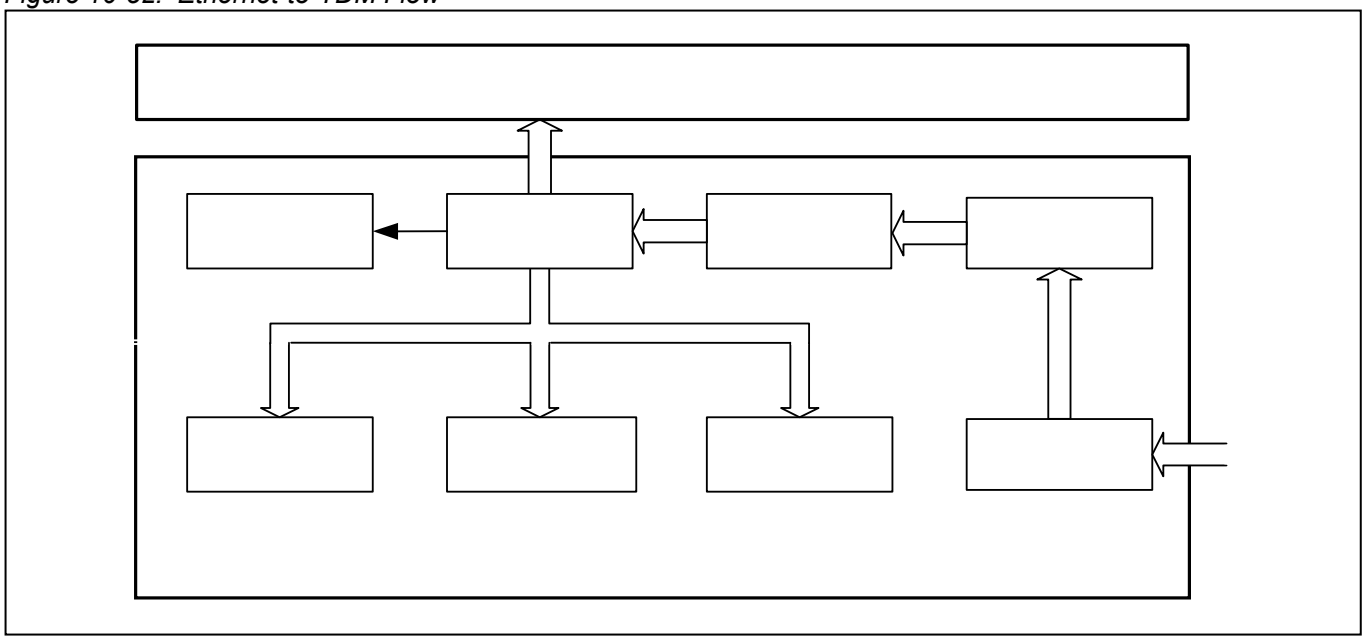


10.6.11.9 Ethernet to TDM Flow

A packet arriving from the Ethernet port passes through the Ethernet MAC block. The MAC block does not store the packet, but it does calculate the CRC to verify packet data integrity. If the packet is bad, the MAC signals this to the packet classifier on the last word of the packet, and the packet classifier discards it.

The packet classifier examines the packet header and decides to either discard the packet or transfer it into the chip based on the settings of the packet classifier configuration registers (see Table 11-4). The packet classifier tags the buffer descriptor for one of the following destinations: ETH-to-CPU queue or payload-type machines. The packet classifier stores the packet payload preceded by the buffer descriptor in the Rx FIFO and notifies the Rx arbiter. The Rx arbiter then passes it to one of the payload-type machines. The payload-type machine extracts the TDM data and inserts it into the jitter buffer in the SDRAM. From there, the data is transmitted serially out the TDM port.

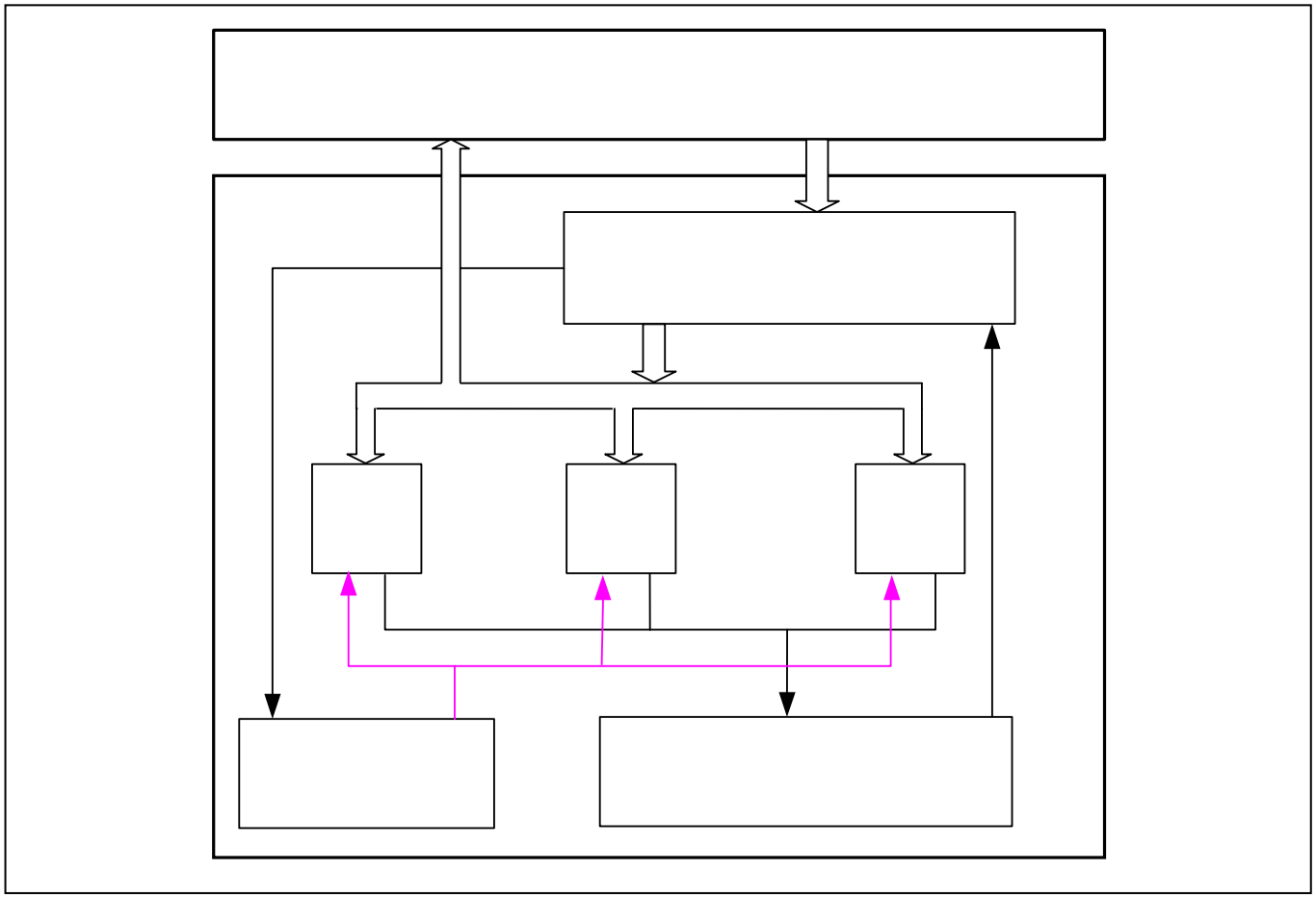
Figure 10-52. Ethernet-to-TDM Flow



10.6.11.10 TDM to TDM (Cross-Connect) Flow

Each payload-type machine receives the data of bundle-specific TDM timeslots and maps the data into Ethernet packets. To store a packet, the payload-type machine needs an SDRAM buffer which it gets by extracting a buffer pointer from the free buffer pool. It then fills the buffer as it processes the TDM timeslots. When a packet is completed in a buffer, the machine places the buffer pointer in the cross-connect queue. The RX arbiter polls the cross-connect queue, extracts the pointer, transfers the buffer data to the appropriate payload-type machine, and then returns the pointer to the free buffer pool. The payload-type machine then extracts the TDM data and inserts it into the jitter buffer in the SDRAM. From there, the data is transmitted serially out the TDM port.

Figure 10-53. TDM-to-TDM Flow

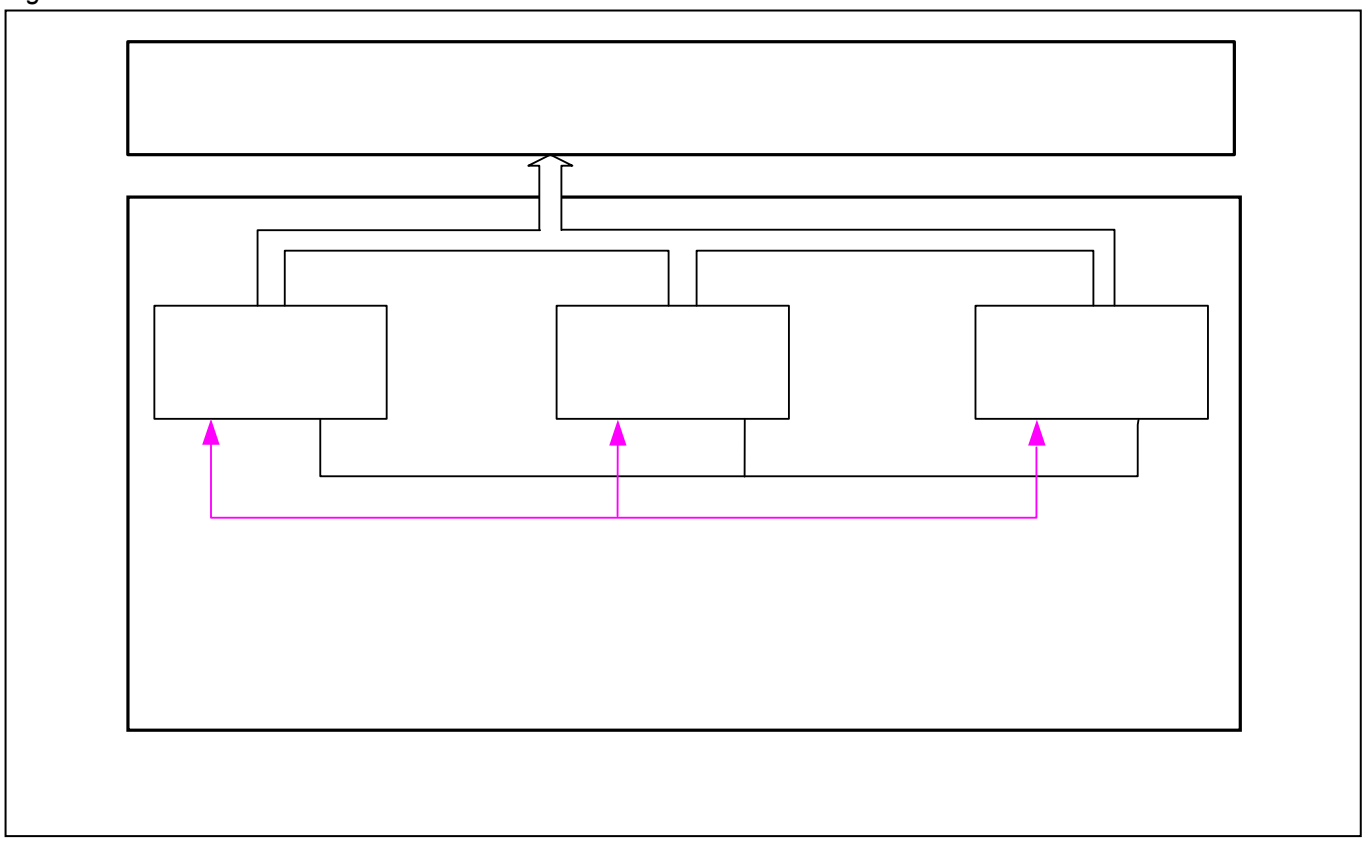


10.6.11.11 TDM to CPU Flow

The payload-type machines identify the destination of their packets according to the per-bundle configuration. Upon getting the first byte of a packet in a bundle destined to the CPU, the machine needs a buffer to store the packet. It therefore checks whether a buffer is available in the TDM-to-CPU pool. If the pool is empty, the machine discards the current data. If a buffer is available, the machine stores the packet payload in the buffer and then adds the buffer pointer to the TDM-to-CPU queue. The CPU polls this queue to look for packets that need to be processed, gets the buffer pointer, and reads the packet from the SDRAM. After processing the packet, the CPU closes the loop by returning the pointer to the TDM-to-CPU pool.

The TDM-to-CPU pool and queue can contain up to 128 pointers each. Section 11.4.6 describes the pool and queue registers.

Figure 10-54. TDM-to-CPU Flow

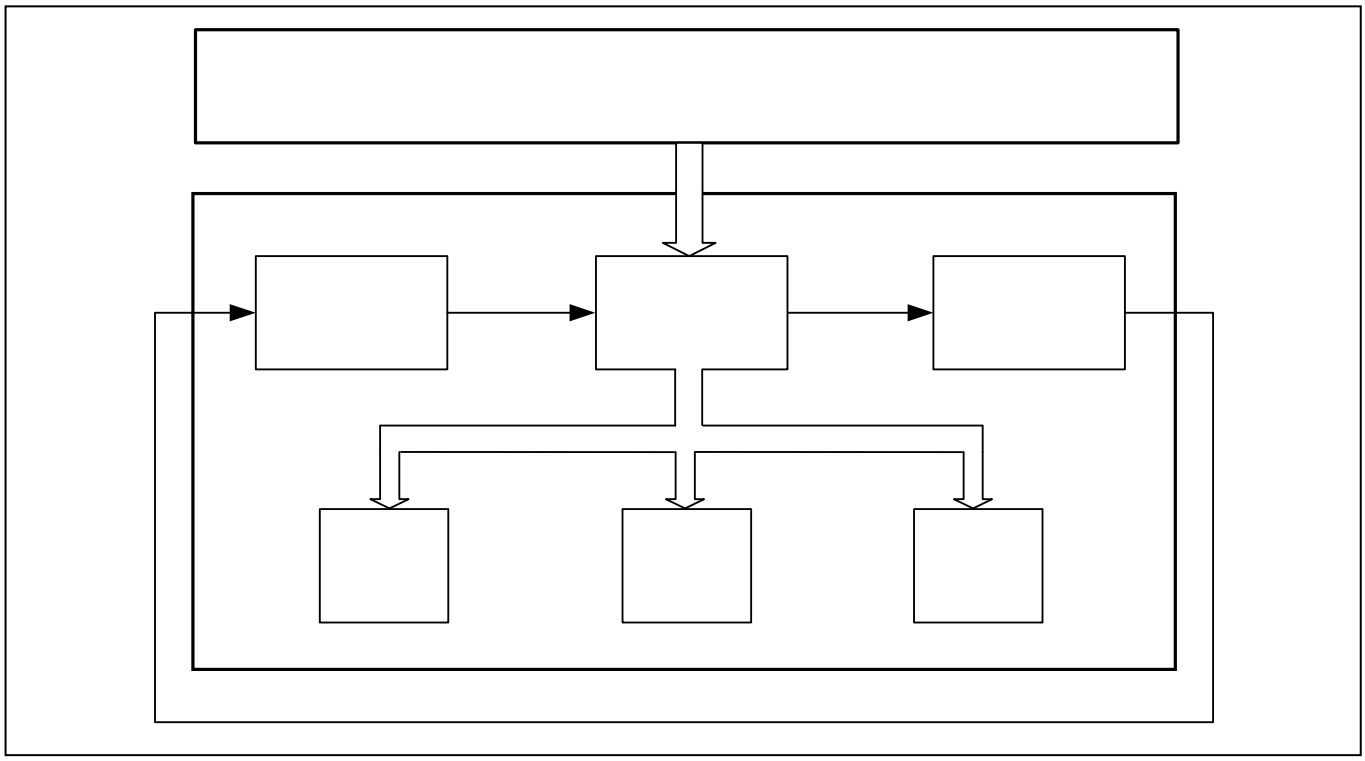


10.6.11.12 CPU to TDM Flow

The Rx arbiter polls the CPU-to-TDM queue for new packets waiting in the SDRAM to be processed. If the queue level is greater than zero and there are no buffers pending in the Rx FIFO or the cross-connect queue, the Rx arbiter extracts the pointer and copies the relevant data from the SDRAM buffer to the appropriate payload-type machine. The arbiter then checks whether the CPU Rx return queue is not full to return the pointer. If the return queue is full, the arbiter keeps the pointer and does not poll the CPU-to-TDM queue until it succeeds in returning the pointer. After returning the pointer to the CPU Rx return queue for reuse, the arbiter is ready to take another pointer from the CPU-to-TDM queue.

The CPU-to-TDM queue and the CPU Rx return queue can contain up to 32 pointers each. Section 11.4.6 describes the pool and queue registers.

Figure 10-55. CPU-to-TDM Flow

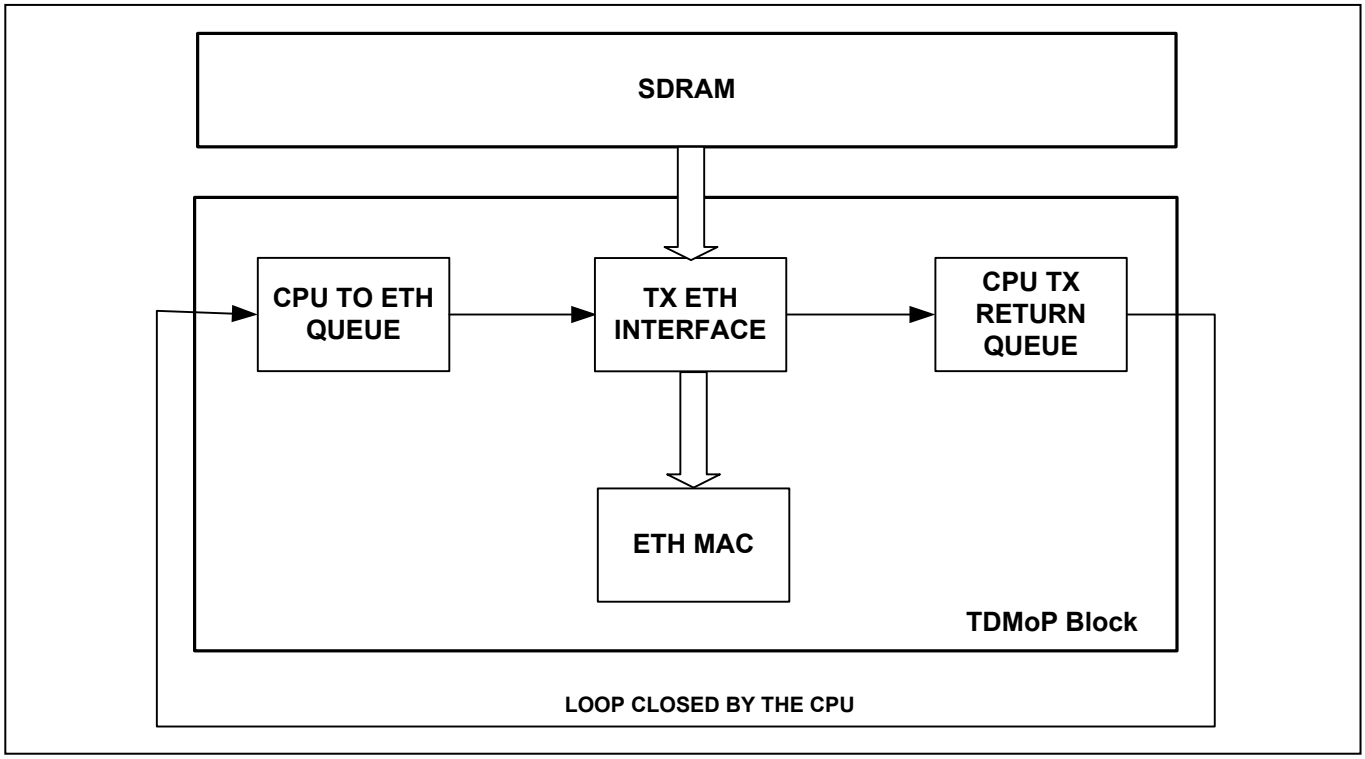


10.6.11.13 CPU to Ethernet Flow

The Tx Ethernet interface polls the CPU-to-Ethernet queue for new packets waiting in the SDRAM to be processed. If the queue level is greater than zero and no buffers from the payload-type machines are waiting in the Ethernet Tx queue, the Tx Ethernet interface extracts the pointer and copies the relevant data from the SDRAM buffer to the Ethernet MAC block. It then checks whether the CPU TX return queue is not full to return the pointer. If the return queue is full, it keeps the pointer and does not poll the CPU-to-ETH queue until it succeeds in returning the pointer. After returning the pointer to the CPU TX return queue for reuse, the Tx Ethernet interface is ready to take another pointer from the CPU-to-ETH queue.

The CPU-to-Ethernet queue and the CPU Tx return queue can contain up to 32 pointers each. Section 11.4.6 describes the pool and queue registers.

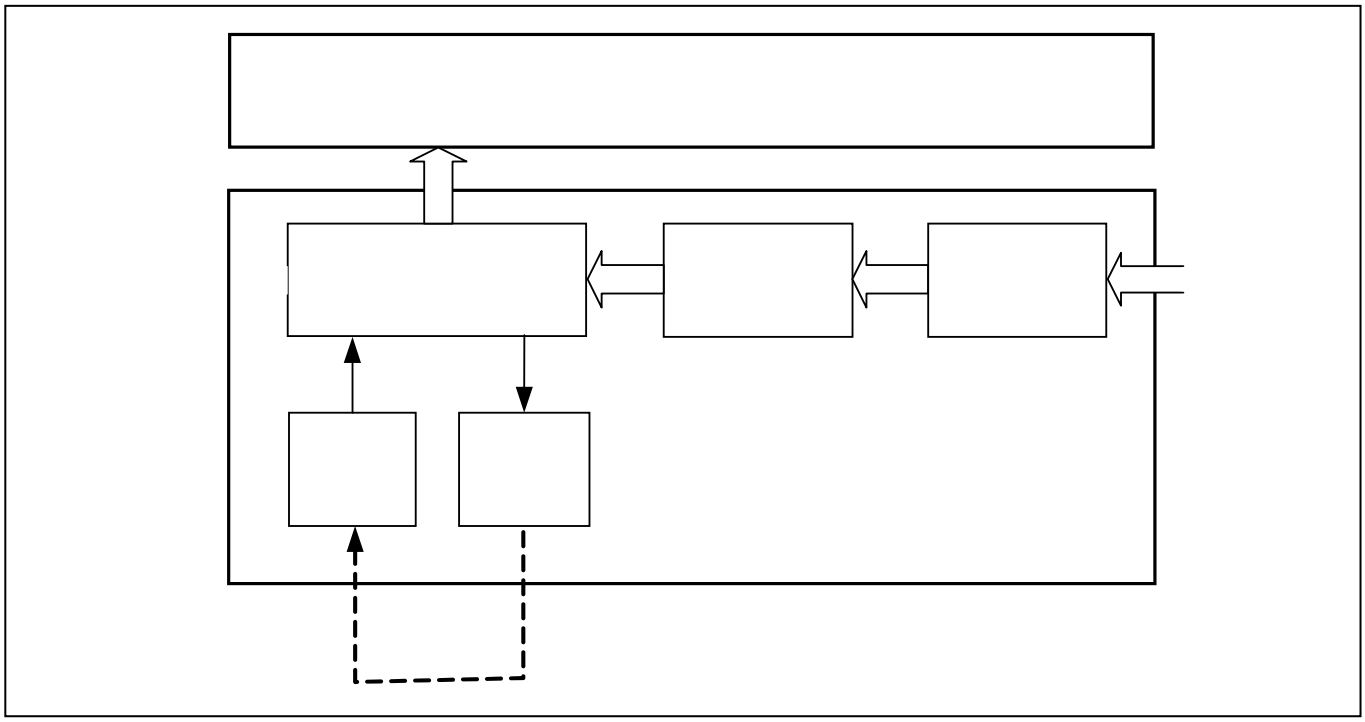
Figure 10-56. CPU-to-Ethernet Flow



10.6.11.14 Ethernet to CPU Flow

Ethernet packets enter the chip via the Ethernet MAC block and the packet classifier into the Rx arbiter. When the Rx arbiter identifies that a packet is destined to the CPU, it extracts a pointer from the Ethernet-to-CPU pool (if the pool is empty, the Rx arbiter discards the packet) and stores the packet data into the SDRAM in the buffer indicated by the pointer. Then, it sends the pointer to the Ethernet-to-CPU queue (processed by the CPU). If the queue is full, the Rx arbiter keeps the pointer for itself for future use. The Ethernet-to-CPU queue and pool contain up to 128 pointers each. Section 11.4.6 describes the pool and queue registers.

Figure 10-57. Ethernet-to-CPU Flow



10.6.12 Ethernet MAC

10.6.12.1 Introduction

The Ethernet MAC can operate at 10 or 100 Mbps. It supports MII, RMII (Reduced pin-count MII), and SSMII (source-synchronous serial MII). The MAC interface to the physical layer must be configured by the CPU.

The UNH-tested Ethernet MAC complies with IEEE 802.3. Its counters enable the software to generate network management statistics compatible with IEEE 802.3 Clause 5.

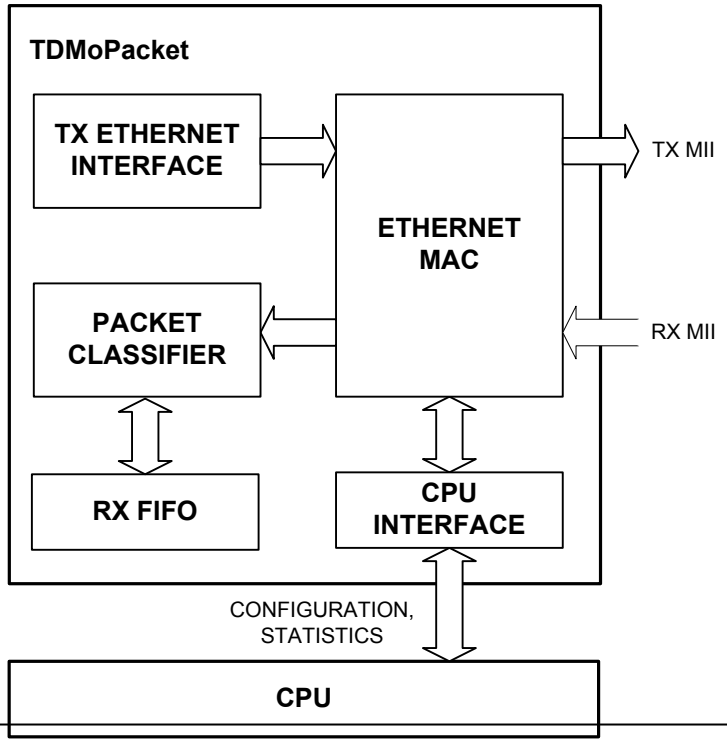
The Ethernet MAC supports physical layer management through an MDIO interface. The control registers drive the MDIO interface and select modes of operation, such as full or half duplex. Half-duplex flow control is achieved by forcing collisions on incoming packets. Full-duplex flow control supports recognition of incoming pause packets.

In the receive path, the MAC checks the incoming packets for valid preamble, FCS, alignment and length, and presents received packets to the packet classifier. Although packets with physical errors are discarded by default, the MAC can be configured to ignore errors and keep such packets.

In the transmit path, the MAC takes data from the Tx Ethernet interface, adds preamble and, if necessary, pad and FCS, then transmits data according to the CSMA/CD (carrier sense multiple access with collision detect) protocol.

In half-duplex mode the start of transmission is deferred if MII_CRS (carrier sense) is active. If MII_COL (collision) becomes active during transmission, a jam sequence is asserted and the transmission is retried after a random back off. MII_CRS and MII_COL have no effect in full-duplex mode.

Figure 10-58. Ethernet MAC



10.6.12.2 Pause Packet Support

Ethernet transmission pause in response to a received pause packet is enabled when Pause_enable=1 in the MAC_network_configuration register.

When a valid pause packet is received, the MAC_pause_time register is updated with the packet's pause time regardless of its current contents and regardless of the state of Pause_enable bit. In addition, the Pause_packet_ Rxd interrupt in the MAC_interrupt_status is triggered if it is enabled in the MAC_interrupt_mask register.

If Pause_enable=1 and the value of the MAC_pause_time register is non-zero, no new packet is transmitted.

A valid pause packet is defined as having a destination address that matches 0x0180C2000001, an Ethertype of 0x8808, and the pause opcode of 0x0001 as shown in Table 10-28.

Table 10-28. Start of an 802.3 Pause Packet

Destination Address	Source Address	Ethertype (MAC Control Frame)	Pause opcode	Pause Time
0x0180C2000001	6 bytes	0x8808	0x0001	2 bytes

Pause packets that have FCS or other errors are treated as invalid and discarded. Valid received pause packets increment the Pause_packets_Rxd_OK counter.

The MAC_pause_time register decrements every 512 bit times after transmission has stopped. For test purposes, the register decrements every MII receive clock cycle instead if Retry_test=1 in the MAC_network_configuration register. If the Pause_enable bit is not set, the decrementing happens regardless of whether transmission has stopped or not.

The Pause_time_zero interrupt in the MAC_interrupt_status register is asserted whenever the MAC_pause_time register decrements to zero (assuming it is enabled in the MAC_interrupt_mask).

Automatic transmission of pause packets is supported through the transmit pause packet bits of the MAC_network_control register. If either Transmit_pause_packet or Transmit_zero_quantum_pause_ packet is set, a pause packet is transmitted only if Full_duplex=1 in the MAC_network_configuration register and Transmit_enable=1 in the MAC_network_control register. Pause packet transmission takes place immediately if transmit is inactive or if transmit is active between the current packet and the next packet due to be transmitted. The transmitted pause packet comprises the items in the following list:

- Destination address of 01-80-C2-00-00-01
- Source address taken from the MAC_specific_address registers
- Ethertype of 0x8808 (MAC control frame)
- Pause opcode of 0x0001
- Pause quantum
- Fill of 0x00 to take the frame to minimum frame length
- Valid FCS.

The pause quantum used in the generated packet depends on the trigger source for the packet as follows:

- If Transmit_pause_packet=1, the pause quantum comes from the MAC_transmit_paulse_quantum register. The Transmit Pause Quantum register resets to a value of 0xFFFF giving a maximum pause quantum as a default.
- If Transmit_zero_quantum_pause_ packet=1, the pause quantum is zero.

After transmission, no interrupts are generated and the only counter incremented is the Transmitted_pause_packets.

Pause packets can also be transmitted by the MAC using normal packet transmission methods. It is possible to transmit a pause packet while the transmitter is paused by resetting the Pause_enable bit.

10.6.13 Packet Classifier

The Packet Classifier is part of the receive path, immediately following the Ethernet MAC block. It analyzes the header of each incoming packet, by comparing the header fields to the chip's configured parameters, and then decides whether to discard the packet or add a buffer descriptor and forward the packet to the CPU or one of the payload-type machines. Section 11.4.1 has register descriptions for the packet classifier configuration registers.

IP version:

- Packets with IP version different than 4 or 6 are always discarded.
- The chip has three IPv4 addresses and two IPv6 addresses (all software configurable)
- The chip works in one of four modes defined by two bits in General_cfg_reg1, as described in Table 10-29.

Table 10-29. Handling IPv4 and IPv6 Packets

IP_version	Dual_stack	Transmitted Packets IP Version	Received Packets IP Version
0	0	IPv4	Receive only IPv4 packets (other IP versions are discarded)
1	0	IPv6	Receive only IPv6 packets (other IP versions are discarded)
0	1	IPv4	Receive both IPv4 and IPv6 packets (dual stack mode)
1	1	IPv6	Receive both IPv4 and IPv6 packets (dual stack mode)

Although the chip has more than one IP address, in most cases all three IPv4 addresses should have the same value and both IPv6 addresses should have the same value. The chip also has two configurable MAC addresses.

Packets with CRC errors are discarded regardless to their contents, unless the Ethernet MAC has been configured to ignore them (in which case they are treated as correct packets).

IP Packets with IP checksum error are discarded, unless the Discard_ip_checksum_err configuration bit is cleared in General_cfg_reg0.

Packets other than TDM-over-IP or TDM-over-MPLS or TDM-over-MEF packets destined to the chip are not transferred to the payload-type machines. Instead, they are either discarded or transferred to the CPU according to the nine Discard_switch configuration bits in Packet_classifier_cfg_reg3:

Discard_Switch_0: An ARP packet whose Ipv4 destination address is not identical to any of the chip's Ipv4 addresses is discarded if Discard_Switch_0 is set. Otherwise it is transferred to the CPU.

Discard_Switch_1: An IP (both Ipv4 or Ipv6) packet whose IP destination address is not identical to any of the chip's IP addresses is discarded if Discard_Switch_1 is set. Otherwise it is transferred to the CPU.

Discard_Switch_2: A packet whose Ethertype is not known by the block is discarded if Discard_Switch_2 is set. Otherwise it is transferred to the CPU.

Discard_Switch_3: An ARP packet whose Ipv4 destination address is identical to one of the chip's Ipv4 addresses is discarded if Discard_Switch_3 is set. Otherwise it is transferred to the CPU.

Discard_Switch_4: An IP packet destined to the chip whose protocol is different than UDP and L2TPv3 is discarded if Discard_Switch_4 is set. Otherwise it is transferred to the CPU.

Discard_Switch_5: An IP/UDP packet destined to the chip whose UDP destination/source port number is not identical to one of the chip's TDM-over-Packet port numbers (according to TDMoIP_port_num_loc in Packet_classifier_cfg_reg3) is discarded if Discard_Switch_5 is set. Otherwise it is transferred to the CPU.

Discard_Switch_6: A TDMoP/MPLS/MEF packet destined to the chip whose bundle identifier is not identical to one of the chip's OAM Bundle Numbers or one of the bundle identifiers

assigned to the chip's internal bundles, is discarded if Discard_Switch_6 is set. Otherwise it is transferred to the CPU.

Discard_Switch_7: A packet recognized as OAM packet (see section 10.6.13.3) is discarded if Discard_Switch_7 is set. Otherwise it is transferred to the CPU.

Discard_Switch_8: A packet with Ethertype equal to CPU_dest_ether_type configuration is discarded when Discard_Switch_8 is set. Otherwise it is transferred to the CPU.

A packet is identified as a TDM-over-Packet packet destined to the chip if it meets the following conditions:

- It is unicast with its destination address identical to the chip's MAC addresses, multicast or broadcast
- It has either no VLAN tags, one VLAN tag or two VLAN tags (supports VLAN stacking). See section 10.6.13.4.
- Its protocol is UDP/IP or L2TPv3
- Its IP address is identical to one of the IP addresses of the chip
- Its UDP destination port number is identical to one of the chip's TDM-over-Packet port numbers (optional). See section 10.6.13.1.
- Its bundle identifier is identical to one of the bundle identifiers assigned to the chip's internal bundles or the packet is identified as an OAM packet. See section 10.6.13.2.

A packet is identified as a TDMoMPLS or TDMoMEF packet destined to the chip if it meets the following conditions:

- It is unicast with its destination address identical to the chip's MAC addresses, multicast or broadcast
- It has either no VLAN tags, one VLAN tag or two VLAN tags (VLAN stacking)
- Its Ethertype is MPLS unicast, MPLS multicast, or MEF (see section 10.6.13.5)
- The bundle identifier located at the inner label is identical to one of the bundle identifiers assigned to the chip's internal bundles or the packet is identified as an OAM packet.

The structure of packets identified as TDM-over-Packet packets destined to a specific bundle of the chip or as OAM packets destined to the chip is shown below.

Figure 10-59. Format of TDMoIP Packet with VLAN Tag

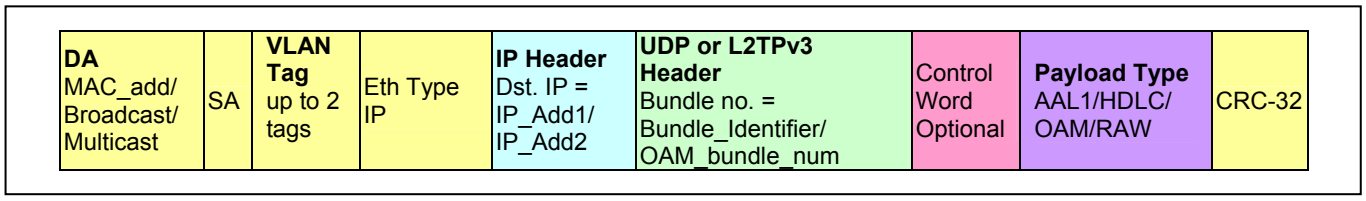


Figure 10-60. Format of TDMoMPLS Packet with VLAN Tag

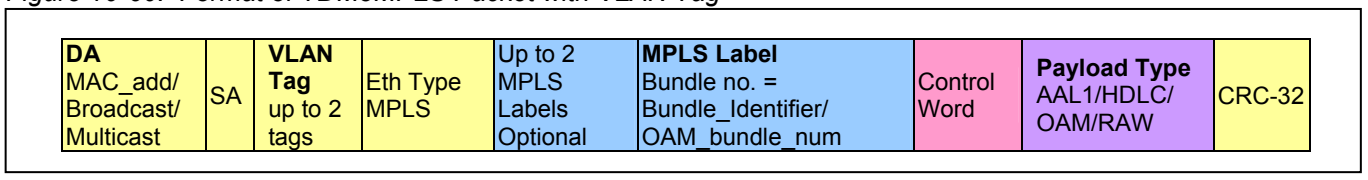
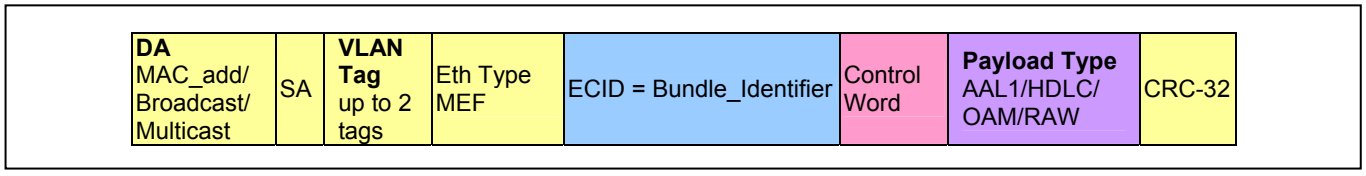


Figure 10-61. Format of TDMoMEF Packet with VLAN Tag



Packets that pass the classification process are temporarily stored in the Rx FIFO. This FIFO is used to buffer momentary bursts from the network if the internal hardware is busy. The Rx arbiter transfers the packets from the Rx FIFO to the payload-types machines or to external SDRAM.

10.6.13.1 TDMoIP Port Number

The TDMoIP_port_num1 and TDMoIP_port_num2 configuration fields are used by the block to identify UDP/IP TDMoIP packets. Although the chip has two of these fields, in most cases both fields should have the default value (0x085E) as assigned by IANA for TDM-over-Packet. The UDP source

Both values are compared against the UDP_SRC_PORT_NUM or the UDP_DST_PORT_NUM of incoming packets as specified by the TDMoIP_port_num_loc field in Packet_classifier_cfg_reg3 (see Table 10-30).

Table 10-30. TDMoIP Port Number Comparison for TDMoIP Packet Classification

TDMoIP_port_num_loc Value	Comparison
00	TDMoIP_port_num1/2 are ignored (no checking is performed)
01	TDMoIP_port_num1/2 are compared to source UDP port # of incoming packets
10	TDMoIP_port_num1/2 are compared to destination UDP port # of incoming packets
11	Reserved

10.6.13.2 Bundle Identifier Location and Width

The block determines the packet bundle identifier and its width after determining the packet type.

Table 10-31. Bundle Identifier Location and Width

Packet Type	Bundle Identifier Location	Bundle Identifier Width
MPLS	Inner label	20 bits
MEF	Inner label	20 bits
L2TPv3/IP	Session ID	32 bits
UDP/IP	Source UDP port number or destination UDP port number, as specified by lp_udp_bn_loc in Packet_classifier_cfg_reg3	1-16 bits as specified by lp_udp_bn_mask_n in Packet_classifier_cfg_reg6.

10.6.13.3 OAM Packet Identification

The block identifies OAM packets according to *one* of the following criteria:

- UDP/IP-specific OAM packets: Match between the packet's bundle identifier and one of the values (up to 8 different) configured in the OAM_Identification registers.
- VCCV OAM packets: Match between the packet's control word bits 31:16 and a 1 to 16 bit value specified by the combination of VCCV_oam_mask_n and VCCV_oam_value fields in Packet_classifier_cfg_reg18. Such a match is taken into account only when OAM_ID_in_CW=1 in the Bundle Configuration Tables.
- MEF OAM packets: Match between packet Ethertype and Mef_oam_ether_type in register Packet_classifier_cfg_reg9.

10.6.13.4 VLAN Tag Identification

A VLAN tag is identified according to one of the following criteria:

- Tag protocol identifier = 0x8100
- Tag protocol identifier = vlan_2nd_tag_identifier in Packet_classifier_cfg_reg7 (Created to support 0x9100 as a tag identifier)

10.6.13.5 Known Ethertypes

The block considers the following Ethertypes as known Ethertypes:

- IPv4 (0x800)
- IPv6 (0x86DD)
- MPLS unicast (0x8847)
- MPLS multicast (0x8848)
- ARP (0x806)
- MEF Ethertype as configured in Mef_ ether_type in Packet_classifier_cfg_reg9
- MEF OAM Ethertype as configured in Mef_oam_ether_type in Packet_classifier_cfg_reg9
- Specific Ethertype as configured in CPU_dest_ether_type in Packet_classifier_cfg_reg7

10.6.13.6 Received OAM Time-Stamping

For any received packet forwarded to the CPU (ETH → CPU path) the third dword of the buffer descriptor holds the timestamp as latched by the block as the packet was received. This timestamp can be used by the CPU for network delays measurements. The timestamp is 1 μs or 100 μs as specified by the OAM_timestamp_resolution field in General_cfg_reg0.

10.6.13.7 Neighbor Discovery (RFC 2461)

Where IPv4 has ARP, IPv6 has NDP, the neighbor discovery protocol. For the purposes of this discussion, NDP and ARP are very similar: one node sends out a request packet (called a *neighbor solicitation* in NDP), and the node it was looking for sends back a reply (*neighbor advertisement*) giving its link-layer address. NDP is part of ICMPv6, unlike ARP, which doesn't run over IP. NDP also uses multicast rather than broadcast packets.

For NDP (ICMPv6) packets to be forwarded to the CPU, Discard_switch_4 must be cleared.

10.6.13.8 Packet Payload Length Sanity Check

The packet classifier performs a sanity check between the payload length of the received packet and the AAL1/SAToP/CESoPSN bundle's configuration. Discarding packets that fail the sanity check can be disabled per bundle by setting Rx_ discard_sanity_fail=1 in the Bundle Configuration Tables.

10.6.14 Packet Trailer Support

There are Ethernet switch chips that in some of their modes transmit packets with a trailer and expect the incoming packets to have a trailer. A trailer is an addition of several bytes at the end of the packet that helps the switch to decide about the incoming packet destination and to tag out-going packets.

When the device operates opposite such a switch, the trailer is supported in the following manner:

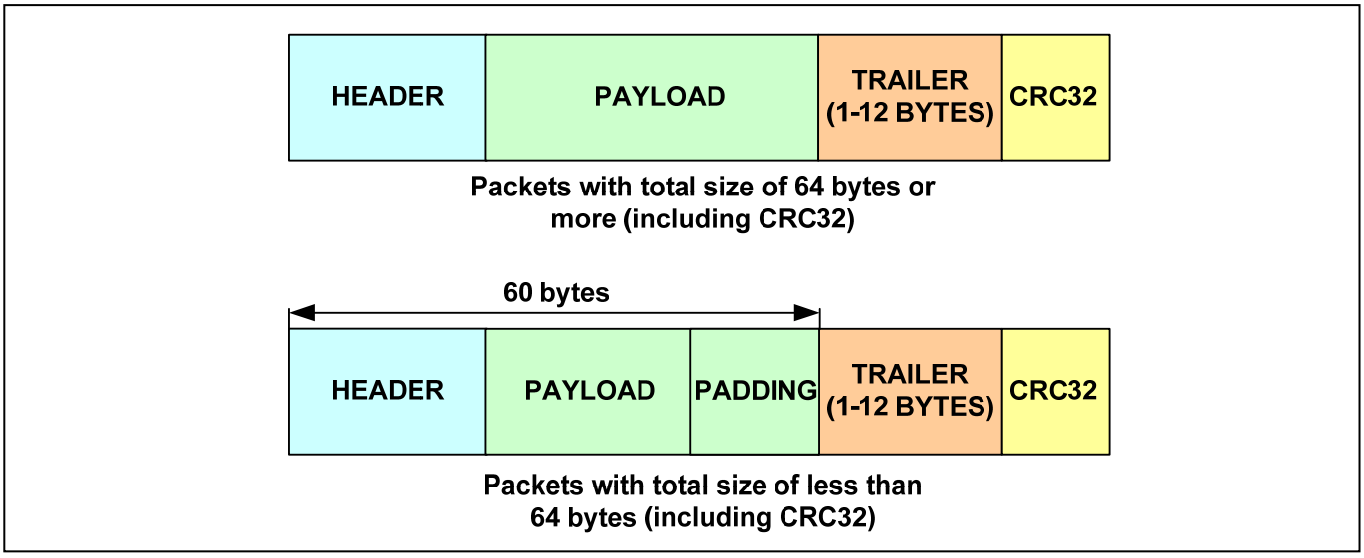
- Transmitted packets: A 1 to 12 byte trailer is added to all transmitted packets. The trailer contents that are stored in the packet buffer (immediately after the buffer descriptor starting from offset 0x8) may be varied per packet.

- Received packets: The trailer content is ignored. It is removed from packets destined to the payload-type machines and not transferred with packets destined to CPU.

- Trailer size is set for all transmitted/received packets in the Packet_trailer_length field in General_cfg_reg0.

The structure of packets with trailer is illustrated in Figure 10-62.

Figure 10-62. Structure of Packets with Trailer



The CRC is calculated over all packet bytes including over the trailer bytes. The transmitted bytes counter and the received bytes counter (section 11.4.3.3) do not count the trailer bytes.

10.6.15 Counters and Status Registers

For information about counters and registers in the TDMoP block, see section 11.4.

10.6.16 Connection Level Redundancy

The TDMoP block provides optional connection level redundancy for AAL1, SAToP and CESoPSN bundles. In the TDM-to-Ethernet direction, on a bundle basis, each packet may be transmitted once with certain headers, or twice, each time with different headers. When transmitted twice, the packets have the same payload, same control word and same RTP header (if used) but may have different packet headers (including layer 2, 3 and 4 headers).

For example, the chip can duplicate a bundle's packets on transmission where the only difference between the duplicated packets is their bundle number or their VLAN ID.

On the receive side, when two redundant streams use different bundle numbers, the chip can be configured to receive only the packets with the first bundle number or the packets with the second bundle number.

To enable this feature, CPU software must initialize the transmit buffers of a bundle with both headers. The second header must be located at offset 0x782 from start of the buffer and its length (in bytes) is indicated by the buffer descriptor Hdr2_length field (not including the RTP header length neither the control word length). By changing the Protection_mode configuration field of the bundle, the user can choose (per bundle) whether to transmit each of the packets once with the first or the second header, or twice, each time with a different header.

On the receive side, only the packets with their bundle number configured in the Rx_bundle_identifier field of a specific bundle, are forwarded. The CPU may change this value dynamically, in order to switch to the redundant connection at any time.

On the receive side, when both streams use the same bundle number, switching from one stream to another is almost seamless. No software intervention is needed as the payload-type machine discards the duplicated packets. During this process the end-to-end delay may change because of different route delays and 1–2 packet of packet loss may occur.

The destination MAC/IP (and/or VLAN) of the duplicated packets can be different as the chip supports more than one MAC/IP address in the packet classifier.

10.6.17 OAM Signaling

TDMoP bundles require a signaling mechanism to provide feedback regarding problems in the communications environment. In addition, such signaling can be used to collect statistics related to the performance of the underlying PSN. The OAM procedures detailed below are ICMP-like.

10.6.17.1 Connectivity Check Messages

In most conventional IP applications, a server sends some finite amount of information over the network after an explicit request from a client. With TDM-over-Packet, the source sends a continuous stream of packets towards the destination, without knowing whether the destination device is ready to accept them, leading to flooding of the PSN. The problem may occur when a TDM-over-Packet gateway fails or is disconnected from the PSN, or the bundle is broken. After an aging time, the destination gateway disappears from the routing tables, and intermediate routers may flood the network with the TDM-over-Packet traffic in an attempt to find a new path.

The solution to this problem is to significantly reduce the number of TDM-over-Packet packets transmitted per second when bundle failure is detected, and to return to full rate only when the bundle is restored. The detection of failure and restoration is made possible by the periodic exchange of one-way connectivity check messages. Connectivity is tested by periodically sending OAM messages from the source gateway to the destination gateway, and having the destination reply to each message.

The connectivity check mechanism can also be useful during setup and configuration. Without OAM signaling, one must ensure that the destination gateway is ready to receive packets before starting to send them. Since TDM-over-Packet gateways operate full duplex, both must be set up and properly configured simultaneously to avoid flooding. By using the connectivity mechanism, a configured gateway waits until it can detect its destination before transmitting at full rate. In addition, errors in configuration can be readily discovered by using the service-specific field.

10.6.17.2 Performance Measurements

In addition to one-way connectivity, the OAM signaling mechanism can be used to request and report on various PSN metrics, such as one-way delay, round trip delay, packet delay variation, etc. It can also be used for remote diagnostics, and for unsolicited reporting of potential problems (e.g. dying gasp messages).

10.6.17.3 Processing OAM Packets

In the Ethernet-to-CPU direction, the device identifies OAM packets as described in section 10.6.13.3.

In the CPU-to-Ethernet direction the chip timestamps packets when the Stamp field of the buffer descriptor field is set. The timestamp location in the packet is specified by the Ts_offset buffer descriptor field. When the CPU transmits an OAM packet, the buffer descriptor must identify the packet as a non-TDMoP/MPLS packet (i.e. is not assigned to any bundle), as other packet types are not time-stamped in any case.

10.7 Global Resources

See the top-level block diagram in Figure 6-1. Global resources in the device include CLAD1, CLAD2, the CPU Interface block, and the TDM Cross-Connection and External Interfaces block. These resources are configured in the global registers described in section 11.3. These registers also handle device identification, top-level mode configuration, I/O pin configuration, global resets, and top-level interrupts.

10.8 Per-Port Resources

See the top-level block diagram in Figure 6-1. Each port consists of the transmit and receive paths of an E1/T1/J1 LIU, an E1/T1/J1 framer, an HDLC controller, a BERT block, and one port of the TDM Cross-Connection and External Interfaces block, and one port of the TDMoP block. These blocks are described in the following sections:

- LIUs: section 10.13
- Framers: section 10.11
- HDLC: section 10.12
- BERT: section 10.14
- TDMoP: section 10.6
- Cross-Connect: section 8

In addition, when using the TDMoP block in external mode (see section 8.2) the port can be configured as a serial data port that can connect to a serial interface transceiver for V.35 or RS-530 support. This would usually be in a DCE application of some kind. The port can be configured for this mode by setting Port[n]_cfg_reg:Int_type=00.

The device also features one 10/100 Ethernet port that can be configured to have an MII, RMII or SSMII interface. The Ethernet port can work in half or full duplex mode and supports VLAN tagging and priority labeling according to 802.1p 802.1Q, including VLAN stacking. Section 11.4.16 describes the Ethernet port.

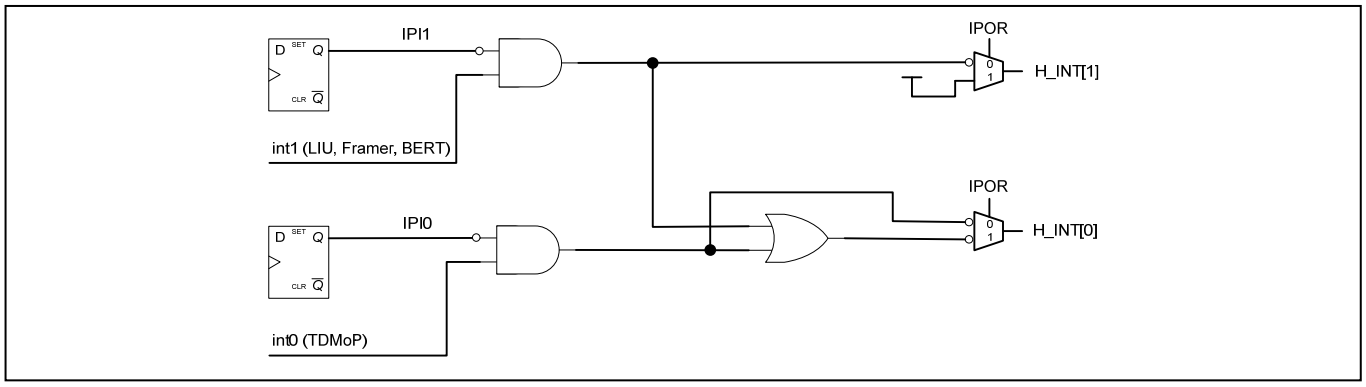
10.9 Device Interrupts

H_INT[0] indicates interrupt requests from the TDMoP block. H_INT[1] indicates interrupt requests from the LIU, framer and BERT. Optionally, the H_INT[1] signal can be forced inactive at the pin and internally ORed into the H_INT[0] signal by setting GCR1.IPOR=1. This allows H_INT[0] to indicate interrupt requests from any and all sources in the device. When GCR1.IPI0=1, H_INT[0] is forced high (inactive). When GCR1.IPI1=1, H_INT[1] is forced high (inactive). See Figure 10-63.

10.9.1 TDMoP Interrupts

The Intpend register indicates the source(s) of interrupt(s) from the TDMoP block. If one of the Intpend bits is set, it can be cleared only by writing 1 to it. At reset, all Intpend interrupts are disabled due to the Intmask register default values. Writing 0 to an Intmask bit enables the corresponding Intpend interrupt.

Figure 10-63. Interrupt Pin Logic



The TDMoP interrupts indicated in the Intpend register are of two types. The first type consists of interrupts generated by a single source. The second type consists of interrupts that can originate from any of several possible interrupt sources including the ETH_MAC, CW_bits_change, Rx_CAS_change, Tx_CAS_Change, and JB_underrun interrupts.

The JBC_underrun interrupts can be masked per timeslot by setting the appropriate bits in the JBC_underrun_mask registers.

The Tx_CAS_change interrupts can be masked per timeslot by setting the appropriate bits in the Tx_CAS_change_mask registers.

The CW_bits_change interrupts can be masked per bundle by setting the appropriate bits in the CW_bits_mask registers. In addition, the fields of the control word that cause an interrupt when changed (L, R, M, FRG) can be configured in the CW_bits_change_mask register.

When an interrupt is indicated on H_INT[0], the CPU should read the Intpend register to identify the interrupt source and then proceed as follows:

Interrupt Type	Interrupt Procedure
Single-source Interrupts	1. Clear the pending interrupt(s) by writing 1 to the corresponding Intpend bit(s). 2. Service the source of the interrupt.
Rx_CAS_change	1. Read the Rx_CAS_change bits in the Intpend register to determine which port(s) are indicating Rx CAS change. 2. Clear the set Rx_CAS_change bits in the Intpend register by writing 1 to them. 3. Read the corresponding Rx_CAS_change register(s) to determine which timeslot(s) have been changed. 4. Clear the set bits in the Rx_CAS_change register(s) by writing 1 to them. 5. Read the corresponding Rx CAS information from the Rx Line CAS registers (section 11.4.10).
Tx_CAS_change	1. Read the Tx_CAS_change bits in the Intpend register to determine which port(s) are indicating Tx CAS change. 2. Clear the set Tx_CAS_change bits in the Intpend register by writing 1 to them. 3. Read the corresponding Tx_CAS_change register(s) to determine which timeslot(s) have been changed. 4. Clear the set bits in the Tx_CAS_change register(s) by writing 1 to them. 5. Read the appropriate Tx CAS information from the framers (registers TS1 to TS16).

Interrupt Type	Interrupt Procedure
CW_bits_change	1. Clear the CW_bits_change bit in the Intpend register by writing 1 to it. 2. Read the CW_bits_change_low_bundles and CW_bits_change_high_bundles registers to determine which bundles(s) have control bits that have changed. 3. Clear the set bits in the CW_bits_change_low_bundles and CW_bits_change_high_bundles registers by writing 1 to them. 4. Read the state of the control word fields from the Packet Classifier Status register in the per-bundle status tables (section 11.4.4.1).
JB_underrun_Pn	1. Read the JBC_underrun bits in the Intpend register to determine which port(s) are indicating jitter buffer underrun. 2. Clear the set JBC_underrun bits in the Intpend register by writing 1 to them. 3. Read the corresponding JBC_underrun register(s) to determine which buffers had underruns. 4. Clear the set bits in the JBC_underrun register(s) by writing 1 to them. 5. Service the underrun(s) as needed.
ETH_MAC	1. Clear the ETH_MAC bit in the Intpend register by writing 1 to it. 2. Read the MAC_interrupt_status register to determine the source(s) of interrupts in the MAC (all bits are reset to 0 upon read). 3. Service the source(s) of the interrupt(s).

If a bit in the Intpend register is set and that interrupt is then masked, the device generates an interrupt immediately after the CPU clears the corresponding mask bit. To avoid this behavior, the CPU should clear the interrupt from the Intpend register before clearing the mask bit.

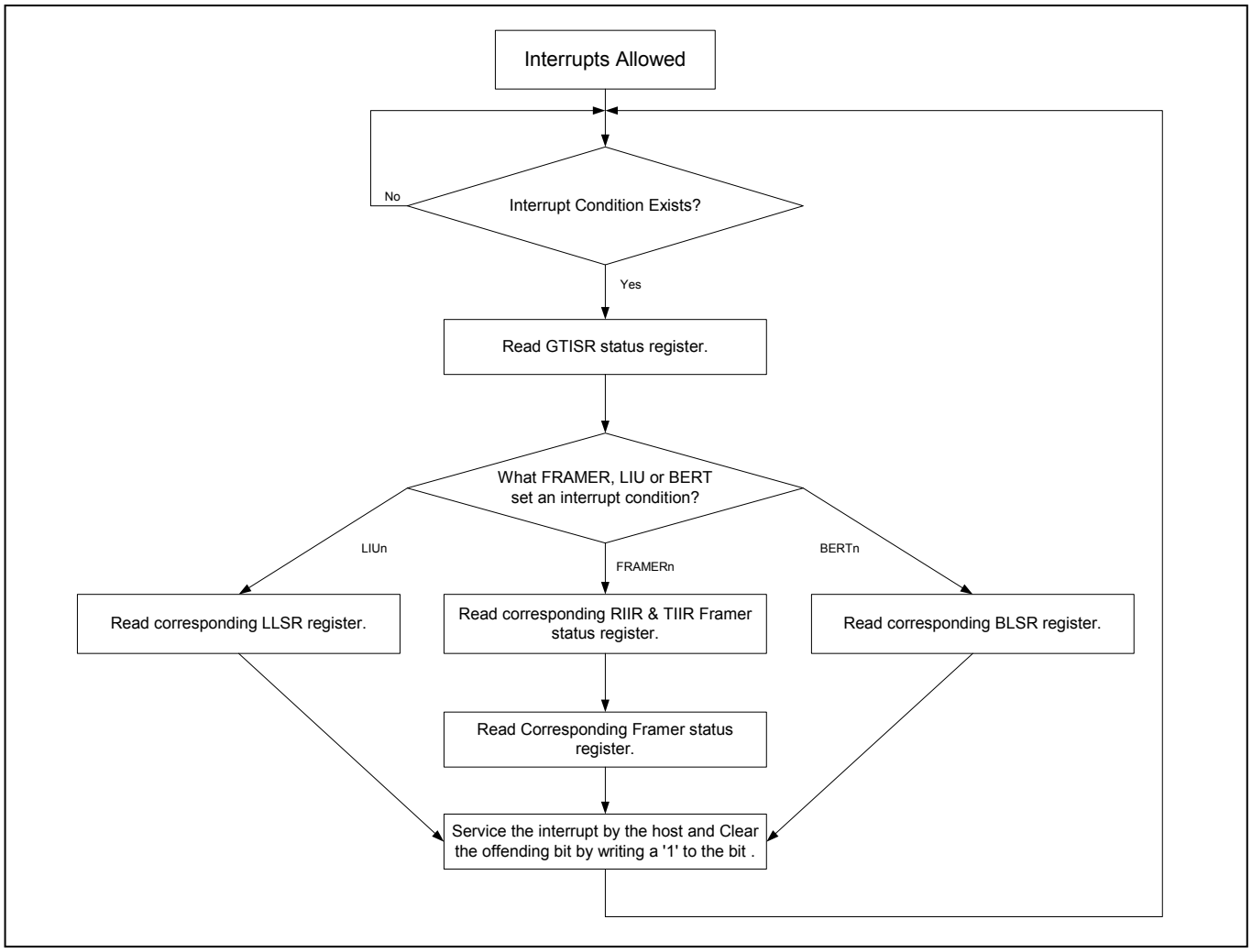
10.9.2 LIU, Framer and BERT Interrupts

Figure 10-64 is a flow diagram that shows how to deal with an interrupt on the H_INT[1] pin (or the H_INT[0] pin when GCR1.IPOR=1). The CPU first reads the GTISR register to identify which LIU(s), Framer(s) or BERT(s) are generating the interrupt request(s). For LIU interrupts, the CPU then reads the corresponding LLSR register(s) to identify the source of the interrupt(s). For BERT interrupts, the CPU reads the corresponding BSRL register(s).

For framer interrupts, the CPU reads the framer's interrupt information registers (TIIR, RIIR) to further identify the source of the interrupt(s). If TIIR indicates interrupt(s), the CPU then reads the corresponding transmit latched status register(s) to determine the source(s) of the interrupts. If RIIR indicates interrupt(s), the CPU then reads the corresponding receive latched status register(s) to determine the source(s) of the interrupts. The TIIR and RIIR bits are real-time bits that clear after the corresponding interrupt(s) have been cleared, as long as no additional, un-masked interrupt conditions are present in the associated latched status registers.

All latched status bits in the LIUs, framers and BERTs are cleared by the CPU writing 1 to the bit. Latched status bits that have been masked via interrupt mask registers do not affect the bits in the framer interrupt information registers. The Interrupt mask bits prevent individual latched status conditions from generating interrupts, but they do not prevent the latched status bits from being set. Therefore, when servicing interrupts, the CPU should consider the interrupt mask bits in order to exclude latched status bits for which interrupts are masked. This architecture allows the CPU to periodically poll the latched status bits for non-interrupt conditions, while using only one set of registers.

Figure 10-64. LIU, Framer and BERT Interrupt Information Flow Diagram



10.10 Elastic Stores and Framer System Interface

The framer and formatter provide versatile system interfaces with the following capabilities:

- Elastic stores can be enabled in the Tx path, the Rx path or both to support controlled slips
- T1 channels can be mapped/demapped to/from a 2.048MHz TDM data stream
- E1 channels can be mapped/demapped to/from a 1.544MHz TDM data stream
- Optional support for signaling in/out of the device on device pins
- Various options for frame/multiframe sync to be supplied by the framer/formatter or externally supplied
- System interface TDM signals can be connected internally to the TDMoP core
- System interface TDM signals can be connected to external components through device pins

Each E1/T1 transceiver has a two-frame elastic store for the receive framer and a two-frame elastic store for the transmit formatter. The two elastics stores are fully independent and can be enabled/disabled independently.

An elastic store has two main purposes. First, it can be used to absorb small differences in frequency and phase between the clock driving the framer or formatter and an asynchronous (i.e., not frequency locked) system TDM clock. In this mode, the elastic store manages the frequency difference by performing controlled slips, i.e. deleting or repeating entire E1 or T1 frames as needed match the incoming data rate with the outgoing data rate.

Second, an elastic store can be used for E1/T1 rate conversion. When the framer or formatter is in T1 mode, the elastic store can rate-convert the T1 data stream to a 2.048MHz TDM data stream by mapping or demapping the DS0s in the T1 to/from some of the DS0s of the 2.048MHz TDM stream. In E1 mode the elastic store can rate-convert the E1 data stream to a 1.544MHz TDM stream by mapping or demapping some of the DS0s in the E1 to/from the DS0s of the 1.544MHz TDM stream.

If the elastic store is enabled while in E1 mode, then either CAS or CRC-4 multiframe boundaries are be indicated via the framer's RMSYNC output as controlled by (RIOCR.RSMS2). If the framer's RSYSCLK is 1.544MHz, then the RBCS registers specify which channels of the received E1 data stream are be deleted. In this mode, an F-bit location is inserted into the RSER data and set to one. If the two-frame elastic store either fills or empties, a controlled slip occurs. If the buffer empties, then a full frame of data is repeated at RSER and the RLS4.RSLIP and RLS4.RESEM bits are set to a one. If the buffer fills, then a full frame of data is deleted and the RLS4.RSLIP and RLS4.RESF bits are set to a one.

Table 10-32. Registers Related to the Elastic Store

Register Name	Description	Functions	Page
RIOCR	Receive I/O Configuration Register	RSYNC config, RSYSCLK frequency	227
RESCR	Receive Elastic Store Control Register	Rx enable, align, reset, min delay, etc.	250
RLS4	Receive Latched Status Register 4	Rx full, empty, slip latched status bits	256
RIM4	Receive Interrupt Mask Register 4	Rx interrupt mask bits	263
TIOCR	Transmit I/O Configuration Register	TSSYNC config, TSYSCLK frequency	291
TESCR	Transmit Elastic Store Control Register	Tx enable, align, reset, min delay, etc.	292
TLS1	Transmit Latched Status Register 1	Tx full, empty, slip latched status bits	296
TIM1	Transmit Interrupt Mask Register 1	Tx interrupt mask bits	298
GCR1.TSSYNCPE	Transmit System Sync Pin Enable	configures pin as TSSYNC vs. SYNC	151

10.10.1 Elastic Store Initialization

Two elastic store initializations may be used to improve performance: elastic store reset and elastic store align. Both of these involve the manipulation of the elastic store's read and write pointers. This is useful primarily in synchronous applications (where RSYSCLK/TSYSCLK are locked to RCLK/TCLK respectively). Elastic store reset is used to minimize the delay through the elastic store. Elastic store align is used to 'center' the read/write pointers to the extent possible. These initializations are accomplished as shown in Table 10-33.

Table 10-33. Elastic Store Delay After Initialization

INITIALIZATION	REGISTER BIT	DELAY
Receive Elastic Store Reset	RESCR.RESR	N bytes < Delay < 1 Frame + N bytes
Transmit Elastic Store Reset	TESCR.TESR	N bytes < Delay < 1 Frame + N bytes
Receive Elastic Store Align	RESCR.RESALGN	½ Frame < Delay < 1 ½ Frames
Transmit Elastic Store Align	TESCR.TESALGN	½ Frame < Delay < 1 ½ Frames

Note: N = 9 for RSZS = 0
N = 2 for RSZS = 1

10.10.2 Minimum Delay Mode

Elastic store minimum delay mode may be used when the elastic store's system clock is frequency locked to its line clock (i.e., RCLK locked to RSYSCLK on the receive side and TCLK locked to TSYSCLK on the transmit side). RESCR. RESMDM=1 enables receive elastic store minimum delay mode. TESCR.TESMDM=1 enables transmit elastic store minimum delay mode. When minimum delay mode is enabled, the elastic store is forced to a maximum depth of 32 bits rather than its normal two-frame depth. This feature is useful primarily in applications that interface to a 2.048MHz bus. Several restrictions apply when minimum delay mode is used. In addition to the restriction mentioned above that the read and write clocks must be frequency locked, another restriction is that RSYNC must be configured as an output when the receive elastic store is in minimum delay mode. In this mode, the SYNC outputs are always in frame mode (multiframe outputs are not allowed). In a typical application, RSYSCLK and TSYSCLK are locked to RCLK, and RSYNC (frame output mode) is connected to TSSYNC. (Enable TSSYNC by setting GCR1.TSSYNCPE=1 for the appropriate port). The slip zone select bit (RESCR. RSZS) must be set to 1. All of the slip contention logic in the framer is disabled (since slips cannot occur). On power-up, after the RSYSCLK and TSYSCLK signals have locked to their respective line clock signals, the elastic store reset bit (RESCR.RESR) should be toggled to insure proper operation

10.10.3 Additional Elastic Store Information

If the receive side elastic store is enabled, then a 1.544MHz or 2.048MHz clock must be provided at the RSYSCLK input to the framer. Frame/multiframe sync can be input on the framer's RSYNC input or the framer can output frame or multiframe sync on RSYNC configured as an output. See the fields in the RIOCR register for details. If signaling reinsertion is enabled, the robbed-bit signaling data is realigned to the multiframe sync input on RSYNC. Otherwise, a multiframe sync input on RSYNC is treated as a simple frame boundary by the elastic store. The framer always indicates frame boundaries on the line side of the elastic store via the RFSYNC output whether the elastic store is enabled or not. Multiframe boundaries are always indicated via the RMSYNC output. If the elastic store is enabled, then RMSYNC outputs the multiframe boundary on the system side of the elastic store. When the device is receiving T1 and the system TDM interface (RSER et al) is enabled for 2.048MHz operation, the RMSYNC signal outputs the T1 multiframe boundaries as delayed through the elastic store. When the device is receiving E1 and the system TDM interface is enabled for 1.544MHz operation, the RMSYNC signal outputs the E1 multiframe boundaries as delayed through the elastic store.

If a 2.048MHz clock is applied to the RSYSCLK input, then the receive blank channel select registers (RBCS) can be used to specify which channels are forced to all ones on the RSER output.

10.10.3.1 Sourcing T1 Channels from a 2.048MHz TDM Stream

The transmit elastic store operates with a 2.048MHz system-side data rate (32 timeslots per frame) when the TIOCR.TSCLKM bit is set to 1. In this mode CPU software can specify which of the channels on TSER are mapped into the T1 data stream by programming the transmit blank channel select registers (TBCS). When a bit in these registers is set to one, the elastic store ignores TSER data for that channel. Typically, CPU software configures eight channels to be ignored, leaving 24 channels to fill the T1 signal being generated by the transmit formatter. The default (power-up) configuration is to ignore channels 25 to 32, so that the first 24 TSER channels are mapped into the 24 channels of the T1 data stream.

For example, if the desired configuration is to transmit channels 2-16 and 18-26 from the 2.048MHz TSER data stream, the TBCS registers should be programmed as follows:

TBCS1 = 0x01 :: ignore TSER channel 1 ::
TBCS2 = 0x00
TBCS3 = 0x01 :: ignore TSER channel 17 ::
TBCS4 = 0xFC :: ignore TSER channels 27-32 ::

10.10.3.2 Mapping T1 Channels Into a 2.048MHz TDM Stream

The receive elastic store operates with a 2.048MHz system-side data rate (32 timeslots/frame) when the RIOCR.RSCLKM bit is set to 1. In this mode, CPU software can specify which of the channels of the received T1 signal come out of the framer on RSER by programming the receive blank channel select registers (RBCS). When a bit in these registers is set to one, RSER is forced high during the bits of that channel. Typically, CPU software configures eight channels to be blanked (i.e. filled with all-ones) with the other 24 channels carrying the data from the received T1 signal. The default (power-up) configuration blanks channels 25 to 32, so that the 24 T1 channels are mapped into the first 24 channels of the 2.048MHz RSER signal. If the system blanks channel 1 (timeslot 0) by setting RBCS1.CH1 = 1, then the F-bit from the framer is passed into the MSb of channel 1 of the RSER signal.

For example, if:

RBCS1 = 0x01
RBCS2 = 0x00
RBCS3 = 0x01
RBCS4 = 0xFC

Then on RSER:

channel 1 (MSb) = F-bit
channel 1 (bits 1-7) = all ones
channels 2-16 = T1 channels 1-15
channel 17 = all ones
channels 18-26 = T1 channels 16-24
channels 27-32 = all ones

Note that when two or more sequential channels are chosen to be blanked, the receive slip zone select bit (RESCR.RSZS) should be set to zero. If the blank channels are distributed (such as 1, 5, 9, 13, 17, 21, 25, 29) then the RSZS bit can be set to one, which may provide a lower occurrence of slips in certain applications.

10.10.3.3 Sourcing E1 Channels from a 1.544MHz TDM Stream

The transmit elastic store operates with a 1.544MHz system-side data rate (24 channels / frame + F-bit) when the TIOCR.TSCLKM bit is set to 0. In this mode CPU software can specify which of the channels of the E1 signal are sourced from TSER and which are blanked (i.e. filled with all-ones) by programming the transmit blank channel select registers (TBCS). When a bit in these registers is set to one, the elastic store ignores TSER data for that channel. Typically, out of 32 total channels in the E1 signal being generated by the transmit formatter, CPU software configures eight channels to be blanked, and 24 channels to receive the 24 channels in the TSER signal. The default (power-up) configuration is to blank channels 25 to 32, so that so that the 24 TSER channels are mapped into the first 24 channels of the E1 data stream.

10.10.3.4 Mapping E1 Channels Into a 1.544MHz TDM Stream

The receive elastic store operates with a 1.544MHz system-side data rate (24 channels / frame + F-bit) when the RIOCR.RSCLKM bit is set to 0. In this mode, CPU software can specify which of the channels of the received E1 signal come out of the framer on RSER by programming the receive blank channel select registers (RBCS). When a bit in these registers is set to one, RSER is forced high during the bits of that channel. Typically, CPU software configures eight channels to be ignored and 24 channels to come out in the RSER signal. The default (power-up) configuration ignores channels 25 to 32, so that the first 24 E1 channels are mapped into the 24 channels of the 1.544MHz RSER signal. In this mode, the F-bit location at RSER is always set to 1.

For example, if the desired configuration is to ignore E1 timeslot 0 (channel 1) and timeslot 16 (channel 17), the RBCS registers should be programmed as follows:

RBCS1 = 0x01 :: ignore E1 channel 1 ::
RBCS2 = 0x00 :: ignore E1 channel 17 ::
RBCS3 = 0x01
RBCS4 = 0xFC :: ignore E1 channels 27-32 ::

10.11 Framers

The framer cores are software selectable for E1, T1 or J1. (J1 is a variant of T1 used in Japan.) A framer, as used the term is commonly used the telecom industry and in this document, consists of two separate pieces: the receive framer and the transmit formatter. The receive side framer decodes AMI, HDB3 and B8ZS line coding; locates the frame and multiframe boundaries in a received data stream; reports alarm information; counts framing, coding and CRC errors; and provides clock, data, frame sync and optionally signaling signals to the system interface. It is also used for extracting signaling data, T1 FDL data, and E1 Si and Sa bit information. Diagnostic capabilities include loopbacks, and 16-bit loop-up and loop-down code detection.

On the transmit side, clock data, frame sync and optionally signaling signals are connected between the transmit formatter and the rest of the system. The formatter inserts the appropriate framing patterns and alarm information, calculates and inserts the CRC codes, and provides the AMI, HDB3 and B8ZS line coding. The transmit formatter is also used for inserting signaling data, T1 FDL data, E1 Si and Sa bit information, and loop-up and loop-down codes.

Both the receive framer and the transmit formatter have dedicated HDLC controller blocks. These may be assigned to any timeslot or portion of a timeslot, or to the T1 ESF facilities data link (FDL). The HDLC controller has separate 64-byte Tx and Rx FIFOs to reduce the processor overhead required to manage the flow of HDLC data.

The TDM interfaces of the receive frame and transmit formatter provide flexibility in how data is sent to and received from the host system. Elastic stores, the key element in the TDM interfaces, provide a method for performing controlled slips when line clocks are asynchronous vs. system clocks. Elastic stores also enable DS0 mapping from an E1/T1 line to a 2.048MHz or 1.544MHz system-internal TDM data stream.

10.11.1 T1 and E1 Framing Formats

10.11.1.1 T1 Framing Formats

T1 frames contain 24 8-bit DS0 channels for voice or data plus an overhead bit called the F-bit. Over a sequence of frames called a multiframe the F-bit values follow a fixed pattern that a receive framer can detect and use to locate the frame and multiframe boundaries in an incoming T1 signal. The F-bit occurs once per frame at the beginning of the frame. In most applications T1 frames are grouped into one of two types of multiframes: 12-frame superframes (SF, also known as D4 framing) or 24-frame extended superframes (ESF). The SF and ESF framing patterns are shown in Table 10-34 and Table 10-35. In the SF mode, the framing bit for frame 12 is ignored if the framer is configured for Japanese yellow alarms (RCR2-T1.RD4RM=1). Table 10-36 shows the framing pattern for another multiframe format known as SLC-96.

Table 10-34. T1-SF Framing Pattern and Signaling Bits

FRAME NUMBER	Ft	Fs	SIGNALING
1	1		
2		0	
3	0		
4		0	
5	1		
6		1	A
7	0		

FRAME NUMBER	Ft	Fs	SIGNALING
8		1	
9	1		
10		1	
11	0		
12		0	B

Table 10-35. T1-ESF Framing Pattern and Signaling Bits

FRAME NUMBER	FRAMING	FDL	CRC	SIGNALING
1		√		
2			CRC1	
3		√		
4	0			
5		√		
6			CRC2	√
7		√		
8	0			
9		√		
10			CRC3	
11		√		
12				√
13		√		
14			CRC4	
15		√		
16	0			
17		√		√
18			CRC5	
19		√		
20	1			
21		√		
22			CRC6	
23		√		
24	1			√

Table 10-36. SLC-96 Framing Pattern and Signaling Bits

FRAME NUMBER	Ft	Fs	SIGNALING
1	1		
2		0	
3	0		
4		0	
5	1		
6		1	A
7	0		
8		1	
9	1		
10		1	
11	0		
12		0	B
13	1		
14		0	
15	0		
16		0	

FRAME NUMBER	Ft	Fs	SIGNALING
17	1		
18		1	C
19	0		
20		1	
21	1		
22		1	
23	0		
24		C1 (concentrator bit)	D
25	1		
26		C2 (concentrator bit)	
27	0		
28		C3 (concentrator bit)	
29	1		
30		C4 (concentrator bit)	A
31	0		
32		C5 (concentrator bit)	
33	1		
34		C6 (concentrator bit)	
35	0		
36		C7 (concentrator bit)	B
37	1		
38		C8 (concentrator bit)	
39	0		
40		C9 (concentrator bit)	
41	1		
42		C10 (concentrator bit)	C
43	0		
44		C11 (concentrator bit)	
45	1		
46		0 (spoiler Bit)	
47	0		D
48		1 (Spoiler Bit)	
49	1		
50		0 (Spoiler Bit)	
51	0		
52		M1 (Maintenance Bit)	
53	1		
54		M2 (Maintenance Bit)	A
55	0		
56		M3 (Maintenance Bit)	
57	1		
58		A1 (Alarm Bit)	
59	0		
60		A2 (Alarm Bit)	B
61	1		
62		S1 (Switch Bit)	
63	0		
64		S2 (Switch Bit)	
65	1		C
66		S3 (Switch Bit)	
67	0		
68		S4 (Switch Bit)	
69	1		
70		1(Spoiler Bit)	
71	0		
72		0	D

10.11.1.2 E1 Framing Formats

E1 frames contain 32 8-bit channels. The first DS0 of each frame is used to carry overhead bits for frame alignment, alarm indication and node-to-node communication. The other 31 DS0 channels are available to carry voice and data. In many applications the 17th channel of each frame carries voice-channel signaling information and other overhead.

Successive frames in an E1 signal alternate between FAS frames (i.e. frames containing the Frame Alignment Signal in the first DS0) and NFAS frames (i.e. frames that don't contain the FAS). In FAS frames, the lower seven bits of the first DS0 contain the FAS sequence 0011011. Receive framers can detect the FAS and use it to find frame boundaries in an incoming E1 signal.

In most applications E1 frames are grouped into 16-frame CRC-4 multiframes each composed of two sub-multiframes (SMF). The CRC-4 multiframe framing pattern is shown in Table 10-37. As shown in that table, the MSb of the first DS0 in frames 1, 3, 5, 7, 9 and 11 contains a fixed multiframe alignment pattern of 001011. Receive frames can detect this pattern and use it to find CRC-4 multiframe boundaries in an incoming E1 signal. The C1-C4 bits each sub-multiframe convey a cyclic redundancy check 4 (CRC-4) computed over that SMF in the previous multiframe. The register E1 and E2 bits in SMF II allow a node to indicate CRC-4 errors detected in the received E1 signal. The A bits in NFAS frames are alarm bits and are also known as RAI (remote alarm indication). The SaX bits in NFAS frames are data channels. Collectively all of the Sa4 bits are one data channel. Similarly, Sa5, Sa6, Sa7 and Sa8 bits form four other data channels. These channels can be used in various application-specific ways. ITU-T G.704 specifies one use for synchronization status messaging.

See ITU-T G.704 for full details of E1 frame and multiframe formats.

Table 10-37. E1 CRC-4 Multiframe Framing Pattern

Sub-Multi-Frame	CRC-4 Frame #	Type	Bits 1 to 8 of the Frame							
			1	2	3	4	5	6	7	8
I	0	FAS	C1	0	0	1	1	0	1	1
	1	NFAS	0	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	2	FAS	C2	0	0	1	1	0	1	1
	3	NFAS	0	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	4	FAS	C3	0	0	1	1	0	1	1
	5	NFAS	1	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	6	FAS	C4	0	0	1	1	0	1	1
	7	NFAS	0	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
II	8	FAS	C1	0	0	1	1	0	1	1
	9	NFAS	1	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	10	FAS	C2	0	0	1	1	0	1	1
	11	NFAS	1	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	12	FAS	C3	0	0	1	1	0	1	1
	13	NFAS	E1	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
	14	FAS	C4	0	0	1	1	0	1	1
	15	NFAS	E2	1	A	Sa4	Sa5	Sa6	Sa7	Sa8

10.11.1.3 Framer/Formatter Configuration

Registers that are related to setting up the framer and formatter are shown in the following table.

Table 10-38. Registers Related to Setting Up the Framer and Formatter

Register Name	Description	Functions	Page
TMMR	Transmit Master Mode Register	Tx E1/T1 mode, reset, initialization	286
TCR1-T1	Transmit Control Register 1 (T1 Mode)	Tx source of the F-Bit	286
TCR1-E1	Transmit Control Register 1 (E1 Mode)	Tx source of FAS and Si bits	287
TCR2-T1	Transmit Control Register 2 (T1 Mode)	Tx F-Bit corruption, SLC-96 enable	288

Register Name	Description	Functions	Page
TCR2-E1	Transmit Control Register 2 (E1 Mode)	Tx enable for auto-E bit setting	289
TCR3	Transmit Control Register 3	Tx or D4 mode, CRC-4 recalc	290
TSLC	Transmit SLC96 Control Register 1,2,3	Tx SLC-96 Bits	280
TAF	Transmit Align Frame	Tx possible source of Si, FAS bits	281
TNAF	Transmit Non-Align Frame	Tx possible source of Si, A, Sa bits	281
RMMR	Receive Master Mode Register	Rx E1/T1 mode, reset, initialization	244
RCR1-T1	Receive Control Register 1 (T1 Mode)	Rx ESF or D4 mode, Japanese CRC-4	245
RCR1-E1	Receive Control Register 1 (E1 Mode)	Rx CRC-4 enable/disable	246
RCR2-T1	Receive Control Register 2 (T1 Mode)	Rx SLC-96 enable, LOF Criteria	229
RCR2-E1	Receive Control Register 2 (E1 Mode)	Rx Loss of Signal Criteria Selection	247
RAF	E1 Receive Align Frame Register	Received Si, FAS bits	238
RNAF	E1 Receive Non-Align Frame Register	Received Si, A, Sa bits	239
RSLC	Receive SLC96 Control Register 1,2,3	Receive SLC-96 Bits	238

10.11.2 T1 Transmit Frame Synchronizer

The transmitter has the ability to identify the T1 SF or ESF frame boundary, as well as the E1 CRC-4 multiframe boundary within the incoming data stream at TSER. The TCR3.TFM control bit determines whether the transmit synchronizer searches for the SF or ESF multiframe. Additional control signals for the transmit synchronizer are located in the TSYNCC Register. The latched status bit TLS3.LOFD indicates that a loss of frame synchronization has occurred, and the real-time bit LOF is set high when the synchronizer is searching for frame/multiframe alignment. The LOFD bit can be enabled to cause an interrupt request if enabled.

Note that when the transmit synchronizer is used, the TSYNC signal should be configured as an output (TIOCR.TSIO=1). When TIOCR.TSM=0, the recovered frame sync pulse is output on TSYNC. When TIOCR.TSM=0, the recovered CRC-4 multiframe pulse is output on TSYNC.

Other key points concerning the transmit synchronizer:

1. The Tx synchronizer is not operational when the transmit elastic store is enabled.
2. The Tx synchronizer does not perform CRC-6 alignment verification (ESF mode) and does not verify CRC-4 codewords.
3. The Tx synchronizer does not have the ability to search for the CAS multiframe.

The registers related to the transmit synchronizer are shown in the following table:

Table 10-39. Registers Related to the Transmit Synchronizer

Register Name	Description	Functions	Page
TCR3	Transmit Control Register 3	TFM Bit Selects Between D4 and ESF	290
TIOCR	Transmit I/O Configuration Register	TSYNC Should Be Set as an Output	291
TSYNCC	Transmit Synchronizer Control Register	Resynchronization Control for the	295
TLS3	Transmit Latched Status Register 3	Provides Latched Status for the	297
TIM3	Transmit Interrupt Mask Register 3	Provides Mask Bits for the TLS3	299

10.11.3 Signaling

The receive framer and transmit formatter support both software- and hardware-based signaling. Interrupts can be generated on changes of signaling data. The framers are additionally equipped with a feature that freezes receive signaling when any of these events occur: loss of signal, loss of frame, or change of frame alignment. The following table lists register related to signaling.

Table 10-40. Registers Related to Signaling

Register Name	Description	Functions	Page
TS1 - TS16	Tx Signaling Registers 1 to 16	Tx ABCD signaling to be inserted	279
TSSIE1 - TSSIE4	Tx Signaling Insertion Enable Registers 1 to 4	Tx per-channel SW sig. insert controls	278
THSCS1 - THSCS4	Tx Hardware Signaling Channel Select 1 to 4	Tx per-channel HW sig. insert controls	302
RSIGC	Rx Signaling Control Register	Rx auto and manual signaling freeze	229
RSAOI1 - RSAOI3	Rx Signaling All-Ones Insertion Registers 1 to 3	Rx per-channel sig. all-1s insertion	232
RS1 - RS16	Rx Signaling Registers 1 to 16	Rx ABCD signaling bits received	233
RSS1 - RSS4	Rx Signaling Status Registers 1 to 4	Rx per-channel sig. change status	259
RSCSE1 - RSCSE4	Rx Signaling Change of State Enable 1 to 4	Rx per-channel sig. interrupt enables	265
RLS4	Rx Latched Status Register 4	Rx top-level sig. change latched status	257
RIM4	Rx Interrupt Mask Register 4	Rx top-level sig. change interrupt mask	263
RSI1 – RSI4	Rx Signaling Reinsertion Registers 1 to 4	Rx per-channel reinsertion control	270

10.11.3.1 Transmit Signaling Operation

There are two methods to provide transmit signaling data: software (i.e. from the TS registers) and hardware (i.e. from the formatter's TSIG input). Both methods may be used simultaneously. The methods are described in the subsections below.

10.11.3.1.1 Software Signaling

In the software signaling method, signaling data is loaded into the transmit signaling registers (TS1 - TS16) by the CPU. Each transmit signaling register contains the signaling bits for two DS0 timeslots. On multiframe boundaries, the signaling bits stored in these registers are loaded into a shift register for placement in the appropriate bit position in the outgoing data stream. The CPU can watch for the setting of the TLS1.TMF latched status bit on multiframe boundaries to know when to update any Tx signaling bits that may need to be changed.

Signaling data can be sourced from the TS registers on a per-channel basis by using the TSSIE registers.

In T1 ESF framing mode, there are four signaling bits per channel (A, B, C, and D). TS1 - TS12 contain a full multiframe of signaling data. In T1 D4 framing mode, there are only two signaling bits per channel (A and B), and the C and D bit positions in the TS registers are ignored. In T1 mode, software signaling is enabled by setting TCR1-T1.TSSE=1. When software signaling is enabled, signaling bits are sourced from the TS registers for each channel where the appropriate bit is set to 1 in the TSSIE registers.

In E1 mode, timeslot 16 carries the signaling information. This information can be in either CCS (Common Channel Signaling) or CAS (Channel Associated Signaling) format. Only CAS is supported by the signaling logic described in this section. In E1 mode the TCR1-E1.T16S bit specifies how Tx signaling is sourced. When T16S=1, CAS signaling bits for all timeslots is unconditionally sourced from the TS registers. When T16S=0, signaling bits are sourced from the TS registers for each channel where the appropriate bit is set to 1 in the TSSIE registers. This latter mode allows some signaling data for some channels to be sourced from the TS registers while signaling data for other channels can be sourced from the formatters TSIG input (hardware-based signaling).

Note that in E1 the 32 timeslots are referenced by two different channel number schemes in E1. In "channel" numbering, TS0 through TS31 are labeled channels 1 through 32. In "phone channel" numbering, TS1 through TS15 are labeled channels 1 through 15, and TS17 through TS31 are labeled channels 16 through channel 30. This is illustrated below.

Table 10-41. Timeslot Number Schemes

TS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Channel	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Phone Channel		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

10.11.3.1.2 Hardware Signaling

In the hardware signaling method, signaling data is provided to the transmit formatter using the TSIG input. The signaling information on TSIG is buffered and inserted into the outgoing framed T1 or E1 signal. In both T1 and E1 modes, signaling data can be sourced from TSIG on a per-channel basis by using the THSCS registers. Note that in E1 mode the THSCS control bits are ignored unless TCR1-E1.T16S=0.

The signaling insertion capabilities of the transmit formatter are available whether the transmit side elastic store is enabled or disabled. If the elastic store is enabled, the system TDM interface clock (TSYSCLK) can be either 1.544MHz or 2.048MHz. See Figure 10-33 to Figure 10-35 for functional timing of TSIG.

10.11.3.2 Receive Signaling Operation

There are two methods for the receive framer to present received signaling data to the system: software (i.e. through the RS registers) and hardware (i.e. on the framer's RSIG output). Both methods may be used simultaneously. The methods are described in the subsections below.

10.11.3.2.1 Software Signaling

In the software signaling method, the framer extracts signaling information from the receive data stream and copies it into the receive signaling registers (RS1 through RS16) where it can be read by the CPU. The signaling information in these registers is always updated on multiframe boundaries. The CPU can watch for the setting of the RLS4.RMF latched status bit on multiframe boundaries to know when to read the signaling information. This function is always enabled.

10.11.3.2.2 Change Of State Indication

To free the CPU from the task of continually monitoring the receive signaling registers, the framer can be programmed to alert the system when any channel(s) have a change of signaling state. When a channel's signaling data changes state, the latched status bit for that channel is set to 1 in the RSS registers. If the corresponding bit in the RSCSE registers is set, then the setting of an RSS register bit causes RLS4.RSCOS to also be set. RSCOS can cause an interrupt request if enabled by the corresponding interrupt enable bit in RIM4. Note that signaling changes are always indicated in the RSS registers regardless of the state of the RSCSE registers.

If signaling integration is enabled (RSIGC.RSIE=1) then any new signaling state must be constant for 3 consecutive multiframes before a change of state is indicated in the RSS registers. The signaling integration mode affects all channels in the T1 or E1 signal; it cannot be enabled/disabled on a per-channel basis.

With the functionality described above, the CPU can poll RLS4.RSCOS or respond to an interrupt request driven by RSCOS. When RSCOS is found to be high, software can identity which channels have undergone a signaling change of state by reading the RSS registers. Software can then read the corresponding RS1 through RS16 registers to get the new signaling state(s).

10.11.3.2.3 Hardware-Based Receive Signaling

In the hardware signaling method, the framer provides signaling data in two places: on the dedicated RSIG output and at the normal position in the receive data stream on the RSER output. A signaling buffer in the framer provides signaling data to RSIG and additionally allows signaling data to be reinserted into the original data stream in a different alignment that is determined by a multiframe signal from the RSYNC input. In this mode, the receive elastic store may be enabled or disabled. If the receive elastic store is enabled, then the system TDM interface clock (RSYSCLK) can be either 1.544MHz or 2.048MHz. In the ESF framing mode, the ABCD signaling bits are output on RSIG in the RCLK cycles when the lower nibble of each channel is output on RSER. The RSIG data is updated once a multiframe (3ms for T1 ESF, 1.5ms for T1 SF, 2ms for E1 CAS) unless a signaling freeze is in effect (see section 10.11.3.2.6). In the SF framing mode, the AB signaling bits are output twice on RSIG in the in the RCLK cycles when the lower nibble of each channel is output on RSER. Hence, bits 5 and 6 contain the same data as bits 7 and 8, respectively, in each channel. These function are always enabled.

10.11.3.2.4 Receive Signaling Reinsertion at RSER

In this mode, the system provides a multiframe sync at the framer's RSYNC input, and the signaling data is reinserted based on this alignment. In T1 mode, this results in two versions of the signaling data: the original signaling data based on the Fs/ESF frame positions, and the realigned data based on the system-supplied multiframe sync applied at RSYNC. In voice channels this extra copy of signaling data is of little consequence. Reinsertion can be avoided in data channels since this feature is activated on a per-channel basis. For reinsertion, the elastic store must be enabled, and for T1, the system TDM interface clock (RSYSCLK) can be either 1.544MHz or 2.048MHz. E1 signaling information cannot be reinserted into a 1.544MHz system TDM interface.

Signaling reinsertion mode is enabled on a per-channel basis by setting the appropriate bits in the RSI1 - RSI4 registers. In E1 mode, the CPU would generally select all channels or none for reinsertion.

10.11.3.2.5 Force Receive Signaling All Ones

In T1 mode only, when RSIGC.RFSA1=1, the CPU can, on a per-channel basis, force the robbed bit signaling bit positions to one by setting the appropriate bit(s) in the RSAOI registers.

10.11.3.2.6 Receive Signaling Freeze

When RSIGC.RSFE=1 the signaling data in the four-multiframe signaling buffers is automatically frozen when any of these events occurs: loss of signal (receive carrier loss), loss of frame (OOF event) or change of frame alignment). In T1 mode, this action meets the requirements of Bellcore TR-TSY-000170 for signaling freezing. In addition to automatic signaling freeze, the CPU can force a signaling freeze by setting the RSIGC.RSFF control bit high. The RSIG output provides a hardware indication that a freeze is in effect. The four-multiframe buffer provides a three multiframe delay in the signaling information provided at the RSIG signal (and at RSER if receive signaling reinsertion is enabled). When freezing is enabled, the signaling data is held in the last known good state until the corrupting error condition subsides. When the error condition subsides, the signaling data is held in the old state for at least an additional 9ms (4.5ms in SF framing mode, 6ms for E1 mode) before being updated with new signaling data.

10.11.4 T1 Datalink

10.11.4.1 T1 ESF Transmit Bit-Oriented Code (BOC) Controller

The transmit formatter contains a BOC generator that can insert codes into the facilities data link (FDL) of the T1 ESF. This function is only available in T1 ESF mode. The registers related to transmitting bit oriented codes are shown in the following table.

Table 10-42. Registers Related to T1 Transmit BOC

Register Name	Description	Functions	Page
TBOC	Transmit Bit-Oriented Code Register	BOC message to be transmitted	280
THC2	Transmit HDLC Control Register 2	SBOC bit enables Tx of BOC	277
TCR1-T1	Transmit Control Register	TFPT bit specifies F-bit source	286

The lower six bits of TBOC specify the BOC message to be transmitted. Setting THC2.SBOC=1 causes the transmit BOC controller to immediately begin inserting the BOC sequence into the FDL bit positions. The transmit BOC controller automatically provides the abort sequence. BOC messages are transmitted as long as SBOC is set. Note that the TCR1-T1.TFPT must be set to zero for the BOC message to overwrite F-bit information being sampled on TSER.

10.11.4.2 T1 ESF Receive Bit-Oriented Code (BOC) Controller

The receive framer contains a BOC detector that can detects and reports codes in the facilities data link (FDL) of the T1 ESF. This function is only available in T1 ESF mode. The registers related to receiving bit oriented codes are shown in the following table.

Table 10-43. Registers Related to T1 Receive BOC

Register Name	Description	Functions	Page
RBOCC	Receive BOC Control Register	reset and filter/disintegration settings	231
RBOC	Receive Bit Oriented Code Register	received BOC message	238
RLS7-T1	Receive Latched Status Register 7	BOC detected, cleared latched status	258
RIM7-T1	Receive Interrupt Mask Register 7	interrupt mask bits	264

In T1 ESF mode, the receive framer continuously monitors the FDL bits for a valid BOC message. The BOC detect status bit RLS7-T1.BD is set after a valid message has been detected for a time specified by the receive BOC filter bits RBOCC.RBF[1:0]. The 6-bit BOC message is then available to be read from the RBOC register. After the CPU clears the BD bit, it remain clears until a new BOC is detected (or the same BOC is detected following a BOC clear event). The BOC clear status bit RLS7-T1.BC is set when a valid BOC is no longer being detected for a time specified by the receive BOC disintegration bits RBOCC.RBD[1:0]. The BD and BC status bits can cause an interrupt request if enabled by the associated interrupt mask bits in the RIM7-T1 register.

10.11.4.3 Legacy T1 Transmit FDL

Note: For most applications, BOC controllers or HDLC controllers in the framer and formatter are better tools for communication over the FDL than the TFDL and RFDL registers. The registers related to transmitting over the FDL using the TFDL register are listed in the table below.

Table 10-44. Registers Related to Legacy T1 Transmit FDL

Register Name	Description	Functions	Page
TFDL	Transmit FDL Register	8 bits of FDL data to transmit	280
TCR2-T1	Transmit Control Register 2	source of Tx FDL bits	288
TLS2	Transmit Latched Status Register 2	transmit FDL empty bit (TFDLE)	297
TIM2	Transmit Interrupt Mask Register 2	interrupt mask bit for TFDLE bit	299

When enabled with TCR2-T1.TFDLS=0, the transmit formatter sources the FDL (in the ESF framing mode) or the Fs bits (in the SF framing mode) from the transmit FDL register (TFDL). The LSb is transmitted first. After all eight bits have been shifted out of TFDL, the formatter sets TLS2.TFDLE=1 to inform the CPU that the buffer is empty and that more data is needed. TFDLE can cause an interrupt request if enabled by the corresponding interrupt mask bit in TIM2. The CPU has 2ms (8 * 2 * 125µs) to update TFDL with a new value. If it is not updated, the old value is transmitted again. Note that in this mode, no zero stuffing is applied to the FDL data. It is strongly suggested that the HDLC controller be used for FDL messaging applications.

In the SF framing mode, the formatter sources the Fs framing pattern from the lower six bits of the TFDL register, and TLS2.TFDLE is set every 1.5ms (12 * 125µs). For the standard framing pattern, TFDL must be set to 0x1C and TCR2-T1.TFDLS should be set to zero.

10.11.4.4 Legacy T1 Receive FDL

Note: For most applications, BOC controllers or HDLC controllers in the framer and formatter are better tools for communication over the FDL than the TFDL and RFDL registers. The registers related to receiving data from the FDL using the RFDL register are listed in the table below.

Table 10-45. Registers Related to Legacy T1 Receive FDL

Register Name	Description	Functions	Page
RFDL	Receive FDL Register	8 bits of received FDL data	237
RLS7-T1	Receive Latched Status Register 7	receive FDL full bit (TFDLF)	258
RIM7-T1	Receive Interrupt Mask Register 7	interrupt mask bit for RFDLF bit	264

In the receive section, the recovered FDL bits or Fs bits are always shifted one-by-one into the receive FDL register (RFDL). The LSb is the first bit received. Since RFDL is 8 bits in length, it fills up every 2ms (8 * 2 * 125µs). After all eight bits have been shifted into RFDL, the framer sets RLS7-T1.RFDLF=1 to inform the CPU that the buffer is full and needs to be read. RFDLF can cause an interrupt request if enabled by the corresponding interrupt mask bit

in RIM7-T1. The CPU has 2ms (8 * 2 * 125µs) to read the data from RFDL before it is lost. Note that in this mode, no zero stuffing is applied to the FDL data. It is strongly suggested that the HDLC controller be used for FDL messaging applications.

In the SF framing mode, the framer writes the received Fs framing pattern into the lower six bits of the RFDL register, and RLS7-T1.RFDLF is set every 1.5ms (12 * 125µs).

10.11.5 E1 Datalink

The registers related to E1 datalink are shown in the following table:

Register Name	Description	Functions	Page
RAF	Receive Align Frame Register	Rx first byte of the align frame: Si, FAS	238
RNAF	Receive Non-Align Frame Register	Rx first byte of the non-align frame	239
RSiAF	Receive Si Bits of the Align Frames	Rx align-frame Si bits	239
RSiNAF	Receive Si Bits of the Non-Align Frames	Rx non-align-frame Si bits	240
RSa4 to RSa8	Receive Sa Bits	Rx Sa4-Sa8 bits	241
RSAIMR	Sa Bit Interrupt Mask Register	interrupt masks for Sa bit changes	230
SaBITS	Received Sa Bits	last received Sa bit values	243
Sa6CODE	Received Sa6 Codeword	last validated Sa6 codeword	244
TAF	Transmit Align Frame Register	Tx first byte of the align frame: Si, FAS	281
TNAF	Transmit Non-Align Frame Register	Tx first byte of the non-align frame	281
TSiAF	Transmit Si Bits of the Align Frame	Tx align-frame Si bits	282
TSiNAF	Transmit Si Bits of the Non-Align Frames	Tx non-align-frame Si bits	282
TSa4 to TSa8	Transmit Sa4 to Sa8	Tx Sa4-Sa8 bits	283
TSACR	Transmit Sa Bit Control Register	Tx source control bits for Si, RA, SaX	277

The framer, when operated in the E1 mode, provides two methods for accessing the Sa and the Si bits, which are the two common channels over which a datalink can be run. The first method involves writing/reading data every E1 double-frame (250µs) while the second one involves writing/reading data every CRC-4 multiframe (2ms).

10.11.5.1 Per Double-Frame Access (Method 1)

On the receive side, the RAF and RNAF registers always report the contents of the first eight bits of the align frame and the non-align frame, respectively, which includes the Si and Sa bits Both registers are updated at the start of the align frame, which is indicated by the RLS2-E1.RAF status bit. After RAF is set to 1, software has 250µs to read the registers before they are overwritten by the bits from the next double-frame.

On the transmit side, the TAF and TNAF registers can source the first eight bits of the align frame and the non-align frame, respectively. Data is sampled from these registers at the start of the align frame, which is indicated by the TLS1.TAF status bit. After TAF is set to 1, software has 250µs to update the registers with new values (if needed) before they are sampled again for the next double-frame. TAF and TNAF are the default sources for the FAS, Si, RAI and Sa bits. However, various control fields can cause some of these bits to be sourced from elsewhere.

10.11.5.2 Per CRC-4 Multiframe Access (Method 2)

On the receive side, the eight registers RSiAF, RSiNAF, RRA, and RSa4 through RSa8 report the corresponding overhead bits of the CRC-4 multiframe as they are received. These registers are updated at the start of the next CRC-4 multiframe, which is indicated by the RLS2-E1.RCMF status bit. After RCMF is set to 1, software has 2ms to read the registers before they are overwritten by the bits from the next multiframe.

On the transmit side, the eight registers TSiAF, TSiNAF, TRA, and TSa4 through TSa8 can source the corresponding overhead bits of the multiframe. The control bits in the TSACR register enable the sourcing of Si/RAI/Sa bits from these registers. Data is sampled from these registers at the start of the multiframe, which is indicated by the TLS1.TMF status bit. After TMF is set to 1, software has 2ms to update the registers (if needed) before they are sampled again for the next multiframe.

10.11.5.3 Sa Bit Monitoring and Reporting

In addition to the registers outlined above, the framer provides status and interrupt capability in order to detect changes in the state of selected Sa bits. The RSAIMR register can be used to select which Sa bits are monitored for a change of state. When a change of state is detected in one of the enabled Sa bit positions, the RLS7-E1.SaXCD status bit is set. If multiple Sa bits have been enabled, the user can read the SaBITS register to determine the current value of each Sa bit.

For the Sa6 bits, additional support is available to detect specific codewords per ETSI ETS 300 233. The Sa6CODE register reports the received Sa6 codeword. The codeword must be stable for a period of 3 sub-multiframes and different from the previous stored value in order to be stored in the Sa6CODE register. Latched status bit RLS7-E1.Sa6CD indicates if the received Sa6 codeword has changed.

10.11.6 Maintenance and Alarms

The receive framer and transmit formatter provides extensive functions for alarm detection and generation, performance monitoring, and transmission of diagnostic information, including:

- Real-time status bits, latched status bits and interrupt mask bits
- LOS detection
- RAI detection and generation
- AIS detection and generation
- Pulse density violation detection
- Error counters
- DS0 monitoring
- Milliwatt code generation and detection
- Rx and Tx Slip buffer status

Some of the registers related to maintenance and alarms are as follows:

Table 10-46. Registers Related to Maintenance and Alarms

Register Name	Description	Functions	Page
RRTS1	Rx Real-Time Status Register 1	Rx real-time RAI, AIS, LOS, LOF	267
RRTS3-T1	Rx Real-Time Status Register 3 (T1 Mode)	Rx up/down/spare code detect	268
RRTS3-E1	Rx Real-Time Status Register 3 (E1 Mode)	Rx V5.2 link, remote MF alarm	268
RLS1	Rx Latched Status Register 1	Rx latched RAI, AIS, LOF, LOF set/clr	253
RLS2-T1	Rx Latched Status Register 2 (T1 Mode)	Rx pulse density, COFA, F-bit error etc	254
RLS2-E1	Rx Latched Status Register 2 (E1 Mode)	Rx FAS/CAS/CRC-4 out of sync	254
RLS3-T1	Rx Latched Status Register 3 (T1 Mode)	Rx code detect, loss of Rx clock	255
RLS3-E1	Rx Latched Status Register 3 (E1 Mode)	Rx V5.2 link, remote MF alarm	256
RLS4	Rx Latched Status Register 4	Rx signaling change, 1-sec timer, etc.	257
RLS7-T1	Rx Latched Status Register 7 (T1 Mode)	Rx RAI-CI, AIS-CI, etc.	258
RLS7-E1	Rx Latched Status Register 7 (E1 Mode)	Rx Sa6 code, Sa-bit change	258
RIM1	Rx Interrupt Mask Register 1	interrupt mask bits for RLS1	260
RIM3-T1	Rx Interrupt Mask Register 3 (T1 Mode)	interrupt mask bits for RLS3-T1	261
RIM3-E1	Rx Interrupt Mask Register 3 (E1 Mode)	interrupt mask bits for RLS3-E1	262
RIM4	Rx Interrupt Mask Register 4	interrupt mask bits for RLS4	263
RIM7-T1	Rx Interrupt Mask Register 7 (T1 Mode)	interrupt mask bits for RLS7-T1	264
RIM7-E1	Rx Interrupt Mask Register 7 (E1 Mode)	interrupt mask bits for RLS7-E1	265
ERCNT	Rx Error Count Configuration Register	Configuration of the Error Counters	250
LCVCR1, LCVCR2	Rx Line Code Violation Count Registers	16-bit Rx line code violation counter	234
PCVCR1, PCVCR2	Rx Path Code Violation Count Registers	16-bit Rx path code violation counter	234
FOSCR1, FOSCR2	Rx Frames Out-of-Sync Count Registers	16-bit frame out-of-sync counter	235
EBCR1, EBCR2	Rx E-Bit Count Registers	16-bit E-bit count register	235
TLS1	Tx Latched Status Register 1	loss of Tx clock, Tx pulse density	296
TLS3	Tx Latched Status Register 3	loss of frame alignment	297
TIM1	Tx Interrupt Mask Register 1	interrupt mask bits for TLS1	296
TIM3	Tx Interrupt Mask Register 3	interrupt mask bits for TLS3	297

10.11.6.1 Real-Time Status, Latched Status, and Interrupt Mask Bits

The device has two types of status bits. Real-time status bits are read-only and indicate the state of a signal at the time it is read. Latched status bits are set when a signal changes state (low-to-high, high-to-low, or both, depending on the bit) and cleared when written with a logic 1 value. Writing a 0 has no effect. When set, some latched status bits can cause an interrupt request if enabled to do so by corresponding interrupt enable bits.

Often, but not always, an event-detect latched status bit has a corresponding real-time status bit and a corresponding interrupt mask bit. For example, RRTS1.RLOF is the real-time loss-of-frame bit, RLS1.RLOFD is the loss-of-frame detect latched status bit, and RIM1.RLOFD is the interrupt mask.

10.11.6.2 T1 Alarm Criteria

T1 signals have four key alarms: loss-of-signal (LOS), loss of frame (LOF), alarm indication signal (AIS), and remote alarm indication (RAI). Table 10-47 lists the set and clear criteria for these conditions.

Table 10-47. T1 Alarm Criteria

ALARM		SET CRITERIA	CLEAR CRITERIA
LOS		192 consecutive zeroes received	14 or more ones received out of 112 possible bit positions, starting with the first 1 received.
LOF		Two or more errored-frame bits out of every four, five, or six frame bits. (Configured by RCR2-T1.OOF[2:1].)	Fewer than two errored-frame bits out of every four, five, or six frame bits. (Configured by RCR2-T1.OOF[2:1].)
AIS (Notes 1, 3)		Four or fewer 0s are received during a 3ms window.	Five or more 0s are received during a 3 ms window.
RAI	SF Bit-2 Mode (Note 2)	Bit 2 is set to zero in at least 254 of 256 consecutive channel timeslots.	Bit 2 is set to zero in less than 254 of 256 consecutive channel timeslots.
	SF 12th F-Bit Mode (Note 2)	The 12th framing bit is set to 1 for two consecutive occurrences.	The 12th framing bit is set to 0 for two consecutive occurrences.
	ESF Mode	16 consecutive patterns of 0x00FF appear in the FDL.	14 or fewer patterns of 0x00FF appear in 16 consecutive opportunities in the FDL.

Note 1: AIS is an unframed all-ones signal. AIS detectors should be able to operate properly in the presence of a 10^{-3} error rate and must not declare AIS in the presence of a *framed* all-ones signal. The BITS transceiver block has been designed to achieve this performance.

Note 2: In SF framing mode, the RAI type is configured by the RSFRAI bit in the RCR2-T1.RD4RM register. The method of indicating RAI using the 12th F-Bit in SF mode is also known as Japanese Yellow Alarm.

Note 3: The following terms are equivalent: AIS = Blue Alarm, RAI = Yellow Alarm, LOS = RCL (receive carrier loss), LOF = Loss of Frame (previously called RLOS (Rx loss of frame sync) in data sheets for earlier Maxim E1/T1 devices)

10.11.6.3 E1 Alarm Criteria

E1 signals have four key alarms: loss-of-signal (LOS), loss of frame (LOF), alarm indication signal (AIS), and remote alarm indication (RAI). Table 10-48 lists the set and clear criteria for these.

Table 10-48. E1 Alarm Criteria

ALARM	SET CRITERIA	CLEAR CRITERIA	ITU SPEC
LOS	255 or 2048 consecutive zeros received (determined by RLS1.RLOSC)	At least 32 ones received in 255 bit times	G.775 4.2
LOF	See Table 10-49.		
AIS	Fewer than three zeros in two frames (512 bits)	Three or more zeros in two frames (512 bits)	O.162 1.6.1.2
RAI	Bit 3 of non-FAS frame set to one three consecutive occasions	Bit 3 of non-FAS frame set to zero for three consecutive occasions	O.162 2.1.4

Table 10-49. E1 LOF Sync and Resync Criteria

FRAME OR MULTIFRAME TYPE	SYNC CRITERIA	RESYNC CRITERIA	ITU SPEC
FAS	FAS present in frames N and N+2 and FAS not present in frame N+1.	If RCR1-E1:FRC=0, three consecutive incorrect FAS. If RCR1-E1:FRC=1, three consecutive incorrect FAS or three consecutive incorrect bit 2 of non-FAS frame	G.706 4.1.1 4.1.2
CRC-4	Two valid multiframe alignment words found within 8ms.	915 or more errored CRC-4 blocks out of 1000.	G.706 4.2 and 4.3.2
CAS	Valid multiframe alignment word found.	Two consecutive multiframe alignment words received in error or, for a period of one multiframe, all the bits in timeslot 16 are zero.	G.732 5.2

10.11.6.4 T1 AIS-CI and RAI-CI Detection

AIS-CI is a repetitive pattern with a 1.26 second period. It consists of 1.11 seconds of unframed all ones pattern followed by 0.15 seconds of all ones modified by the AIS-CI signature. The AIS-CI signature is a repetitive pattern 6176 bits in length in which, if the first bit is numbered bit 0, bits 3088, 3474 and 5790 are logical zeros and all other bits in the pattern are logical ones (see ANSI T1.403). AIS-CI is an unframed pattern, and therefore is defined for all T1 framing formats. The RLS7-T1.RAIS-CI status bit is set when the AIS-CI pattern has been detected while RRTS1.RAIS is set. RAIS-CI is a latched bit that should be cleared by the CPU after it is read. RAIS-CI is set again approximately every 1.26 seconds as long as the AIS-CI condition is present.

RAI-CI is a repetitive pattern within the ESF data link with a period of 1.08 seconds. It consists of 0.99 seconds of “00000000 11111111” (right-to-left) followed by 90 ms of “00111110 11111111”. The RLS7-T1.RRAI-CI status bit is set when a bit oriented code of “00111110 11111111” is detected while **RRTS1**.RRAI is set. The RRAI-CI detector uses the Rx BOC filter bits (RBOCC.RBF[1:0]) to determine the integration time for RAI-CI detection. Like RAIS-CI, the RRAI-CI bit is latched and should be cleared by the CPU after it is read. RRAI-CI is set again approximately every 1.1 seconds as long as the RAI-CI condition is present. It may be useful to enable the 200ms ESF RAI integration time by setting RCR2-T1.RAIIE=1 in networks that utilize RAI-CI.

10.11.7 E1 Automatic Alarm Generation

In E1 mode the transmit formatter can be programmed to automatically transmit AIS or RAI in response to events detected by the receive framer. When automatic AIS generation is enabled (TCR2-E1.AAIS=1), if the receive framer detects any of the following conditions then the transmit formatter automatically transmits AIS: Rx loss of signal, Rx loss of frame synchronization, or Rx AIS alarm.

When automatic remote alarm (RAI) generation is enabled (TCR2-E1.ARA=1), if the receive framer detects any of the following conditions then the transmit formatter automatically transmits RAI: Rx loss of signal, Rx loss of frame synchronization, Rx AIS alarm or CRC-4 multiframe synchronization cannot be found within 128ms of FAS synchronization (if CRC-4 is enabled). RAI generation conforms to ETS 300 011 and ITU G.706 specifications. Note: It is an illegal state to have both automatic AIS generation and automatic remote alarm generation enabled at the same time.

10.11.8 Error Count Registers

The receive framer has four internal 16-bit counters that are used to accumulate line coding errors, path errors, and frames out of sync, and far end block errors (FEBE). The values of these counters can be latched into corresponding counter registers to be read by the CPU. Update options for the counter registers include one second boundaries, 42ms (T1 mode only), 62.5ms (E1 mode only) or manually. When ERCNT.EAMS=0, updates are automatic, and ERCNT.ECUS specifies the update period. When ERCNT.EAMS=0, updates are manual. If ERCNT.MCUS=0, updates are triggered manually by a low-to-high transition on ERCNT.MECU. If ERCNT.MCUS=1, updates are triggered manually by a low-to-high transition global configuration bit GCR1.GFCLE. The GFCLE bit can be used to simultaneously trigger updates in multiple framers at the same time. The four counters and their associated count registers are described in the subsections that follow.

10.11.8.1 Line Code Violation Counter and Count Registers

Either bipolar violations or code violations can be counted and reported in the LCVCR registers. Bipolar violations are defined as consecutive marks of the same polarity. In T1 mode, if the B8ZS decoding is enabled in framer, then BPVs in B8ZS codewords are not counted. In E1 mode, if HDB3 decoding is enabled in the framer then BPVs in HDB3 codewords are not counted. If ERCNT.LCVCRF=1, then code violations are counted as defined in ITU O.161. Code violations are defined as consecutive bipolar violations of the same polarity. In most applications, the framer should be configured to count BPVs when receiving AMI code and to count CVs when receiving B8ZS- or HDB3-encoded data. This counter increments at all times and is not disabled by loss of frame conditions. The counter saturates at 65,535 and does not rollover. The bit error rate on an E1 line would have to be greater than 10E-2 before this counter would saturate. See the following tables for details of exactly what this register counts in different modes.

Table 10-50. T1 Line Code Violation Counting Options

COUNT EXCESSIVE ZEROS? (ERCNT.LCVCRF)	B8ZS ENABLED? (RCR1-T1.RB8ZS)	WHAT IS COUNTED IN THE LCVCR REGISTERS
0	0	BPVs
1	0	BPVs + occurrences of ≥16 consecutive zeroes
0	1	BPVs (but BPVs in B8ZS codewords not counted)
1	1	BPVs + occurrences of ≥8 consecutive zeros

Table 10-51. E1 Line Code Violation Counting Options

E1 CODE VIOLATION SELECT (ERCNT.LCVCRF)	HDB3 ENABLED? (RCR1-E1.RHDB3)	WHAT IS COUNTED IN THE LCVCR REGISTERS
0	0	BPVs
0	1	BPVs (but BPVs in HDB3 codewords not counted)
1	don't care	CVs

10.11.8.2 Path Code Violation Counter and Count Registers

In T1 mode, Ft, Fs, or CRC-6 errors can be counted and reported in the PCVCR registers. In T1 SF mode, if ERCNT.FSBE=0, only errors in the Ft bit positions are counted. If ERCNT.FSBE=1, errors in both the Ft and Fs bit positions are counted. In T1 ESF mode, only errors in the CRC-6 codewords are counted. The counter stops counting during loss of frame conditions (RRTS1.RLOF=1). Table 10-52 summarizes which errors are counted in each T1 mode of operation.

In E1 operation, CRC-4 errors are counted and reported in the PCVCR registers.. Since the maximum CRC-4 count in a one second period is 1000, this counter cannot saturate in that length of time. The counter stops counting during loss of frame at either the FAS or CRC-4 level, but it continues to count if only CAS multiframe sync is lost.

Table 10-52. T1 Path Code Violation Counting Options

FRAMING MODE	COUNT Fs ERRORS?	WHAT IS COUNTED IN THE PCVCR REGISTERS
SF	no	errors in the Ft pattern
SF	yes	errors in both the Ft and Fs patterns
ESF	don't care	errors in the CRC-6 codewords

10.11.8.3 Frames Out Of Sync Counter and Count Registers

In T1 mode, when ERCNT.MOSCR=1 the number of multiframes that the framer's synchronizer is out of sync is counted and reported in the FOSCR registers. This number is useful in ESF applications where there is a need to measure the parameters loss of frame count (LOFC) and ESF Error Events as described in AT&T publication TR 54016. When the counter is operated in this mode, it does not stop counting during loss of frame (conditions (RRTS1.RLOF=1). When ERCNT.MOSCR=0, the counter has an alternate operating mode in which it counts either errors in the Ft framing pattern (in T1 SF mode) or errors in the FPS framing pattern (in T1 ESF mode). When the FOSCR is operated in this mode, it stops counting during loss of frame conditions (RRTS1.RLOF=1). Table 10-53 summarizes which errors are counted in each T1 mode of operation.

In E1 mode, word errors in the Frame Alignment Signal (FAS) in timeslot 0 are counted. The counter stops counting during loss of frame conditions (RRTS1.RLOF=1). FAS errors are not counted when the framer is searching for FAS alignment and/or CAS or CRC-4 multiframe alignment. Since the maximum FAS word error count in a one second period is 4000, this counter cannot saturate.

Table 10-53. T1 Frames Out Of Sync Counting Options

FRAMING MODE (RCR1-T1.RFM)	COUNT MOS OR F–BIT ERRORS (ERCNT.MOSCRF)	WHAT IS COUNTED IN THE FOSCR REGISTERS
D4	MOS	number of multiframes out of sync
D4	F–Bit	errors in the Ft pattern
ESF	MOS	number of multiframes out of sync
ESF	F–Bit	errors in the FPS pattern

10.11.8.4 E–Bit Counter and Count Registers

This counter is only available in E1 mode. Far End Block Errors (FEBE) are counted and reported in the EBCR registers. These errors are indicated by the far-end system in the E bits, i.e. the first bit of frames 13 and the first bit of frame 15 in the E1 CRC-4 multiframe. See Table 10-37. The counter increments once for each E-bit that is set to 0. Since the maximum E–bit count in a one second period is 1000, this counter cannot saturate. The counter stops counting during loss of frame at either the FAS or CRC-4 level, but it continues to count if only CAS multiframe sync is lost.

10.11.9 DS0 Monitoring Function

The transmit formatter can monitor one DS0 (64kbps) channel in the transmit direction, and the Rx framer can separately monitor one DS0 channel in the Rx direction at the same time. The registers related to the control of DS0 monitoring are shown in the following table.

Table 10-54. Registers Related to DS0 Monitoring

Register Name	Description	Functions	Page
TDS0SEL	Transmit DS0 Monitor Select Register	Tx channel to be monitored	294

Register Name	Description	Functions	Page
TDS0M	Transmit DS0 Monitor Register	Tx channel data	301
RDS0SEL	Rx DS0 Monitor Select Register	Rx channel to be monitored	228
RDS0M	Rx DS0 Monitor Register	Rx monitored data	237

In the transmit direction TCM[4:0] field in TDS0SEL specifies the channel to be monitored. In the Rx direction, the RCM[4:0] field in RDS0SEL specifies the channel to be monitored. Data from the specified channel is available to be read from the TDS0M or RDS0M register respectively.

10.11.10 Framer and Payload Loopbacks

Framer loopback (enabled when RCR3.FLB=1) is useful in testing and debugging applications. In FLB, the full E1 or T1 data stream is looped from the line (LIU) side of the transmit formatter to line side of the Rx framer. When FLB is enabled, the following occur:

1. (T1 mode) an unframed all-ones code is output from the transmit formatter toward the LIU
   (E1 mode) normal data is output from the transmit formatter toward the LIU
2. Data from the LIU or RDATF pin is ignored by the Rx framer
3. All Rx framer signals have timing synchronous with TCLK instead of RCLK.

In payload loopback (enabled when RCR3.PLB=1), the 192 bits of payload in each T1 frame or the 248 bits of payload in each E1 frame are looped back (with BPVs corrected) from the Rx framer to transmit formatter. In this mode the Rx frame alignment is automatically provided to the transmit formatter, such that the transmit frame alignment is locked to the Rx frame alignment (i.e., TSYNC is sourced from RSYNC). The T1 F-bits and E1 FAS and NFAS bytes are not looped back. Instead they are reinserted by the formatter (i.e., the formatter modifies the payload as if it were input at TSER).

When PLB is enabled, the following occurs:

1. Data from the transmit formatter toward the LIU is synchronous with RCLK instead of TCLK
2. All of the Rx framer signals continue to operate normally
3. Data at the TSER and TSIG inputs to the transmit formatter is ignored

Table 10-55. Registers Related to Framer and Payload Loopbacks

Register Field	Description	Functions	Page
RCR3.FLB	Framer Loopback	Tx formatter output looped back to Rx framer input	248
RCR3.PLB	Payload Loopback	Rx framer payload looped back to Tx formatter input	248

10.11.11 Per-Channel Loopback

The per-channel loopback registers (PCL**)** determine, in the transmit formatter, which channels (if any) from TSER should be replaced with data from the same channel of the data stream being received by the Rx framer. For this loopback to work correctly, the transmit and Rx clocks and frame syncs must be synchronized. One method to accomplish this would be to tie RCLK to TCLK and RFSYNC to TSYNC with TSYNC configured as an input (TIOCR.TSIO=0). There are no restrictions on which channels can be looped back or how many channels can be looped back.

Each bit in the PCL registers represents a DS0 channel transmit formatter's data stream. When a bit is set to one, data from the corresponding Rx channel replaces the data from TSER for that channel.

10.11.12 Per-Channel Idle Code Insertion

Channel data can be replaced by an idle code on a per-channel basis in both the transmit and Rx directions. The 32 Rx idle definition registers (RIDR) specify the 8-bit idle code for each channel. The Rx channel idle code enable registers (RCICE) are used to enable idle code insertion on a per-channel basis. Similarly the 32 TIDR registers

specify the 8-bit idle code for each channel and the TCICE registers enable idle code insertion on a per-channel basis.

10.11.13 Digital Milliwatt Code Generation

The Rx digital milliwatt registers (RDMWE) specify which of the Rx E1/T1 channels should be overwritten with a digital milliwatt code. The digital milliwatt code is an 8-byte repeating pattern that represents a 1kHz sine wave (1E/0B/0B/1E/9E/8B/8B/9E). Each bit in the RDMWE registers represents one channel. If a bit is set to a one, then the Rx data in that channel is replaced with the digital milliwatt code. The TDMWE registers perform the same function in the transmit formatter.

10.11.14 In-Band Loop Code Generation and Detection (T1 Only)

10.11.14.1 Loop Code Generation

The transmit formatter can generate a repeating bit pattern from one to eight bits or 16 bits in length. This function is available only in T1 mode.

To transmit a pattern, load the pattern to be sent into the transmit code definition registers (TCD1 and TCD2) and specify the length of the pattern in TCR4.TC. When generating a 1-, 2-, 4-, 8-, or 16-bit pattern, both transmit code definition registers must be filled with the proper code. Generation of a 3-, 5-, 6-, or 7-bit pattern only requires TCD1 to be filled. After these register fields are loaded, the pattern is transmitted as long as TCR3.TLOOP=1. Normally (unless the formatter is programmed to not insert the F-bit position) the formatter overwrites the repeating pattern once every 193 bits to insert the F-bit.

As an example, to transmit the standard “loop up” code for channel service units (CSUs), which is a repeating pattern of ...10000100001..., set TCD1 = 0x80, TCR4.TC=00, and TCR3.TLOOP=1.

Table 10-56. Registers Related to T1 In-Band Loop Code Generator

Register Field	Description	Functions	Page
TCD1	Transmit Code Definition Register 1	pattern to be sent	300
TCD2	Transmit Code Definition Register 2	pattern to be sent	300
TCR3.TLOOP	Transmit Control Register 3	enable loop code transmission	290
TCR4.TC	Transmit Control Register 4	code length	293

10.11.14.2 Loop Code Detection

The Rx framer can detect a repeating bit pattern from one to eight bits or 16 bits in length. This function is available only in T1 mode.

The framer has three programmable pattern detectors. Typically, two of the detectors are used for “loop up” and “loop down” code detection. The CPU writes the codes to be detected into the Rx up code definition registers (RUPCD1 and RUPCD2) and the Rx down code definition registers (RDNCD1 and RDNCD2) and the length of each pattern into the RIBCC register. The third detector is considered “spare” (i.e. extra). and is configured and controlled by the RSCD1/RSCD2 and RSCC registers. When detecting a 16-bit pattern, both Rx code definition registers are used together to form a 16-bit word. For 8-bit patterns both Rx code definition registers are loaded with the same value. Detection of a 1-, 2-, 3-, 4-, 5-, 6-, and 7-bit pattern only requires the first Rx code definition register to be filled. The framer detects repeating pattern codes in both framed and unframed data streams with bit error rates as high as 10E–2. The detectors are capable of handling both F-bit inserted and F-bit overwrite patterns. Writing the least significant byte of a Rx code definition register pair resets the integration period for that detector. The code detector has a nominal integration period of 48ms. This means that after about 48ms of receiving a valid code, the associated status bit (LUP, LDN, and LSP) is set to a one. Note that both real-time status bits and latched status bit are available for LUP, LDN and LSP (RRTS3-T1 and RLS3-T1). Normally codes are sent for a period of 5 seconds. It is recommend that the CPU poll the framer every 50ms to 100ms until 5 seconds has elapsed to ensure that the code is continuously present.

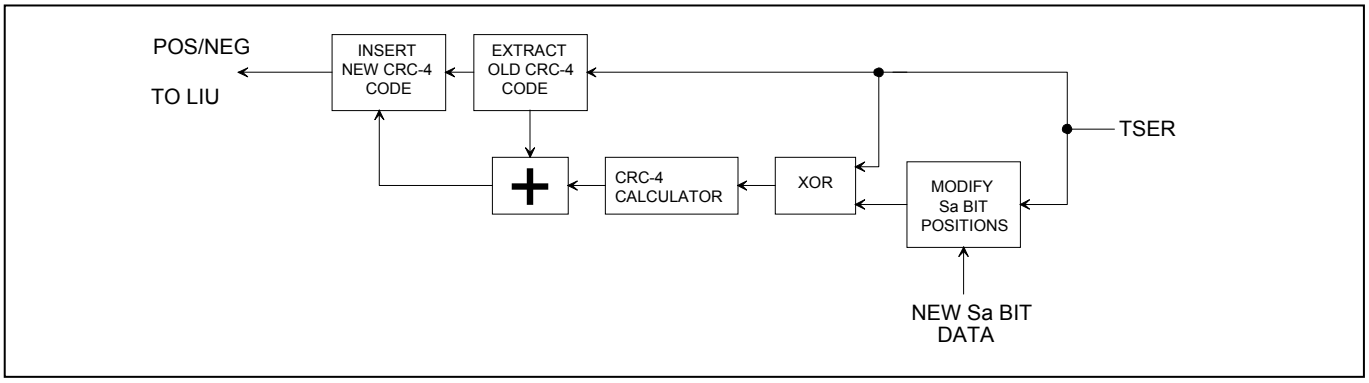
Table 10-57. Registers Related to T1 In-Band Loop Code Detection

Register Field	Description	Functions	Page
RIBCC	Rx In-Band Code Control Register	Rx up code and down code length	247
RUPCD1	Rx Up Code Definition Register 1	Rx up code definition	265
RUPCD2	Rx Up Code Definition Register 1	Rx up code definition	266
RDNCD1	Rx Down Code Definition Register 1	Rx down code definition	266
RDNCD2	Rx Down Code Definition Register 2	Rx down code definition	267
RSCC	Rx In-Band Spare Control Register	Rx spare code length	252
RSCD1	Rx Spare Code Register 1	Rx spare code register	259
RSCD2	Rx Spare Code Register 1	Rx spare code register	259
RRTS3-T1	Rx Real-Time Status Register 3	real-time loop/spare code detect bits	268
RLS3-T1	Rx Latched Status Register 3	latched loop/spare code detect bits	255
RIM3-T1	Rx Interrupt Mask Register 3	interrupt mask bits	261

10.11.15 G.706 Intermediate CRC-4 Recalculation (E1 Only)

The framer can implement the G.706 CRC-4 recalculation at intermediate path points. When this mode is enabled, the data stream presented at TSER already has the FAS/NFAS, CRC-4 multiframe alignment word and CRC-4 checksum in timeslot 0. The CPU can modify the Sa bit positions and this change in data content can then be used to modify the CRC-4 checksum. This modification, however, does not corrupt any error information the original CRC-4 checksum may contain. In this mode of operation, TSYNC must be configured to multiframe mode (TIOCR.TSM=1). The data at TSER must be aligned to the TSYNC signal. If TSYNC is an input then the system must assert TSYNC aligned at the beginning of the multiframe relative to TSER. If TSYNC is an output, the system must multiframe-align the data presented to TSER. This mode is enabled when TCR3.CRC4R=1. Note that the E1 transmitter must already be configured for CRC insertion with TCR1-E1.TCRC4=1.

Figure 10-65. CRC-4 Recalculate Method



10.11.16 SLC–96 Operation (T1 Only)

In a SLC-96 transmission scheme, the standard Fs bit pattern is robbed to make room for a set of message fields. The SLC-96 multiframe is made up of six D4 superframes and is therefore 72 frames long. In the 72-frame SLC–96 multiframe, 36 of the framing bits are the normal Ft pattern and the other 36 bits are divided into alarm, maintenance, spoiler, and concentrator bits as well as 12 bits of the normal Fs pattern. Additional SLC-96 information can be found in Bellcore document TR-TSY-000008. Registers related to SLC-96 functionality are shown in the following table.

Table 10-58. Registers Related to SLC96

Register Name	Description	Functions	Page
TFDL	Transmit FDL Register	Tx SLC-96 messages in Ft/Fs bits	280
TSLC	Receive SLC 96 Data Link Registers 1 to 3	Tx SLC-96 overhead values	280
TCR2-T1	Transmit Control Register 2	Tx SLC-96 enable control bit	288

Register Name	Description	Functions	Page
TLS1	Transmit Latched Status Register 1	Tx SLC-96 multiframe alignment event	296
RCR2-T1	Receive Control Register 2	Rx SLC-96 enable control bit	229
RSLC	Receive SLC-96 Data Link Registers 1 to 3	Rx SLC-96 overhead values	238
RLS7	Receive Latched Status Register 7	Rx SLC-96 multiframe alignment event	258

10.11.16.1 Transmit SLC–96

The TFDL register is used to insert the SLC-96 message fields. To insert the SLC-96 message using the TFDL register, the system should configure the transmit formatter as follows:

- TCR2-T1.TSLC96 = 1 Enable Transmit SLC-96
- TCR2-T1.TFDLS = 0 Source Fs bits via TFDL or SLC-96 formatter
- TCR3.TFM = 1 SF (D4) framing Mode
- TCR1-T1.TFPT = 0 Do not pass through TSER F-bits.

With these settings, the transmit formatter automatically inserts the 12-bit alignment pattern in the Fs bits for the SLC-96 data link frame. Data from the TSLC registers is inserted into the remaining Fs bit locations of the SLC-96 multiframe. The status bit TLS1.TSLC96 is set to indicate that the SLC-96 data link buffer has been transmitted and that the user should write new message data into the TSLC registers. The CPU has 9ms after the assertion of TLS1.TSLC96 to write the TSLC registers as needed. If no new data is provided in these registers, the previous values are retransmitted.

10.11.16.2 Receive SLC–96

To enable the receive framer to synchronize onto a SLC–96 pattern, the system should configure the receive framer as follows:

- RCR1-T1.RFM = 1 SF (D4) framing mode
- RCR1-T1.SYNCC = 1 Set to cross-couple Ft and Fs bits
- RCR2-T1RSLC96 = 1 Enable SLC-96 synchronizer
- RCR1-T1.SYNCT = 0 Set to minimum sync time

The received SLC–96 message bits can be read from the RSLC registers. The RLS7-T1.RSLC96 status bit is useful for retrieving SLC-96 message data. The RSLC96 bit indicates when the framer has updated the RSLC registers with the latest message data from the incoming data stream. After the RSLC96 bit is set, the CPU has 9ms (i.e. until the next RSLC96 interrupt) to retrieve the most recent message data from the RSLC registers. Note that RSLC96 is not set if the framer is unable to detect the 12-bit SLC-96 alignment pattern.

10.12 HDLC Controllers

This device has an enhanced HDLC controller that can be mapped into a single timeslot, or the T1 FDL or one of the E1 Sa4 to Sa8 bits. When mapped to a timeslot, the HDLC controller can be configured to use all or only a subset of the bits of the timeslot.

The HDLC controller performs all the necessary overhead for generating and receiving Performance Report Messages (PRM) as described in ANSI T1.403 and the messages as described in AT&T TR54016. The HDLC controller automatically generates and detects flags, generates and checks the CRC checksum, generates and detects abort sequences, stuffs and de-stuffs zeros, and byte aligns to the data stream. The 64-byte buffers in the HDLC controller are large enough to allow a full PRM to be received or transmitted without host intervention. The registers related to the HDLC are displayed in the following table.

Register Name	Description	Functions	Page
RHC	Rx HDLC Control Register	Rx HDLC mapping to DS0 or FDL	227
RHBSE	Rx HDLC Bit Suppress Register	Rx bit suppress within the channel	228
RHFC	Rx HDLC FIFO Control	Rx FIFO high water mark	251

Register Name	Description	Functions	Page
RHPBA	Rx HDLC Packet Bytes Available Register	Rx real-time byte in FIFO status	269
RHF	Rx HDLC FIFO Register	Rx FIFO read register	270
RRTS5	Rx Real-Time Status Register 5	Rx FIFO fill and packet status	269
RLS5	Rx Latched Status Register 5	Rx FIFO and packet latched status	257
RIM5	Rx Interrupt Mask 5	Rx interrupt mask bits	263
THC1	Transmit HDLC Control 1	Tx HDLC configuration bits	275
THBSE	Transmit HDLC Bit Suppress	Tx bit suppress within the channel	276
THC2	Transmit HDLC Control 2	Tx HDLC mapping to DS0, etc.	277
THFC	Transmit HDLC FIFO Control	Tx FIFO low water mark	294
TRTS2	Transmit HDLC Status	Tx FIFO fill and packet status	300
TLS2	Transmit HDLC Latched Status	Tx FIFO and packet latched status	297
TIM2	Transmit Interrupt Mask Register 2	Tx interrupt mask bits	299
TFBA	Transmit HDLC FIFO Buffer Available	Tx real-time buffer available status	301
THF	Transmit HDLC FIFO	Tx FIFO write register	301

10.12.1 Receive HDLC Controller

The receive HDLC controller is always enabled. A low-to-high transition on RHC.RHR resets the receive HDLC controller and flushes the receive HDLC FIFO. In T1 ESF mode, the receive HDLC controller can be connected to the FDL (RHC.RHMS=1) or to any DS0 channel (RHMS=0). In E1 mode, it can be connected to an Sa bit channel (RHMS=1) or to any DS0 channel (RHMS=0). The RHC.RHCS field specifies the DS0 channel when RHMS=0. When RHC.RCRCD=1, the received CRC-16 (the frame check sequence or FCS) is written to the FIFO after the last byte of the packet. When RCRCD=0, the CRC-16 is not written to the FIFO. When the receive HDLC controller is connected to a DS0 channel, it can be configured to look at or ignore individual bit positions of the DS0 channel by setting the bit fields of the RHBSE register appropriately.

The CPU can read the receive HDLC FIFO one byte at a time by reading the RHF register. When the receive FIFO's fill status transitions from empty to not-empty, RLS5.RNES is set to one to inform the CPU that something is available to be read from the receive FIFO. The lower seven bits of the RHPBA register (RPBA[6:0]) are a real-time field that indicates the number of bytes available to be read from the receive FIFO. The MSb of RHPBA (the message status bit, MS) indicates whether the bytes indicated by the RPBA field are the end of a message or not. The CPU must take into account the value of the RHPBA.RPBA field when reading the FIFO to prevent FIFO underrun. There is no underrun indication available from the Rx HDLC controller.

If software reads the FIFO more slowly than the Rx HDLC controller writes it, the fill level of the FIFO rises. When the HDLC fills above the receive high watermark set in RHFC.RFHWM, the RLS5.RHWMS latched status bit is set. If the FIFO overruns, the current packet being processed is dropped, the FIFO is emptied, and the latched status bit RLS5.ROVR is set to indicate the overrun.

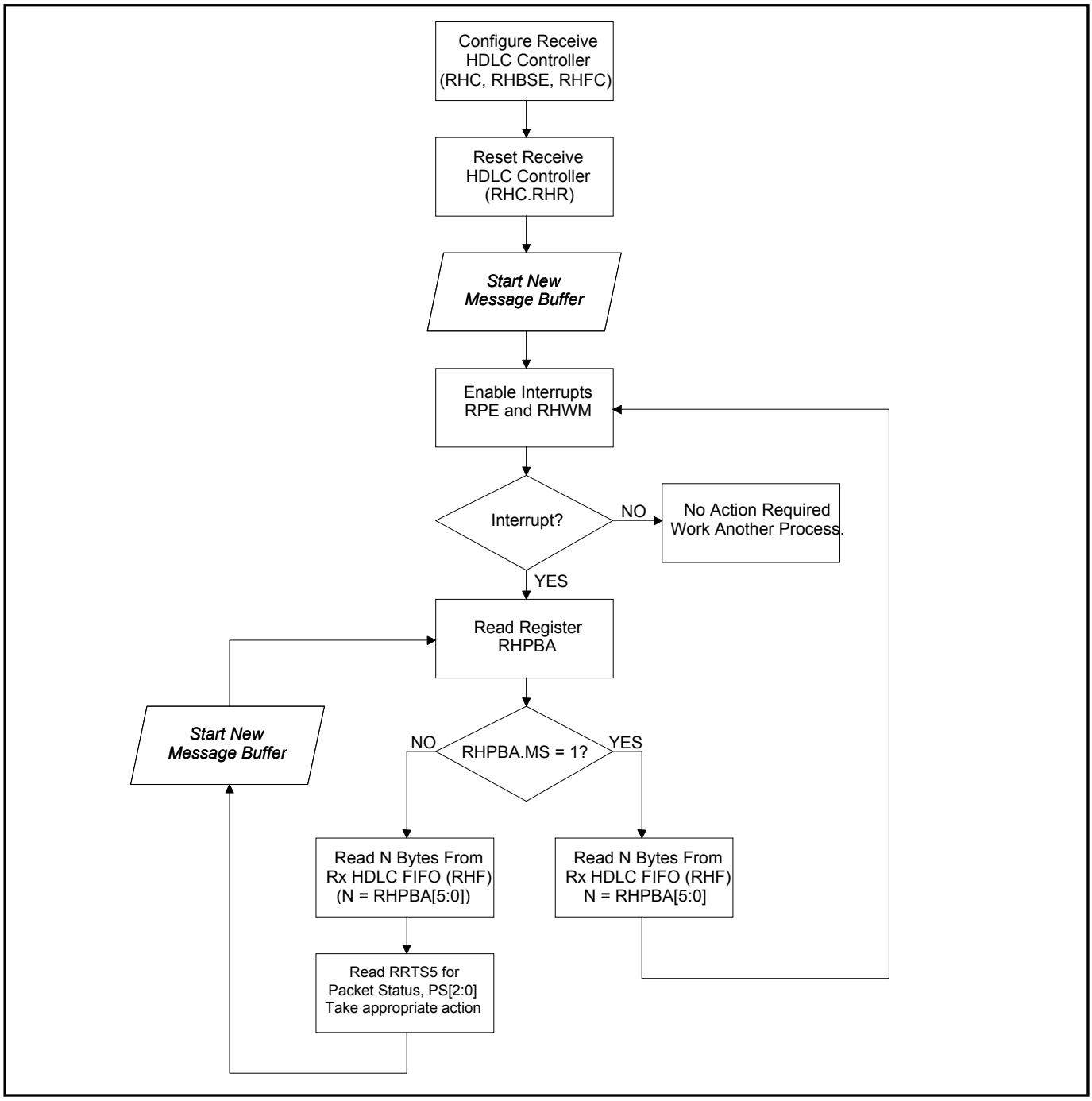
The real-time status bits in RRTS5 and the latched status bits in RLS5 plus the message status bit (MS) in RHPBA provide message delineation information to the system. In RRTS5 the packet status field PS[2:0] indicates the real-time status of the packet currently being received: in-progress, OK (i.e. ended without error), CRC error, aborted, terminated because of overrun. In RLS5, the RHOBT latched status bit indicates when the next byte available in the FIFO is the first byte of a message, while the RPS and RPE bits indicate that the Rx HDLC controller has detected the start of packet or the end of a packet, respectively.

The latched status bits in RLS5 cause interrupt requests if enabled by the associated interrupt enable bits in RIM5.

10.12.1.1 Receive HDLC Controller Example

The receive HDLC controller status and control fields provide flexibility to support various software implementations for receive HDLC servicing. Polling, interrupt-driven or combination approaches are all feasible. A flowchart of an example receive HDLC servicing routine is shown in Figure 10-66 below.

Figure 10-66. Receive HDLC Servicing Example



10.12.2 Transmit HDLC Controller

The transmit HDLC controller is enabled when THC2.THCE=1. A low-to-high transition on THC1.THR resets the transmit HDLC controller and flushes the transmit HDLC FIFO. In T1 ESF mode, the transmit HDLC controller can be connected to the FDL (THC1.THMS=1) or to any DS0 channel (THMS=0). In E1 mode, it can be connected to an Sa bit channel (THMS=1) or to any DS0 channel (THMS=0). The THC2.THCS field specifies the DS0 channel when THMS=0. When THC1.TCRCD=0, the transmit HDLC controller automatically generates the CRC-16 (the frame check sequence or FCS) and transmits it after the last byte of the packet. When TCRCD=1, this automatic CRC generation is disabled. When the transmit HDLC controller is connected to a DS0 channel, it can be configured to fill or ignore individual bit positions of the DS0 channel by setting the bit fields of the THBSE register appropriately.

The CPU can write the transmit HDLC FIFO one byte at a time by writing the THF register. When the transmit FIFO's fill status transitions from full to not-full, TLS2.TNFS is set to one to inform the CPU that space is available in the transmit FIFO for additional data. The lower seven bits of the TFBA register (TFBA[6:0]) are a real-time field that indicates the number of bytes of space available transmit FIFO for additional data. The CPU must take into account the value of the TFBA.TFBA field when writing the FIFO to prevent FIFO overrun. There is no overrun indication available from the Tx HDLC controller. Just before writing the last byte of a message to the Tx HDLC FIFO, the CPU must set THC1.TEOM to delineate the message.

If software writes the FIFO more slowly than the Tx HDLC controller reads it, the fill level of the FIFO falls. When the HDLC empties below the transmit low watermark set in THFC.TFLWM, the TLS2.TLWMS latched status bit is set. If the FIFO underruns, the Tx HDLC controller automatically transmits an abort, and the latched status bit TLS2.TUDR is set to indicate the underrun.

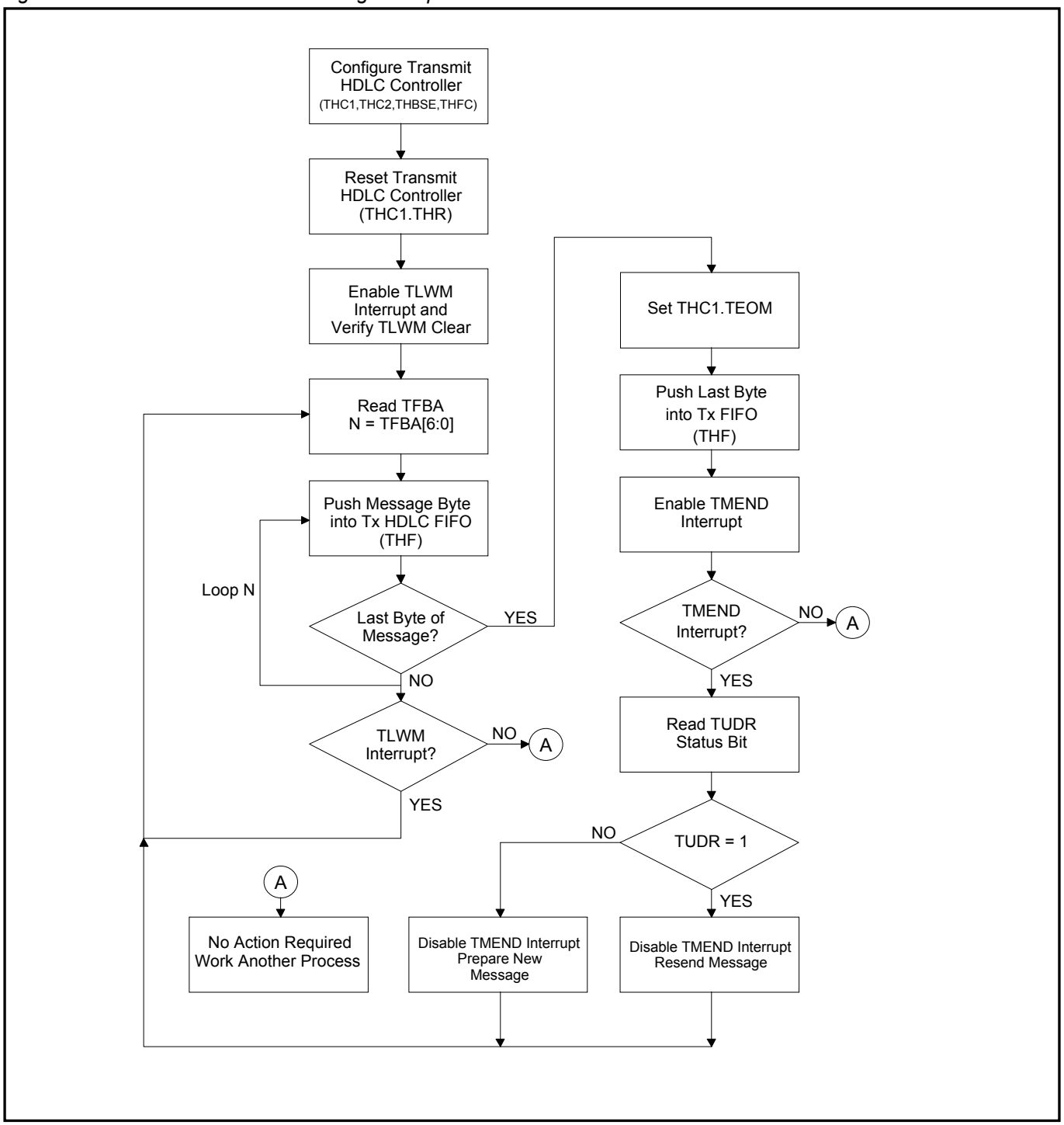
The real-time status bits in TRTS2 and the latched status bits in TLS2 provide plus the message status bit (MS) in RHPBA provide FIFO empty/full status and message progress status to the system. In TLS2, the TMEND latched status bit indicates when the Tx HDLC controller has finished sending a message. The latched status bits in TLS2 cause interrupt requests if enabled by the associated interrupt enable bits in TIM2.

A variety of configuration settings are available using the bits in THC1 and THC2. THC1.NOFS specifies whether one or two flags (0x7E) are sent between consecutive messages. THC1.TFS specifies whether the inter-message fill character between closing flags and opening flags is 0x7E or 0xFF. THC1.TZSD=1 disables the Tx bit stuffer logic. This logic normally inserts a zero into the message bit stream after 5 consecutive ones to prevent the emulation of a flag or abort sequence by the data pattern. When THC1.TEOML=1, the last message written into the Tx FIFO is send repeatedly until the Tx HDLC controller is told to stop. Finally the CPU can abort the message currently being sent by setting THC2.TABT=1.

10.12.2.1 Transmit HDLC Controller Example

The transmit HDLC controller status and control fields provide flexibility to support various software implementations for transmit HDLC servicing. Polling, interrupt-driven or combination approaches are all feasible. A flowchart of an example receive HDLC servicing routine is shown in Figure 10-66 above.

Figure 10-67. Transmit HDLC Servicing Example



10.13 Line Interface Units (LIU)

Each TDM port of the device has an on-chip line interface unit (LIU). The LIU contains three sections: the transmitter, which drives pulses with standards-compliant waveshapes onto the outbound cable; the receiver, which recovers clock and data from the inbound cable; and the jitter attenuator. The LIU can switch between T1 and E1 operation without changing any external components on either the transmit or Rx side. Figure 10-68 shows a recommended circuitry for software-selectable termination with protection. In this configuration the device can connect to 100Ω T1 twisted pair, 110Ω J1 twisted pair, 120Ω E1 twisted pair or 75Ω E1 coax without component changes. Table 10-59 lists recommended values and part numbers for the components in Figure 10-68. Table 10-60 lists the performance requirements for the transmit and Rx transformers.

Figure 10-68. LIU External Components, Longitudinal Protection

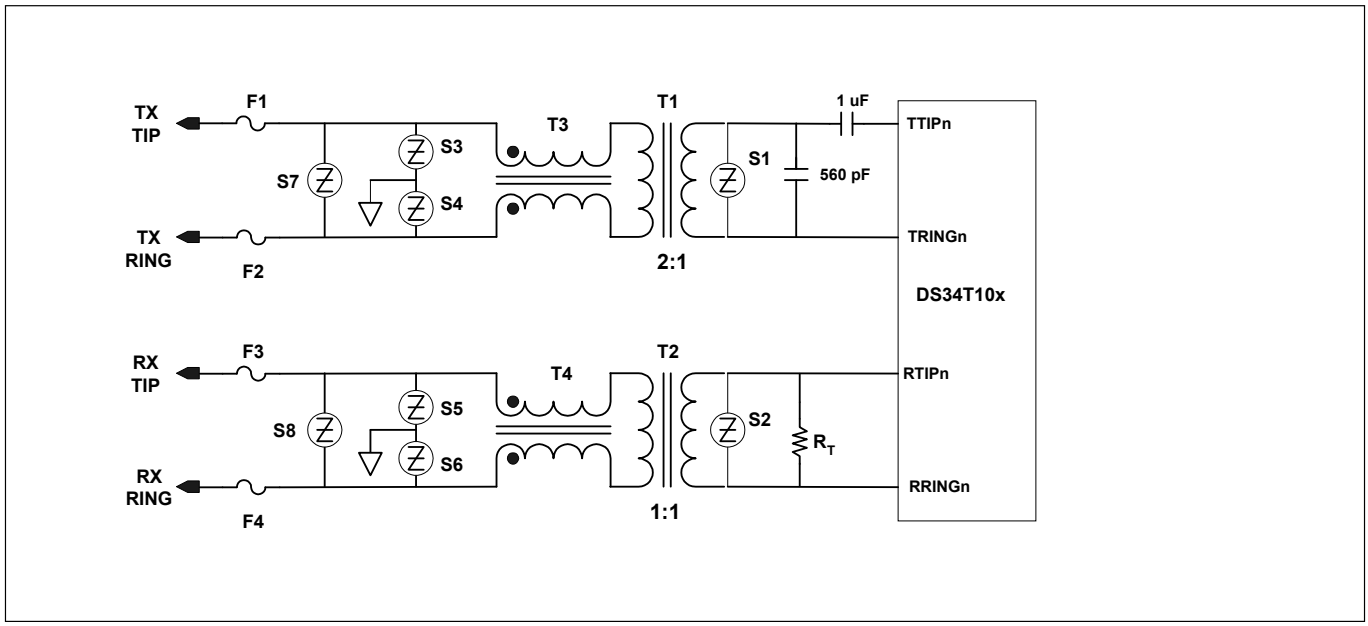


Table 10-59. LIU External Components

NAME	DESCRIPTION	PART	MANUFACTURER	NOTES
F1 to F4	1.25A Slow Blow Fuse	SMP 1.25	Bel Fuse	5
	1.25A Slow Blow Fuse	F1250T	Teccor Electronics	5
S1, S2	25V (max) Transient Suppressor	P0080SA MC	Teccor Electronics	1, 5
S3, S4, S5, S6	180V (max) Transient Suppressor	P1800SC MC	Teccor Electronics	1, 4, 5
S7, S8	40V (max) Transient Suppressor	P0300SC MC	Teccor Electronics	1, 5
T1 and T2	Transformer 1:1CT and 1:2CT (3.3V, SMT)	PE-68678	Pulse Engineering	2, 3, 5
T3 and T4	Dual Common-Mode Choke (SMT)	PE-65857	Pulse Engineering	5
R_T	Termination Resistor (120Ω, 110Ω, 100Ω, or 75Ω)	—	—	8

Note 1: Changing S7 and S8 to P1800SC devices provides symmetrical voltage suppression between tip, ring, and ground.

Note 2: The layout from the transformers to the network interface is critical. Traces should be at least 25 mils wide and separated from other circuit lines by at least 150 mils. The area under this portion of the circuit should not contain power planes.

Note 3: Some T1 (never in E1) applications source or sink power from the network-side center taps of the Rx/Tx transformers.

Note 4: The ground trace connected to the S3/S4 pair and the S5/S6 pair should be at least 50 mils wide to conduct the extra current from a longitudinal power-cross event.

Note 5: Alternative component recommendations and line interface circuits can be found in *Application Note 324*, which is available at www.maxim-ic.com/AN324 or by contacting tech support at www.maxim-ic.com/support.

Note 6: The 1µF capacitor in series with TTIPn is only necessary in G.703 2048kHz mode (LTISR.TXG703=1).

Note 7: The 560pF on TTIPn/TRINGn must be tuned for your application.

Note 8: Resistor R_T is not necessary if receiver termination is internal. See LRISMR.RIMPM[2:0].

Table 10-60. Transformer Specifications

Specification	Recommended Value
Turns Ratio, 3.3V Applications	1:1 (Rx) and 1:2 (transmit) ±2%
Primary Inductance	600µH minimum
Leakage Inductance	1.0µH maximum
Intertwining Capacitance	40pF maximum
Transmit Transformer DC Resistance	
Primary (Device Side)	1.0Ω maximum
Secondary	2.0Ω maximum
Rx Transformer DC Resistance	
Primary (Device Side)	1.2Ω maximum
Secondary	1.2Ω maximum

10.13.1 LIU Operation

The incoming analog AMI/HDB3 waveform (E1) or analog AMI/B8ZS waveform (T1) is transformer coupled into the RTIP/RRING pins of the LIU receiver. The LIU can be configured for internal termination (software selectable for 75Ω, 100Ω, 110Ω or 120Ω applications) or external termination. The LIU receiver recovers clock and data from the incoming analog signal and passes it through the jitter attenuation mux. The receiver contains an active filter that reconstructs the analog received signal for the nonlinear losses that occur in transmission. The receiver circuitry is configurable for various monitor applications. The device has a usable Rx sensitivity of 0dB to -43dB for E1 and 0dB to -36dB for T1, which allows the device to operate on 0.63mm (22AWG) cables up to 2.5km (E1) and 6k feet (T1) in length. Data input to the LIU transmitter is sent via the jitter attenuation mux to the waveshaping circuitry and line driver. The transmitter drives the E1 or T1 line from the TTIP/TRING pins through a coupling transformer. The line driver can handle both CEPT 30/ISDN-PRI lines for E1 and long-haul (CSU) or short-haul (DSX-1) lines for T1. The configuration and status registers related to the LIU block are shown in the following table:

Register Name	Description	Functions	Page
Global Registers			
GCR1	Global Control Register 1	various	151
GTRR	Global Transceiver Reset Register	LIU reset and soft reset bits	153
GTISR	Global Transceiver Interrupt Status Register	LIU interrupt status bits (one per port)	154
GTIMR	Global Transceiver Interrupt Mask Register	LIU interrupt mask bits (one per port)	155
LIU Registers			
LTRCR	LIU Transmit Rx Control Register	E1/T1 mode, LOS criteria, etc.	304
LTISR	LIU Transmit Impedance Selection Register	Transmit impedance, LBO, 2048kHz	305
LMCR	LIU Maintenance Control Register	Loopbacks, Tx/Rx power-down, Tx AIS	306
LRSR	LIU Real-Time Status Register	Rx EQ status, Tx short/open, JA status	307
LSIMR	LIU Status Interrupt Mask Register	mask bits for bits in LLSR	308
LLSR	LIU Latched Status Register	Rx EQ status, Tx short/open, JA status	309
LRSL	LIU Rx Signal Level	Rx signal level in dB	310
LRISMR	LIU Rx Impedance and Sensitivity Monitor Register	Rx impedance, sensitivity, monitor	311

10.13.2 LIU Transmitter

The LIU is configured for E1 or T1/J1 mode by setting the LTRCR.T1J1E1S bit appropriately.

10.13.2.1 Waveshaping

The LIU transmitter uses a sequencer and a precision digital-to-analog converter (DAC) to create the waveforms that are transmitted onto the outbound cable. The waveforms meet the latest ANSI, ETSI, ITU and Telcordia specifications (see Figure 10-69 and Figure 10-70). The LTRCR.T1J1E1S field specifies the waveform to be generated, along with the line build out field in LTISR.L[2:0], if applicable. Due to the nature of its design, the transmitter adds very little jitter (less than $0.005UI_{P-P}$ broadband from 10Hz to 100kHz) to the transmit signal. Also, the waveforms created are independent of the duty cycle of TCLK.

10.13.2.2 Line Build-Out

The transmitter line driver can handle both CEPT 30/ISDN-PRI lines for E1 and long-haul (CSU) or short-haul (DSX-1) lines for T1. The L[2:0] field in LTISR specifies the line build-out for E1 and T1.

10.13.2.3 Line Driver Enable/Disable

When the TXENABLE pin is low or when LMCR.TXEN=0, the transmitter line driver is disabled, and TTIP/TRING are put in a high-impedance state. When the TXENABLE pin is high and LMCR.TXEN=1, the line driver is enabled.

10.13.2.4 Interfacing to the Line

The transmitter is transformer-coupled to the line. Typically, the transmitter interfaces to the outgoing coaxial cable or twisted-pair wiring through a 1:2 step-up transformer. Figure 10-68 shows the arrangement of the transformer with respect to the TTIP and TRING pins. The transmitter termination is always internal. Set LTISR.TIMPOFF=0 and set LTISR.TIMPL[1:0] to specify the termination impedance. Table 10-60 specifies the required characteristics of the transformer.

10.13.2.5 AIS Generation

When LMCR.TAIS = 1, the LIU transmitter generates AIS (unframed all ones) using E1CLK or T1CLK from CLAD1 as the timing reference. In addition, when LMCR.ATAIS = 1, the transmitter generates AIS when the LIU receiver indicates loss of signal (LOS).

10.13.2.6 Short-Circuit Detector

The LIU transmitter has an automatic short-circuit detector that activates when the short-circuit resistance is approximately 25Ω or less. LRSR.SCS provides a real-time indication of when the short-circuit limit has been exceeded. Latched status bits LLSR.SCD and SCC are set when LRSR.SCS changes state from low-to-high and high-to-low, respectively. These latched status bits can cause an interrupt request if enabled by the corresponding bits in LSIMR. The short-circuit detector is disabled for CSU modes (i.e., when LTISR.L[2:0] = 101, 110, or 111).

10.13.2.7 Open-Circuit Detector

The LIU transmitter can also detect when TTIP and TRING are open circuited. LRSR.OCS provides a real-time indication of when the open-circuit limit has been exceeded. Latched status bits LLSR.OCD and OCC are set when LRSR.OCS changes state from low-to-high and high-to-low, respectively. These latched status bits can cause an interrupt request if enabled by the corresponding bits in LSIMR. The open-circuit detector is disabled for CSU modes (i.e., when LTISR.L[2:0] = 101, 110, or 111).

10.13.2.8 Transmitter Power-Down

The transmitter can be powered down to reduce power consumption by setting LMCR.TPDE=1. When the transmitter is powered down, TTIP and TRING are high impedance.

Figure 10-69. T1/J1 Transmit Pulse Templates

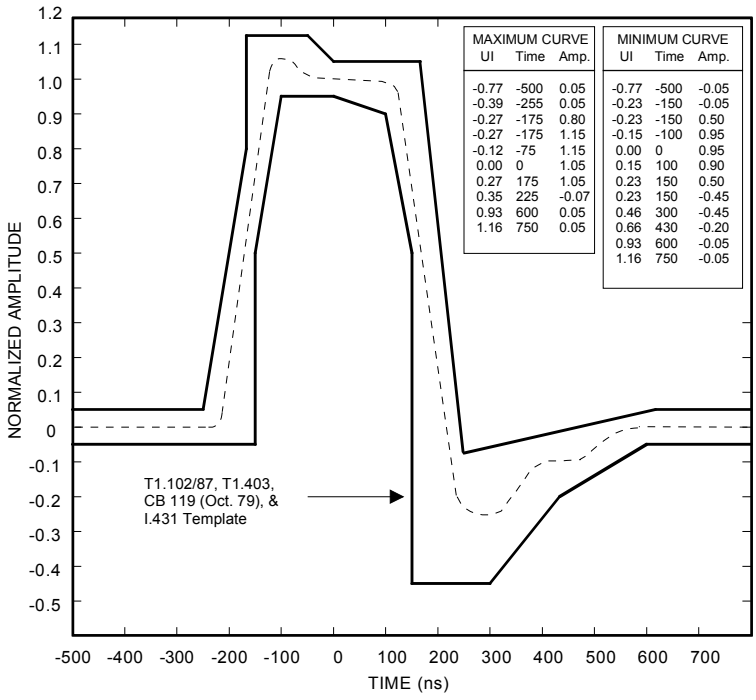
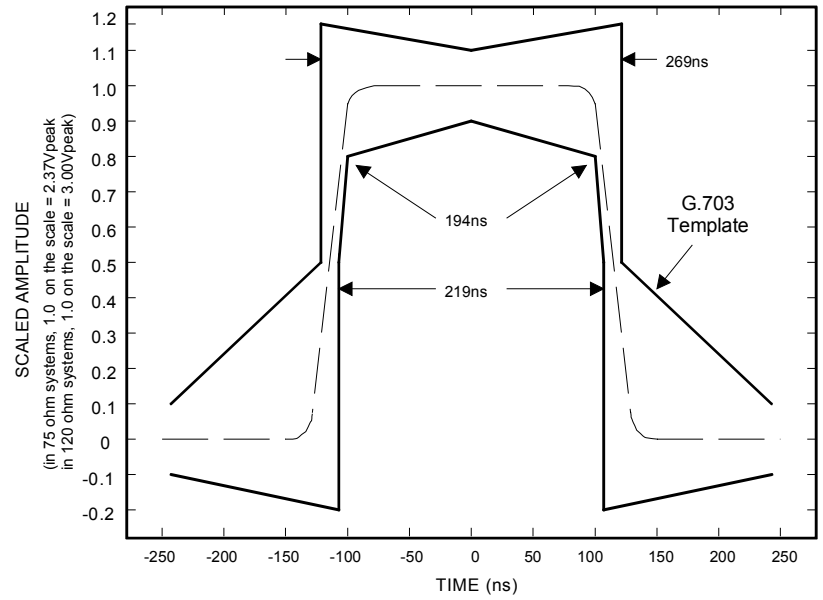


Figure 10-70. E1 Transmit Pulse Templates



10.13.3 LIU Receiver

The LIU is configured for E1 or T1/J1 mode by setting the LTRCR.T1J1E1S bit appropriately.

10.13.3.1 Interfacing to the Line

The LIU receiver accepts incoming T1, E1 and J1 physical layer signals on the RTIP/RRING differential pair. The receiver is designed to be fully software-selectable for E1, T1 or J1 without changing any external components. The receiver can be transformer-coupled or capacitor-coupled to the line. Typically, the receiver interfaces to the incoming coaxial or twisted-pair cable through a 1:1 isolation transformer. Table 10-60 specifies the required characteristics of the transformer. Rx line termination (also known as impedance matching) can be internal or external and is configurable for 75Ω, 100Ω, 110Ω, or 120Ω. For internal impedance matching, set LRISMR.RIMPON=1 and set LRISMR.RIMPM[2:0] to specify the impedance. For external impedance matching, set LRISMR.RIMPON=0, set LRISMR.RIMPM[2:0] to specify the impedance, and use external termination resistors Rt as shown in Figure 10-68. Optionally a 2:1 transformer can be used when LTRCR.RTR=1, but this mode is only compatible with external termination.

10.13.3.2 Rx Sensitivity

Rx sensitivity can be adjusted for various application using LRISMR.RSMS[1:0].

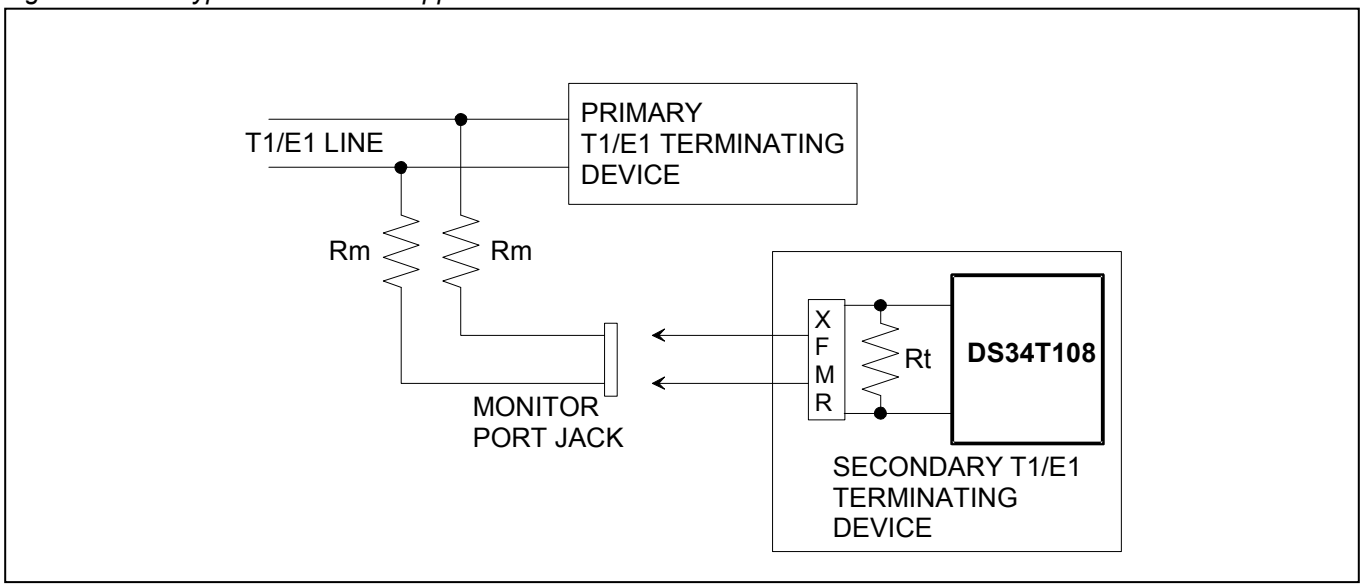
10.13.3.3 Rx Signal Level Indicator

The signal strength at RTIP/RRING is reported in 2.5dB increments in LRSL.RSL[3:0]. This feature is helpful when troubleshooting line performance problems.

10.13.3.4 Optional Monitor Mode

The LIU receiver can be used in monitoring applications, which typically have flat losses from the use of series resistors. See Figure 10-71. In these applications a pre-amp stage in the receiver can be configured to apply 14dB, 20dB, 26dB, or 32dB of flat gain to compensate for the resistive losses. The monitor mode preamp is enabled by setting LRISMR.RMONEN=1 and configured by LRISMR.RSMS[1:0].

Figure 10-71. Typical Rx Monitor Application



10.13.3.5 Clock and Data Recovery

The LIU receiver has an active filter that reconstructs the received analog signal for the nonlinear losses that occur in transmission. The E1CLK or T1CLK from the CLAD1 block is multiplied by 16 and used to oversample the

incoming signal to recover clock and data. The receiver has excellent jitter tolerance as shown in Figure 10-72 and Figure 10-73.

Figure 10-72. Jitter Tolerance, T1 Mode

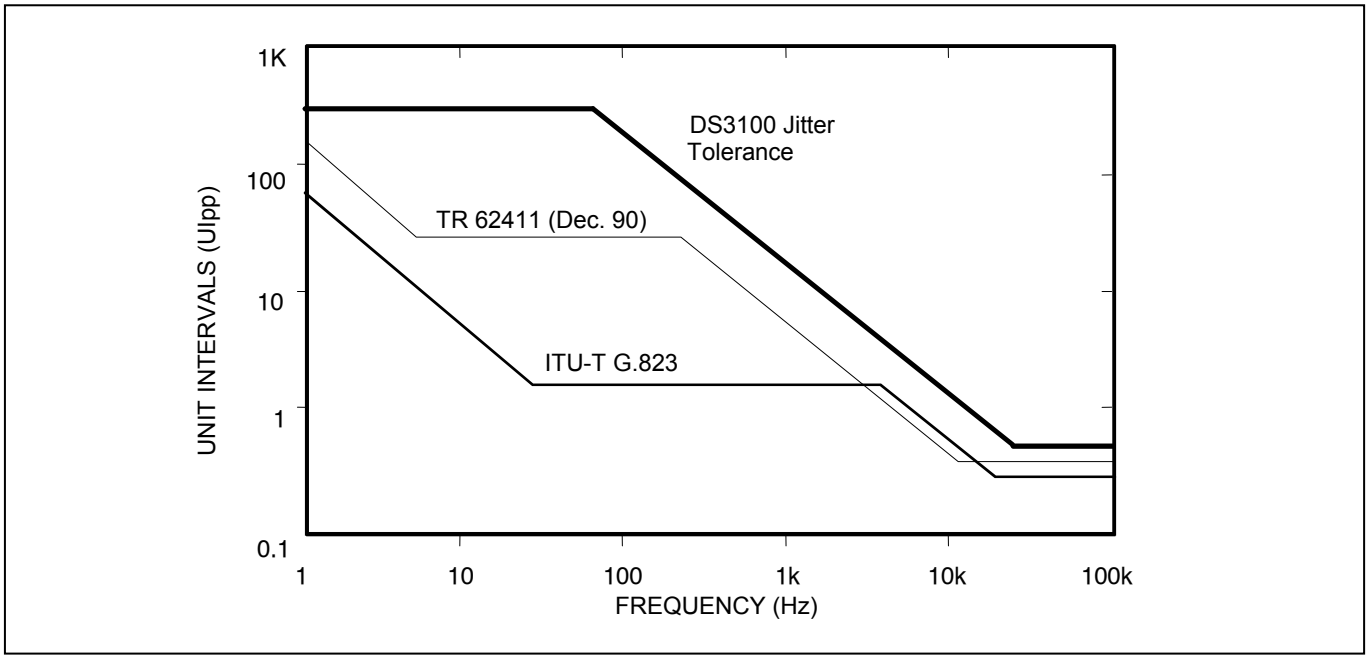
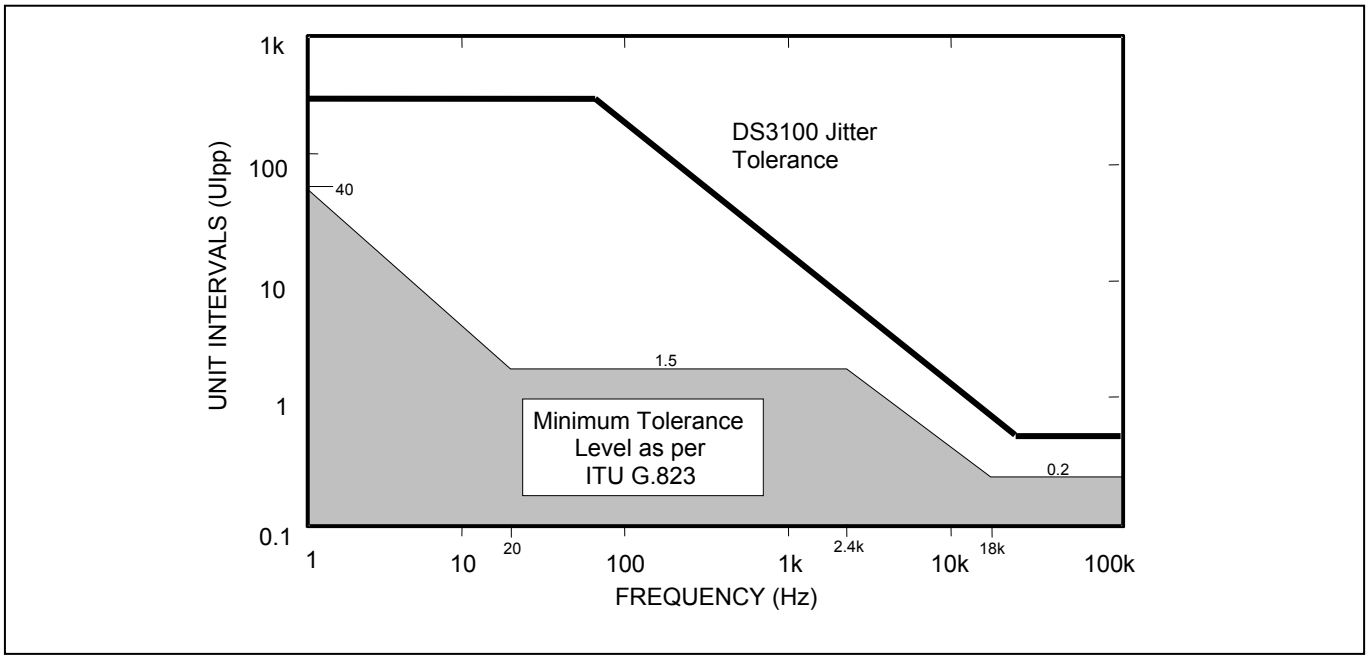


Figure 10-73. Jitter Tolerance, E1 and 2048kHz Modes



Normally, the clock that is output at the RCLK pin is the recovered clock from the E1 or T1 signal on the RTIP/RRING inputs. If the jitter attenuator is placed in the Rx path (LTRCR.JAPS=01), the jitter attenuator restores the RCLK to approximately 50% duty cycle. If the jitter attenuator is placed in the transmit path or is disabled, the RCLK output can exhibit slightly less than 50% duty cycle. This is due to the highly over-sampled digital clock recovery circuitry. When no signal is present at RTIP/RRING, a Rx loss of signal condition occurs (LRSR.LOS=1) and the RCLK signal is derived from either the E1CLK or T1CLK signal.

10.13.3.6 Loss-of-Signal Detection

In T1 mode, LOS is declared when no pulses are detected (i.e., when the signal level is 3dB below the Rx sensitivity level set by LRISMR.RSMS[1:0]) in a window of 192 consecutive pulse intervals. When LOS occurs, the receiver sets the real-time LOS status bit in LRSR and the latched LOS status bit in LLSR. LLSR.LOS in turn can cause and interrupt request if enabled by LSIMR.LOS. LOS is cleared when 24 or more pulses are detected (amplitude greater than Rx sensitivity threshold) in a 192-bit period (pulse density above 12.5%) and there are no occurrences of 100 or more consecutive zeroes during that period. This algorithm meets the requirements of ANSI T1.231. For example, if Rx sensitivity is set at 18dB below nominal (LRISMR.RSMS[1:0], the LOS set threshold is 24dB below nominal, and the LOS clear threshold is 22dB below nominal.

In E1 and 2048kHz modes, if LTRCR:LCS=0 the receiver is configured for ITU G.775 LOS detection. When configured in this manner, LOS is declared when no pulses are detected (i.e., when the signal level is 3dB below the Rx sensitivity level set by LRISMR.RSMS[1:0]) in a window of 255 consecutive pulse intervals. When LOS occurs, the receiver sets the real-time LOS status bit in LRSR and the latched LOS status bit in LLSR. LLSR.LOS in turn can cause and interrupt request if enabled by LSIMR.LOS. LOS is cleared when at least 32 pulses are detected (amplitude greater than Rx sensitivity threshold) in a window of 255 consecutive pulse intervals.

In E1 and 2048kHz modes, if LTRCR:LCS=1 the receiver is configured for ETSI 300 233 LOS detection. When configured in this manner, LOS is declared when no pulses are detected (i.e., when the signal level is 3dB below the Rx sensitivity level set by LRISMR.RSMS[1:0]) in a window of 2048 consecutive pulse intervals. When LOS occurs, the receiver sets the real-time LOS status bit in LRSR and the latched LOS status bit in LLSR. LLSR.LOS in turn can cause and interrupt request if enabled by LSIMR.LOS. LOS is cleared when at least one pulse is detected (amplitude greater than Rx sensitivity threshold) in a window of 255 consecutive pulse intervals.

10.13.3.7 Receiver Power-Down

The LIU receiver can be powered down to reduce power consumption by setting LMCR.RPDE=1. When the receiver is powered down, all digital outputs from the receiver are held low, and RTIP and RRING become high impedance.

10.13.4 Jitter Attenuator

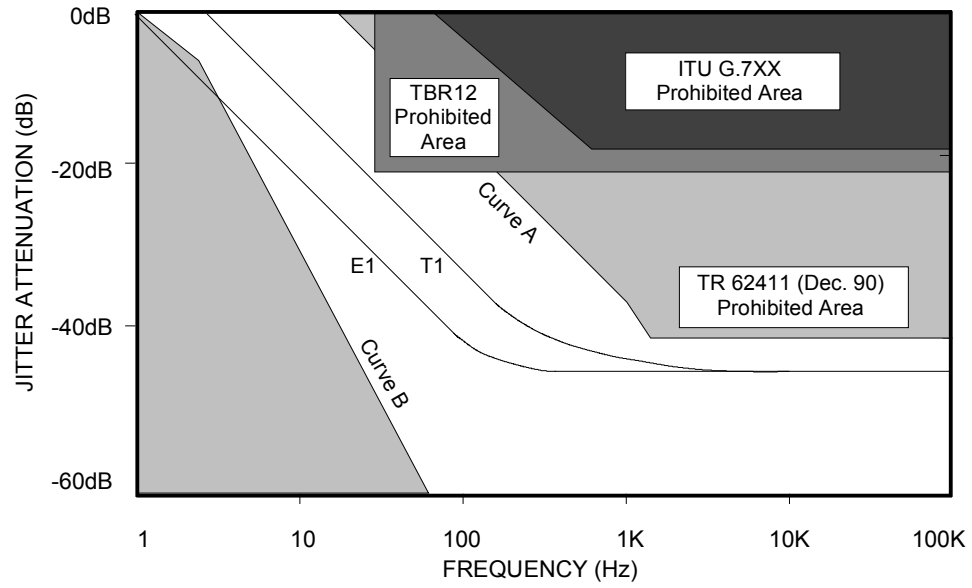
The LIU block contains a jitter attenuator (JA) that can be inserted into the transmit path, inserted into the Rx path or disabled as specified by LTRCR.JAPS[1:0]. The depth of the jitter attenuator's buffer can be set to 16, 32, 64 or 128 bits using the LTRCR.JADS[1:0] field. Larger buffer depths are used in applications where high-amplitude phase noise is expected. Smaller buffer depths are used in delay sensitive applications. The jitter attenuator's jitter transfer is shown in Figure 10-74. In E1 mode, the JA's corner frequency is approximately 0.6Hz. In T1/J1 mode, it is approximately 3.75Hz. The JA is compliant with the specification listed in Table 3-1.

The jitter attenuator does it's job by writing data into a FIFO (the jitter buffer) using the jittered clock and reading data out of the FIFO using a low-noise clock. The read clock comes from a PLL inside the jitter attenuator. This PLL seeks to produce a read-clock frequency that is exactly the same as the long-term-average frequency of the write clock. It does this by looking at FIFO fill level. If the current fill level of the FIFO is less than half full, then FIFO reads must be happening more frequently than FIFO writes and therefore the PLL decreases the read clock frequency. Likewise, if the current fill level of the FIFO is more than half full, then FIFO reads must be happening less frequently than FIFO writes and therefore the PLL increases the read clock frequency. FIFO overflows and underflows (which both result in data errors) are reported in real-time status bits LRSR.JAO and JAU and latched status bit LLSR.JALTS.

The jitter attenuator makes use of a clock derived from the E1CLK or T1CLK signal from the CLAD1 block. The clock from which CLAD1 makes E1CLK and T1CLK (either the CLK_HIGH pin or the MCLK pin, see section 10.4) must have very low jitter since jitter on this clock source is passed through to the output of the jitter attenuator. This clock must also have a frequency accuracy better than ±50ppm for E1 applications and ±32ppm for T1/J1 interfaces.

It is acceptable to provide a gapped/bursty clock at the TCLKFn pin if the jitter attenuator is placed in the transmit side. If the incoming jitter exceeds $120UI_{P-P}$ (when buffer depth is 128 bits) or $28UI_{P-P}$ (when buffer depth is 32 bits), then the device sets the jitter attenuator limit trip (LLSR.JALTS).

Figure 10-74. Jitter Attenuation



Note: Curve B applies only in T1 mode.

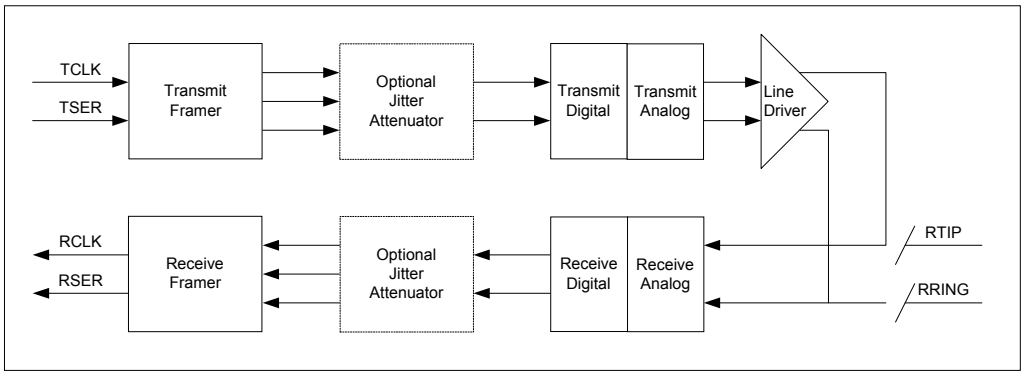
10.13.5 LIU Loopbacks

The LIU block provides four loopback paths for diagnostic purposes: analog loopback, local loopback, remote loopback and dual loopback. The loopbacks are enabled by setting LMCR.LB[2:0] to a non-zero value.

10.13.5.1 Analog Loopback

In analog loopback, the transmitter's analog output on TTIP/TRING is looped back to the receiver's analog input. The signal on RTIP/RRING is ignored during analog loopback. This loopback is shown in Figure 10-75.

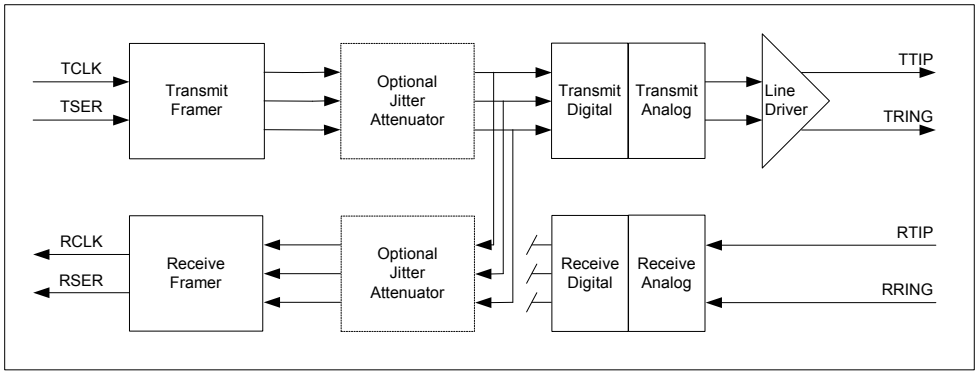
Figure 10-75. Analog Loopback



10.13.5.2 Local Loopback

In local loopback the AMI-, HDB3- or B8ZS-encoded transmit signal from the transmit formatter is looped back toward the Rx framer. The data is transmitted normally on TTIP/TRING if the line driver is enabled, but the recovered clock and data from the LIU receiver is ignored. This loopback is shown in Figure 10-76.

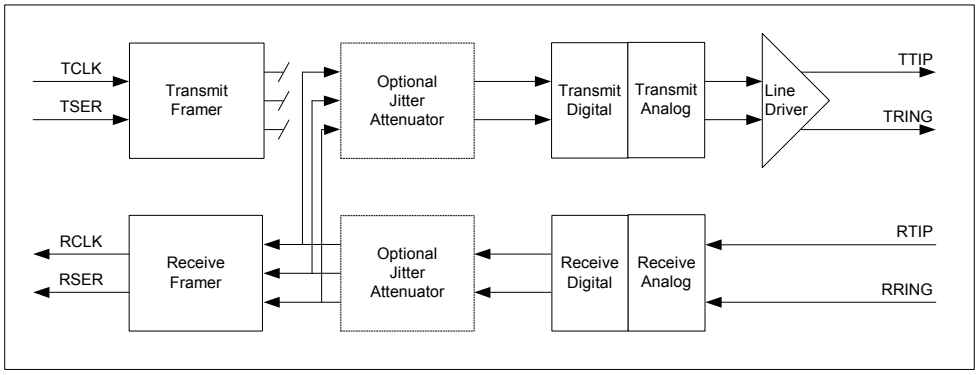
Figure 10-76. Local Loopback



10.13.5.3 Remote Loopback

In remote loopback the recovered clock and data from the LIU receiver are looped back to the LIU transmitter. The recovered clock and data are passed to the Rx framer, but the data stream from the transmit formatter is ignored. This loopback is shown in Figure 10-77.

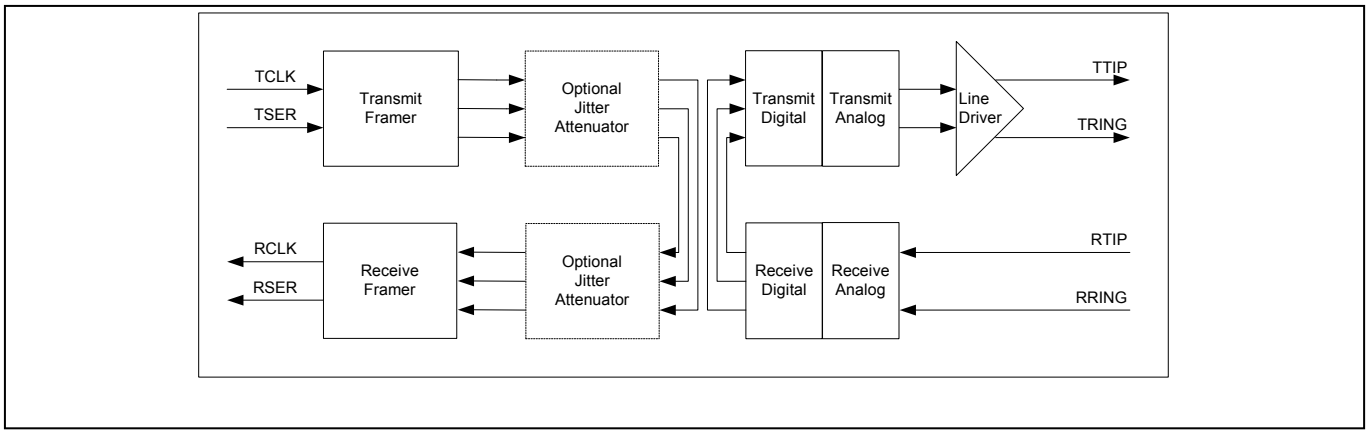
Figure 10-77. Remote Loopback



10.13.5.4 Dual Loopback

Dual loopback is local loopback and remote loopback at the same time. This loopback is shown in Figure 10-78.

Figure 10-78. Dual Loopback



10.14 Bit Error Rate Test Functions (BERTs)

10.14.1 BERT General Description

The BERT (Bit Error Rate Tester) is a software-programmable test-pattern generator and monitor capable of meeting most error performance monitoring requirements for digital transmission equipment. It is used to test and stress communication links. Each E1/T1 transceiver has its own dedicated BERT circuitry.

The BERT can generate and synchronize to pseudo-random patterns with a generation polynomial of the form $x^n + x^y + 1$ and to repetitive patterns of any length up to 32 bits. The pattern generator (Tx BERT) generates the programmable test pattern, and inserts the test pattern into the data stream. The pattern detector (Rx BERT) extracts the test pattern from the Rx data stream and monitors it. Figure 6-1 shows the location of the BERT blocks in E1/T1 transceiver circuitry.

10.14.2 BERT Features

- **Programmable PRBS pattern** – The Pseudo Random Bit Sequence (PRBS) polynomial ($x^n + x^y + 1$) and seed are programmable (length n = 1 to 32, tap y = 1 to n - 1, and seed = 0 to $2^n - 1$).
- **Programmable repetitive pattern** – The repetitive pattern length and pattern are programmable (length n = 1 to 32 and pattern = 0 to $2^n - 1$).
- **24-bit error count and 32-bit bit count registers**
- **Programmable bit error insertion** – Errors can be inserted individually or at a specific rate. The rate $1/10^n$ is programmable (n = 1 to 7).
- **Pattern synchronization at a 10^{-3} BER** – The Rx BERT can synchronization with the pattern in the incoming data stream even in the presence of a bit error rate (BER) as high as 10^{-3}.

10.14.3 BERT Configuration and Monitoring

The configuration and status registers related to the BERT block are shown in the following table:

Register Name	Description	Functions	Page
Global Registers			
GCR2	Global Control Register 2	global counter update (BRPMU)	153
GTISR	Global Transceiver Interrupt Status Register	Per-BERT interrupt status bits (BISn)	154
GTIMR	Global Transceiver Interrupt Mask Register	Per-BERT interrupt mask bits (BIMn)	155
Framer Registers			
RXPC	Rx Expansion Port Control Register	Rx BERT enable, direction, un/framed	252
RBPBS	Rx BERT Port Bit Suppress Register	Rx bit suppression within the DS0	253
RBPCS1-4	Rx BERT Port Channel Select Registers	Rx DS0 channel selection	271
TXPC	Transmit Expansion Port Control Register	Tx BERT enable, direction, un/framed	294
TBPBS	Transmit BERT Port Bit Suppress Register	Tx bit suppression within the DS0	295
TBPCS1-4	Transmit BERT Port Channel Select Registers	Tx DS0 channel selection	303
BERT Registers			
BCR	BERT Control Register	pattern load, invert, counter update	313
BPCR	BERT Pattern Configuration Register	pattern type, length, feedback, QRSS	314
BSPR1	BERT Seed/Pattern Register 1	32-bit pattern seed value	315
BSPR2	BERT Seed/Pattern Register 2	32-bit pattern seed value	315
TEICR	Transmit Error Insertion Control Register	error insertion, single or specified rate	316
BSR	BERT Status Register	bit error detected, out of sync	316
BSRL	BERT Status Register Latched	latched status, can cause interrupts	317
BSRIE	BERT Status Register Interrupt Enable	interrupt mask bits	317
RBECR1	Rx Bit Error Count Register 1	24-bit error count	318
RBECR2	Rx Bit Error Count Register 2	24-bit error count	318
RBCR1	Rx Bit Count Register 1	32-bit total bit count	319
RBCR2	Rx Bit Count Register 2	32-bit total bit count	319

The BERT function must be enabled and configured for each port (see the TXPC and RXPC registers). The BERT can be assigned to any combination of 64kbps channels within the E1/T1 signal using the bits in the TBPCS and RBPCS registers. Individual bit positions within the channels can be suppressed (i.e. not used for patterns) using the bits in the TBPBS and RBPBS registers.

The following tables show how to configure the BERT to send and Rx common telecom patterns.

Table 10-61. Pseudorandom Pattern Generation

PATTERN TYPE	BPCR REGISTER				BPCR	BSPR2	BSPR1	BCR
	PTF[4:0] (hex)	PLF[4:0] (hex)	PTS	QRSS				TPIC, RPIC
2^9-1 O.153 (511 type)	04	08	0	0	0x0408	0xFFFF	0xFFFF	0
2^{11}-1 O.152 and O.153 (2047 type)	08	0A	0	0	0x080A	0xFFFF	0xFFFF	0
2^{15}-1 O.151	0D	0E	0	0	0x0D0E	0xFFFF	0xFFFF	1
2^{20}-1 O.153	10	13	0	0	0x1013	0xFFFF	0xFFFF	0
2^{20}-1 O.151 QRSS	02	13	0	1	0x0253	0xFFFF	0xFFFF	0
2^{23}-1 O.151	11	16	0	0	0x1116	0xFFFF	0xFFFF	1

Table 10-62. Repetitive Pattern Generation

PATTERN TYPE	BPCR REGISTER				BPCR	BSPR2	BSPR1
	PTF[4:0] (hex)	PLF[4:0] (hex)	PTS	QRSS			
all 1s	NA	00	1	0	0x0020	0xFFFF	0xFFFF
all 0s	NA	00	1	0	0x0020	0xFFFF	0xFFFE
alternating 1s and 0s	NA	01	1	0	0x0021	0xFFFF	0xFFFE
double alternating and 0s	NA	03	1	0	0x0023	0xFFFF	0xFFFC
3 in 24	NA	17	1	0	0x0037	0xFF20	0x0022
1 in 16	NA	0F	1	0	0x002F	0xFFFF	0x0001
1 in 8	NA	07	1	0	0x0027	0xFFFF	0xFF01
1 in 4	NA	03	1	0	0x0023	0xFFFF	0xFFF1

After configuring these bits, the pattern must be loaded into the BERT. This is accomplished via a zero-to-one transition on BCR.TNPL and BCR.RNPL.

Monitoring the BERT requires reading the BSR Register which contains the Bit Error Count (BEC) bit and the Out of Synchronization (OOS) bit. The BEC bit is set when the bit error counter is one or more. The OOS is set when the Rx pattern generator is not synchronized to the incoming pattern, which occurs when it receives a minimum of 6 bit errors within a 64-bit window. The Rx BERT Bit Count Registers (RBCR) and the Rx BERT Bit Error Count Registers (RBECR) are updated upon the zero-to-one transition of a performance monitor update signal (either BCR.LPMU or GCR2.BRPMU as specified by BCR.PMUM). This signal updates the registers with the values of the counters since the last update and resets the counters.

10.14.4 BERT Receive Pattern Detection

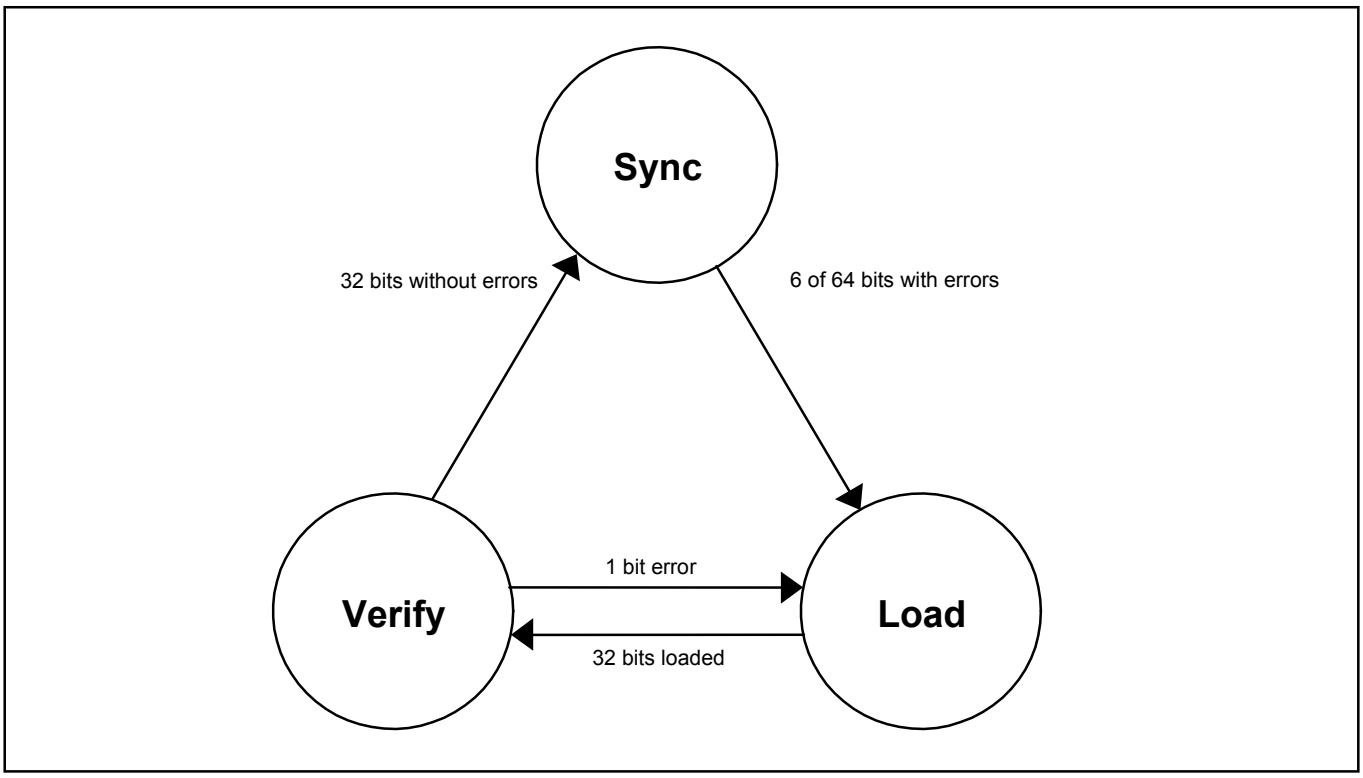
The Rx BERT synchronizes the Rx pattern generator to the incoming pattern. The Rx pattern generator is a 32-bit shift register that shifts data from the least significant bit (LSB, bit 1) to the most significant bit (MSB, bit 32). The input to bit 1 is the feedback. For a PRBS pattern (generating polynomial $x^n + x^y + 1$), the feedback is an XOR of bit n and bit y. For a repetitive pattern (length n), the feedback is bit n. The values for n and y are individually

programmable (1 to 32, y < n) in the BPCR register. The output of the Rx pattern generator is the feedback. If QRSS is enabled (BPCR.QRSS=1) is enabled, the feedback is an XOR of bits 17 and 20, and the output is forced to one if the next 14 bits are all zeros. For PRBS and QRSS patterns, the feedback is forced to one if bits 1 through 31 are all zeros. Depending on the type of pattern programmed, pattern detection performs either PRBS synchronization or repetitive pattern synchronization.

10.14.4.1 Rx PRBS Synchronization

PRBS synchronization synchronizes the Rx pattern generator to the incoming PRBS or QRSS pattern. The Rx pattern generator is synchronized by loading 32 data stream bits into the Rx pattern generator, and then checking the next 32 data stream bits. Synchronization is achieved if all 32 bits match the incoming pattern. If at least six incoming bits in the current 64-bit window do not match the Rx pattern generator, automatic pattern re-synchronization is initiated. Automatic pattern resynchronization can be disabled by setting BCR:APRD=1. Pattern resynchronization can also be initiated manually by a zero-to-one transition of the Manual Pattern Resynchronization bit (BCR:MPR). The incoming data stream can be inverted before comparison with the Rx pattern generator by setting BCR:RPIC. See Figure 10-79 for the PRBS synchronization state diagram.

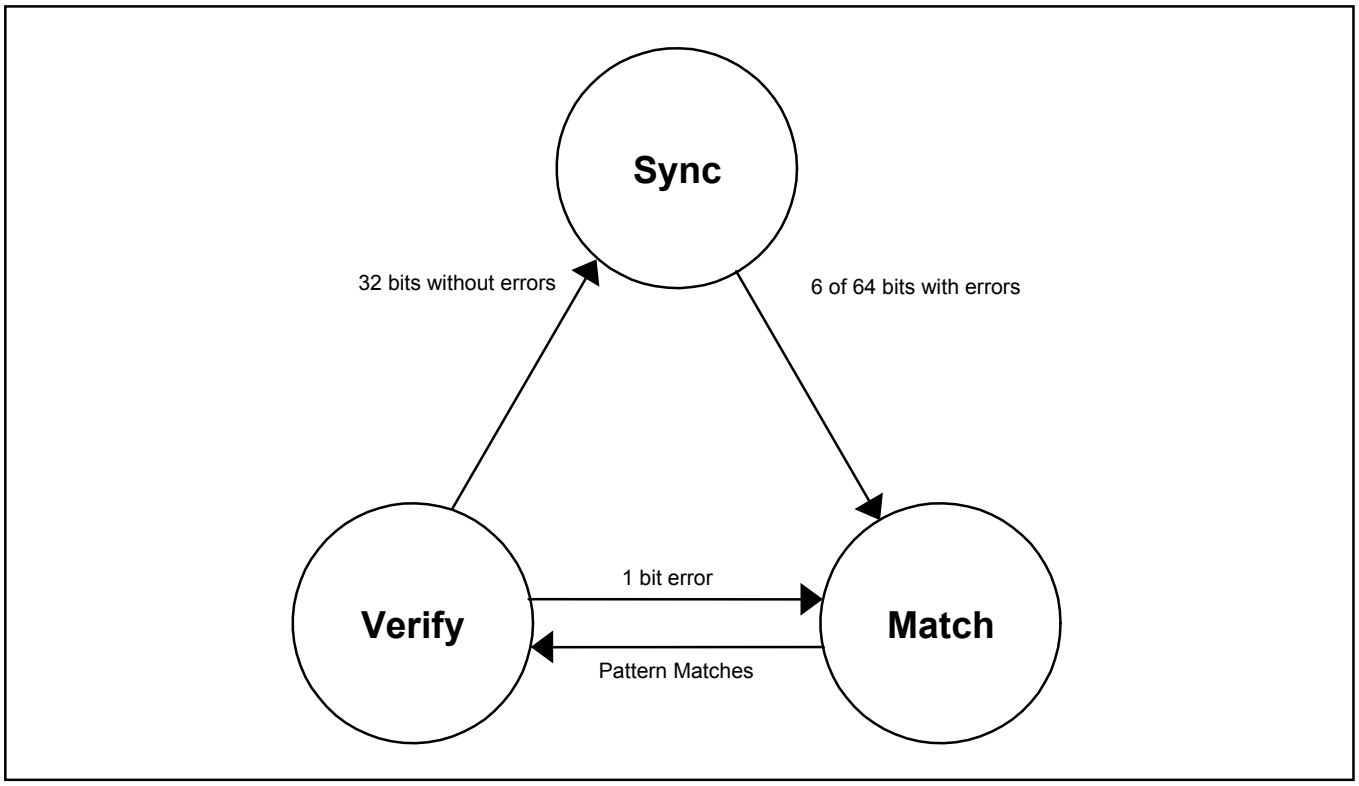
Figure 10-79. PRBS Synchronization State Diagram



10.14.4.2 Rx Repetitive Pattern Synchronization

Repetitive pattern synchronization synchronizes the Rx pattern generator to the incoming repetitive pattern. The Rx pattern generator is synchronized by searching each incoming data stream bit position for the repetitive pattern, and then checking the next 32 data stream bits. Synchronization is achieved if all 32 bits match the incoming pattern. If at least six incoming bits in the current 64-bit window do not match the Rx PRBS pattern generator, automatic pattern re-synchronization is initiated. Automatic pattern resynchronization can be disabled by setting BCR:APRD=1. Pattern resynchronization can also be initiated manually by a zero-to-one transition of the Manual Pattern Resynchronization bit (BCR:MPR). The incoming data stream can be inverted before comparison with the Rx pattern generator by setting BCR:RPIC. See Figure 10-80 for the repetitive pattern synchronization state diagram.

Figure 10-80. Repetitive Pattern Synchronization State Diagram



10.14.4.3 Rx Pattern Monitoring

Rx pattern monitoring monitors the incoming data stream for both an OOS condition and bit errors and counts the incoming bits. An Out Of Synchronization (BSR.OOS=1) condition is declared when the synchronization state machine is not in the Sync state. An OOS condition is terminated when the synchronization state machine is in the Sync state. A change of state of the OOS status bit sets the BSRL:OOSL latched status bit and can cause an interrupt if enabled by BSRIE.OOSIE.

Bit errors are determined by comparing the incoming data stream bit to the Rx pattern generator output. If they do not match, a bit error is declared (BSRL:BEL=1), and the bit error and bit counts are incremented. If they match, only the bit count is incremented. The bit count and bit error count are not incremented when an OOS condition exists. The setting of the BEL status bit can cause an interrupt if enabled by BSRIE.BEIE.

10.14.5 BERT Transmit Pattern Generation

The pattern generator generates the outgoing test pattern. The transmit pattern generator is a 32-bit shift register that shifts data from the least significant bit (LSB, bit 1) to the most significant bit (MSB, bit 32). The input to bit 1 is the feedback. For a PRBS pattern (generating polynomial $x^n + x^y + 1$), the feedback is an XOR of bit n and bit y. For a repetitive pattern (length n), the feedback is bit n. The values for n and y are individually programmable (1 to 32, y < n) in the BPCR.PLF and PTF fields. The output of the Rx pattern generator is the feedback. If QRSS is enabled (BPCR:QRSS=1), the feedback is an XOR of bits 17 and 20, and the output is forced to one if the next 14 bits are all zeros. For PRBS and QRSS patterns, the feedback is forced to one if bits 1 through 31 are all zeros. When a new pattern is loaded, the pattern generator is loaded with a seed/pattern value before pattern generation starts. The seed/pattern value is programmable ($0 – 2^n - 1$). in the BSPR registers. The generated pattern can be inverted by setting BCR:TPIC.

10.14.5.1 Transmit Error Insertion

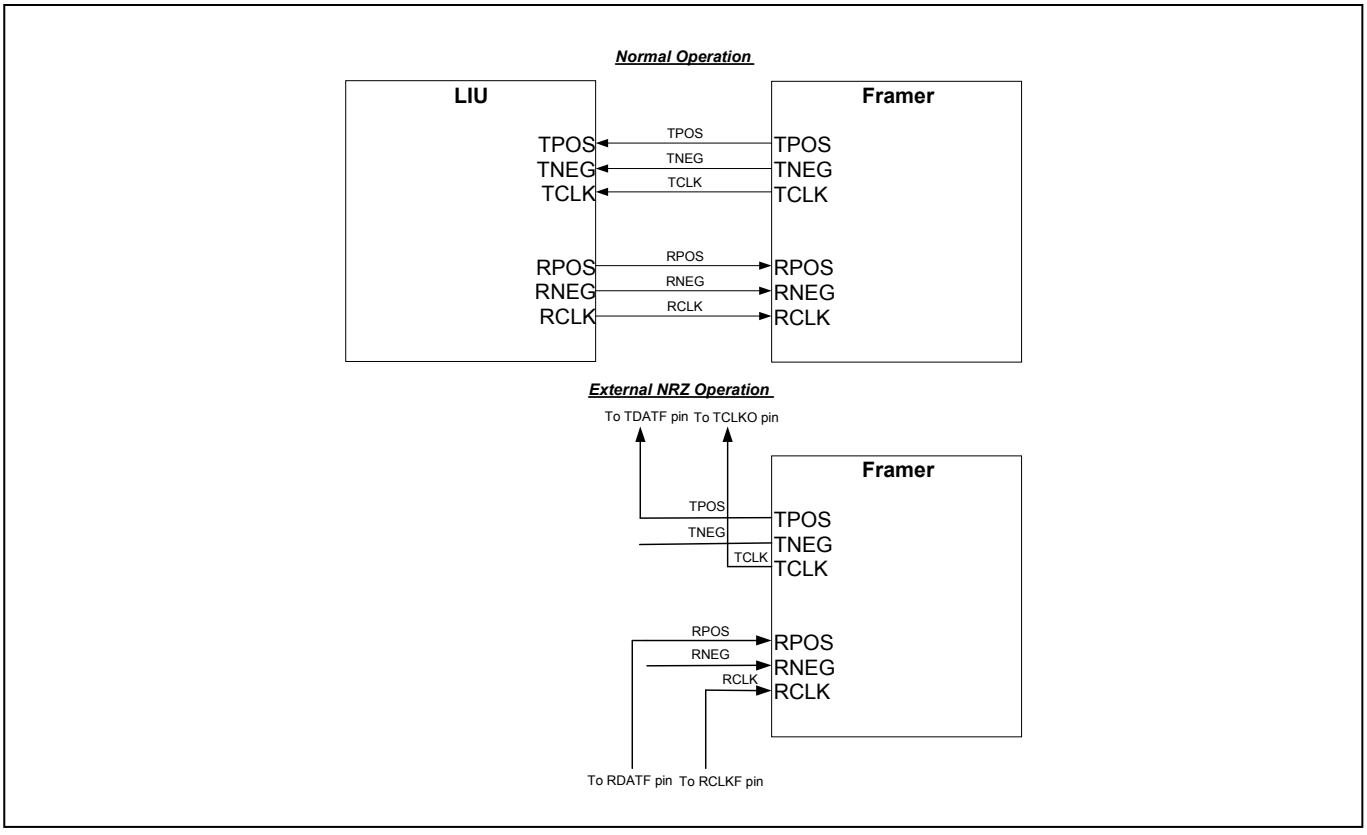
Errors can be inserted into the generated pattern one at a time or at a rate of one out of every 10^n bits. The value of n is programmable (1 to 7 or off) in the TEICR.TEIR[2:0] configuration field.. Single bit error insertion is enabled by setting TEICR.BEI and can be initiated by a zero-to-one transition of TEICR.TSEI.

10.15 LIU - Framer Connections

By default each TDM port of the device has its framer connected to the internal LIU for that port. See Figure 6-1. As a configuration option, the internal LIU for any port can be disabled and the framer for that port can be connected to an external LIU or other component, such as an M13 mux or a SONET/SDH mapper. See Figure 10-81 below. When GCR2.LIUDn=0, the internal LIU is enabled, and the framer is connected to the internal LIU. When GCR2.LIUDn=1, the internal LIU is disabled, and the corresponding RCLKFn and TDATFn pins are enabled to allow the framer to connect to an external component.

When GCR2.LIUDn=1, the CPU must also set RCR3.IDF=1 and TCR3.ODF=1 to configure the framer's LIU interface for NRZ mode. The external component must also be configured for NRZ mode. If the external component is an E1/T1 LIU, it must also have HDB3 or B8ZS encoder and decoder enabled for proper operation.

Figure 10-81. LIU + Framer Connections



11 Device Registers

11.1 Addressing

Device registers and memory can be accessed either 2 or 4 bytes at a time, as specified by configuration pin DAT_32_16_N. In the 16-bit addressing mode, addresses are multiples of 2, while in 32-bit addressing, addresses are multiples of 4.

The prefix “0x” indicates hexadecimal (base 16) numbering, as does the suffix “h” (Example: 2FFh). Addresses are always indicated in hexadecimal format.

The byte order for both addressing modes is “big-endian” meaning the most significant byte has the lowest address. See byte order numbers in grey in Figure 11-1 and Figure 11-2.

Figure 11-1. 16-Bit Addressing

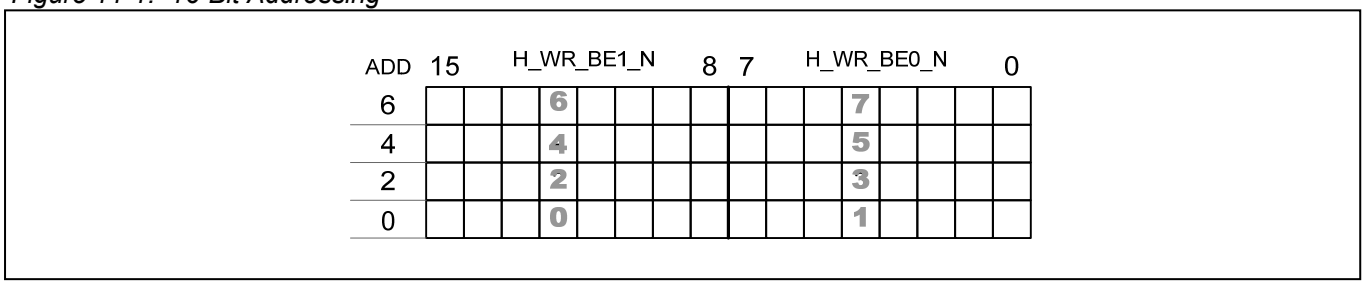
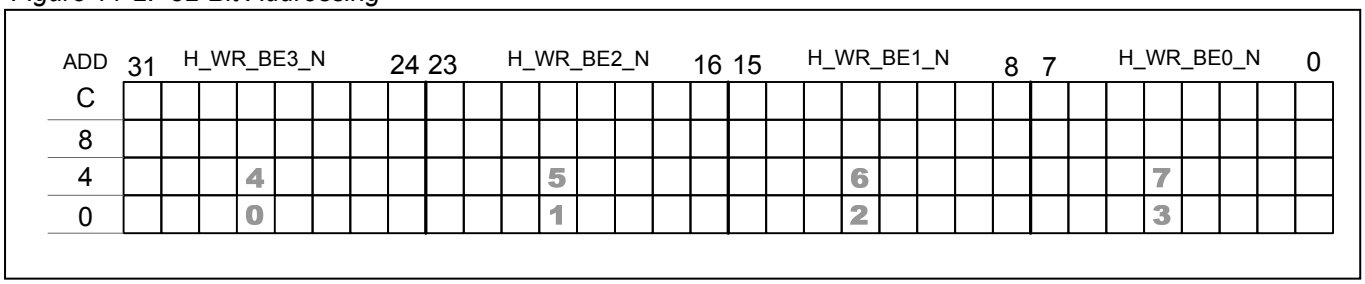
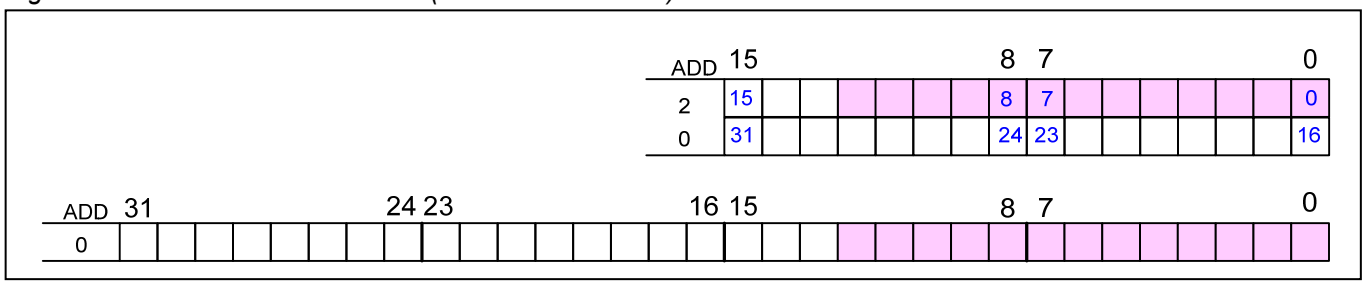


Figure 11-2. 32-Bit Addressing



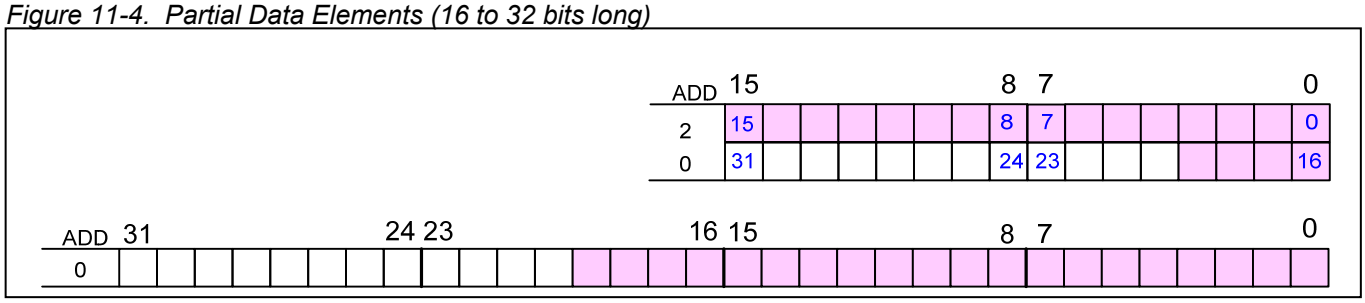
Partial data elements (shorter than 16 or 32 bits) are always positioned from LSb to MSb with the rest of the bits left unused. Thus, the bit numbers of data elements shorter than 16 bits are identical for both addressing modes (see bits [12:0] in Figure 11-3) and the CPU can access all bits by a single read/write.

Figure 11-3. Partial Data Elements (shorter than 16 bits)



Data elements 17 to 32 bits long need one read/write access in 32-bit addressing and two in 16-bit addressing. In Figure 11-4, the 20-bit data element needs one 32-bit CPU access (bits [19:0]) and two 16-bit accesses (bits [15:0] and then [3:0]).

Figure 11-4. Partial Data Elements (16 to 32 bits long)



SPI interface mode (H_CPU_SPI_N=0) always uses 32-bit addressing. See section 10.3.

11.2 Top-Level Memory Map

Table 11-1. Top-Level Memory Map

Address Range	Contents	Page
0 – 7F,FFF	TDM-over-Packet Registers	159
80,000 – 9F,FFF	Reserved	---
100,000 – 107,FFF	Framer, LIU and BERT Registers	224
108,000 – 108,FFF	Global Registers	151
109,000 – FFF,FFF	Reserved	---
1,000,000 – 1,FFF,FFF	External SDRAM	---

11.3 Global Registers

Functions contained in the global registers include device ID, CLAD configuration, TDMoP to framer connections, block resets, and block interrupt status. The global register base address is 0x108,000.

Table 11-2. Global Registers

Addr Offset	Register Name	R/W	Description	Page
0x00	GCR1	R/W	Global Control Register 1	151
04	GCR2	R/W	Global Control Register 2	153
08	GTRR	R/W	Global Transceiver Reset Register	153
0C	IDR	RO	Identification Device Register	154
10	GTISR	RO	Global Transceiver Interrupt Status Register	154
14	GTIMR	R/W	Global Transceiver Interrupt Mask Register	155
18	FMRTOPISM1	R/W	Framer and TDM-over-Packet Internal Signal Manager 1	155
1C	FMRTOPISM2	R/W	Framer and TDM-over-Packet Internal Signal Manager 2	156
20	FMRTOPISM3	R/W	Framer and TDM-over-Packet Internal Signal Manager 3	157
24	FMRTOPISM4	R/W	Framer and TDM-over-Packet Internal Signal Manager 4	158

GCR1 (Global Control Register) 0x00

Bits	Data Element Name	R/W	Default	Description
[31:24]	TSSYNCPEn	R/W	0	Transmit System Frame/Multiframe Sync Pin Enable Bit 31 is TSSYNCPE8; bit 24 is TSSYNCPE1. These bits enable the TSYNCn/TSSYNCn pin to be TSSYNCn when set. The TSSYNCn pin should be enabled for any framer where the transmit elastic store is enabled. 0 = Pin is TSYNCn 1 = Pin is TSSYNCn
[23:15]	INTMODEn	-	0	When GCR1.MODE=0, all ports are configured for internal mode and these bits are ignored. When GCR1.MODE=1, INTMODEn configures port n as follows: 0 = External Mode 1 = Internal Mode These bits are only available on the DS34T108. See section 8 for details.
[14]	SYSCLKS	R/W	0	TDMoP System Clock Frequency Select When a 25MHz clock is applied to the CLK_SYS pin (i.e. when the CLK_SYS_S pin is high), this bit configures the CLAD2 block to provide either a 50MHz clock or a 75MHz clock to the TDMoP block. When CLK_SYS_S=0 this bit is a don't care. See section 10.4. 0 = 50MHz 1 = 75MHz
[13:12]	FREQSEL	R/W	00	Frequency Select Specifies the frequency of the signal applied to the CLK_HIGH pin. 00 = 38.88MHz (CLAD bypass; 38.88MHz in and out). 01 = 19.44MHz 10 = 10.000MHz 11 = 77.76MHz
[11]	UNFRMMODE	R/W	0	Unframed Mode Specifies framed or unframed connection between the framers and the TDMoP block. Affects all ports. Only valid in internal mode (GCR1.MODE=0). Ignored in external mode. See section 8.1. 0 = Framed mode 1 = Unframed mode Note: When framing is not needed, the framer still has to be setup to bypass the framer to work properly in Unframed mode.

GCR1 (Global Control Register) 0x00

Bits	Data Element Name	R/W	Default	Description
[10]	MODE	R/W	0	Mode Select Specifies internal mode or external mode connections for the cross-connect side of the framers and the TDMoP block. In external mode several input and output pins are enabled per port. See section 8. 0 = Internal mode (all ports) 1 = External mode (unless overridden by per-port configuration bits GCR1.INTMODE[8:1]).
[9]	CLKMODE	R/W	0	Clock Mode Selects between one-clock mode and two-clock mode. In two-clock mode transmit and Rx paths have independent clocks. In one-clock mode, transmit and Rx paths are clocked by the transmit clock. Affects all ports. Only valid in internal mode (GCR1.MODE=0). Ignored in external mode. See section 8.1. 0 = One-clock mode 1 = Two-clock mode Note: In “one clock mode” the user must enable the Rx elastic store of all the framers. See RESCR.RESE.
[8]	CLK_HIGHD	R/W	0	CLK_HIGH Disable Disables the 38.88MHz master clock to the clock recovery machines of the TDMoP block to save power. This bit should be set only when not using any of the TDMn_ACLK signals. See section 10.4. 0 = Enabled 1 = Disabled
[7]	MCLKS	R/W	0	Master Clock Selection When MCLKE=1 (bit 6 below), this bit specifies the frequency of the signal applied to the MCLK pin. See section 10.4. 0 = 1.544MHz (±32ppm) 1 = 2.048MHz (±50ppm)
[6]	MCLKE	R/W	0	Master Clock Enable Specifies the input clock from which the 1.544MHz T1CLK and 2.048MHz E1CLK are produced for use by the framers and LIUs. When MCLKE=1, the frequency of the signal on the MCLK pin must be specified by MCLKS (bit 7 above). See the CLAD1 block in Figure 6-1. See section 10.4. 0 = CLK_HIGH 1 = MCLK
[5]	GFCLE	R/W	0	Global Framer Counter Latch Enable A low-to-high transition on this bit latches the framer error counter values in the corresponding error counter registers (see section 10.11.8). Each framer can be independently enabled to accept this input by setting ERCNT.EAMS=1 and ERCNT.MCUS=1. GFCLE must be cleared and set again to perform another counter register update.
[4]	LOSS	R/W	0	Loss of Signal Select This bit controls the function of all RLOSn/RLOFn pins. 0 = RLOF (Rx loss of frame) 1 = RLOS (Rx loss of signal)
[3]	RFMSS	R/W	0	Rx Frame/Multiframe Sync Select This bit controls the function of all RFSYNCn / RMSYNCn pins. 0 = RFSYNC (Rx frame sync) 1 = RMSYNC (Rx multiframe sync)
[2]	IPOR	R/W	0	Interrupt Pin ‘OR’ This bit internally ORs the H_INT[1] signal with the H_INT[0] signal and outputs the result on the H_INT[0] pin. See Figure 10-63. 0 = Normal operation 1 = (H_INT[1] OR H_INT[0]) is output on H_INT[0]
[1]	IPI1	R/W	0	Interrupt Pin Inhibit 1 0 = H_INT[1] normal interrupt output behavior

GCR1 (Global Control Register) 0x00

Bits	Data Element Name	R/W	Default	Description
				1 = H_INT[1] forced inactive (high) See Figure 10-63.
[0]	IPI0	R/W	0	Interrupt Pin Inhibit 0 0 = H_INT[0] normal interrupt output behavior 1 = H_INT[0] forced inactive (high) See Figure 10-63.

GCR2 (Global Control Register 2) 0x04

Bits	Data Element Name	R/W	Default	Description
[31:24]	Not Used	-	0	Must be set to zero.
[23:9]	Not Used	-	0	Must be set to zero.
[8]	BRPMU	R/W	0	BERT Rx Performance Monitor Update This bit causes the Rx BERT performance monitoring registers to be updated for all ports where local performance monitoring update is disabled (BCR.PMUM =1). A 0 to 1 transition causes the performance monitoring registers to be updated with the latest data, and the counters reset. If BRPMU goes low before the local BERT BSR.PMS bit goes high, an update might not be performed. This bit has no for ports where BCR.PMUM=0. This is an asynchronous signal.
[7:0]	LIUDn	R/W	0	Line Interface Unit Disable n Bit 7 is LIUD8; bit 0 is LIUD1. When set, each of these bits disables the corresponding internal LIU and enables the corresponding RCLKFn and TDATFn pins for connection to an external LIU (or other component such as an M13 mux or SONET/SDH mapper). 0 = Internal LIU enabled 1 = Internal LIU disabled Note: When LIUD=1, RCR3.IDF and TCR3.ODF must be set to 1 to configure the framer and formatter for NRZ data on RDATFn and TDATFn. Also, unused LIUs can be powered down by setting LMCR.TPDE and LMCR.RPDE.

GTRR (Global Transceiver Reset Register) 0x08

Bits	Data Element Name	R/W	Default	Description
[31:19]	Not Used	-	0	Must be set to zero.
[18]	TOPRST	R/W	0	TDMoP Core Software Reset When set, this bit resets all of the TDMoP configuration registers to their default value. 0 = Normal operation 1 = Reset the TDMoP core
[17]	BSRST	R/W	0	BERT Software Reset All BERT logic and registers are reset on a 0-to-1 transition of this bit. The reset is released when a zero is written to this bit. 0 = Normal operation 1 = Reset all BERTs
[16]	FSRST	R/W	0	Framer Software Reset All framer logic and registers are reset on a 0-to-1 transition of this bit. The reset is released when a zero is written to this bit. 0 = Normal operation 1 = Reset all framers

GTRR (Global Transceiver Reset Register) 0x08

Bits	Data Element Name	R/W	Default	Description
[15:8]	LIRSTn	R/W	0	LIU Line Interface Reset n Bit 15 is LIRST8; bit 8 is LIRST1. A zero-to-one transition resets the receiver's clock recovery state machine and re-centers the jitter attenuator (JA) FIFO pointers for the corresponding LIU. This is an asynchronous reset. See section 10.5. 0 = Normal operation 1 = Reset receiver and JA of LIU n
[7:0]	LSRSTn	R/W	0	LIU Software Reset n Bit 7 is LSRST8; bit 0 is LSRST1. A zero-to-one transition resets LIU logic and registers for the corresponding LIU. The reset is released when a zero is written to this bit. See section 10.5. 0 = Normal Operation 1 = Reset LIU n

IDR (Identification Device Register) 0x0C

Bits	Data Element Name	R/W	Default	Description
[31:16]	ID[31:16]	RO	0	These bits are always zero.
[15:4]	ID[15:4]	RO	See JTAG ID.	Device ID These bits have the same information as the lower 12 bits of the Device ID portion of the JTAG ID register. See Table 12-2.
[3:0]	ID[3:0]	RO	See JTAG ID.	Device Revision These bits have the same information as the four REV bits of the JTAG ID register. See Table 12-2.

GTISR (Global Transceiver Interrupt Status Register) 0x10

Bits	Data Element Name	R/W	Default	Description
[31:25]	Not used.	-	0	Must be set to zero.
[24]	TDMoPIS	RO	0	TDM-over-Packet Interrupt Status This status bit indicates when the TDM-over-Packet block is signaling an interrupt request. This bit is typically used when H_INT[0] and H_INT[1] are ORed together (i.e. when GCR1.IPOR=1). Interrupt mask is GTIMR.TDMoPIM. 0 = TDM-over-Packet has not issued an interrupt. 1 = TDM-over-Packet has issued an interrupt.
[23:16]	LISn	RO	0	LIU Interrupt Status n Bit 23 is LIS8; bit 16 is LIS1. LISn reports the interrupt status for LIU n. Each LISn bit is only cleared when the LLSR register is cleared for the corresponding LIU. Interrupt mask is GTIMR.LIMn. 0 = LIU n has not issued an interrupt. 1 = LIU n has issued an interrupt.
[15:8]	BISn	RO	0	BERT Interrupt Status n Bit 15 is BIS8; bit 8 is BIS1. BISn reports the interrupt status for BERT n. Each BISn bit is only cleared when the BSRL register is cleared for the corresponding BERT. Interrupt mask is GTIMR.BIMn. 0 = BERT n has not issued an interrupt. 1 = BERT n has issued an interrupt.
[7:0]	FISn	RO	0	Framer Interrupt Status n Bit 7 is FIS8; bit 0 is FIS1. FISn reports the interrupt status for framer n. Each FISn bit is only cleared when the latched status register causing the interrupt is cleared for the corresponding framer. Interrupt mask is GTIMR.FIMn. 0 = Framer n has not issued an interrupt. 1 = Framer n has issued an interrupt.

GTIMR (Global Transceiver Interrupt Mask Register) 0x14

Bits	Data Element Name	R/W	Default	Description
[31:25]	Not used.	-	0	Must be set to zero.
[24]	TDMoPIM	R/W	0	TDM-over-Packet Interrupt Mask This bit is the interrupt mask for GTISR.TDMoPIS. 0 = Interrupt masked. 1 = Interrupt enabled.
[23:16]	LIMn	R/W	0	LIU Interrupt Mask n Bit 23 is LIM8; bit 16 is LIM1. LIMn is the interrupt mask for GTISR.LISn. 0 = Interrupt masked. 1 = Interrupt enabled.
[15:8]	BIMn	R/W	0	BERT Interrupt Mask (8-1). Bit 15 is BIM8; bit 8 is BIM1. BIMn is the interrupt mask for GTISR.BISn. 0 = Interrupt masked. 1 = Interrupt enabled.
[7:0]	FIMn	R/W	0	Framer Interrupt Mask (8-1). Bit 7 is FIM8; bit 0 is FIM1. FIMn is the interrupt mask for GTISR.FISn. 0 = Interrupt masked. 1 = Interrupt enabled.

FMRTOPISM1 (Framer and TDM-over-Packet Internal Signal Manager 1) 0x18

Bits	Data Element Name	R/W	Default	Description
[31:29]	SYNCNTL4	R/W	0x3	Synchronization Control, Port 4 See SYNCNTL1 below.
[28:24]	CLKCNTL4	R/W	0x3	Clock Control, Port 4 See CLKCNTL1 below.
[23:21]	SYNCNTL3	R/W	0x2	Synchronization Control, Port 3 See SYNCNTL1 below.
[20:16]	CLKCNTL3	R/W	0x2	Clock Control, Port 3 See CLKCNTL1 below.
[15:13]	SYNCNTL2	R/W	0x1	Synchronization Control, Port 2 See SYNCNTL1 below.
[12:8]	CLKCNTL2	R/W	0x1	Clock Control, Port 2 See CLKCNTL1 below.
[7:5]	SYNCNTL1	R/W	0x0	Synchronization Control, Port 1 In external mode (GCR1.MODE=1) this field is ignored. In internal mode (MODE=0), this field specifies the port 1 frame/multiframe sync signal, tsync_ref[1]. See the tsync_ref[n] signal in Figure 6-2. See also Figure 8-2 and Figure 8-3. 000 = TSYNC1 (i.e. TSYNC from the port 1 formatter) 001 = TSYNC2 010 = TSYNC3 011 = TSYNC4 100 = TSYNC5 101 = TSYNC6 110 = TSYNC7 111 = TSYNC8

FMRTOPISM1 (Framer and TDM-over-Packet Internal Signal Manager 1) 0x18

Bits	Data Element Name	R/W	Default	Description
[4:0]	CLKCNTL1	R/W	0x0	Clock Control, Port 1 In external mode (GCR1.MODE=1) this field is ignored. In internal mode (MODE=0), this field specifies the port 1 clock signal, ref_clk[1]. See the ref_clk[n] signal in Figure 6-2. See also Figure 8-2 and Figure 8-3. 00000 = RCLK1 (Recovered clock from LIU receiver 1) 00001 = RCLK2 00010 = RCLK3 00011 = RCLK4 00100 = RCLK5 00101 = RCLK6 00110 = RCLK7 00111 = RCLK8 01000 = TDM1_ACLK (Adaptive mode recovered clock 01001 = TDM2_ACLK from TDMoP block port 1) 01010 = TDM3_ACLK 01011 =TDM4_ACLK 01100 = TDM5_ACLK 01101 = TDM6_ACLK 01110 = TDM7_ACLK 01111 = TDM8_ACLK 10000 ECLK1 pin 10001 ECLK2 pin 10010 ECLK3 pin 10011 ECLK4 pin 10100 ECLK5 pin 10101 ECLK6 pin 10110 ECLK7 pin 10111 ECLK8 pin 11XX0 E1CLK from CLAD1 11XX1 T1CLK from CLAD2

FMRTOPISM2 (Framer and TDM-over-Packet Internal Signal Manager 2) 0x1C

Bits	Data Element Name	R/W	Default	Description
[31:29]	SYNCNTL8	R/W	0x7	Synchronization Control, Port 8 See SYNCNTL1 above.
[28:24]	CLKCNTL8	R/W	0x7	Clock Control, Port 8 See CLKCNTL1 above.
[23:21]	SYNCNTL7	R/W	0x6	Synchronization Control, Port 7 See SYNCNTL1 above.
[20:16]	CLKCNTL7	R/W	0x6	Clock Control, Port 7 See CLKCNTL1 above.
[15:13]	SYNCNTL6	R/W	0x5	Synchronization Control, Port 6 See SYNCNTL1 above.
[12:8]	CLKCNTL6	R/W	0x5	Clock Control, Port 6 See CLKCNTL1 above.
[7:5]	SYNCNTL5	R/W	0x4	Synchronization Control, Port 5 See SYNCNTL1 below.
[4:0]	CLKCNTL5	R/W	0x4	Clock Control, Port 5 See CLKCNTL1 above.

FMRTOPISM3 (Framer and TDM-over-Packet Internal Signal Manager 3) 0x20

Bits	Data Element Name	R/W	Default	Description
[31]	TDMRCLKS8	R/W	0x0	TDMoP Rx Clock Select 8 See TDMRCLKS1 below.
[30:28]	TDMI8	R/W	0x7	TDMoP Interface 8 See TDMI1 below.
[27]	TDMRCLKS7	R/W	0x0	TDMoP Rx Clock Select 7 See TDMRCLKS1 below.
[26:24]	TDMI7	R/W	0x6	TDMoP Interface 7 See TDMI1 below.
[23]	TDMRCLKS6	R/W	0x0	TDMoP Rx Clock Select 6 See TDMRCLKS1 below.
[22:20]	TDMI6	R/W	0x5	TDMoP Interface 6 See TDMI1 below.
[19]	TDMRCLKS5	R/W	0x0	TDMoP Rx Clock Select 5 See TDMRCLKS1 below.
[18:16]	TDMI5	R/W	0x4	TDMoP Interface 5 See TDMI1 below.
[15]	TDMRCLKS4	R/W	0x0	TDMoP Rx Clock Select 4 See TDMRCLKS1 below.
[14:12]	TDMI4	R/W	0x3	TDMoP Interface 4 See TDMI1 below.
[11]	TDMRCLKS3	R/W	0x0	TDMoP Rx Clock Select 3 See TDMRCLKS1 below.
[10:8]	TDMI3	R/W	0x2	TDMoP Interface 3 See TDMI1 below.
[7]	TDMRCLKS2	R/W	0x0	TDMoP Rx Clock Select 2 See TDMRCLKS1 below.
[6:4]	TDMI2	R/W	0x1	TDMoP Interface 2 See TDMI1 below.
[3]	TDMRCLKS1	R/W	0x0	TDMoP Rx Clock Select 1 This bit is only used in internal, two-clock mode (GCR1.MODE=0, GCR1.CLKMODE=1). When used, this bit and the TDMI1 field below specify the clock source for the TDM1_RCLK signal going into the TDMoP block. See Figure 6-2. 0 = TDM1_RCLK is the signal specified by TDMI1 below 1 = TDM1_RCLK is the TCLKO1 signal
[2:0]	TDMI1	R/W	0x0	TDMoP Interface 1 This field specifies which of the Rx framers is connected to the Rx side of port 1 of the TDMoP block. The TDMIn fields in this register and the FRMRn fields in FMRTOPISM4 control clock/data/sync/signaling cross-connection between the framers and the ports of the TDMoP block. See Figure 6-2 for more details. 000 = Framer 1 001 = Framer 2 010 = Framer 3 011 = Framer 4 100 = Framer 5 101 = Framer 6 110 = Framer 7 111 = Framer 8

FMRTOPISM4 (Framer and TDM-over-Packet Internal Signal Manager 4) 0x24

Bits	Data Element Name	R/W	Default	Description
[31]	Reserved	-	0x0	Must be set to zero.
[30:28]	FRMR8	R/W	0x7	Framer Interface 8 See FRMR1 below.
[27]	Reserved	-	0x0	Must be set to zero.
[27:24]	FRMR7	R/W	0x6	Framer Interface 7 See FRMR1 below.
[23]	Reserved	-	0x0	Must be set to zero.
[22:20]	FRMR6	R/W	0x5	Framer Interface 6 See FRMR1 below.
[19]	Reserved	-	0x0	Must be set to zero.
[18:16]	FRMR5	R/W	0x4	Framer Interface 5 See FRMR1 below.
[15]	Reserved	-	0x0	Must be set to zero.
[14:12]	FRMR4	R/W	0x3	Framer Interface 4 See FRMR1 below.
[11]	Reserved	-	0x0	Must be set to zero.
[10:8]	FRMR3	R/W	0x2	Framer Interface 3 See FRMR1 below.
[7]	Reserved	-	0x0	Must be set to zero.
[6:4]	FRMR2	R/W	0x1	Framer Interface 2 See FRMR1 below.
[3]	Reserved	-	0x0	Must be set to zero.
[2:0]	FRMR1	R/W	0x0	Framer Interface 1 This field specifies which of the TDMoP ports is connected to the transmit side (i.e. to the transmit formatter) of framer 1. The FRMRn fields in this register and the TDMIn fields in FMRTOPISM3 control clock/data/sync/signaling cross-connection between the framers and the ports of the TDMoP block. See Figure 6-2 for more details. 000 = TDMoP port 1 001 = TDMoP port 2 010 = TDMoP port 3 011 = TDMoP port 4 100 = TDMoP port 5 101 = TDMoP port 6 110 = TDMoP port 7 111 = TDMoP port 8

11.4 TDM-over-Packet Registers

The base address for the TDMoP registers is **0x0**.

Table 11-3. TDMoP Memory Map

Address Offset	Contents	Page
0x0,000	Configuration and Status Registers	160
8,000	Bundle Configuration Tables	174
10,000	Counters	184
12,000	Status Tables	187
18,000	Timeslot Assignment Tables	187
20,000	CPU Queues	189
28,000	Transmit Buffers Pool	191
30,000	Jitter Buffer Control	197
38,000	Transmit Software CAS	201
40,000	Receive Line CAS	203
48,000	Clock Recovery	204
50,000	Receive SW Conditioning Octet Select	205
58,000	Receive SW CAS	206
60,000	**Error! Reference source not found.**	**Error! Bookmark not defined.**
68,000	**Error! Reference source not found.**	**Error! Bookmark not defined.**
70,000	Packet Classifier	213
72,000	Ethernet MAC	214

11.4.1 Configuration and Status Registers

The base address for the TDMoP configuration and status registers is **0x0,000**.

Table 11-4. TDMoP Configuration Registers

Addr Offset	Register Name	Description	Page
0x00	General_cfg_reg0	General configuration register0	161
04	General_cfg_reg1	General configuration register1	162
08	General_cfg_reg2	General configuration register2	163
0C	Port1_cfg_reg	Port 1 configuration register	163
10	Port2_cfg_reg	Port 2 configuration register	163
14	Port3_cfg_reg	Port 3 configuration register	163
18	Port4_cfg_reg	Port 4 configuration register	163
1C	Port5_cfg_reg	Port 5 configuration register	163
20	Port6_cfg_reg	Port 6 configuration register	163
24	Port7_cfg_reg	Port 7 configuration register	163
28	Port8_cfg_reg	Port 8 configuration register	163
2C	Rst_reg	Reset register	166
30	TDM_cond_data_reg	TDM AAL1/SAToP conditioning data register	167
34	ETH_cond_data_reg	Ethernet AAL1/SAToP conditioning data register	167
38	Packet_classifier_cfg_reg0	Packet classifier configuration register0	167
3C	Packet_classifier_cfg_reg1	Packet classifier configuration register1	167
40	Packet_classifier_cfg_reg2	Packet classifier configuration register2	167
44	Packet_classifier_cfg_reg3	Packet classifier configuration register3	168
48	Packet_classifier_cfg_reg4	Packet classifier configuration register4	169
4C	Packet_classifier_cfg_reg5	Packet classifier configuration register5	169
50	Packet_classifier_cfg_reg6	Packet classifier configuration register6	169
54	Packet_classifier_cfg_reg7	Packet classifier configuration register7	169
58	Packet_classifier_cfg_reg8	Packet classifier configuration register8	170
5C	Packet_classifier_cfg_reg9	Packet classifier configuration register9	170
60	Packet_classifier_cfg_reg10	Packet classifier configuration register10	170
64	Packet_classifier_cfg_reg11	Packet classifier configuration register11	170
68	Packet_classifier_cfg_reg12	Packet classifier configuration register12	170
6C	Packet_classifier_cfg_reg13	Packet classifier configuration register13	171
70	Packet_classifier_cfg_reg14	Packet classifier configuration register14	171
74	Packet_classifier_cfg_reg15	Packet classifier configuration register15	171
78	Packet_classifier_cfg_reg16	Packet classifier configuration register16	171
7C	Packet_classifier_cfg_reg17	Packet classifier configuration register17	171
80	Packet_classifier_cfg_reg18	Packet classifier configuration register18	171
D4	CPU_rx_arb_max_fifo_level_reg	Rx arbiter maximum FIFO level register	172

Table 11-5. TDMoP Status Registers

Addr Offset	Register Name	Description	Page
0xE0	General_stat_reg	General latched status register	173
E4	Version_reg	TDMoP version register	173
E8	Port1_sticky_reg1	Port 1 latched status register	173
EC	Port1_sticky_reg2	Port 2 latched status register	173
F0	Port1_sticky_reg3	Port 3 latched status register	173
F4	Port1_sticky_reg4	Port 4 latched status register	173
F8	Port1_sticky_reg5	Port 5 latched status register	173
FC	Port1_sticky_reg6	Port 6 latched status register	173
100	Port1_sticky_reg7	Port 7 latched status register	173
104	Port1_sticky_reg8	Port 8 latched status register	173
108	Port1_status_reg1	Port 1 status bit register 1	174
10C	Port1_status_reg2	Port 1 status bit register 2	174

Addr Offset	Register Name	Description	Page
110	Port2_status_reg1	Port 2 status bit register 1	174
114	Port2_status_reg2	Port 2 status bit register 2	174
118	Port3_status_reg1	Port 3 status bit register 1	174
11C	Port3_status_reg2	Port 3 status bit register 2	174
120	Port4_status_reg1	Port 4 status bit register 1	174
124	Port4_status_reg2	Port 4 status bit register 2	174
128	Port5_status_reg1	Port 5 status bit register 1	174
12C	Port6_status_reg2	Port 5 status bit register 2	174
130	Port6_status_reg1	Port 6 status bit register 1	174
134	Port6_status_reg2	Port 7 status bit register 2	174
138	Port7_status_reg1	Port 7 status bit register 1	174
13C	Port7_status_reg2	Port 7 status bit register 2	174
140	Port8_status_reg1	Port 8 status bit register 1	174
144	Port8_status_reg2	Port 8 status bit register 2	174

11.4.1.1 TDMoP Configuration Registers

General_cfg_reg0 0x00

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Discard_ip_checksum_err	R/W	0x0	Indicates to discard packets received with a wrong IP checksum. See section 10.6.13.
[30:27]	Packet_trailer_length	R/W	0x0	The length of the trailer attached to all received and transmitted packets. Allowed values: 0–12 (decimal). When set to zero no trailer is attached. See section 10.6.14.
[26]	Clock_recovery_en	R/W	0x0	0 = Clock recovery block is disabled (power saving mode) 1 = Normal operation Should be cleared to reduce the chip power consumption when adaptive clock recovery is not used. When cleared, the clock recovery registers (offset 0x48,000) must not be accessed by the CPU because the clock recovery block does not assert H_READY_N. See section 10.4.
[25:16]	Rx_fifo_priority_lvl	R/W	0x100	Rx FIFO threshold level in dwords. If the Rx FIFO level is higher than this threshold, then the Rx_fifo receives the higher priority instead of the cross-connect queue. This parameter is relevant only when there are bundles configured as cross-connect. The recommended value is 0x3FF (maximal value). See section 10.6.11.5.
[15:14]	MII_mode_select	R/W	0x0	00 = MII 01 = RMII 10 = Reserved 11 = Source sync SMII (SSMII)
[13:12]	Reserved	R/W	0x0	Must be set to zero
[11]	High_speed	R/W	0x0	0 = All ports active in E1/T1/J1 mode 1 = Port1 enabled in high-speed E3/T3/STS-1 mode, all other ports disabled
[10]	OAM_timestamp_resolution	R/W	0x1	0 = OAM timestamp is incremented every 1µs 1 = OAM timestamp is incremented every 100µs See section 10.6.13.6.
[9:8]	Reserved	R/W	0x0	Must be set to zero
[7]	Mem_size	R/W	0x0	SDRAM size: 0 = 64 Mb 1 = 128 Mb

General_cfg_reg0 0x00

Bits	Data Element Name	R/W	Reset Value	Description
[6:5]	Fq	R/W	0x0	SDRAM clock: 00 = 50 MHz 01 = 75 MHz 10 = Reserved 11 = Reserved for 100 MHz
[4:3]	Col_width	R/W	0x0	SDRAM columns and rows 00 = 8 bit (256 columns) 01 = 9 bit (512 columns) 10 = 10 bit (1K columns) 11 = 11 bit (2K columns)
[2:1]	CAS_latency	R/W	0x2	SDRAM CAS latency: 00 = {reserve value} 01 = 1 10 = 2 11 = 3
[0]	Rst_SDRAM_n	R/W	0x0	Resets SDRAM controller. Active low. After all configuration bits of the SDRAM controller have been written, the SDRAM controller must be reset by taking this bit low then high.

General_cfg_reg1 0x04

Bits	Data Element Name	R/W	Reset Value	Description
[31]	RTP_timestamp_generation_mode	R/W	0x0	Indicates the RTP timestamp generation mode: 0 = Absolute mode 1 = Differential (common clock) mode See the description of the TS field in Table 10-16 for more details.
[30:24]	Sw_packet_offset	R/W	0x04	The offset from the first byte of the packet to the start of the CPU buffer. For the Ethernet-to-CPU packets, 8 bytes are added automatically to each configured value. For example, if you intend to set the offset to 20 bytes, configure this value to 12 bytes. Allowed values are in the range of 4–127 (decimal) bytes.
[23:19]	Tx_payload_offset	R/W	0x00	Number of 32-bit words between the start of transmit buffer to the control word or to start of the TDM payload if the control word does not exist
[18]	Reserved	R/W	0x0	Must be set to zero
[17:10]	JBC_sig_base_add	R/W	0x060	Base address (8 MSbits) of Rx jitter buffer signaling section in SDRAM
[9:6]	Tx_buf_base_add	R/W	0x2	Base address (4 MSbits) of transmit buffers in SDRAM
[5]	IP_version	R/W	0x0	The IP version of transmitted TDMoP packets. See section 10.6.13. 0 = Ipv4 1 = Ipv6
[4]	Dual_stack	R/W	0x0	The IP version of received TDMoP packets . See section 10.6.13. 0 = Ipv4/Ipv6, according to IP_version field above 1 = Both Ipv4 and Ipv6 packets
[3]	Frames_count_check_en	R/W	0x1	Specifies whether to check received packets that are CESoPSN structured with CAS bundles and discard those that contain the wrong number of TDM frames 0 = Do not check 1 = Check
[2]	Reserved	R/W	0x0	Must be set to zero
[1:0]	JBC_data_base_add	R/W	0x0	Base address (2 MSbits) of Rx jitter buffer data section in SDRAM

General_cfg_reg2 0x08

Bits	Data Element Name	R/W	Reset Value	Description
[31:29]	Rx_HDLC_min_flags	R/W	0x0	Minimum number flags between 2 adjacent HDLC frames transmitted towards the cross-connect block. The number of flags is equal to Rx_hdlc_min_flags + 1. Range: 1 – 8.
[28:24]	Reserved	R/W	0x0	Must be set to zero
[23:20]	Rx_SAToP/CESoPSN_discard_ mask	R/W	0x0	Each bit of this field determines whether a specific type of discarded packet is to be counted by the Discarded_SAToP/CESoPSN_Rxd_packets counter. 0 = don't count 1 = count bit 23: count packets that were discarded because of jump operation that caused overflow in jitter buffer. bit 22: count packets that were discarded due to incorrect sequence number. bit 21: count packets that were discarded due to over-run state in jitter buffer. bit 20: count packets that were discarded because they were considered duplicated, or because they were received too late to be inserted into the jitter buffer.
[19:0]	Reserved	R/W	0x0	Must be set to zero

In the Port[n]_cfg_reg description below, the index **n** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Port[n]_cfg_reg 0x08+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:30]	Reserved	R/W	0x0	Must be set to zero.
[29:24]	Unframed_int_rate	R/W	0x0	The bit rate of an unframed interface type (Used only for absolute mode RTP timestamping). 1 = 64 kbps 2 = 128 kbps . . . 32 = 2.048 Mbps 33 =1.544 Mbps 34 = 34 Mbps (E3 rate) 45 = 45 Mbps (T3 rate) 52 = 51.84 Mbps (STS-1 rate) **Note**: E3, T3 and STS-1 configurations are available for Port 1 only in high-speed mode, i.e. when General_cfg_reg0.High_speed=1.
[23]	PCM_rate	R/W	0x0	Indicates the PCM frequency, i.e. the TDM rate in and out of the TDMoP port. Only applies when int_frame_type (bits 3:2 below) is set for framed or framed-with-CAS and int_type (bits 1:0 below) is set for E1 or T1. 0 = 1.544 MHz 1 = 2.048 MHz This bit is for enabling T1 data over an E1-rate port. The combination of Int_type=E1 and PCM_rate=1.544 MHz is not allowed.

Port[n]_cfg_reg 0x08+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[22:21]	Tx_defect_modifier	R/W	0x0	Used in the control word M field for packets in all bundles associated with TDMoP port n.
[20]	Port_Rx_enable (Rx means from Ethernet MII)	R/W	0x0	0 = Outgoing TDM traffic from Port n of the TDMoP block is discarded (TDMn_TX and TDMn_TSIG are held high) 1 = Outgoing TDM traffic from Port n of the TDMoP block is enabled. **Note**: (Port 1 only) This bit also applies in high-speed mode, i.e. when General_cfg_reg0.High_speed=1.
[19]	CTS	R/W	0x1	When the Int_type field (below) specifies a serial interface, the value of the TDMn_TSIG_CTS pin--which behaves as CTS (Clear To Send)—comes from this field.
[18]	CD_en	R/W	0x0	When the Int_type field (below) specifies a serial interface, this field is the output enable control for the CD (Carrier Detect) function of the TDMn_TX_MF_CD pin. When this pin is active, the output state of the TDMn_TX_MF_CD pin comes from the CD field (below).
[17]	CD	R/W	0x1	When the Int_type field (below) specifies a serial interface, the value of the TDMn_TX_MF_CD pin—which behaves as CD (Carrier Detect)—comes from this field when the CD_en bit (above) is high.
[16]	Loss	R/W	0x0	Loss of sync on TDM port n. Causes the L bit in the control word to be set for packets in all bundles associated with TDMoP port n.
[15:11]	Adapt_JBC_indx	R/W	0x00	Index of the jitter buffer used by the clock recovery block to generate the clock for TDMoP port n.
[10:9]	SF_to_ESF_low_CAS_bits	R/W	0x0	In the case where a SF (superframe) formatted T1 is connected by a structured-with-CAS bundle to an ESF interface, this field is the source of the C and D CAS bits for the ESF interface (in the Ethernet-to-TDM direction). See section 10.6.5.
[8]	TSA_act_blk	R/W	0x0	0 = TSA bank1 is the active bank for Port n. 1 = TSA bank2 is the active bank for Port n. Swapping banks takes effect at the next sync input assertion
[7]	Port_Tx_enable (Tx mean toward Ethernet MII)	R/W	0x0	0 = Incoming TDM traffic to Port n of the TDMoP block is discarded 1 = Incoming TDM traffic to Port n of the TDMoP block is enabled **Note**: (Port 1 only) This bit also applies in high-speed mode, i.e. when General_cfg_reg0.High_speed=1.
[6]	Rx_sample	R/W	0x1	In one-clock mode (Two_clocks field below is 0) this field is ignored. In two-clock mode (Two_clocks=1) this field specifies the TDMn_RCLK edge on which TDMn_RX, TDMn_RX_SYNC and TDMn_RSIG_RTS are sampled. 0 = falling edge 1 = rising edge See the timing diagrams in Figure 14-17 through Figure 14-20.
[5]	Tx_sample	R/W	0x0	In one-clock mode (Two-clocks field below is 0) this field specifies the TDMn_TCLK edge on which TDMn_TX_SYNC, TDMn_TX_MF_CD, TDMn_RX, TDMn_RX_SYNC and TDMn_RSIG_RTS are sampled and the edge on which TDMn_TX and TDMn_TSIG_CTS are updated. 0 = Inputs sampled on the falling edge, outputs updated on the rising edge 1 = Inputs sampled on the rising edge, outputs updated on the falling edge

Port[n]_cfg_reg 0x08+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				In two-clock mode (Two-clocks=1) this field specifies the TDMn_TCLK edge on which TDMn_TX_SYNC, TDMn_TX_MF_CD are sampled and the edge on which TDMn_TX and TDMn_TSIG_CTS are updated. The Rx_sample field (above) specifies the TDMn_RCLK edge for the Rx-side signals. 0 = Inputs sampled on the falling edge, outputs updated on the rising edge 1 = Inputs sampled on the rising edge, outputs updated on the falling edge See the timing diagrams in Figure 14-15 through Figure 14-20.
[4]	Two_clocks	R/W	0x1	One-clock or two-clock mode. 0 = one-clock mode: TDMn_TCLK is used for both Rx and transmit interfaces 1 = two-clock mode: TDMn_RCLK is used for the Rx interface and TDMn_TCLK is used for the transmit interface. ***Note**: (Port 1 only) This bit must be set in high-speed mode (i.e. when General_cfg_reg0.High_speed=1).*
[3:2]	Int_framed_type	R/W	0x0	Interface Framing Type 00 = Unframed (no frame sync, no multiframe sync) 01 = Framed (frame sync only, no multiframe sync) 10 = Multiframe (E1), SF (T1) (sync and mf sync) 11 = ESF(T1) (frame sync and multiframe sync) Changing value from 10 or 11 to 00 or 01 must be performed only after asserting the RST_SYS_N pin.
[1:0]	Int_type	R/W	0x1	Interface Type 00 = Serial 01= E1 10 = T1 11 = Reserved

Rst_reg 0x2C

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	Reserved	-	0x0	Must be set to zero
[27:24]	Rst_tx_port_num	R/W	0x0	Port number associated with Rst_tx field (below). 0000 = Port 1 0001 = Port 2 0010 = Port 3 0011 = Port 4 0100 = Port 5 0101 = Port 6 0110 = Port 7 0111 = Port 8
[23:18]	Rst_tx_internal_bundle_num	R/W	0x00	Bundle number associated with Rst_tx field (below)
[17]	Rst_tx_open/close	R/W	0x0	Valid when Rst_tx is set 0 = When Rst_tx is done during bundle close procedure 1 = When Rst_tx is done during bundle open procedure This bit is also used in high-speed mode.
[16]	Rst_tx	R/W	0x0	If set, the relevant transmit payload type machine resets its variables (should be given with bundle number and a proper value of the RST_tx_open/close bit). The CPU should poll this bit until it is 0 meaning, “reset acknowledged”. This bit is also used in high-speed mode.
[15:7]	Reserved	R/W	0x0	Must be set to zero
[6:1]	Rst_rx_internal_bundle_num	R/W	0x00	Bundle number associated with Rst_rx
[0]	Rst_rx	R/ set	0x0	1 = Packet classifier generates a reset frame (**Error! Reference source not found.** and Rst_rx_internal_bundle_num are valid). The CPU should poll this bit until it finds 0; this means “reset acknowledged”.

The TDM_cond_data_reg register below holds four octets to be transmitted as conditioning data in the TDM direction (i.e. toward the cross-connection block) during jitter buffer underrun. This data applies to all bundle types.

TDM_cond_data_reg 0x30

Bits	Data Element Name	R/W	Reset Value	Description
[31:24]	TDM_cond_octet_a	R/W	0x00	TDM Conditioning Octet A Must be set to 0x7E for HDLC bundles Also used in high-speed mode
[23:16]	TDM_cond_octet_b	R/W	0x00	TDM Conditioning Octet B Must be set to 0x7E for HDLC bundles
[15:8]	TDM_cond_octet_c	R/W	0x00	TDM Conditioning Octet C Must be set to 0x7E for HDLC bundles
[7:0]	TDM_cond_octet_d	R/W	0x00	TDM Conditioning Octet D Must be set to 0x7E for HDLC bundles

The ETH_cond_data_reg register below holds four octets to be transmitted as conditioning data towards the packet network (i.e. toward the Ethernet MAC) when no valid data is available from the TDM port. This applies only to AAL1 or SAToP/CESoPSN bundles. Tx_cond_octet_type in the Bundle Configuration Tables specifies which of these octets is used on a per-bundle basis.

ETH_cond_data_reg 0x34

Bits	Data Element Name	R/W	Reset Value	Description
[31:24]	ETH_cond_octet_d	R/W	0x00	Ethernet Conditioning octet D
[23:16]	ETH_cond_octet_c	R/W	0x00	Ethernet Conditioning octet C
[15:8]	ETH_cond_octet_b	R/W	0x00	Ethernet Conditioning octet B
[7:0]	ETH_cond_octet_a	R/W	0x00	Ethernet Conditioning octet A

Packet_classifier_cfg_reg0 0x38

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv4_add1	R/W	0x0	This field holds the first of three IPv4 addresses for the device. The other addresses are held in register Packet_classifier_cfg_reg1 and Packet_classifier_cfg_reg8. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg1 0x3C

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv4_add2	R/W	0x0	This field holds the second of three IPv4 addresses for the device. The other addresses are held in register Packet_classifier_cfg_reg0 and Packet_classifier_cfg_reg8. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg2 0x40

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	MAC_add1	R/W	0x0	This field holds bits 31:0 of the first of two MAC addresses for the device. The upper bits of this MAC address are in Packet_classifier_cfg_reg3. The other MAC address is in Packet_classifier_cfg_reg5 and

Packet_classifier_cfg_reg2 0x40

Bits	Data Element Name	R/W	Reset Value	Description
				Packet_classifier_cfg_reg6. Relevant only for packets received from Ethernet port.

Packet_classifier_cfg_reg3 0x44

Bits	Data Element Name	R/W	Reset Value	Description
[31:29]	Reserved	-	0x0	Must be set to zero
[28]	Discard_packet_length_ mismatch	R/W	0x0	Must be set to zero
[27]	Ip_udp_bn_loc	R/W	0x0	0 = Bundle identifier is located in the source UDP port number field in IP/UDP packets 1 = Bundle identifier located in the destination UDP port number field in IP/UDP packets See section 10.6.13.2.
[26:25]	TDMoIP_port_num_loc	R/W	0x0	Used for UDP only: 00 = Packet_classifier_cfg_reg4.TDMoIP_port_num1/2 is ignored (no checking is performed) 01 = TDMoIP_port_num1/2 should be compared to the source UDP port number field in IP/UDP packets 10 = TDMoIP_port_num1/2 should be compared to the destination UDP port number field in IP/UDP packets 11 = Reserved See section 10.6.13.1.
[24]	Discard_switch_8	R/W	0x0	Packets with Ethertype = CPU_dest_ether_type. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[23]	Discard_switch_7	R/W	0x0	TDMoP OAM packets. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[22]	Discard_switch_6	R/W	0x0	TDMoP packets whose Rx_Bundle_Identifier doesn't match any of the chip's assigned bundle numbers or OAM bundle numbers. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[21]	Discard_switch_5	R/W	0x0	IP/UDP packets whose UDP destination/source port number is different from Packet_classifier_cfg_reg4. TDMoIP_Port_Num1 or 2. See section 10.6.13. 0 = Forward to CPU 1 = Discard See TDMoIP_port_num_loc above.
[20]	Discard_switch_4	R/W	0x0	IP packets whose IP protocol field is different from UDP or L2TPv3. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[19]	Discard_switch_3	R/W	0x0	ARP packets whose IP destination address matches one of the chip's IPv4 addresses. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[18]	Discard_switch_2	R/W	0x0	Packets with Ethertype different from IP, MPLS or ARP. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[17]	Discard_switch_1	R/W	0x0	IP packets whose IP destination address does not match chip's IP addresses. See section 10.6.13. 0 = Forward to CPU 1 = Discard

Packet_classifier_cfg_reg3 0x44

Bits	Data Element Name	R/W	Reset Value	Description
[16]	Discard_switch_0	R/W	0x0	ARP packets whose IP destination address does not match chip's addresses. See section 10.6.13. 0 = Forward to CPU 1 = Discard
[15:0]	MAC_add1	R/W	0x0000	This field holds bits 47:32 of the first of two MAC addresses for the device. The lower bits of this MAC address are in Packet_classifier_cfg_reg2. The other MAC address is in Packet_classifier_cfg_reg5 and Packet_classifier_cfg_reg6. Relevant only for packets received from Ethernet port.

Packet_classifier_cfg_reg4 0x48

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	TDMoIP_port_num2	R/W	0x085E	Packets with UDP destination port number equal to this field are recognized as TDMoIP packets. See section 10.6.13.1.
[15:0]	TDMoIP_port_num1	R/W	0x085E	Packets with UDP destination port number equal to this field are recognized as TDMoIP packets. See section 10.6.13.1.

Packet_classifier_cfg_reg5 0x4C

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	MAC_add2	R/W	0x0	This field holds bits 31:0 of the second of two MAC addresses for the device. The upper bits of this MAC address are in Packet_classifier_cfg_reg6. The other MAC address is in Packet_classifier_cfg_reg2 and Packet_classifier_cfg_reg3. Relevant only for packets received from Ethernet port.

Packet_classifier_cfg_reg6 0x50

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Ip_udp_bn_mask_n	R/W	0x0000	This mask Indicates the width of the bundle identifier. For example, if the desired width is 8 bits, the following should be written to this field: 0000000011111111b. See section 10.6.13.2.
[15:0]	MAC_add2	R/W	0x0000	This field holds bits 47:32 of the second of two MAC addresses for the device. The lower bits of this MAC address are in Packet_classifier_cfg_reg5. The other MAC address is in Packet_classifier_cfg_reg2 and Packet_classifier_cfg_reg3. Relevant only for packets received from Ethernet port.

Packet_classifier_cfg_reg7 0x54

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	CPU_dest_ether_type	R/W	0x0800	Ethertype which identifies packets destined for the CPU. Such packets are sent to CPU or discarded as specified by Packet_classifier_cfg_reg3.Discard_switch_[8:0]. This field must be set to a value greater than 0x5DC. See

Packet_classifier_cfg_reg7 0x54

Bits	Data Element Name	R/W	Reset Value	Description
				section 10.6.13.5.
[15:0]	vlan_2nd_tag_identifier	R/W	0x8100	Second VLAN tag protocol identifier (the first is 0x8100). See section 10.6.13.4.

Packet_classifier_cfg_reg8 0x58

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv4_add3	R/W	0x0	This field holds the third of three IPv4 addresses for the device. The other addresses are held in register Packet_classifier_cfg_reg0 and Packet_classifier_cfg_reg1. Relevant only for packets received from the Ethernet port. If a third IPv4 address is not needed, this field must be configured to the same value as Ipv4_add1.

Packet_classifier_cfg_reg9 0x5C

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Mef_ ether_type	R/W	0x88d8	Ethertype for MEF packets. Must be set to a value greater than 0x5DC. See section 10.6.13.5.
[15:0]	Mef_oam_ether_type	R/W	0x0800	Ethertype for MEF OAM packets. Must be set to a value greater than 0x5DC. See section 10.6.13.3.

Packet_classifier_cfg_reg10 0x60

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add1[127:96]	R/W	0x0	This field holds bits 127:96 of the first of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg14. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg11 0x64

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add1[95:64]	R/W	0x0	This field holds bits 95:64 of the first of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg14. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg12 0x68

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add1[63:32]	R/W	0x0	This field holds bits 63:32 of the first of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg14. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg13 0x6C

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add1[31:0]	R/W	0x0	This field holds bits 31:0 of the first of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg14. Relevant only for packets received from the Ethernet port.

Packet_classifier_cfg_reg14 0x70

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add2[127:96]	R/W	0x0	This field holds bits 127:96 of the second of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg10. Relevant only for packets received from the Ethernet port. If a second IPv6 address is not needed, this field must be configured to the same value as Ipv6_add1.

Packet_classifier_cfg_reg15 0x74

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add2[95:64]	R/W	0x0	This field holds bits 95:64 of the second of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg10. Relevant only for packets received from the Ethernet port. If a second IPv6 address is not needed, this field must be configured to the same value as Ipv6_add1.

Packet_classifier_cfg_reg16 0x78

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add2[63:32]	R/W	0x0	This field holds bits 63:32 of the second of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg10. Relevant only for packets received from the Ethernet port. If a second IPv6 address is not needed, this field must be configured to the same value as Ipv6_add1.

Packet_classifier_cfg_reg17 0x7C

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ipv6_add2[31:0]	R/W	0x0	This field holds bits 31:0 of the second of two IPv6 addresses for the device. The other address is held in registers starting with Packet_classifier_cfg_reg10. Relevant only for packets received from the Ethernet port. If a second IPv6 address is not needed, this field must be configured to the same value as Ipv6_add1.

Packet_classifier_cfg_reg18 0x80

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	VCCV_oam_mask_n	R/W	0x0000	Indicates which of the 16 most significant bits of the control word should be compared to identify VCCV OAM packets. The values of the bits to be compared are stored

Packet_classifier_cfg_reg18 0x80

Bits	Data Element Name	R/W	Reset Value	Description
				in the VCCV_oam_value field below. See section 10.6.13.3.
[15:0]	VCCV_oam_value	R/W	0x0000	Indicates the value of the 16 most significant bits of the control word for identifying VCCV OAM packets. The combination of this field and VCCV_oam_mask_n above specifies how the device does VCCV OAM identification. For example, to identify VCCV OAM packets when the 4 most significant bits of the control word are equal to 0x1, then set this field to 0x1000 and set VCCV_oam_mask_n to 0xF000. See section 10.6.13.3.

CPU_rx_arb_max_fifo_level_reg 0xD4

Bits	Data Element Name	R/W	Reset Value	Description
[31:25]	Tx_arb_max_fifo_level	R/W	0x00	Indicates the maximum level, which the TX_FIFO has reached (given in dwords) since the last time this register was read (or since reset). The value of the field is automatically reset when this register is read by the CPU.
[24:10]	Reserved	-	0x0000	Must be set to zero
[9:0]	Rx_arb_max_fifo_level	R/W	0x000	Indicates the maximum level, which the RX_FIFO has reached (given in dwords) since the last time this register was read (or since reset). The value of the field is automatically reset when this register is read by the CPU.

11.4.1.2 TDMoP Status Registers

The General_stat_reg register has latched status registers that indicate hardware events. For each bit, the value 1 indicates that the event occurred. Writing 1 to a bit clears it to 0. Writing 0 to a bit does not change its value.

General_stat_reg 0xE0

Bits	Data Element Name	R/W	Reset Value	Description
[31:10]	Reserved	-	0x0	Must be set to zero
[9]	MAC_Rx_fifo_overrun	R/W	0x0	MAC Rx FIFO overflowed
[8]	Ipver_err_status	R/W	0x0	Indicates that a packet was discarded due to IP version error
[7]	Rx_fifo_sof_err	R/W	0x0	Rx FIFO was flushed due to bundle configuration error
[6]	TDM_CPU_buff_err	R/W	0x0	Frames received from TDM discarded due to lack of buffers at TDM TO CPU pool
[5]	Rx_fifo_full	R/W	0x0	Packet received from Ethernet discarded because Rx FIFO is full
[4]	MPLS_err	R/W	0x0	Received MPLS packet with more than three labels
[3]	OAM_ETH_to_CPU_q_full	R/W	0x0	OAM packet received from Ethernet and destined to CPU discarded because ETH TO CPU queue is full.
[2]	OAM_SW_buff_err	R/W	0x0	OAM packet received from Ethernet and destined to CPU discarded due to lack of SW buffers
[1]	Non_OAM_ETH_to_CPU_q_full	R/W	0x0	Non-OAM packet received from Ethernet and destined to CPU discarded because ETH TO CPU queue is full.
[0]	Non_OAM_SW_buff_err	R/W	0x0	Non-OAM packet received from Ethernet and destined to CPU discarded due to lack of SW buffers.

Version_reg 0xE4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Chip_version_reg	R/O	0xABCD EF01	Contains the chip version for the TDMoP block

The Port[n]_sticky_reg1 register has latched status bits that indicate port hardware events. For each bit, the value 1 indicates that the event occurred. Writing 1 to a bit clears it to 0. Writing 0 to a bit does not change its value. The index **n** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Port[n]_sticky_reg1 0xE4+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7]	Dpll_ovrflw	R/W	0x0	Port clock recovery DPLL overflowed
[6]	Cdc_detected	R/W	0x0	Port clock recovery detected constant delay change in the network
[5]	Smart_self_test_failed	R/W	0x0	Provided for debug purposes
[4]	Smart_timeout_expired	R/W	0x0	Provided for debug purposes
[3]	Sticky_filter_ovrflw	R/W	0x0	Port clock recovery loop filter overflowed
[2]	Virtual_jitter_buffer_or_ur	R/W	0x0	Port clock recovery virtual jitter buffer reached overrun/ underrun state
[1]	Reacquisition_alarm	R/W	0x0	Provided for debug purposes
[0]	Adapt_freeze_state	R/W	0x0	Port clock recovery mechanism is in freeze state

The Port[n]_stat_reg1 register has real-time (not latched) status fields. The index **n** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Port[n]_stat_reg1 0x100+n*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:25]	Reserved	-	0x0	Must be set to zero
[24]	Smart_disabled	RO	0x0	not documented
[23:5]	DPLL_level	RO	0x0	not documented
[4:2]	Adapt_current_state	RO	0x0	Port n clock recovery current state: 0 = Idle 2 = Acquisition 3 = Tracking1 4 = Tracking2 5 = Recover from Underrun/Overrun
[1]	RTS	RO	0x0	When the Port[n]_cfg_reg.Int_type field specifies a serial interface, the value of the TDMn_RSIG_RTS pin--which behaves as RTS (Request To Send)—can be read from this bit.
[0]	TSA_int_act_blk	RO	0x0	Indicates which bank is active: 0 = Port n TSA bank1 is active 1 = Port n TSA bank2 is active

The Port[n]_stat_reg2 register has real-time (not latched) status fields. The index **n** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Port[n]_stat_reg2 0x104+n*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:29]	Bw_tunn	RO	0x0	not documented
[28:4]	Curr_pdv_std	RO	0x0	not documented
[3:0]	Convergence_counter	RO	0x0	not documented

11.4.2 Bundle Configuration Tables

The base address for the TDMoP bundle configuration tables is **0x8,000**. Bundle configurations are 160 bits long and therefore span five 32-bit words. The least-significant 32-bit word of a bundle configuration is located at address offset 0x000 + BundleNumber x 4. The most-significant 32-bit word is located at address offset 0x400 + BundleNumber x 4. There are 64 bundles numbered 0 to 63. In the register descriptions in this section the index **n** indicates bundle number: 0 to 63.

Each bundle can be one of three different types: AAL1, HDLC or SAToP/CESoPSN. Subsections 11.4.2.1 through 11.4.2.3 describe the bundle configuration fields for each of the four types. Some fields are common to two or more of the bundle types. The payload type is specified in the Payload_type_machine field, bits 21:20 of xxxx_Bundle[n]_cfg[63:32].

11.4.2.1 AAL1 Bundle Configuration

In the register descriptions below, the index **n** indicates the bundle number: 0 to 63.

AAL1_Bundle[n]_cfg[31:0] 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Rx_bundle_identifier	R/W	None	Holds the Rx bundle number

AAL1_Bundle[n]_cfg[63:32] 0x100+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:22]	Rx_max_buff_size	R/W	None	The size of the jitter buffer. See section 10.6.10. Also the maximum time interval for which data is stored. The resolution is determined by the interface type as follows: For framed E1/T1: 0.5 ms. For unframed E1/T1 or serial bundles: 1024 bit periods For high-speed interface: 4096 bit periods. Allowed values: For T1-SF: Rx_max_buff_size ≤ 0x2FC For T1-ESF: Rx_max_buff_size ≤ 0x2F9 For E1-MF: Rx_max_buff_size ≤ 0x3FB For all interface types, the Rx_max_buff_size must be greater than Rx_PDVT + PCT (Packet Creation Time). **Note**: For unframed, the Rx_max_buff_size resolution is different than PDVT resolution.
[21:20]	Payload_type_machine	R/W	None	00 = HDLC 01 = AAL1 10 = Reserved 11 = SAToP/CESoPSN
[19]	Tx_RTP (Tx is toward Ethernet MAC)	R/W	None	0 = RTP header does not exist in transmitted packets 1 = RTP header exists in transmitted packets
[18]	Control_Word_exists	R/W	None	0 = Control word does not exist 1 = Control word exists (default, standard mode)
[17:16]	Tx_dest	R/W	None	Destination of packets: 00 = Reserved 01 = Ethernet 10 = CPU 11 = TDM (Cross-connect). See section 10.6.11.10.
[15:9]	Rx_max_lost_packets	R/W	None	The maximum number of Rx packets inserted upon detection of lost packets
[8:4]	Number_of_ts	R/W	None	One less than number of assigned timeslots per bundle. When Rx_AAL1_bundle_type='00' (unstructured) then Number_of_ts=31; this applies also to high speed mode.
[3]	Rx_ discard_sanity_fail	R/W	None	0 = Discard AAL1 packets which fail the sanity check 1 = Don't discard the above packets See section 10.6.13.8.
[2:1]	Header_type	R/W	None	00 = MPLS 01 = UDP over IP 10 = L2TPv3 over IP 11 = MEF
[0]	Tx_R_bit	R/W	None	0 = Don't set R bit in header of transmitted packets 1 = Set R bit

AAL1_Bundle[n]_cfg[95:64] 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	R/W	None	Must be set to zero
[30]	Tx_cond_data	R/W	None	0 = Regular operation 1 = Use conditioning octet specified by Tx_cond_octet_type for transmitted packets
[29]	Tx_dest_framing	R/W	None	Only applies to T1 framed traffic. See section 10.6.5. 0 = Destination framer operates in SF framing 1 = Destination framer operates in ESF framing
[28]	Tx_CAS_source	R/W	None	Source of transmit CAS bits: 0 = TDMoP block's RSIG input 1 = Tx software CAS table (section 11.4.9)
[27:13]	Reserved	-	None	Must be set to zero
[12:11]	Tx_AAL1_bundle_type	R/W	None	Bundle type of transmitted payload:

AAL1_Bundle[n]_cfg[95:64] 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				00 = Unstructured 01 = Structured 10 = Structured with CAS 11 = Reserved
[10:6]	Reserved	R/W	None	Must be set to zero
[5:4]	Tx_cond_octet_type	R/W	None	Selects the ETH_cond_octet from ETH_cond_data_reg to be transmitted towards packet network: 00 = ETH_cond_octet_a 01 = ETH_cond_octet_b 10 = ETH_cond_octet_c 11 = ETH_cond_octet_d
[3:2]	Rx_AAL1_bundle_type	R/W	None	Bundle type of received packets: 00 = Unstructured 01 = Structured 10 = Structured with CAS 11 = Reserved
[1:0]	Protection_mode	R/W	None	00 = Stop sending packets 01 = Send each packet once with the first header 10 = Send each packet once with the second header 11 = Send each packet twice: once with the first header and once with the second header See section 10.6.16.

AAL1_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	R/W	None	Must be set to zero
[30:16]	Rx_PDVT	R/W	None	Packet delay variation time value for AAL1 bundles. See section 10.6.10. Bits [30:26] are used only when unframed. The resolution is determined by the interface type as follows: For framed E1/T1: 0.5 ms For unframed E1/T1 or serial bundles: 32 bit periods For high speed interface: 128 bit periods Allowed values: Minimum allowed value: 3 (for all interfaces types) For T1 SF, ESF: Rx_PDVT < 0x300
[15]	Rx_CAS_src	R/W	None	Source of signaling conditioning towards TDM: 0 = SDRAM signaling jilter buffer 1 = Rx SW CAS table (section 11.4.13)
[14]	Rx_cell_chk_ignore	R/W	None	0 = Discard AAL1 SAR PDUs with header parity/CRC errors 1 = Ignore AAL1 SAR PDU header (CRC /parity) checks Including AAL1 pointer parity error
[13]	Reserved	R/W	None	Must be set to zero
[12]	OAM_ID_in_CW	R/W	None	0 = Ignore the OAM packet indication in the control word 1 = Check the OAM packet indication in the control word See section 10.6.13.3.
[11]	Rx_discard	R/W	None	0 = Pass through all incoming packets 1 = Discard all incoming packets
[10]	Rx_dest	R/W	None	0 = TDM 1 = CPU
[9:8]	Tx_MPLS_labels_l2tpv3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the TX MPLS stack 10 = Two labels in the TX MPLS stack 11 = Three labels in the TX MPLS stack For L2TPv3:

AAL1_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				00 = No cookies in the TX L2TPv3 header 01 = One cookie in the TX L2TPv3 header 10 = Two cookies in the TX L2TPv3 header 11 = Reserved
[7:4]	Port_num	R/W	None	The port number which the bundle is assigned to: 0000 = Port 1, 0111=Port 8
[3:2]	Tx_VLAN_stack	R/W	None	00 = No VLAN tag in header 01 = One VLAN tag exists in header 10 = Two VLAN tags exist in header 11 = Reserved Not valid for Rx. Not used by Tx AAL1 but by Ethernet transmitter block
[1]	Rx_bundle_identifier_valid	R/W	None	0 = Rx_bundle_identifier entry isn't valid: If the incoming frame bundle identifier isn't found in the whole packet classifier table, the incoming frame is handled according to packet classifier discard switches in Packet_classifier_cfg_reg3. 1 = Rx_Bundle_Identifier entry is valid
[0]	Reserved	R/W	None	Must be set to zero

AAL1_Bundle[n]_cfg[159:128] 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:23]	Reserved	R/W	None	Must be set to zero
[22]	Rx_RTP	R/W	None	0 = RTP header does not exist in received packets 1 = RTP header exists in received packets
[21:20]	Rx_L2TPV3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the received MPLS stack 10 = Two label in the received MPLS stack 11 = Three label in the received MPLS stack For L2TPv3: 00 = No cookies in the received L2TPv3 header 01 = One cookie in the received L2TPv3 header 10 = Two cookies in the received L2TPv3 header 11 = Reserved
[19:15]	Reserved	R/W	None	Must be set to zero.
[14:10]	Packet_size_in_cells	R/W	None	AAL1 SAR PDUs per frame: 1 - 30
[9:5]	Tx_bundle_identifier	R/W	None	Tx bundle Identifier upper bits Used only for TX_AAL1 old format
[4:0]	Reserved	R/W	None	Must be set to zero

11.4.2.2 HDLC Bundle Configuration

In the register descriptions below, the index **n** indicates the bundle number: 0 to 63.

HDLC_Bundle[n]_cfg[31:0] 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Rx_bundle_identifier	R/W	None	Holds the Rx bundle number

HDLC_Bundle[n]_cfg[63:32] 0x100+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:22]	Reserved	R/W	None	Must be set to zero
[21:20]	Payload_type_machine	R/W	None	00 = HDLC 01 = AAL1 10 = Reserved 11 = SAToP/CESoPSN
[19]	Tx_RTP	R/W	None	0 = RTP header does not exist in transmitted packets 1 = RTP header exists in transmitted packets
[18]	Control_Word_exists	R/W	None	0 = Control word does not exist 1 = Control word exists (default, standard mode)
[17:16]	Tx_dest	R/W	None	Destination of packets: 00 = Reserved 01 = Ethernet 10 = CPU 11 = Reserved
[15:11]	Reserved	R/W	None	Must be set to zero.
[10:9]	Packet_SN_mode	R/W	None	Transmitted and expected sequence number is: 00 = Always 0 01 = Incremented normally in wrap-around manner 10 = Reserved 11 = Incremented in wrap-around manner but skips 0
[8:3]	Reserved	R/W	None	Must be set to zero.
[2:1]	Header_type	R/W	None	00 = MPLS 01 = UDP over IP 10 = L2TPv3 over IP 11 = MEF
[0]	Tx_R_bit	R/W	None	0 = Don't set R bit in header of transmitted packets 1 = Set R bit

HDLC_Bundle[n]_cfg[95:64] 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	R/W	None	Must be set to zero
[15:13]	Reserved	R/W	None	Must be set to zero
[12:2]	Tx_max_frame_size	R/W	None	Tx HDLC maximum transmitted packet size in bytes. This does not include FCS.
[1:0]	Reserved	R/W	None	Must be set to zero

HDLC_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	Reserved	R/W	None	Must be set to zero
[27]	Tx_stop	R/W	None	0 = Send one packet with the 1st header 1 = Stop transmission
[26:13]	Reserved		None	Must be set to zero
[12]	OAM_ID_in_CW	R/W	None	0 = Ignore the OAM packet indication in the control word 1 = Check the OAM packet indication in the control word
[11]	Rx_discard	R/W	None	0 = Pass through all incoming packets 1 = Discard all incoming packets
[10]	Rx_dest	R/W	None	0 = TDM 1 = CPU
[9:8]	Tx_MPLS_lables_l2tpv3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the TX MPLS stack 10 = Two labels in the TX MPLS stack 11 = Three labels in the TX MPLS stack For L2TPv3:

HDLC_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				00 = No cookies in the TX L2TPv3 header 01 = One cookie in the TX L2TPv3 header 10 = Two cookies in the TX L2TPv3 header 11 = Reserved
[7:4]	Port_num	R/W	None	The port number which the bundle is assigned to: 0000 = Port 1, 0111=Port 8
[3:2]	Tx_VLAN_stack	R/W	None	00 = No VLAN tag in header 01 = One VLAN tag exists in header 10 = Two VLAN tags exist in header 11 = Reserved Not valid for Rx. Not used by Tx AAL1 but by Ethernet MAC transmit block
[1]	Rx_Bundle_Identifier_valid	R/W	None	0 = Rx_bundle_identifier entry isn't valid: If the incoming frame bundle identifier isn't found in the whole packet classifier table, the incoming frame is handled according to discard switches in (Packet_classifier_cfg_reg3) 1 = Rx_Bundle_Identifier entry is valid
[0]	Reserved	R/W	None	Must be set to zero

HDLC_Bundle[n]_cfg[159:128] 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:22]	Reserved		0x000	Must be set to zero
[21:20]	Rx_L2TPV3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the received MPLS stack 10 = Two label in the received MPLS stack 11 = Three label in the received MPLS stack For L2TPv3: 00 = No cookies in the received L2TPv3 header 01 = One cookie in the received L2TPv3 header 10 = Two cookies in the received L2TPv3 header 11 = Reserved
[19:16]	Reserved	R/W	None	
[15:0]	Tx_IP_checksum	R/W	None	IP header checksum for IP total length equal to zero Explain more. Also, why isn't this in AAL1?

11.4.2.3 SAToP/CESoPSN Bundle Configuration

In the register descriptions below, the index **n** indicates bundle number: 0 to 63.

SAToP/CESoPSN_Bundle[n]_cfg[31:0] 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Rx_bundle_identifier	R/W	None	Holds the Rx bundle number

SAToP/CESoPSN_Bundle[n]_cfg[63:32] 0x100+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:22]	Rx_max_buff_size	R/W	None	The size of the jitter buffer. See section 10.6.10. Also the maximum time interval for which data is stored. The resolution is determined by the interface type as follows: For framed E1/T1: 0.5 ms. For unframed E1/T1 or serial bundles: 1024 bit periods For high speed interface: 4096 bit periods. Allowed values: For T1-SF: RX_max_buff_size ≤ 2FChex For T1-ESF: RX_max_buff_size ≤ 0x2F9 For E1-MF: RX_max_buff_size ≤ 0x3FB For all interface types the RX_max_buff_size must be greater than Rx_PDVT + PCT (Packet Creation Time). Note: For unframed, the RX_max_buff_size resolution is different than the Rx_PDVT resolution.
[21:20]	Payload_type_machine	R/W	None	00 = HDLC 01 = AAL1 10 = Reserved 11 = SAToP/CESoPSN
[19]	Tx_RTP	R/W	None	0 = RTP header does not exist in transmitted packets 1 = RTP header exists in transmitted packets
[18]	Control_Word_exists	R/W	None	0 = Control word does not exist 1 = Control word exists (default, standard mode)
[17:16]	Tx_dest	R/W	None	Destination of packets: 01 = Ethernet 10 = CPU 11 = TDM-Rx (cross-connect) 00 = Reserved
[15:9]	Rx_max_lost_packets	R/W	None	The maximum number of Rx packets inserted upon detection of lost packets
[8:4]	Number_of_ts	R/W	None	One less than number of assigned timeslots per bundle. Not relevant for unstructured bundles, or when working in high speed mode.
[3]	Rx_ discard_sanity_fail	R/W	None	0 = Don't discard the above packets 1 = Discard SAToP/CESoPSN packets which fail the sanity check See section 10.6.13.8.
[2:1]	Header_type	R/W	None	00 = MPLS 01 = UDP over IP 10 = L2TPv3 over IP 11 = MEF
[0]	Tx_R_bit	R/W	None	0 = Don't set R bit in header of transmitted packets 1 = Set R bit

SAToP/CESoPSN_Bundle[n]_cfg[95:64] 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	R/W	None	Must be set to zero

SAToP/CESoPSN_Bundle[n]_cfg[95:64] 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[30]	Tx_cond_data	R/W	None	0 = Regular operation 1 = Use conditioning octet specified by Tx_cond_octet_type for transmitted packets
[29]	Tx_dest_framing	R/W	None	Only applies to T1 framed traffic 0 = Destination framer operates in SF framing 1 = Destination framer operates in ESF framing
[28]	Tx_CAS_source	R/W	None	Source of transmit CAS bits: 0 = TDMoP block's RSIG input 1 = Tx software CAS table See sections See section 10.6.5 and 11.4.9.
[27]	Reserved	R/W	None	Must be set to zero
[26:16]	TDM_frames_in_packet or TDM_bytes_in_packet	R/W	None	For structured and structured with CAS CESoPSN bundles: number of TDM frames included in each packet. For SAToP bundles: number of TDM bytes included in each packet. Note: For Structured with CAS bundles the allowed values are: E1 MF: 16, 8, 4, 2, 1 T1 SF/ESF: 24, 12, 8, 6, 4, 3, 2, 1
[15:13]	Reserved	R/W	None	Must be set to zero
[12:11]	Tx_SATOP_bundle_type	R/W	None	Bundle type of transmitted payload: 00 = Unstructured 01 = Structured 10 = Structured with CAS 11 = Reserved
[10:6]	Reserved	R/W	None	Must be set to zero.
[5:4]	Tx_cond_octet_type	R/W	None	Selects the ETH_cond_octet from ETH_cond_data_reg to be transmitted towards packet network: 00 = ETH_cond_octet_a 01 = ETH_cond_octet_b 10 = ETH_cond_octet_c 11 = ETH_cond_octet_d
[3:2]	Rx_SAToP/CESoPSN_ bundle_type	R/W	None	Bundle type of received packets: 00 = Unstructured 01 = Structured 10 = Structured with CAS 11 = Reserved
[1:0]	Protection_mode	R/W	None	00 = Stop sending packets 01 = Send each packet once with the first header 10 = Send each packet once with the second header 11 = Send each packet twice: one with the first header and one with the second header

SAToP/CESoPSN_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	R/W	None	Must be set to zero.
[30:16]	Rx_PDVT	R/W	None	Packet delay variation time value for SAToP/CESoPSN bundles. See section 10.6.10. Bits[30:26] are used only when unframed. The resolution is determined by the interface type as follows: For framed E1/T1: 0.5 ms For unframed E1/T1 or serial bundles: 32 bit periods For high speed interface: 128 bit periods Allowed values: Minimum allowed value: 3 (for all interface types) For T1 SF, ESF: Rx_PDVT < 0x300

SAToP/CESoPSN_Bundle[n]_cfg[127:96] 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[15]	Rx_CAS_src	R/W	None	Source of signaling towards TDM: 0 = SDRAM signaling jitter buffer 1 = Rx SW CAS tables (section 11.4.13)
[14]	Rx_enable_reorder	R/W	None	0 = Disable reorder 1 = Enable reorder
[13]	Reserved	R/W	None	Must be set to zero
[12]	OAM_ID_in_CW	R/W	None	0 = Ignore the OAM packet indication in the control word 1 = Check the OAM packet indication in the control word
[11]	Rx_discard	R/W	None	0 = Pass through all incoming packets 1 = Discard all incoming packets
[10]	Rx_dest	R/W	None	0 = TDM 1 = CPU
[9:8]	Tx_MPLS_lables_l2tpv3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the TX MPLS stack 10 = Two labels in the TX MPLS stack 11 = Three labels in the TX MPLS stack For L2TPv3: 00 = No cookies in the TX L2TPv3 header 01 = One cookie in the TX L2TPv3 header 10 = Two cookies in the TX L2TPv3 header 11 = Reserved
[7:4]	Port_num	R/W	None	The port number which the bundle is assigned to: 0000 = Port 1, 0111=Port 8
[3:2]	Tx_VLAN_stack			00 = No VLAN tag in header 01 = One VLAN tag exists in header 10 = Two VLAN tags exist in header 11 = Reserved Not valid for Rx. Not used by Tx AAL1 but by Ethernet MAC transmitter block
[1]	Rx_Bundle_Identifier_valid	R/W	None	0 = Rx_bundle_identifier entry isn't valid: If the incoming frame bundle identifier isn't found in the whole packet classifier table, the incoming frame is handled according to packet classifier discard switches in Packet_classifier_cfg_reg3 1 = Rx_Bundle_Identifier entry is valid
[0]	Reserved	R/W	None	Must be set to zero

SAToP/CESoPSN_Bundle[n]_cfg[159:128] 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:24]	Reserved		0x00	Must be set to zero
[23]	Last_value_insertion	R/W	None	Enables the insertion of the last received timeslot value in case packet loss was detected. This insertion is only performed if 3 frames or less of data per timeslot is lost. If more than 3 frames of data are lost, the insertion is not performed and, instead, conditioning is inserted as usual). 0 = last value insertion disabled 1 = last value insertion enabled
[22]	Rx_RTP	R/W	None	0 = RTP header doesn't exist in received packets 1 = RTP header exists in received packets
[21:20]	Rx_L2TPV3_cookies	R/W	None	For MPLS: 00 = Reserved 01 = One label in the received MPLS stack 10 = Two label in the received MPLS stack 11 = Three label in the received MPLS stack For L2TPv3: 00 = No cookies in the received L2TPv3 header

SAToP/CESoPSN_Bundle[n]_cfg[159:128] 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				01 = One cookie in the received L2TPv3 header 10 = Two cookies in the received L2TPv3 header 11 = Reserved
[19:16]	Reserved	R/W	None	Must be set to zero
[15:0]	Tx_IP_checksum	R/W	None	IP header checksum for IP total length equal to zero

11.4.3 Counters

Each counter can be read from two different addresses. Reading from the first address—**0x10,000** + offset—does not affect the counter value. Reading from the second address—**0x11,000** + offset—causes the counter to be cleared after it is read.

Table 11-6. Counters Types

Address	Counter Type	Read/Write	Reset Value
10,000	Counters – no clear on read	Read Only	None
11,000	Counters – clear on read	Read Only-Clear on Read	None

When reading from counters wider than 16 bits in 16-bit mode, use the following procedure:

1. Read from address 2, i.e. H_AD[1]=1. All 32 bits are internally latched and bits 15:0 are output on H_D[15:0].
2. Read from address 0, i.e. H_AD [1]=0. Bits 31:16 are output on H_D[15:0].

11.4.3.1 Per Bundle Counters

In the register descriptions in this section, the index **n** indicates the bundle number: 0 to 63.

Ethernet Rx Good Packets Counter 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Good_packets_received	R	None	Good packets received from Ethernet. Counter wraps around to 0 from its maximum value.

Ethernet Tx Good Packets Counter 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Good_packets_transmitted	R	None	Good packets transmitted to Ethernet. Counter wraps around to 0 from its maximum value.

Ethernet Rx Lost/Jump Event Packets Counter 0x300+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	None	Must be set to zero
[15:0]	Lost_AAL1_packets_Rxd / Lost_HDLC_packets_Rxd / Jumped_SAToP/CESoPSN_ packets_Rxd	R	None	Number of lost/jumped packets encountered by RX_AAL1, RX_HDLC or RX_SATOP payload machine: AAL1 and SAToP/CESoPSN – The counter is increased by the gap between the received packet sequence number and the expected packet sequence number (except when this gap is higher than the configured Rx_max_lost_packets value). HDLC – The counter is increased by the difference between the received packet sequence number and the expected packet sequence number only when this difference is smaller than 32768. SAToP/CESoPSN – the CPU can calculate the number of lost packets using the following equation: lost packets = (jumped packets – Rxd reordered packets)

Ethernet Rx AAL1 Lost Cells / Rx SAToP/CESoPSN Discarded Packets Counter 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	None	Must be set to zero
[15:0]	Lost_AAL1_Rxd_cells / Discarded_SAToP/CESoPSN_Rxd_packets	R	None	AAL1 – Number of lost AAL1 SAR PDUs SAToP/CESoPSN – Number of received packets that were discarded by SAToP/CESoPSN hardware machine. The types defects that cause packets to be discarded are specified by bits 23:20 of General_cfg_reg2.

TDM Tx HDLC Frames with Error Counter 0x500+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	None	Must be set to zero
[15:0]	TDM_HDLC_err_frames	R	None	Number of HDLC frames from TDM with any error, including CRC/alignment/abort/short/long. Counter sticks at its maximum value and does not roll over to 0.

TDM Tx HDLC Good Frames Counter 0x600+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	None	Must be set to zero
[31:0]	TDM_HDLC_good_frames	R	None	HDLC good frames received from TDM (passed CRC). Counter wraps around to 0 from its maximum value.

TDM Rx SAToP/CESoPSN Reordered Packets / HDLC/AAL1 Packet SN Error Outside Window Counter 0x100+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	SAToP/CESoPSN_Rxd_re_ordered_packets / HDLC_packet_sn_oo_window / AAL1_packet_sn_oo_window	R	None	SAToP/CESoPSN – Number of received misordered packets that were successfully reordered by SAToP/CESoPSN hardware machine. The counter is incremented each time a miss-ordered packet is received and saved in the SDRAM. HDLC – Counter incremented by 1 when SN error outside window is detected (window of 32,768). AAL1 – Counter incremented by 1 when SN error outside window is detected (window configured by Rx_max_lost_packets). Counter sticks at its maximum value and does not roll over to 0.

11.4.3.2 Per Jitter Buffer Index Counters

In the register description in this section, the index **n** indicates the jilter buffer number: 0 to 255.

Jitter Buffer Underrun/Overrun Events Counter 0x800+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	None	Must be set to zero
[7:0]	JBC_events	R	None	Number of jitter buffer underrun/overrun events.

Jitter Buffer Underrun/Overrun Events Counter 0x800+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				AAL1/SAToP/CESoPSN bundles – count of underrun events. AAL1 counter does not include underruns caused by pointer mismatches. HDLC bundles – count of overrun events. Counter sticks at its maximum value and does not roll over to 0.

11.4.3.3 General Counters

Received Ethernet Bytes Counter 0xE00

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	ETH_bytes_received	R	0x0000 0000	Total bytes received from Ethernet (good packets which passed CRC check only). CRC bytes are not counted. Counter wraps around to 0 from its maximum value.

Transmitted Ethernet Bytes Counter 0xE04

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	ETH_bytes_transmitted	R	0x0000 0000	Total bytes transmitted to Ethernet (good packets which passed CRC check only). CRC bytes are not counted. Counter wraps around to 0 from its maximum value.

Classified Packets Counter 0xE08

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Classified_packets	R	0x0000 0000	Counts all packets that pass the packet classifier towards TDM or CPU and are not discarded. Counter wraps around to 0 from its maximum value.

Received IP Checksum Errors Counter 0xE0C

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0000	Must be set to zero
[15:0]	IP_checksum_err_packets	R	0x0000	Counts packets, detected by the packet classifier, as packets with IP checksum errors. Counter sticks at its maximum value and does not roll over to 0.

11.4.4 Status Tables

The TDMoP status tables hold indications of hardware events. Except where noted, these are latched status bits. For each bit, the value 1 indicates that the event occurred. A bit set to 1 maintains its value unless the host CPU changes it. Writing 1 to a bit clears it to 0. Writing 0 to a bit does not change its value. The base address for the TDMoP status tables is **0x12,000**.

11.4.4.1 Per Bundle Status Tables

In the register descriptions in this section, the index **n** indicates the bundle number: 0 to 63.

Rx Payload Type Machine Status 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:5]	Reserved	-	None	Must be set to zero
[4]	Rx_SAToP/CESoPSN_frame_ count_err			SAToP/CESoPSN – packets that belong to structured-with-CAS bundles were received with incorrect number of frames.
[3]	Rx_AAL1_cell_hdr_err / Rx_SAToP/CESoPSN_jump_ove rflow_err /	R/W	None	AAL1 – AAL1 SAR PDUs received with incorrect SN (sequence number), protection fields (CRC/parity), corrected and not corrected header. SAToP/CESoPSN – Packets received with incorrect sequence number (higher than the expected sequence number and within the window allowed by the configured Rx_max_lost_packets value) and could not be inserted into the jitter buffer due to insufficient space.
[2]	Rx_AAL1_packet_sn_oo_ window / Rx_HDLC_packet_sn_oo_ window / Rx_SAToP/CESoPSN_packet_ sn_oo_window	R/W	None	HDLC – Packet SN (Sequence Number) error outside window (window of 32768) SAToP/CESoPSN/AAL1 – Packets discarded due to incorrect Sequence Number (SN equal to the former or gap between them exceeds limit determined by Rx_max_lost_packets parameter).
[1]	Rx_AAL1_packet_sn_in_ window / Rx_HDLC_packet_sn_in_ window / Rx_SAToP/CESoPSN_ overrunn_discard	R/W	None	AAL1– Packet sequence number error within window (determined by Rx_max_lost_packets parameter) HDLC – Packet sequence number error within window (window of 32768) SAToP/CESoPSN – Packets discarded because the Jitter Buffer reached or was in the over-run state.
[0]	Rx_AAL1_ptr_mismatch / Rx_SAToP/CESoPSN_mis_ ordered_discard	R/W	None	AAL1 – AAL1 SAR PDUs received with pointer mismatch SAToP/CESoPSN – Packets discarded because they were considered duplicated, or because they were received too late to be inserted into the Jitter Buffer.

Tx Payload Type Machine Status 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:5]	Reserved	-	None	Must be set to zero
[4]	Tx_HDLC_abort	R/W	None	HDLC – received frame from TDM with abort indication
[3]	Tx_HDLC_short	R/W	None	HDLC – received frame from TDM shorter than 4 bytes (including CRC bytes)
[2]	Tx_HDLC_long	R/W	None	HDLC – received frame from TDM longer than maximum allowed length (Tx_max_frame_size)

Tx Payload Type Machine Status 0x200+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[1]	Tx_HDLC_align_err	R/W	None	HDLC – received frame from TDM with alignment error
[0]	Tx_AAL1_framing_mismatch / Tx_HDLC_CRC_err / Tx_SAToP/CESoPSN_framing_ mismatch	R/W	None	AAL1 – Start of TDM frame or start of TDM multiframe mismatch HDLC – received frame from TDM with CRC error SAToP/CESoPSN – Start of TDM frame or start of TDM multiframe mismatch

Tx Buffers Status 0x400+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:1]	Reserved	-	None	Must be set to zero
[0]	TDM_to_ETH_buff_err	R/W	None	Frames received from TDM were discarded due to lack of Tx buffers

Packet Classifier Status 0x600+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	None	Must be set to zero
[7]	Packet_length_error	R/W	None	Packet discarded due to mismatch between IP_length/ Control_word_length (for MPLS/MEF) and the actual length according to the following rules: IP packets – If IP_length > (actual payload + ip_hdr + CW + RTP) MPLS/MEF packets – If Control_word_length > actual payload length + CW + RTP
[6]	Rx_sync_loss	RO	None	received packet with “L” indication
[5]	Rx_remote_fail	RO	None	received packet with “R” indication
[4:3]	Rx_Lbit_modifier	RO	None	received packet with “M” indication
[2:1]	Fragmentation_bits	RO	None	Relevant for SAToP/CESoPSN payload type machine: 00 = Entire (unfragmented) multi-frame structure is carried in a single packet 01 = Packet carrying the first fragment 10 = Packet carrying the last fragment 11 = Packet carrying an intermediate fragment
[0]	Rx_length_mismatch_discard	R/W	None	Packet discarded due to mismatch between the packet length and the configuration (for AAL1 and SAToP/ CESoPSN bundles only)

11.4.4.2 Per JBC Index Tables

In the register descriptions in this section, the index **n** indicates the jitter buffer number: 0 to 255.

Rx JBC Status 0xC00+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:1]	Reserved	-	None	Must be set to zero
[0]	JBC_overrun	R/W	None	AAL1 – overrun has occurred HDLC – overrun has occurred SAToP/CESoPSN – overrun has occurred

11.4.5 Timeslot Assignment Tables

Each port has two banks of timeslot assignment (TSA) tables, bank 1 and bank 2. While one bank is actively used by the TDMoP block, the other bank can be written by the CPU. The active bank for the port is specified by the TSA_act_blk field in the Port[n]_cfg_reg register.

The base address for the TDMoP status tables is **0x18,000**. From this base address:

- Bank 1 TSA tables are located at offset **0x000** for ports 1 to 4 and **0x400** for ports 5 to 8.
- Bank 2 TSA tables are located at offset **0x200** for ports 1 to 4 and **0x600** for ports 5 to 8.

In the register descriptions in this section, the index **port** indicates the port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** is the timeslot number: 0 to 31.

Bank1 Timeslot Assignment Registers **Ports 1 to 4: 0x000+(port-1)*0x80+ts*4**
Ports 5 to 8: 0x400+(port-5)*0x80+ts*4

Bank2 Timeslot Assignment Registers **Ports 1 to 4: 0x200+(port-1)*0x80+ts*4**
Ports 5 to 8: 0x600+(port-5)*0x80+ts*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:21]	Reserved	-	None	Must be set to zero
[20]	Remote_loop	R/W	None	When set, establishes a loop (per timeslot) between the data received from the Ethernet port and the data transmitted towards the Ethernet port. Notes: *Usually the remote loop is activated on all timeslots assigned to a bundle.* *Only the TDM data is looped back. CAS information is not looped back.* *Available only when interface is configured to single clock mode (Port[n]_cfg_reg.Two_clocks=0).*
[19]	Local_loop	R/W	None	When set, establishes a loop (per timeslot) between the data received from the TDM port and the data transmitted towards the TDM port. The data transmitted towards the TDM port is delayed by one TDM frame vs. the received data. Notes: *Usually the local loop is activated on all timeslots assigned to a bundle.* *Only the TDM data is looped back. CAS information is not looped back.* *Available only when interface is configured to single clock* mode (Port[n]_cfg_reg.Two_clocks=0).
[18]	Structured_type	R/W		Must be set for timeslots that are part of AAL1/CESoPSN bundles whose type is structured or structured-with-CAS.
[17:16]	Timeslot_width	R/W	None	00 = Reserved 01 =2 bits (only for HDLC bundles) 10 = 7 bits (only for HDLC bundles) 11 = 8 bits See section 10.6.4 for additional details.
[15]	First_in_bundle	R/W	None	Must be set for the first timeslot of an AAL1 or CESoPSN bundle. Must be cleared for HDLC bundles.
[14]	Rx_assigned	R/W	None	0 = timeslot is not assigned for the Rx path 1 = timeslot is assigned for the Rx path
[13]	Transmit_assigned	R/W	None	0 = timeslot is not assigned for the transmit path 1 = timeslot is assigned for the transmit path
[12:7]	Bundle_number	R/W	None	Number of the bundle that the timeslot is assigned to.
[6:5]	Reserved	R/W	None	Must be set to zero
[4:0]	Jitter_buffer_index	R/W	None	Jitter buffer index. This field indicates which jitter buffer is being used for the timeslot or bundle. It is also the index into the Jitter Buffer Status Table (section 11.4.8). If a timeslot is assigned to a bundle, the jitter buffer index must be configured to the number of the first timeslot assigned to the bundle. Otherwise, it must be configured to the timeslot number. See section 10.6.10.

11.4.6 CPU Queues

The pools and queue referred to in this section are shown in the block diagram in Figure 10-49. Whenever a queue or pool level exceeds the associated threshold register, a latched status bit is set in the CPU_Queues_change register which generates an interrupt unless masked by the associated mask bit in the CPU_Queues_mask register.

In this section the address offsets in parentheses apply when the CPU data bus is 16 bits wide (pin DAT_32_16_N=0). The base address for the TDMoP CPU queues is **0x20,000**.

Table 11-7. CPU Queues

Addr Offset	Register Name	Description	Page
0x00 (0x02)	TDM_to_CPU_pool_insert	Write to insert a buffer ID into the TDM-to-CPU Pool	191
0x04 (0x06)	TDM_to_CPU_pool_level	Number of buffers stored in the TDM-to-CPU Pool	192
0x08 (0x0A)	TDM_to_CPU_pool_thresh	TDM-to-CPU Pool interrupt threshold	192
0x0C (0x0E)	TDM_to_CPU_q_read	Read to get a buffer ID from the TDM-to-CPU Queue	192
0x10 (0x12)	TDM_to_CPU_q_level	Number of buffers in the TDM-to-CPU Queue	192
0x14 (0x16)	TDM_to_CPU_q_thresh	TDM-to-CPU Queue interrupt threshold	192
0x18 (0x1A)	CPU_to_ETH_q_insert	Write to insert a buffer ID into the CPU-to-ETH Queue	192
0x1C (0x1E)	CPU_to_ETH_q_level	Number of buffers in the CPU-to-ETH Queue	193
0x20 (0x22)	CPU_to_ETH_q_thresh	CPU-to-ETH Queue interrupt threshold	193
0x24 (0x26)	ETH_to_CPU_pool_insert	Write to insert a buffer ID into the ETH-to-CPU Pool	193
0x28 (0x2A)	ETH_to_CPU_pool_level	Number of buffers stored in the ETH-to-CPU Pool	193
0x2C (0x2E)	ETH_to_CPU_pool_thresh	ETH-to-CPU Queue interrupt threshold.	193
0x30 (0x32)	ETH_to_CPU_q_read	Read to get a buffer ID from the ETH-to-CPU Queue	194
0x34 (0x36)	ETH_to_CPU_q_level	Number of buffers in the ETH-to-CPU Queue.	194
0x38 (0x3A)	ETH_to_CPU_q_thresh	ETH-to-CPU Queue interrupt threshold	194
0x54 (0x56)	**Error! Reference source not found.**	Write to insert a buffer ID into the CPU-to-TDM Queue	**Error! Bookmark not defined.**
0x58 (0x5A)	**Error! Reference source not found.**	Number of buffers stored in the CPU-to-TDM Queue	**Error! Bookmark not defined.**
0x5C (0x5E)	CPU_to_TDM_q_thresh	CPU-to-TDM Queue interrupt threshold	194
0x60 (0x62)	Tx_return_q_read	Read to get a buffer ID from the CPU-Tx-return Queue	195
0x64 (0x66)	Tx_return _q _level	Number of buffers stored in the CPU-Tx-return Queue	195
0x68 (0x6A)	Tx_return_q_thresh	CPU-Tx-return Queue interrupt threshold	195
0x6C (0x6E)	Rx_return_q_read	Read to get a buffer ID from the CPU-Rx-return Queue	195
0x70 (0x72)	Rx_return_q_level	Number of buffers stored in the CPU-Rx-return Queue	196
0x74 (0x76)	Rx_return_q_thresh	CPU-Rx-return Queue interrupt threshold	196

11.4.6.1 TDM-to-CPU Pool

TDM_to_CPU_pool_insert 0x00 (0x02)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	WO	None	Writing to this address causes a single 13-bit buffer ID to be inserted to the TDM-to-CPU pool. Only bits [12:0] are written. The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of the 24 SDRAM address bits).

TDM_to_CPU_pool_level 0x04 (0x06)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Level	RO	0x0	Number of buffers currently stored in the pool. These are the buffers that are still available to the Tx payload type machines. Range: 0 to 128.

TDM_to_CPU_pool_thresh 0x08 (0x0A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Threshold	RO	0x0	If the number of buffers in the pool is ≤ this threshold, an interrupt is generated. Range: 0 to 128.

11.4.6.2 TDM-to-CPU Queue

TDM_to_CPU_q_read 0x0C (0x0E)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	RO	None	Reading from this address extracts the first buffer ID from the TDM-to-CPU queue (bits [12:0]). The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of 24 SDRAM address bits).

TDM_to_CPU_q_level 0x10 (0x12)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Level	RO	0x0	Number of buffers currently stored in the queue. These are the buffers still waiting to be handled by the CPU. Range: 0 to 128.

TDM_to_CPU_q_thresh 0x14 (0x16)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≥ this threshold, an interrupt is generated. Range: 0-128

11.4.6.3 CPU-to-ETH Queue

CPU_to_ETH_q_insert 0x18 (0x1A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	WO	None	Writing to this address causes a single 13-bit buffer ID to be inserted to the CPU-to-ETH queue. Only bits [12:0] are written. The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of the 24 SDRAM address bits).

CPU_to_ETH_q_level 0x1C (0x1E)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Level	RO	0x0	Number of buffers currently stored in the queue. Range: 0 to 32.

CPU_to_ETH_q_thresh 0x20 (0x22)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≤ this threshold, an interrupt is generated. Range: 0 to 32.

11.4.6.4 ETH-to-CPU Pool

ETH_to_CPU_pool_insert 0x24 (0x26)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	WO	None	Writing to this address causes a single 13-bit buffer ID to be inserted to the ETH-to-CPU pool. Only bits [12:0] are written. The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of the 24 SDRAM address bits).

ETH_to_CPU_pool_level 0x28 (0x2A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Level	RO	0x0	Number of buffers currently stored in the pool. These are the buffers that are still available to the Rx arbiter. Range: 0 to 128.

ETH_to_CPU_pool_thresh 0x2C (0x2E)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Threshold	RO	0x0	If the number of buffers in the pool is ≤ this threshold, an interrupt is generated and only OAM packets are inserted in the ETH-to-CPU queue (non-OAM packets are discarded). Range: 0 to 128.

11.4.6.5 ETH- to-CPU Queue

ETH_to_CPU_q_read 0x30 (0x32)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	RO	None	Reading from this address extracts the first buffer ID from the ETH-to-CPU queue (bits [12:0]). The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of 24 SDRAM address bits).

ETH_to_CPU_q_level 0x34 (0x36)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Level	RO	0x0	Number of buffers currently stored in the queue. These are the buffers still waiting to be handled by the CPU. Range: 0 to 128.

ETH_to_CPU_q_thresh 0x38 (0x3A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≥ this threshold, an interrupt is generated. Range: 0 to 128.

11.4.6.6 CPU-to-TDM Queue

CPU_to_TDM_q_insert 0x54 (0x56)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	WO	None	Writing to this address causes a single 13-bit buffer ID to be inserted to the CPU-to-TDM queue. Only bits [12:0] are written. The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of the 24 SDRAM address bits).

CPU_to_TDM_q_level 0x58 (0x5A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Level	RO	0x0	Number of buffers currently stored in the queue. Range: 0 to 32.

CPU_to_TDM_q_thresh 0x5C (0x5E)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≥ this threshold,

CPU_to_TDM_q_thresh 0x5C (0x5E)

Bits	Data Element Name	R/W	Reset Value	Description
				an interrupt is generated. Range: 0 to 32.

11.4.6.7 Tx Return Queue

Tx_return_q_read 0x60 (0x62)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	RO	None	Reading from this address extracts the first buffer ID from the CPU Tx return queue (bits [12:0]). The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of 24 SDRAM address bits).

Tx_return _q _level 0x64 (0x62)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Level	RO	0x0	Number of buffers currently stored in the queue. Range: 0 to 32.

Tx_return_q_thresh 0x68 (0x6A)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≥ this threshold, an interrupt is generated. Range: 0 to 32.

11.4.6.8 Rx Return Queue

Rx_return_q_read 0x6C (0x6E)

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved	-	0x0	Must be set to zero
[12:0]	Buffer ID	RO	None	Reading from this address extracts the first buffer ID from the CPU Rx return queue (bits [12:0]). The buffer ID serves as the 13 MSbs of the buffer address in the SDRAM (i.e. corresponds to H_AD[23:11] out of 24 SDRAM address bits).

Rx_return_q_level 0x70 (0x72)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Level	RO	0x0	Number of buffers currently stored in the queue. Range: 0 to 32.

Rx_return_q_thresh 0x74 (0x76)

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5:0]	Threshold	RO	0x0	If the number of buffers in the queue is ≥ this threshold, an interrupt is generated. Range: 0 to 32.

11.4.7 Transmit Buffers Pool

The base address for the TDMoP transmit buffers pool is **0x28,000**. See section 10.6.11.7 for details.

11.4.7.1 Per-Bundle Head Pointers

In the register descriptions in this section, the index **n** indicates the bundle number: 0 to 63.

The RAM should be initialized by CPU software to hold the heads of the linked lists for all open bundles. See section 10.6.11.7.

Per-Bundle Head[n] 0x800+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:10]	Reserved		None	Must be set to zero
[9]	Buffer_valid	R/W	None	0 = The head contains non-valid information (i.e. the pool is empty). 1 = The head points to a valid free buffer.
[8:0]	Buffer_id	R/W	None	The full address of the buffer consists of the Tx buffer base address (specified in General_cfg_reg1. Tx_buf_base_add) concatenated with the buffer ID and eleven 0s.

11.4.7.2 Per-Buffer Next-Buffer Pointers

A pointer to the next buffer in the linked list.

In the register descriptions in this section, the index **n** indicates the buffer number: 0 to 511.

The RAM should be initialized by CPU software to hold the linked lists for all the bundles. See section 10.6.11.7.

Per Buffer Next Buffer[n] 0x000+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:9]	Reserved	-	None	Must be set to zero
[8:0]	Buffer_offset	R/W	None	The offset (ID) of the next buffer in the linked list in the SDRAM area dedicated to the Tx payload-type machines. The full address of the buffer consists of the Tx buffer base address (specified in General_cfg_reg1. Tx_buf_base_add) concatenated with the buffer offset and eleven 0s.

11.4.8 Jitter Buffer Control

The base address for the TDMoP jitter buffer control is **0x30,000**.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31. The index **n** indicates the bundle number: 0 to 63. See section 10.6.10 for more information.

Table 11-8. Jitter Buffer Status Table

Addr Offset	Register Name	Description	Page
0x000	Status_and_level[1, 0]	Jitter buffer port 1 timeslot 0 status and fill level	197
0x004	Min_and_max_level[1, 0]	Jitter buffer port 1 timeslot 0 min / max levels	198
(port-1)*0x100+ts*8	Status_and_level[port, ts]	Jitter buffer status and fill level	197
(port-1)*0x100+ts*8+4	Min_and_max_level[port, ts]	Jitter buffer min / max levels	198
0x7F8	Status_and_level[8, 31]	Jitter buffer port 8 timeslot 31 status and fill level	197
0x7FC	Min_and_max_level[8, 31]	Jitter buffer port 8 timeslot 31 min / max levels	198

Note 1: In high speed mode, Hs_status_and_level and Hs_min_and_max_level reside in Status_and_level0 and Min_and_max_level0 registers, respectively.

Note 2: The CPU should never try to read Min_and_max_level from an HDLC bundle. When the CPU performs an access to these registers, it causes some bits to be changed – bits that are used for other purposes in HDLC bundles and thus may cause severe problems.

Table 11-9. Bundle Timeslot Table

Addr Offset	Register Name	Description	Page
0xF00	Bundle_ts0	Assigned timeslots in bundle 0	197
0xF00+n*4	Bundle_ts[n]	Assigned timeslots in bundle n	197
0xFFC	Bundle_ts63	Assigned timeslots in bundle 63	197

11.4.8.1 Status_and_level Registers

The status_and_level registers have different fields depending on the bundle type: HDLC, Structured AAL1/CESoPSN, Unstructured AAL1/SAToP or High Speed AAL1/SAToP. The subsections below describe the status_and_level register fields for each type. In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31.

11.4.8.1.1 HDLC

Status_and_level (port-1)*0x100+ts*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:2]	Reserved	RO	0x0	Always zero
[1:0]	Status	RO	None	The status of the bundle's jitter buffer: 00 = jitter buffer is empty 01 = jitter buffer is OK 10 = jitter buffer is full 11 = Reserved

11.4.8.1.2 Structured AAL1/CESoPSN

Status_and_level (port-1)*0x100+ts*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:26]	Reserved	RO	0x0	Always zero
[25:16]	Current_level	RO	None	The current jitter buffer level for the bundle. The resolution is 0.5ms.
[15:2]	Reserved	RO	0x0	Always zero
[1:0]	Status	RO	None	The status of the bundle's jitter buffer: 00 = jitter buffer is empty 01 = jitter buffer is OK 10 = jitter buffer is full 11 = Reserved

11.4.8.1.3 Unstructured AAL1/SAToP

Status_and_level (port-1)*0x100

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	RO	0x0	Always zero
[30:16]	Current_level	RO	None	The current jitter buffer level for the bundle. The resolution is 32 interface bit periods.
[15:2]	Reserved	RO	0x0	Always zero
[1:0]	Status	RO	None	The status of the bundle's jitter buffer: 00 = jitter buffer is empty 01 = jitter buffer is OK 10 = jitter buffer is full 11 = Reserved

11.4.8.1.4 High Speed AAL1/SAToP

Status_and_level 0x000

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Current_level	RO	0x0000	The 16 MSbs of the current jitter buffer level (the level is 17 bits wide). The resolution is 64 interface bit periods.
[15:2]	Reserved	RO	0x0	Always zero
[1:0]	Status	RO	0x0	The status of the bundle's jitter buffer: 00 = jitter buffer is empty 01 = jitter buffer is OK 10 = jitter buffer is full 11 = Reserved

11.4.8.2 Min_and_max_level

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31.

11.4.8.2.1 Structured AAL1/CESoPSN

Min_and_max_level (port-1)*0x100+ts*8+4

Bits	Data Element Name	R/W	Reset Value	Description
[31:26]	Reserved	RO	0x0	Always zero
[25:16]	Minimal_level	RO	None	The minimal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to all ones. When

Min_and_max_level (port-1)*0x100+ts*8+4

Bits	Data Element Name	R/W	Reset Value	Description
				underrun is reached, the value of this field remains zero until it is read by the CPU. The resolution is 0.5 ms..
[15:10]	Reserved	RO	0x00	These bits are always zero
[9:0]	Maximal_level	RO	None	The maximal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to zero. When overrun is reached, the value remains equal to Rx_max_buff_size until it is read by the CPU. The resolution is 0.5 ms.

11.4.8.2.2 Unstructured AAL1/SAToP

Min_and_max_level (port-1)*0x100+4

Bits	Data Element Name	R/W	Reset Value	Description
[31]	Reserved	RO	0x0	This bit is always zero
[30:16]	Minimal_level	RO	None	The minimal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to all ones. When underrun is reached, the value of this field remains zero until it is read by the CPU. The resolution is 32 interface bit periods.
[15]	Reserved	RO	0x0	This bit is always zero
[14:0]	Maximal_level	RO	None	The maximal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to zero. When overrun is reached, the value remains equal to Rx_max_buff_size until it is read by the CPU. The resolution is 32 interface bit periods.

11.4.8.2.3 High Speed AAL1/SAToP

Min_and_max_level 0x004

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Minimal_level	RO	0xFFFF	The 16 MSbs of the minimal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to all ones. When underrun is reached, the value of this field remains zero until it is read by the CPU. The level is 17 bits wide. The resolution is 64 interface bit periods.
[15:0]	Maximal_level	RO	0x0000	The 16 MSbs of the maximal level that the jitter buffer has reached since the last time this register was read. After this register is read the TDMoP block resets this field to zero. When overrun is reached, the value remains equal to Rx_max_buff_size until it is read by the CPU. The level is 17 bits wide. The resolution is 64 interface bit periods.

11.4.8.3 Bundle Timeslot Registers

In this section, the index **n** indicates the bundle number: 0 to 63.

Bundle_ts[n] 0xF00+n*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Ts_assigned	R/W	None	Assigned timeslots of the bundle. See section 10.6.10.

Bundle_ts[n] 0xF00+n*4

Bits	Data Element Name	R/W	Reset Value	Description
				1 = Timeslot is assigned to the bundle 0 = Timeslot is not assigned to the bundle Note: When the interface type is Nx64k this field should be set to all 1s.

11.4.9 Transmit Software CAS

The base address for the TDMoP transmit software CAS register space is **0x38,000**. For the CAS information transmitted in packets in the TDM-to-Ethernet direction, the CAS signaling information stored in these registers can be used instead of CAS bits coming into the TDMoP block on the TDMn_RSIG_RTS signals. This is configured on a per-bundle basis using the Tx_CAS_source field in the Bundle Configuration Tables. In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Table 11-10. Transmit Software CAS Registers

Addr Offset	Register Name	Description	Page
Port 1			
0x00	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 1	202
0x04	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 1	202
0x08	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 1	202
0x0C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 1	202
Port 2			
0x10	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 2	202
0x14	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 2	202
0x18	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 2	202
0x1C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 2	202
Port 3			
0x20	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 3	202
0x24	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 3	202
0x28	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 3	202
0x2C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 3	202
Port 4			
0x30	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 4	202
0x34	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 4	202
0x38	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 4	202
0x3C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 4	202
Port 5			
0x40	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 5	202
0x44	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 5	202
0x48	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 5	202
0x4C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 5	202
Port 6			
0x50	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 6	202
0x54	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 6	202
0x58	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 6	202
0x5C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 6	202
Port 7			
0x60	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 7	202
0x64	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 7	202
0x68	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 7	202
0x6C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 7	202
Port 8			
0x70	Tx_SW_CAS_TS7_TS0	CAS signaling for TS7 to TS0 for Port 8	202
0x74	Tx_SW_CAS_TS15_TS8	CAS signaling for TS15 to TS8 for Port 8	202
0x78	Tx_SW_CAS_TS23_TS16	CAS signaling for TS23 to TS16 for Port 8	202
0x7C	Tx_SW_CAS_TS31_TS24	CAS signaling for TS31 to TS24 for Port 8	202

Tx_SW_CAS_TS7_TS0 0x000+(port-1)*0x10

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	TS7_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 7
[27:24]	TS6_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 6
[23:20]	TS5_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 5
[19:16]	TS4_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 4
[15:12]	TS3_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 3
[11:8]	TS2_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 2
[7:4]	TS1_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 1
[3:0]	TS0_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 0

Tx_SW_CAS_TS15_TS8 0x004+(port-1)*0x10

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	TS15_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 15
[27:24]	TS14_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 14
[23:20]	TS13_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 13
[19:16]	TS12_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 12
[15:12]	TS11_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 11
[11:8]	TS10_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 10
[7:4]	TS9_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 9
[3:0]	TS8_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 8

Tx_SW_CAS_TS23_TS16 0x008+(port-1)*0x10

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	TS23_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 23
[27:24]	TS22_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 22
[23:20]	TS21_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 21
[19:16]	TS20_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 20
[15:12]	TS19_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 19
[11:8]	TS18_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 18
[7:4]	TS17_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 17
[3:0]	TS16_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 16

Tx_SW_CAS_TS31_TS24 0x00C+(port-1)*0x10

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	TS31_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 31
[27:24]	TS30_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 30
[23:20]	TS29_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 29
[19:16]	TS28_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 28
[15:12]	TS27_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 27
[11:8]	TS26_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 26
[7:4]	TS25_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 25
[3:0]	TS24_CAS_nibble	R/W	None	CAS signaling (ABCD) for timeslot 24

11.4.10 Receive Line CAS

The base address for the TDMoP Rx line CAS register space is **0x40,000**. These read-only registers allow the CPU to examine the state of the CAS signaling recovered from received packets and transmitted out of the TDMoP block on the TDMn_TSIG signals (i.e. toward the signal cross-connection block and the framers). See section 10.6.5.2 for more details. When Rx line CAS bits change, an interrupt is generated. The Rx_CAS_change registers in the **Error! Reference source not found.** indicate which timeslots have changed CAS bits.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31.

Table 11-11. Receive Line CAS Registers

Addr Offset	Register Name	Description	Page
Port 1			
0x000	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 1	203
0x000+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 1	203
0x07C	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 1	203
Port 2			
0x080	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 2	203
0x080+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 2	203
0x0FC	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 2	203
Port 3			
0x100	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 3	203
0x100+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 3	203
0x17C	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 3	203
Port 4			
0x180	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 4	203
0x180+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 4	203
0x1FC	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 4	203
Port 5			
0x200	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 5	203
0x200+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 5	203
0x27C	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 5	203
Port 6			
0x280	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 6	203
0x280+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 6	203
0x2FC	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 6	203
Port 7			
0x300	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 7	203
0x300+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 7	203
0x37C	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 7	203
Port 8			
0x380	Rx_Line_CAS_TS0	CAS signaling for timeslot 0 for Port 8	203
0x380+ts*4	Rx_Line_CAS_TS[ts]	CAS signaling for timeslot ts for Port 8	203
0x3FC	Rx_Line_CAS_TS31	CAS signaling for timeslot 31 for Port 8	203

Rx_Line_CAS 0x000+(port-1)*0x80+ts*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:4]	Reserved	-	0x0	Must be set to zero
[3:0]	Rx_CAS	RO	None	CAS signaling (ABCD) towards TDMn_TSIG

11.4.11 Clock Recovery

The base address for the TDMoP clock recovery register space is **0x48,000**. Most of the registers in this section of the TDMoP block are not documented. The HAL (Hardware Abstraction Layer) software manages these registers.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Table 11-12. Clock Recovery Registers

Addr Offset	Register Name	Description	Page
Port 1			
0x0000	Control_Word_P1	Port1 clock recovery control bits	204
0x0004-00A0	Clk_recovery_cfg_reg1-40	Port1 clock recovery configuration registers (not documented)	---
Port 2			
0x0400	Control_Word_P2	Port2 clock recovery control bits	204
0x0404-04A0	Clk_recovery_cfg_reg1-40	Port2 clock recovery configuration registers (not documented)	---
Port 3			
0x0800	Control_Word_P3	Port3 clock recovery control bits	204
0x0804-08A0	Clk_recovery_cfg_reg1-40	Port3 clock recovery configuration registers (not documented)	---
Port 4			
0x0C00	Control_Word_P4	Port4 clock recovery control bits	204
0x0C04-0CA0	Clk_recovery_cfg_reg1-40	Port4 clock recovery configuration registers (not documented)	---
Port 5			
0x1000	Control_Word_P5	Port5 clock recovery control bits	204
0x1004-10A0	Clk_recovery_cfg_reg1-40	Port5 clock recovery configuration registers (not documented)	---
Port 6			
0x1400	Control_Word_P6	Port6 clock recovery control bits	204
0x1404-14A0	Clk_recovery_cfg_reg1-40	Port6 clock recovery configuration registers (not documented)	---
Port 7			
0x1800	Control_Word_P7	Port7 clock recovery control bits	204
0x1804-18A0	Clk_recovery_cfg_reg1-40	Port7 clock recovery configuration registers (not documented)	---
Port 8			
0x1C00	Control_Word_P8	Port8 clock recovery control bits	204
0x1C04-1CA0	Clk_recovery_cfg_reg1-40	Port8 clock recovery configuration registers (not documented)	---

When using the clock recovery mechanism of a certain port, its Rx_PDVT parameter in the bundle configuration must also be configured.

Clk_Recovery_Control_Word 0x000+(port-1)*0x400

Bits	Data Element Name	R/W	Reset Value	Description
[31:1]	Reserved	-	0x0	Set according to the HAL function
[0]	System_Reset	W/O	0x0	1 = Reset the clock recovery system

11.4.12 Receive SW Conditioning Octet Select

The base address for the TDMoP Rx software conditioning octet select register space is **0x50,000**. These registers specify which of four conditioning bytes (TDM_cond_octet_a through TDM_cond_octet_d in TDM_cond_data_reg) the TDMoP block transmits on the TDMn_TX signals during an unassigned timeslot. The specified value is also the conditioning octet that is inserted into the jitter buffer for lost packet compensation.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31.

Table 11-13. Receive SW Conditioning Octet Select Registers

Addr Offset	Register Name	Description	Page
Port 1			
0x000	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 1	205
0x000+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 1	205
0x07C	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 1	205
Port 2			
0x080	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 2	205
0x080+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 2	205
0x0FC	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 2	205
Port 3			
0x100	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 3	205
0x100+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 3	205
0x17C	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 3	205
Port 4			
0x180	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 4	205
0x180+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 4	205
0x1FC	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 4	205
Port 5			
0x200	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 5	205
0x200+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 5	205
0x27C	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 5	205
Port 6			
0x280	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 6	205
0x280+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 6	205
0x2FC	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 6	205
Port 7			
0x300	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 7	205
0x300+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 7	205
0x37C	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 7	205
Port 8			
0x380	Rx_SW_cond_TS0	Rx software conditioning for timeslot 0 for Port 8	205
0x380+ts*4	Rx_SW_cond_TS[ts]	Rx software conditioning for timeslot ts for Port 8	205
0x3FC	Rx_SW_cond_TS31	Rx software conditioning for timeslot 31 for Port 8	205

Rx_SW_cond 0x000+(port-1)*0x80+ts*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:2]	Reserved	-	0x0	Must be set to zero
[1:0]	Cond_octet_sel	R/W	None	00 = TDM_cond_octet_a 01 = TDM_cond_octet_b 10 = TDM_cond_octet_c 11 = TDM_cond_octet_d

11.4.13 Receive SW CAS

The base address for the TDMoP Rx software CAS register space is **0x58,000**. These registers specify the CAS signaling bits the TDMoP block transmits on the TDMn_TSIG signals during unassigned timeslots and during timeslots where CAS is not assigned. See section 10.6.5.2 for more details.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101. The index **ts** indicates timeslot number: 0 to 31.

Table 11-14. Receive SW CAS Registers

Addr Offset	Register Name	Description	Page
Port 1			
0x000	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 1	206
0x000+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 1	206
0x07C	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 1	206
Port 2			
0x080	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 2	206
0x080+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 2	206
0x0FC	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 2	206
Port 3			
0x100	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 3	206
0x100+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 3	206
0x17C	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 3	206
Port 4			
0x180	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 4	206
0x180+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 4	206
0x1FC	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 4	206
Port 5			
0x200	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 5	206
0x200+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 5	206
0x27C	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 5	206
Port 6			
0x280	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 6	206
0x280+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 6	206
0x2FC	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 6	206
Port 7			
0x300	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 7	206
0x300+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 7	206
0x37C	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 7	206
Port 8			
0x380	Rx_SW_CAS_TS0	Rx software conditioning for timeslot 0 for Port 8	206
0x380+ts*4	Rx_SW_CAS_TS[ts]	Rx software conditioning for timeslot ts for Port 8	206
0x3FC	Rx_SW_CAS_TS31	Rx software conditioning for timeslot 31 for Port 8	206

Rx_SW_CAS 0x000+(port-1)*0x80+ts*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:4]	Reserved	-	0x0	Must be set to zero
[3:0]	Rx_CAS	R/W	None	CAS signaling (ABCD) transmitted towards TDMn_TSIG when Rx_CAS_src=1 in Bundle Configuration Tables. Must be different from 0000.

11.4.14 Interrupt Controller

The base address for the interrupt controller register space is **0x68,000**.

The Intpend register and the “change” registers listed below have latched status bits that indicate various TDMoP hardware events. For each bit, the value 1 indicates that the event occurred. Writing 1 to a bit clears it to 0. Writing 0 to a bit does not change its value.

The Intmask register and the other “mask” registers listed below have an interrupt mask bit corresponding to each bit in the associated “change” register. Each mask bit masks the interrupt when set to 1 and does not mask the interrupt when set to 0.

The Intpend register is the master interrupt status register. “Change” bits in Intpend indicate that one or more events of a specific type have occurred. More details about which ports or bundles had that type of event can be found by reading the change register(s) for that event type.

In the register descriptions in this section, the index **port** indicates port number: 1-8 for DS34T108, 1-4 for DS34T104, 1-2 for DS34T102, 1 only for DS34T101.

Table 11-15. Interrupt Controller Registers

Addr Offset	Register Name	Description	Page
0x000	Intpend	Interrupts pending register	208
0x004	Intmask	Interrupt mask register	209
0x040	Rx_CAS_change_P1	Rx CAS change for timeslots in Port 1	210
0x044	Rx_CAS_change_P2	Rx CAS change for timeslots in Port 2	210
0x048	Rx_CAS_change_P3	Rx CAS change for timeslots in Port 3	210
0x04C	Rx_CAS_change_P4	Rx CAS change for timeslots in Port 4	210
0x050	Rx_CAS_change_P5	Rx CAS change for timeslots in Port 5	210
0x054	Rx_CAS_change_P6	Rx CAS change for timeslots in Port 6	210
0x058	Rx_CAS_change_P7	Rx CAS change for timeslots in Port 7	210
0x05C	Rx_CAS_change_P8	Rx CAS change for timeslots in Port 8	210
0x080	JBC_underrun_P1	JBC underrun in Port 1.	210
0x088	JBC_underrun_P2	JBC underrun in Port 2	210
0x090	JBC_underrun_P3	JBC underrun in Port 3	210
0x098	JBC_underrun_P4	JBC underrun in Port 4	210
0x0A0	JBC_underrun_P5	JBC underrun in Port 5	210
0x0A8	JBC_underrun_P6	JBC underrun in Port 6	210
0x0B0	JBC_underrun_P7	JBC underrun in Port 7	210
0x0B8	JBC_underrun_P8	JBC underrun in Port 8	210
0x084	JBC_underrun_mask_P1	JBC underrun mask for Port 1	210
0x08C	JBC_underrun_mask_P2	JBC underrun mask for Port 2	210
0x094	JBC_underrun_mask_P3	JBC underrun mask for Port 3	210
0x09C	JBC_underrun_mask_P4	JBC underrun mask for Port 4	210
0x0A4	JBC_underrun_mask_P5	JBC underrun mask for Port 5	210
0x0AC	JBC_underrun_mask_P6	JBC underrun mask for Port 6	210
0x0B4	JBC_underrun_mask_P7	JBC underrun mask for Port 7	210
0x0BC	JBC_underrun_mask_P8	JBC underrun mask for Port 8	210
0x0C0	Tx_CAS_change_P1	Tx CAS change for timeslots in Port 1	211
0x0C8	Tx_CAS_change_P2	Tx CAS change for timeslots in Port 2	211
0x0D0	Tx_CAS_change_P3	Tx CAS change for timeslots in Port 3	211
0x0D8	Tx_CAS_change_P4	Tx CAS change for timeslots in Port 4	211
0x0E0	Tx_CAS_change_P5	Tx CAS change for timeslots in Port 5	211
0x0E8	Tx_CAS_change_P6	Tx CAS change for timeslots in Port 6	211
0x0F0	Tx_CAS_change_P7	Tx CAS change for timeslots in Port 7	211
0x0F8	Tx_CAS_change_P8	Tx CAS change for timeslots in Port 8	211
0x0C4	Tx_CAS_change_mask_P1	Tx CAS change mask for Port 1	211
0x0CC	Tx_CAS_change_mask_P2	Tx CAS change mask for Port 1	211
0x0D4	Tx_CAS_change_mask_P3	Tx CAS change mask for Port 1	211
0x0DC	Tx_CAS_change_mask_P4	Tx CAS change mask for Port 1	211

Addr Offset	Register Name	Description	Page
0x0E4	Tx_CAS_change_mask_P5	Tx CAS change mask for Port 1	211
0x0EC	Tx_CAS_change_mask_P6	Tx CAS change mask for Port 1	211
0x0F4	Tx_CAS_change_mask_P7	Tx CAS change mask for Port 1	211
0x0FC	Tx_CAS_change_mask_P8	Tx CAS change mask for Port 1	211
0x100	RTS_change	RTS change register for Ports 1 to 8	211
0x104	RTS_mask	RTS change mask for Ports 1 to 8	211
0x140	CW_bits_change_low_bundles	CW bits change for bundles 0 to 31	211
0x144	CW_bits_mask_low_bundles	CW bits change mask for bundles 31 to 0	211
0x148	CW_bits_change_high_bundles	CW bits change for bundles 32 to 63	212
0x14C	CW_bits_mask_high_bundles	CW bits change mask for bundles 63 to 32	212
0x180	CW_bits_change_mask	Which CW fields (L, R, M, FRG) cause interrupts on change	212
0x1C0	CPU_Queues_change	Which CPU pools and queues went above/below thresholds	212
0x1C4	CPU_Queues_mask	CPU Queues changed mask	213

Intpend 0x000

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	Reserved	-	0x0	Must be set to zero
[27]	ETH_MAC	R/W	0x0	Ethernet MAC interrupt. Read the MAC_interrupt_status register to determine the interrupt source(s).
[26]	CPU Queues	R/W	0x0	The fill level of one or more of the CPU queues and pools has gone beyond the configured threshold. Read the CPU_Queues_change register to determine the interrupt source(s).
[25]	CW_bits_change	R/W	0x0	At least one of the L, R, M or FRG control Word fields has changed in one or more bundles. Read the CW_bits_change_low_bundles and CW_bits_change_high_bundles registers to determine the interrupt source(s). The CW_bits_change_mask register indicates which of the four CW fields can cause an interrupt when changed.
[24]	RTS_changes	R/W	0x0	1 = The state of the RTS pin (TDMn_RSIG_RTS) for one or more ports has changed. This only applies for port in asynchronous serial interface mode (Port[n]_cfg_reg. Int_type=00). Read the RTS_change register to determine the interrupt source(s).
[23]	Tx_CAS_change_P8	R/W	0x0	A change has occurred in the CAS signaling bits for Port8. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[22]	Tx_CAS_change_P7	R/W	0x0	A change has occurred in the CAS signaling bits for Port7. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[21]	Tx_CAS_change_P6	R/W	0x0	A change has occurred in the CAS signaling bits for Port6. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[20]	Tx_CAS_change_P5	R/W	0x0	A change has occurred in the CAS signaling bits for Port5. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[19]	Tx_CAS_change_P4	R/W	0x0	A change has occurred in the CAS signaling bits for Port4. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[18]	Tx_CAS_change_P3	R/W	0x0	A change has occurred in the CAS signaling bits for Port3. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[17]	Tx_CAS_change_P2	R/W	0x0	A change has occurred in the CAS signaling bits for Port2. Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[16]	Tx_CAS_change_P1	R/W	0x0	A change has occurred in the CAS signaling bits for Port1.

Intpend 0x000

Bits	Data Element Name	R/W	Reset Value	Description
				Read the Port7 Tx_CAS_change register to determine the interrupt source(s).
[15]	JBC_underrun_P8	R/W	0x0	One of the Port8 Jitter Buffers is in underrun state. Read the Port8 JBC_underrun register to determine the interrupt source(s).
[14]	JBC_underrun_P7	R/W	0x0	One of the Port7 Jitter Buffers is in underrun state. Read the Port7 JBC_underrun register to determine the interrupt source(s).
[13]	JBC_underrun_P6	R/W	0x0	One of the Port6 Jitter Buffers is in underrun state. Read the Port6 JBC_underrun register to determine the interrupt source(s).
[12]	JBC_underrun_P5	R/W	0x0	One of the Port5 Jitter Buffers is in underrun state. Read the Port5 JBC_underrun register to determine the interrupt source(s).
[11]	JBC_underrun_P4	R/W	0x0	One of the Port4 Jitter Buffers is in underrun state. Read the Port4 JBC_underrun register to determine the interrupt source(s).
[10]	JBC_underrun_P3	R/W	0x0	One of the Port3 Jitter Buffers is in underrun state. Read the Port3 JBC_underrun register to determine the interrupt source(s).
[9]	JBC_underrun_P2	R/W	0x0	One of the Port2 Jitter Buffers is in underrun state. Read the Port2 JBC_underrun register to determine the interrupt source(s).
[8]	JBC_underrun_P1	R/W	0x0	One of the Port1 Jitter Buffers is in underrun state. Read the Port1 JBC_underrun register to determine the interrupt source(s).
[7]	Rx_CAS_change_P8	R/W	0x0	A change has occurred in Port8 Receive Line CAS table. Read the Port8 Rx_CAS_change register to determine the interrupt source(s).
[6]	Rx_CAS_change_P7	R/W	0x0	A change has occurred in Port7 Receive Line CAS table. Read the Port7 Rx_CAS_change register to determine the interrupt source(s).
[5]	Rx_CAS_change_P6	R/W	0x0	A change has occurred in Port6 Receive Line CAS table. Read the Port6 Rx_CAS_change register to determine the interrupt source(s).
[4]	Rx_CAS_change_P5	R/W	0x0	A change has occurred in Port5 Receive Line CAS table. Read the Port5 Rx_CAS_change register to determine the interrupt source(s).
[3]	Rx_CAS_change_P4	R/W	0x0	A change has occurred in Port4 Receive Line CAS table. Read the Port4 Rx_CAS_change register to determine the interrupt source(s).
[2]	Rx_CAS_change_P3	R/W	0x0	A change has occurred in Port 3 Receive Line CAS table. Read the Port3 Rx_CAS_change register to determine the interrupt source(s).
[1]	Rx_CAS_change_P2	R/W	0x0	A change has occurred in Port 2 Receive Line CAS table. Read the Port2 Rx_CAS_change register to determine the interrupt source(s).
[0]	Rx_CAS_change_P1	R/W	0x0	A change has occurred in Port 1 Receive Line CAS table. Read the Port1 Rx_CAS_change register to determine the interrupt source(s).

Intmask 0x004

Bits	Data Element Name	R/W	Reset Value	Description
[31:28]	Reserved	-	0x0	Must be set to zero
[27]	ETH_MAC	R/W	0x1	Mask Ethernet MAC interrupt.
[26]	CPU Queues	R/W	0x1	Mask CPU Queues change interrupt.

Intmask 0x004

Bits	Data Element Name	R/W	Reset Value	Description
[25]	CW_Bits_change	R/W	0x1	Mask Control Word bits change interrupt.
[24]	RTS_changes	R/W	0x1	Mask RTS change interrupt.
[23]	Tx_CAS_change_P8	R/W	0x1	Mask Tx_CAS_change_P8 interrupt.
[22]	Tx_CAS_change_P7	R/W	0x1	Mask Tx_CAS_change_P7 interrupt.
[21]	Tx_CAS_change_P6	R/W	0x1	Mask Tx_CAS_change_P6 interrupt.
[20]	Tx_CAS_change_P5	R/W	0x1	Mask Tx_CAS_change_P5 interrupt.
[19]	Tx_CAS_change_P4	R/W	0x1	Mask Tx_CAS_change_P4 interrupt.
[18]	Tx_CAS_change_P3	R/W	0x1	Mask Tx_CAS_change_P3 interrupt.
[17]	Tx_CAS_change_P2	R/W	0x1	Mask Tx_CAS_change_P2 interrupt.
[16]	Tx_CAS_change_P1	R/W	0x1	Mask Tx_CAS_change_P1 interrupt.
[15]	JBC_underrun_P8	R/W	0x1	Mask JBC_underrun_P8 interrupt.
[14]	JBC_underrun_P7	R/W	0x1	Mask JBC_underrun_P7 interrupt.
[13]	JBC_underrun_P6	R/W	0x1	Mask JBC_underrun_P6 interrupt.
[12]	JBC_underrun_P5	R/W	0x1	Mask JBC_underrun_P5 interrupt.
[11]	JBC_underrun_P4	R/W	0x1	Mask JBC_underrun_P4 interrupt.
[10]	JBC_underrun_P3	R/W	0x1	Mask JBC_underrun_P3 interrupt.
[9]	JBC_underrun_P2	R/W	0x1	Mask JBC_underrun_P2 interrupt.
[8]	JBC_underrun_P1	R/W	0x1	Mask JBC_underrun_P1 interrupt.
[7]	Rx_CAS_change_P8	R/W	0x1	Mask Rx_CAS_change_P8 interrupt.
[6]	Rx_CAS_change_P7	R/W	0x1	Mask Rx_CAS_change_P7 interrupt.
[5]	Rx_CAS_change_P6	R/W	0x1	Mask Rx_CAS_change_P6 interrupt.
[4]	Rx_CAS_change_P5	R/W	0x1	Mask Rx_CAS_change_P5 interrupt.
[3]	Rx_CAS_change_P4	R/W	0x1	Mask Rx_CAS_change_P4 interrupt.
[2]	Rx_CAS_change_P3	R/W	0x1	Mask Rx_CAS_change_P3 interrupt.
[1]	Rx_CAS_change_P2	R/W	0x1	Mask Rx_CAS_change_P2 interrupt.
[0]	Rx_CAS_change_P1	R/W	0x1	Mask Rx_CAS_change_P1 interrupt.

Rx_CAS_change 0x40+(port-1)*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Rx_CAS_change	R/W	0x0000 0000	Bit 31 represents timeslot 31 and bit 0 represents timeslot 0 for the port. When a bit is set it indicates a change in received CAS (from the Ethernet port) in the corresponding timeslot. The current CAS bits can be read from the appropriate Rx_Line_CAS register (section 11.4.10). See section.10.6.5.2

JBC_underrun 0x80+(port-1)*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	JBC_underrun	R/W	0x0000 0000	Bit 31 represents timeslot 31 and bit 0 represents timeslot 0 for the port. When a bit is set it indicates a jitter buffer underrun for the corresponding timeslot.

JBC_underrun_mask 0x84+(port-1)*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	JBC_underrun_mask	R/W	0xFFFF FFFF	Each bit masks an interrupt caused by the corresponding bit in the JBC_underrun register.

Tx_CAS_change 0xC0+(port-1)*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Tx_CAS_change	R/W	0x0000 0000	Bit 31 represents timeslot 31 and bit 0 represents timeslot 0 for the port. When a bit is set it indicates a change in transmit (toward the Ethernet port) CAS bits in the corresponding timeslot. The current CAS bits can be read from the Tx formatter signaling registers (TS1 to TS16). See section 10.6.5.1.

Tx_CAS_change_mask 0xC4+(port-1)*8

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Tx_CAS_change_maxk	R/W	0xFFFF FFFF	Each bit masks interrupts caused by the corresponding bit in the Tx_CAS_change register. See section 10.6.5.1.

RTS_change 0x100

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7]	RTS8_ change	R/W	0x0	TDM8_RTS input level changed.
[6]	RTS7_ change	R/W	0x0	TDM7_RTS input level changed.
[5]	RTS6_ change	R/W	0x0	TDM6_RTS input level changed.
[4]	RTS5_ change	R/W	0x0	TDM5_RTS input level changed.
[3]	RTS4_ change	R/W	0x0	TDM4_RTS input level changed.
[2]	RTS3_ change	R/W	0x0	TDM3_RTS input level changed.
[1]	RTS2_ change	R/W	0x0	TDM2_RTS input level changed.
[0]	RTS1_ change	R/W	0x0	TDM1_RTS input level changed.

RTS_mask 0x104

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	RTS_mask	R/W	0xFF	Each bit masks interrupts caused by the corresponding bit in the RTS_change register.

CW_bits_change_low_bundles 0x140

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	CW_bits_change	R/W	0xFFFF FFFF	Bit 31 represents bundle 31 and bit 0 represents bundle 0. When a bit is set it indicates the corresponding bundle had a change in one of the bundle's control word fields: L, R, M or FRG. The CW_bits_change_mask register specifies which of the four Control Word fields can cause an interrupt when changed. The current state of the four fields can be read from the Packet Classifier Status register in the per-bundle status tables (section 11.4.4.1).

CW_bits_mask_low_bundles 0x144

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	CW_bits_mask	R/W	0xFFFF FFFF	Bit 31 represents bundle 31 and bit 0 represents bundle 0. Mask the interrupt from the corresponding bit in the

CW_bits_mask_low_bundles 0x144

Bits	Data Element Name	R/W	Reset Value	Description
				CW_bits_change_low_bundles register.

CW_bits_change_high_bundles 0x148

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	CW_bits_change	R/W	0xFFFF FFFF	Bit 31 represents bundle 63 and bit 0 represents bundle 32. When a bit is set it indicates the corresponding bundle had a change in one of the bundle's control word fields: L, R, M or FRG. The CW_bits_change_mask register specifies which of the four Control Word fields can cause an interrupt when changed. The current state of the four fields can be read from the Packet Classifier Status register in the per-bundle status tables (section 11.4.4.1).

CW_bits_mask_high_bundles 0x14C

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	CW_bits_mask	R/W	0xFFFF FFFF	Bit 31 represents bundle 63; bit 0 represents bundle 32. Mask the interrupt from the corresponding bit in the CW_bits_change_high_bundles register.

CW_bits_change_mask 0x180

Bits	Data Element Name	R/W	Reset Value	Description
[31:6]	Reserved	-	0x0	Must be set to zero
[5]	Rx_sync_loss	R/W	None	Mask interrupts caused by L field changing in Control Word
[4]	Rx_remote_fail	R/W	None	Mask interrupts caused by R field changing in Control Word
[3:2]	Rx_Lbit_modifier	R/W	None	Mask interrupts caused by M field changing in Control Word
[1:0]	Fragmentation_bits	R/W	None	Mask interrupts caused by FRG field changing in Control Word

CPU_Queues_change 0x1C0

Bits	Data Element Name	R/W	Reset Value	Description
[31:10]	Reserved	-	0x0	Must be set to zero
[9]	TDM_to_CPU_pool_thresh	R/W	0x0	TDM to CPU pool level ≤ threshold.
[8]	TDM_to_CPU_q_thresh	R/W	0x0	TDM to CPU queue level ≥ threshold.
[7]	CPU_to_ETH_q_thresh	R/W	0x0	CPU to Ethernet queue level ≤ threshold.
[6]	ETH_to_CPU_pool_thresh	R/W	0x0	Ethernet to CPU pool level ≤ threshold.
[5]	ETH_to_CPU_q_thresh	R/W	0x0	Ethernet to CPU queue level ≥ threshold
[4:3]	Reserved	R/W	0x0	Must be set to zero
[2]	CPU_to_TDM_q_thresh	R/W	0x0	CPU to TDM queue level ≥ threshold.
[1]	Tx_return_q_thresh	R/W	0x0	CPU TX return queue level ≥ threshold.
[0]	Rx_return_q_thresh	R/W	0x0	CPU RX return queue level ≥ threshold.

CPU_Queues_mask 0x1C4

Bits	Data Element Name	R/W	Reset Value	Description
[31:10]	Reserved	-	0x0	Must be set to zero
[9]	TDM_to_CPU_pool_thresh	R/W	0x1	Mask TDM_to_CPU_pool_thresh interrupts
[8]	TDM_to_CPU_q_thresh	R/W	0x1	Mask TDM_to_CPU_q_thresh interrupts
[7]	CPU_to_ETH_q_thresh	R/W	0x1	Mask CPU_to_ETH_q_thresh interrupts
[6]	ETH_to_CPU_pool_thresh	R/W	0x1	Mask ETH_to_CPU_pool_thresh interrupts
[5]	ETH_to_CPU_q_thresh	R/W	0x1	Mask ETH_to_CPU_q_thresh interrupts
[4:3]	Reserved	R/W	0x1	Must be set to zero
[2]	CPU_to_TDM_q_thresh	R/W	0x1	Mask CPU_to_TDM_q_thresh interrupts
[1]	Tx_return_q_thresh	R/W	0x1	Mask Tx_return_q_thresh interrupts
[0]	Rx_return_q_thresh	R/W	0x1	Mask Rx_return_q_thresh interrupts

11.4.15 Packet Classifier

The base address for the packet classifier register space is **0x70,000**. In the register descriptions in this section the index **n** indicates register number: 1 to 8. These registers can store eight possible OAM bundle numbers.

Table 11-16. Packet Classifier OAM Identification Registers

Addr Offset	Register Name	Description	Page
0x000	OAM Identification1	1st Identification for control packets	213
0x004	OAM Identification2	2nd Identification for control packets	213
0x008	OAM Identification3	3rd Identification for control packets	213
0x00C	OAM Identification4	4th Identification for control packets	213
0x010	OAM Identification5	5th Identification for control packets	213
0x014	OAM Identification6	6th Identification for control packets	213
0x018	OAM Identification7	7th Identification for control packets	213
0x01C	OAM Identification8	8th Identification for control packets	213
0x080	OAM Identification Validity1	1st Identification validity for control packets	213
0x084	OAM Identification Validity2	2nd Identification validity for control packets	213
0x088	OAM Identification Validity3	3rd Identification validity for control packets	213
0x08C	OAM Identification Validity4	4th Identification validity for control packets	213
0x090	OAM Identification Validity5	5th Identification validity for control packets	213
0x094	OAM Identification Validity6	6th Identification validity for control packets	213
0x098	OAM Identification Validity7	7th Identification validity for control packets	213
0x09C	OAM Identification Validity8	8th Identification validity for control packets	213

OAM_Identification[n] 0x000+(n-1)*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	OAM Identification	R/W	None	OAM Identification **n**. If the corresponding validity bit (below) is set then the packet classifier compares the bundle identifier of received packets with the value stored in this register. If they match then the packet classifier considers the received packet to be an OAM packet. See section 10.6.13.3.

OAM_Identification_validity[n] 0x080+(n-1)*4

Bits	Data Element Name	R/W	Reset Value	Description
[31:1]	Reserved	-	0x0	Must be set to zero
[0]	OAM Identification Validity	R/W	0x0	1 = OAM Identification **n** (above) has a valid value. See section 10.6.13.3.

11.4.16 Ethernet MAC

The base address for the Ethernet MAC register space is **0x72,000**.

Configuration and status registers are listed in subsection 11.4.16.1. Counters are listed in subsection 11.4.16.2.

11.4.16.1 Ethernet MAC Configuration and Status Registers

Table 11-17. Ethernet MAC Registers

Addr Offset	Register Name	Description	Page
0x00	MAC_network_control	MAC control register	214
0x04	MAC_network_configuration	MAC configuration register	215
0x08	MAC_network_status	MAC network status register	216
0x14	MAC_transmit_status	MAC transmitter status register	216
0x24	MAC_interrupt_status	MAC interrupt status register	216
0x28	MAC_interrupt_enable	MAC interrupt enable register	216
0x2C	MAC_interrupt_disable	MAC interrupt disable register	217
0x30	MAC_interrupt_mask	MAC interrupt mask register	217
0x34	MAC_PHY_maintenance	PHY maintenance register	218
0x38	MAC_pause_time	MAC pause time register	218
0x98	MAC_specific_address_lower	MAC specific address register (bits 31:0)	218
0x9C	MAC_specific_address_upper	MAC specific address register (bits 47:32)	218
0xBC	MAC_transmit_paulse_quantum	MAC transmit pause quantum register	219
0xC0	PHY_SMII_status	PHY SMII status register	219

When reading from Ethernet MAC data elements wider than 16 bits in 16-bit mode, use the following procedure:

1. Read from address 2, i.e. H_AD[1]=1. All 32 bits are internally latched and bits 15:0 are output on H_D[15:0].
2. Read from address 0, i.e. H_AD [1]=0. Bits 31:16 are output on H_D[15:0].

When writing to Ethernet MAC data elements wider than 16 bits in 16-bit mode, use the following procedure:

1. Write to address 2, i.e. H_AD[1]=1. Bits 15:0 are internally latched but not written to the register yet.
2. Write to address 0, i.e. H_AD [1]=0. All 32 bits are written to the register. Bits 31:16 on H_D[15:0] are written to address 0. Bits 15:0 in the internal latch are written to address 2.

MAC_network_control 0x000

Bits	Data Element Name	R/W	Reset Value	Description
[31:13]	Reserved.	RO	0x0	Read as zero, ignored on write
[12]	Transmit_zero_quantum_pause_packet	WO	None	Writing a 1 to this bit transmits a pause packet with zero pause quantum at the next available transmitter idle time.
[11]	Transmit_pause_packet	WO	None	Writing 1 to this bit transmits a pause packet with the pause quantum in the MAC_transmit_paulse_quantum register — at the next available transmitter idle time.
[10:9]	Reserved		0x0	Must be set to zero
[8]	Back_pressure	R/W	0x0	When set in half duplex mode forces collisions on all received packets.
[7]	Write_enable_for_statistics_registers	R/W	0x0	Setting this bit to 1 makes the Ethernet MAC counter registers writable for functional test purposes.
[6]	Increment_statistics_reg	WO	0x0	Writing 1 increments all statistics registers by one for test purposes.
[5]	Clear_statistics_reg	WO	0x0	Writing 1 clears the statistics registers.
[4]	Management_port_enable	R/W	0x0	0 = Disable PHY management port (MDIO high impedance, MDC forced low.) 1 = Enable the PHY management port

MAC_network_control 0x000

Bits	Data Element Name	R/W	Reset Value	Description
[3]	Transmit_enable	R/W	0x0	0 = Stop transmission immediately, clear the transmit FIFO and control registers, and reset the transmit queue pointer register to point to the start of the transmit descriptor list. 1 = Enable the MAC transmitter to send data. This bit must be set during normal operation.
[2]	Rx_enable	R/W	0x0	0 = Stop packet reception immediately 1 = Enable the MAC receiver to Rx data
[1:0]	Reserved	-	0x0	Must be set to zero

MAC_network_configuration 0x004

Bits	Data Element Name	R/W	Reset Value	Description
[31:20]	Reserved	-	0x0	Read as zero, ignored on write
[19]	Ignore_Rx_FCS	R/W	0x0	When set, packets with FCS/CRC errors are not rejected and no FCS error statistics are counted. For normal operation, this bit must be set to 0.
[18]	Enable_half_duplex_Rx	R/W	0x0	Enable packets to be received in half-duplex mode while transmitting.
[17]	Reserved	-	0x0	Must be set to zero
[16]	Rx_length_field_checking_enable	R/W	0x0	When set, packets with measured lengths shorter than their length fields are discarded. Packets containing a type ID in bytes 13 and 14 (length/type field ≥0600) are not counted as length errors.
[15:14]	Reserved	-	0x0	Must be set to zero
[13]	Pause_enable	R/W	0x0	When set, Ethernet packet transmission pauses when a valid pause packet is received.
[12]	Retry_test	R/W	0x0	Must be set to zero for normal operation. If set to one, the back-off between collisions is always one slot time. Setting this bit to one helps test the 'too many retries condition'. Also used in pause packet tests to reduce the pause counters decrement time from 512 bit times to every CLK_MII_RX cycle.
[11:10]	MDC_frequency	R/W	0x2	Set according to CLK_SYS speed. This field determines by what number CLK_SYS is divided to generate MDC. For conformance with 802.3 MDC must not exceed 2.5 MHz. (MDC is only active during MDIO read and write operations). Must be set to 0x2.
[9]	Reserved		0x0	Must be set to zero
[8]	Rx_2000_byte_packets	R/W	0x0	Setting this bit means the MAC receives packets up to 2000 bytes in length. Normally the MAC rejects any packet above 1518 bytes
[7:5]	Reserved		0x0	Must be set to zero
[4]	Reserved	R/W	0x0	Must be set to 1
[3:2]	Reserved		0x0	Must be set to zero
[1]	Full_duplex	R/W	0x0	If set to 1 the transmit block ignores the state of collision and carrier sense and allows Rx while transmitting.
[0]	Speed	R/W	0x0	0 = 10 Mbit/s operation 1 = 100 Mbit/s operation Used only for RMII and SMII interfaces.

MAC_network_status 0x008

Bits	Data Element Name	R/W	Reset Value	Description
[31:3]	Reserved	-	0x0	Must be set to zero
[2]	PHY_access_has_completed	RO	0x1	1 = PHY management logic is idle.
[1:0]	Reserved	-	0x0	Must be set to zero

MAC_transmit_status 0x014

Bits	Data Element Name	R/W	Reset Value	Description
[31:7]	Reserved	-	0x0	Must be set to zero
[6]	Transmit_underrun	R/W	0x0	Set when the MAC transmit FIFO was read while was empty. If this happens the transmitter forces bad CRC and forces MII_TX_ERR high. Write 1 to clear this bit.
[5:3]	Reserved	-	0x0	Must be set to zero
[2]	Retry_limit_exceeded	R/W	0x0	Set when the retry limit has been exceeded. Write 1 to clear this bit.
[1]	Collision_occurred	R/W	0x0	Set when a collision occurs. Write 1 to clear this bit.
[0]	Reserved	-	0x0	Must be set to zero

The MAC generates a single interrupt, the ETH_MAC bit in the Intpend register. The MAC_interrupt_status register below indicates the source of this interrupt. For test purposes each bit can be set or reset by directly writing to this register regardless of the state of the mask register. Otherwise the corresponding bit in the MAC_interrupt_mask register must be cleared for a bit to be set in the MAC_interrupt_status register. All bits are reset to zero on read. If any bit is set in the MAC_interrupt_status register, the ETH_MAC bit is asserted.

At reset all MAC interrupts are disabled. Writing a one to the relevant bit location in the MAC_interrupt_enable register below enables the associated interrupt. Writing a one to the relevant bit location in the MAC_interrupt_disable register below disables the associated interrupt. MAC_interrupt_enable and MAC_interrupt_disable are not registers but merely mechanisms for setting and clearing bits in the read-only MAC_interrupt_mask register.

MAC_interrupt_status 0x024

Bits	Data Element Name	R/W	Reset Value	Description
[31:14]	Reserved	RO	0x0	Read 0, ignored on write
[13]	Pause_time_zero	R/W	0x0	Set when the MAC_pause_time register decrements to zero. Cleared when read.
[12]	Pause_packet_ Rxd	R/W	0x0	Indicates a valid pause packet has been received. Cleared when read.
[11:6]	Reserved		0x0	Must be set to zero
[5]	Retry_limit_exceeded	R/W	0x0	Transmit error. Cleared when read.
[4]	Ethernet_transmit_underrun	R/W	0x0	Set when the MAC transmit FIFO was read while was empty. If this happens the transmitter forces bad CRC and forces MII_TX_ERR high. Cleared when read.
[3:1]	Reserved		0x0	Must be set to zero
[0]	Management_packet_sent	R/W	0x0	The PHY maintenance register has completed its operation. Cleared when read.

MAC_interrupt_enable 0x028

Bits	Data Element Name	R/W	Reset Value	Description
[31:14]	Reserved	-	0x0	Must be set to zero
[13]	Pause_time_zero	WO	0x0	1 = Enable Pause_time_zero interrupt
[12]	Pause_packet_ Rxd	WO	0x0	1 = Enable Pause_packet_Rxd interrupt
[11:6]	Reserved	-	0x0	Must be set to zero

MAC_interrupt_enable 0x028

Bits	Data Element Name	R/W	Reset Value	Description
[5]	Retry_limit_exceeded	WO	0x0	1 = Enable Retry_limit_exceeded interrupt
[4]	Ethernet_transmit_underrun	WO	0x0	1 = Enable Ethernet_transmit_underrun interrupt
[3:1]	Reserved	-	0x0	Must be set to zero
[0]	Management_packet_sent	WO	0x0	1 = Enable Management_packet_sent interrupt

MAC_interrupt_disable 0x02C

Bits	Data Element Name	R/W	Reset Value	Description
[31:14]	Reserved	-	0x0	Must be set to zero
[13]	Pause_time_zero	WO	0x0	1 = Disable Pause_time_zero interrupt
[12]	Pause_packet_ Rxd	WO	0x0	1 = Disable Pause_packet_Rxd interrupt
[11:6]	Reserved	-	0x0	Must be set to zero
[5]	Retry_limit_exceeded	WO	0x0	1 = Disable Retry_limit_exceeded interrupt
[4]	Ethernet_transmit_underrun	WO	0x0	1 = Disable Ethernet_transmit_underrun interrupt
[3:1]	Reserved	-	0x0	Must be set to zero
[0]	Management_packet_sent	WO	0x0	1 = Disable Management_packet_sent interrupt

MAC_interrupt_mask 0x030

Bits	Data Element Name	R/W	Reset Value	Description
[31:14]	Reserved	-	0x0	Must be set to zero
[13]	Pause_time_zero	RO	0x1	1 = Mask Pause_time_zero interrupt
[12]	Pause_packet_ Rxd	RO	0x1	1 = Mask Pause_packet_Rxd interrupt
[11:6]	Reserved	-	0x0	Must be set to zero
[5]	Retry_limit_exceeded	RO	0x1	1 = Mask Retry_limit_exceeded interrupt
[4]	Ethernet_transmit_underrun	RO	0x1	1 = Mask Ethernet_transmit_underrun interrupt
[3:1]	Reserved	-	0x0	Must be set to zero
[0]	Management_packet_sent	RO	0x1	1 = Mask Management_packet_sent interrupt

The MAC_PHY_maintenance register below enables the MAC to communicate with a PHY by means of the MDIO interface. It is used during auto negotiation to ensure that the MAC and the PHY are configured for the same speed and duplex configuration.

The PHY maintenance register is implemented as a shift register. Writing to the register starts a shift operation which is signaled as complete when the PHY_access_has_completed bit is set in the MAC_network_status register (about 2000 CLK_SYS cycles later). An interrupt is generated as this bit is set. During this time, the MSB of the register is output on the MDIO pin and the LSB is updated from the MDIO pin with each MDC cycle. In this way a PHY management packet is transmitted on MDIO. See Section 22.2.4.5 of the IEEE 802.3 standard. Reading during the shift operation (not recommended) returns the current contents of the shift register.

At the end of the shift operation, the bits have shifted back to their original locations. For a read operation, the data bits are updated with data read from the PHY. It is important to write the correct values to the register to ensure a valid PHY management packet is produced.

MAC_PHY_maintenance 0x034

Bits	Data Element Name	R/W	Reset Value	Description
[31:30]	Start_of_packet	R/W	0x0	Must be written 01 for a valid packet
[29:28]	Operation	R/W	0x0	00 = Reserved 01 = Write 10 = Read 11 = Reserved
[27:23]	PHY_address	R/W	0x0	Specifies the PHY to access
[22:18]	Register_address	R/W	0x0	Specifies the register in the PHY to access
[17:16]	Must_be_written_to_10	R/W	0x0	Read as written
[15:0]	PHY_data	R/W	0x0000	For a write operation this field is the data to be written to the PHY. After a read operation this field contains the data read from the PHY

MAC_pause_time 0x038

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	RO	0x0000	Read 0, ignored on write
[15:0]	Pause time	RO	0x0000	Stores the current value of the pause time register, which is decremented every 512 bit times.

MAC_specific_address_lower 0x098

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	MAC Specific Address [31:0]	R/W	0x0	Least significant bits of the MAC specific address, i.e. bits 31:0. This field is used for transmission of pause packets as described in section 10.6.12.2.

MAC_specific_address_upper 0x09C

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	RO	0x0000	Read 0, ignored on write
[15:0]	MAC Specific Address [47:32]	R/W	0x0000	Most significant bits of the MAC specific address, i.e. bits 47:32. See MAC_specific_address_lower for details.

MAC_transmit_paulse_quantum 0x0BC

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0000	Must be set to zero
[15:0]	Pause_time	R/W	0xFFFF	Transmit pause quantum. Used in hardware generation of transmitted pause packets as value for pause quantum.

PHY_SMII_status 0x0C0

Bits	Data Element Name	R/W	Reset Value	Description
[31:21]	Reserved	RO	0x0000	Must be set to zero
[20]	SMII_speed	RO	None	Speed recovered from receive SMII 0=10Mbps, 1=100Mbps
[19]	SMII_Duplex	RO	None	Duplex recovered from receive SMII 0=Half Duplex, 1=Full Duplex
[18]	SMII_Link	RO	None	Link recovered from receive SMII 0=Link is Down, 1=Link is Up
[17]	SMII_Jabber	RO	None	Jabber recovered from receive SMII 0=OK, 1=Error
[16]	SMII_False_Carrier	RO	None	False carrier recovered from receive SMII 0=OK, 1=False carrier detected
[15:0]	Reserved	RO	0x0000	Must be set to zero

11.4.16.2 Ethernet MAC Counters

Table 11-18. Ethernet MAC Counters

Addr Offset	Register Name	Description	Page
0x3C	Pause_packets_Rxd_OK	Pause packets received OK counter	220
0x40	Packets_transmitted_OK	Packets transmitted OK counter	220
0x44	Single_collision_packets	Single collision packets counter	220
0x48	Multiple_collision_packets	Multiple collision packets counter	220
0x4C	Packets_Rxd_OK	Packets received OK counter	220
0x50	Packet_check_sequence_errors	Packet check sequence errors counter	220
0x54	Alignment_errors	Alignment errors counter	221
0x58	Deferred_transmission_packets	Deferred transmission packets counter	221
0x5C	Late_collisions	Late collisions counter	221
0x60	Excessive_collisions	Excessive collisions counter	221
0x64	Transmit_underrun_errors	Transmit underrun errors counter	221
0x68	Carrier_sense_errors	Carrier sense errors counter	222
0x74	Rx_symbol_errors	Rx symbol errors counter	222
0x78	Excessive_length_errors	Excessive length errors counter	222
0x7C	Rx_jabbers	Rx jabbers counter	222
0x80	Undersize_packets	Undersize packets counter	222
0x84	SQE_test_errors	SQE test errors counter	223
0x8C	Transmitted_pause_packets	Transmitted pause packets counter	223

These counters stick at their maximum value and do not roll over. They also reset to zero when read and therefore should be read frequently enough to prevent loss of data. The Rx counters are only incremented when the Rx_enable bit is set in the MAC_network_control register.

Pause_packets_Rxd_OK 0x03C

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0	Must be set to zero
[15:0]	Pause_packets_Rxd_OK	R/W	0x0	A 16-bit register counting the number of good pause packets received. A good packet has a length of 64 to 1518 (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register) and has no FCS, alignment or Rx symbol errors.

Packets_transmitted_OK 0x040

Bits	Data Element Name	R/W	Reset Value	Description
[31:0]	Packets_transmitted_OK	R/W	0x0	A 32-bit register counting the number of packets successfully transmitted, i.e. no underrun and not too many retries.

Single_collision_packets 0x044

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0	Must be set to zero
[15:0]	Single_collision_packets	R/W	0x0	A 16-bit register counting the number of packets experiencing a single collision before being successfully transmitted, i.e. no underrun.

Multiple_collision_packets 0x048

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0	Must be set to zero
[15:0]	Multiple_collision_packets	R/W	0x0	A 16-bit register counting the number of packets experiencing between two and fifteen collisions prior to being successfully transmitted, i.e. no underrun and not too many retries.

Packets_Rxd_OK 0x04C

Bits	Data Element Name	R/W	Reset Value	Description
[31:24]	Reserved	-	0x0	Must be set to zero
[23:0]	Packets_Rxd_OK	R/W	0x0	A 24-bit register counting the number of good packets received, i.e. packet length is 64 to 1518 bytes (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register) and has no FCS, alignment or Rx symbol errors.

Packet_check_sequence_errors 0x050

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Packet_check_sequence_errors	R/W	0x0	An 8-bit register counting packets that are an integral number of bytes, have bad CRC and are between 64 and 1518 bytes in length (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register).

Alignment_errors 0x054

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Alignment_errors	R/W	0x0	An 8-bit register counting packets that are not an integral number of bytes long and have bad CRC when their length is truncated to an integral number of bytes and are between 64 and 1518 bytes in length (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register).

Deferred_transmission_packets 0x058

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0	Must be set to zero
[15:0]	Deferred_transmission_packets	R/W	0x0	A 16-bit register counting the number of packets experiencing deferral due to carrier sense being active on their first attempt at transmission. Packets involved in any collision are not counted nor are packets that experienced a transmit underrun.

Late_collisions 0x05C

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Late_collisions	R/W	0x0	An 8-bit register counting the number of packets that experience a collision after the slot time (512 bits) has expired. A late collision is counted twice i.e. both as a collision and a late collision.

Excessive_collisions 0x060

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Excessive_collisions	R/W	0x0	An 8-bit register counting the number of packets that failed to be transmitted because they experienced 16 collisions.

Transmit_underrun_errors 0x064

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Transmit_underruns	R/W	0x0	An 8-bit register counting the number of packets not transmitted due to a transmit FIFO underrun. If this register is incremented, no other Ethernet MAC counter is incremented.

Carrier_sense_errors 0x068

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Carrier_sense_errors	R/W	0x0	An 8-bit register counting the number of packets transmitted where carrier sense was not seen during transmission or where carrier sense was deasserted after being asserted in a transmit packet without collision (no underrun). Only incremented in half-duplex mode. The only effect of a carrier sense error is to increment this register. The behavior of the other Ethernet MAC counters is unaffected by the detection of a carrier sense error.

Rx_symbol_errors 0x074

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Rx_symbol_errors	R/W	0x0	An 8-bit register counting the number of packets that had MII_RX_ERR asserted during reception.

Excessive_length_errors 0x078

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Excessive_length_packets	R/W	0x0	An 8-bit register counting the number of packets received exceeding 1518 bytes in length (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register) but do not have a CRC error, an alignment error nor a Rx symbol error.

Rx_jabbers 0x07C

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Rx_jabbers	R/W	0x00	An 8-bit register counting the number of packets received exceeding 1518 bytes in length (2000 if Rx_2000_byte_packets is set in the MAC_network_configuration register) and have either a CRC error, an alignment error or a Rx symbol error.

Undersize_packets 0x080

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	Undersize_packets	R/W	0x0	An 8-bit register counting the number of packets received less than 64 bytes in length, that do not have either a CRC error or an alignment error.

SQE_test_errors 0x084

Bits	Data Element Name	R/W	Reset Value	Description
[31:8]	Reserved	-	0x0	Must be set to zero
[7:0]	SQE_test_errors	R/W	0x0	An 8-bit register counting the number of packets where collision was not asserted within 96 bit times (an interpacket gap) of MII_TX_EN being deasserted in half duplex mode.

Transmitted_pause_packets 0x08C

Bits	Data Element Name	R/W	Reset Value	Description
[31:16]	Reserved	-	0x0	Must be set to zero
[15:0]	Transmitted_pause_packets	R/W	0x0	A 16-bit register counting the number of pause packets transmitted.

11.5 Framer, LIU and BERT Registers

Table 11-19. Framer, LIU, BERT Memory Map

Port	Rx Framer (p. 224)	Tx Formatter (p. 272)	LIU (p. 303)	BERT (p. 312)
1	100,000 – 100,3BC	100,400 – 100,7BC	104,000 – 104,07C	104,400 – 104,47C
2	100,800 – 100,BBC	100,C00 – 100,FBC	104,080 – 104,0FC	104,480 – 104,4FC
3	101,000 – 101,3BC	101,400 – 101,7BC	104,100 – 104,17C	104,500 – 104,57C
4	101,800 – 101,BBC	101,C00 – 101,FBC	104,180 – 104,1FC	104,580 – 104,5FC
5	102,000 – 102,3BC	102,400 – 102,7BC	104,200 – 104,27C	104,600 – 104,67C
6	102,800 – 102,BBC	102,C00 – 102,FBC	104,280 – 104,2FC	104,680 – 104,6FC
7	103,000 – 103,3BC	103,400 – 103,7BC	104,300 – 104,37C	104,700 – 104,77C
8	103,800 – 103,BBC	103,C00 – 103,FBC	104,380 – 104,3FC	104,780 – 104,7FC

11.5.1 Receive Framer Registers

Table 11-20 lists the Rx framer registers. Some of these registers change function depending on whether E1 mode or T1/J1 mode is specified in the RMMR register. These dual-function registers are shown below using two lines of text, one for E1 and one for T1/J1. All addresses not listed in the table are reserved and should be initialized with a value of 0x00 for proper operation. The base address for the port **n** framer is **0x100,000+0x800*(n-1)** (where n=1-8 for DS34T108, n=1-4 for DS34T104, n=1-2 for DS34T102, n=1 for DS34T101). The framer block was originally designed for an 8-bit data bus. In this device, each 8-bit register is mapped to the least significant byte of the dword.

Table 11-20. Receive Framer Registers

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
0x000	RDMWE1-E1	Rx Digital Milliwatt Enable Register 1 (E1 Only)	R/W	227
004	RDMWE2-E1	Rx Digital Milliwatt Enable Register 2 (E1 Only)	R/W	227
008	RDMWE3-E1	Rx Digital Milliwatt Enable Register 3 (E1 Only)	R/W	227
00C	RDMWE4-E1	Rx Digital Milliwatt Enable Register 4 (E1 Only)	R/W	227
040	RHC	Rx HDLC Control Register	R/W	227
044	RHBSE	Rx HDLC Bit Suppress Register	R/W	228
048	RDS0SEL	Rx DS0 Monitor Select Register	R/W	228
04C	RSIGC	Rx Signaling Control Register	R/W	229
050	RCR2-T1 RSAIMR	Rx Control Register 2 (T1 Mode) Rx Sa Bit Interrupt Mask Register (E1 Mode)	R/W	229 230
054	RBOCC	Rx BOC Control Register (T1 Mode Only)	R/W	231
080	RIDR1	Rx Idle Definition 1	R/W	231
084	RIDR2	Rx Idle Definition 2	R/W	231
088	RIDR3	Rx Idle Definition 3	R/W	231
08C	RIDR4	Rx Idle Definition 4	R/W	231
090	RIDR5	Rx Idle Definition 5	R/W	231
094	RIDR6	Rx Idle Definition 6	R/W	231
098	RIDR7	Rx Idle Definition 7	R/W	231
09C	RIDR8	Rx Idle Definition 8	R/W	231
0A0	RIDR9	Rx Idle Definition 9	R/W	231
0A4	RIDR10	Rx Idle Definition 10	R/W	231
0A8	RIDR11	Rx Idle Definition 11	R/W	231
0AC	RIDR12	Rx Idle Definition 12	R/W	231
0B0	RIDR13	Rx Idle Definition 13	R/W	231
0B4	RIDR14	Rx Idle Definition 14	R/W	231
0B8	RIDR15	Rx Idle Definition 15	R/W	231

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
0BC	RIDR16	Rx Idle Definition 16	R/W	231
0C0	RIDR17	Rx Idle Definition 17	R/W	231
0C4	RIDR18	Rx Idle Definition 18	R/W	231
0C8	RIDR19	Rx Idle Definition 19	R/W	231
0CC	RIDR20	Rx Idle Definition 20	R/W	231
0D0	RIDR21	Rx Idle Definition 21	R/W	231
0D4	RIDR22	Rx Idle Definition 22	R/W	231
0D8	RIDR23	Rx Idle Definition 23	R/W	231
0DC	RIDR24	Rx Idle Definition 24	R/W	231
0E0	RSAOI1 RIDR25	Rx Signaling All Ones Insertion Reg 1 (T1 Mode) Rx Idle Definition 25 (E1 Mode)	R/W	232 231
0E4	RSAOI2 RIDR26	Rx Signaling All Ones Insertion Reg 2 (T1 Mode) Rx Idle Definition 26 (E1 Mode)	R/W	232 231
0E8	RSAOI3 RIDR27	Rx Signaling All Ones Insertion Reg 3 (T1 Mode) Rx Idle Definition 27 (E1 Mode)	R/W	232 231
0EC	RIDR28	Rx Idle Definition 28 (E1 Mode)	-	231
0F0	RDMWE1-T1 RIDR29	Rx Digital Milliwatt Enable 1 (T1 Mode) Rx Idle Definition 29 (E1 Mode)	R/W	232 231
0F4	RDMWE2-T1 RIDR30	Rx Digital Milliwatt Enable 2 (T1 Mode) Rx Idle Definition 30 (E1 Mode)	R/W	232 231
0F8	RDMWE3-T1 RIDR31	Rx Digital Milliwatt Enable 3 (T1 Mode) Rx Idle Definition 31 (E1 Mode)	R/W	232 231
0FC	RIDR32	Rx Idle Definition 32 (E1 Mode)	-	231
100	RS1	Rx Signaling Register 1	R	233
104	RS2	Rx Signaling Register 2	R	233
108	RS3	Rx Signaling Register 3	R	233
10C	RS4	Rx Signaling Register 4	R	233
110	RS5	Rx Signaling Register 5	R	233
114	RS6	Rx Signaling Register 6	R	233
118	RS7	Rx Signaling Register 7	R	233
11C	RS8	Rx Signaling Register 8	R	233
120	RS9	Rx Signaling Register 9	R	233
124	RS10	Rx Signaling Register 10	R	233
128	RS11	Rx Signaling Register 11	R	233
12C	RS12	Rx Signaling Register 12	R	233
130	RS13	Rx Signaling Register 13 (E1 Mode only)	R	233
134	RS14	Rx Signaling Register 14 (E1 Mode only)	R	233
138	RS15	Rx Signaling Register 15 (E1 Mode only)	R	233
13C	RS16	Rx Signaling Register 16 (E1 Mode only)	R	233
140	LCVCR1	Rx Line Code Violation Count Register 1	R	234
144	LCVCR2	Rx Line Code Violation Count Register 2	R	234
148	PCVCR1	Rx Path Code Violation Count Register 1	R	234
14C	PCVCR2	Rx Path Code Violation Count Register 2	R	234
150	FOSCR1	Rx Frames Out of Sync Count Register 1	R	235
154	FOSCR2	Rx Frames Out of Sync Count Register 2	R	235
158	EBCR1	Rx E-Bit Count Register 1 (E1 Mode Only)	R	235
15C	EBCR2	Rx E-Bit Count Register 2 (E1 Mode Only)	R	235
160	FEACR1	Error Count A Register 1	R	236
164	FEACR2	Error Count A Register 2	R	236
168	FEBCR1	Error Count B Register 1	R	236
16C	FEBCR2	Error Count B Register 2	R	236
180	RDS0M	Rx DS0 Monitor Register	R	237
184	REVID	Framer Revision ID Register	R	237
188	RFDL RRTS7	Rx FDL Register (T1 Mode) Rx Real-Time Status Register 7 (E1 Mode)	R	237 237
18C	RBOC	Rx BOC Register (T1 Mode Only)	R	238
190	RSLC1 RAF	Rx SLC96 Data Link Register 1 (T1 Mode) Rx Align Frame Register (E1 Mode)	R	238 238

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
194	RSLC2	Rx SLC96 Data Link Register 2 (T1 Mode)	R	238
	RNAF	Rx Non-Align Frame Register (E1 Mode)		239
198	RSLC3	Rx SLC96 Data Link Register 3 (T1 Mode)	R	238
	RSiAF	Rx Si Bits of the Align Frames (E1 Mode)		239
19C	RSiNAF	Rx Si Bits of the Non-Align Frames (E1 Only)	R	240
1A0	RRA	Rx Remote Alarm Bits (E1 Mode Only)	R	240
1A4	RSa4	Rx Sa4 Bits (E1 Mode Only)	R	241
1A8	RSa5	Rx Sa5 Bits (E1 Mode Only)	R	241
1AC	RSa6	Rx Sa6 Bits (E1 Mode Only)	R	242
1B0	RSa7	Rx Sa7 Bits (E1 Mode Only)	R	242
1B4	RSa8	Rx Sa8 Bits (E1 Mode Only)	R	243
1B8	SABITS	Rx Sa Bits (E1 Mode Only)	R	243
1BC	Sa6CODE	Sa6 Codeword (E1 Mode Only)	R	244
200	RMMR	Rx Master Mode Register	R/W	244
204	RCR1-T1	Rx Control Register 1 (T1 Mode)	R/W	245
	RCR1-E1	Rx Control Register 1 (E1 Mode)		246
208	RIBCC	Rx In-Band Code Control Register (T1 Mode)	R/W	247
	RCR2-E1	Rx Control Register 2 (E1 Mode)		247
20C	RCR3	Rx Control Register 3	R/W	248
210	RIOCR	Rx I/O Configuration Register	R/W	249
214	RESCR	Rx Elastic Store Control Register	R/W	250
218	ERCNT	Rx Error Count Configuration Register	R/W	250
21C	RHFC	Rx HDLC FIFO Control Register	R/W	251
224	RSCC	Rx In-Band Spare Control Register (T1 Mode Only)	R/W	252
228	RXPC	Rx eXpansion Port Control Register	R/W	252
22C	RBPBS	Rx BERT Port Bit Suppress Register	R/W	253
240	RLS1	Rx Latched Status Register 1	R/W	253
244	RLS2-T1	Rx Latched Status Register 2 (T1 Mode)	R/W	254
	RLS2-E1	Rx Latched Status Register 2 (E1 Mode)		254
248	RLS3-T1	Rx Latched Status Register 3 (T1 Mode)	R/W	255
	RLS3-E1	Rx Latched Status Register 3 (E1 Mode)		256
24C	RLS4	Rx Latched Status Register 4	R/W	257
250	RLS5	Rx Latched Status Register 5	R/W	257
258	RLS7-T1	Rx Latched Status Register 7 (T1 Mode)	R/W	258
	RLS7-E1	Rx Latched Status Register 7 (E11 Mode)		258
260	RSS1	Rx Signaling Status Register 1	R/W	259
264	RSS2	Rx Signaling Status Register 2	R/W	259
268	RSS3	Rx Signaling Status Register 3	R/W	259
26C	RSS4	Rx Signaling Status Register 4 (E1 Mode Only)	R/W	259
270	RSCD1	Rx Spare Code Definition Reg 1 (T1 Mode Only)	R/W	259
274	RSCD2	Rx Spare Code Definition Reg 2 (T1 Mode Only)	R/W	259
27C	RIIR	Rx Interrupt Information Register	R/W	260
280	RIM1	Rx Interrupt Mask Register 1	R/W	260
284	RIM2	Rx Interrupt Mask Register 2 (E1 Mode Only)	R/W	261
288	RIM3-T1	Rx Interrupt Mask Register 3 (T1 Mode)	R/W	261
	RIM3-E1	Rx Interrupt Mask Register 3 (E1 Mode)		262
28C	RIM4	Rx Interrupt Mask Register 4	R/W	263
290	RIM5	Rx Interrupt Mask Register 5	R/W	263
298	RIM7-T1	Rx Interrupt Mask Register 7 (T1 Mode)	R/W	264
	RIM7-E1	Rx Interrupt Mask Register 7 (E1 Mode)		265
2A0	RSCSE1	Rx Signaling Change of State Interrupt Enable 1	R/W	265
2A4	RSCSE2	Rx Signaling Change of State Interrupt Enable 2	R/W	265
2A8	RSCSE3	Rx Signaling Change of State Interrupt Enable 3	R/W	265
2AC	RSCSE4	Rx Signaling Change of State Interrupt Enable 4	R/W	265
2B0	RUPCD1	Rx Up Code Definition Register 1 (T1 Mode Only)	R/W	265
2B4	RUPCD2	Rx Up Code Definition Register 2 (T1 Mode Only)	R/W	266
2B8	RDNCD1	Rx Down Code Definition Register 1 (T1 Mode Only)	R/W	266
2BC	RDNCD2	Rx Down Code Definition Register 2 (T1 Mode Only)	R/W	267

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
2C0	RRTS1	Rx Real-Time Status Register 1	R	267
2C8	RRTS3-T1 RRTS3-E1	Rx Real-Time Status Register 3 (T1 Mode) Rx Real-Time Status Register 3 (E1 Mode)	R	268 268
2D0	RRTS5	Rx Real-Time Status Register 5	R	269
2D4	RHPBA	Rx HDLC Packet Bytes Available Register	R	269
2D8	RHF	Rx HDLC FIFO Register	R	270
300	RBCS1	Rx Blank Channel Select Register 1	R/W	270
304	RBCS2	Rx Blank Channel Select Register 2	R/W	270
308	RBCS3	Rx Blank Channel Select Register 3	R/W	270
30C	RBCS4	Rx Blank Channel Select Register 4 (E1 Mode Only)	R/W	270
320	RSI1	Rx Signaling Reinsertion Enable Reg 1	R/W	270
324	RSI2	Rx Signaling Reinsertion Enable Reg 2	R/W	270
328	RSI3	Rx Signaling Reinsertion Enable Reg 3	R/W	270
32C	RSI4	Rx Signaling Reinsertion Enable Reg 4 (E1 Only)	R/W	270
340	RCICE1	Rx Channel Idle Code Enable Reg 1	R/W	271
344	RCICE2	Rx Channel Idle Code Enable Reg 2	R/W	271
348	RCICE3	Rx Channel Idle Code Enable Reg 3	R/W	271
34C	RCICE4	Rx Channel Idle Code Enable Reg 4 (E1 Only)	R/W	271
350	RBPCS1	Rx BERT Port Channel Select Register 1	R/W	271
354	RBPCS2	Rx BERT Port Channel Select Register 2	R/W	271
358	RBPCS3	Rx BERT Port Channel Select Register 3	R/W	271
35C	RBPCS4	Rx BERT Port Channel Select Register 4 (E1 Only)	R/W	271

Register Name: **RDMWE1-E1, RDMWE2-E1, RDMWE3-E1, RDMWE4-E1**
Register Description: **Receive Digital Milliwatt Enable Registers (E1 Mode Only)**
Register Address: **base address + 0x000, 0x004, 0x008, 0x00C**

Bit #	7	6	5	4	3	2	1	0
RDMWE1-E1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RDMWE2-E1	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RDMWE3-E1	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RDMWE4-E1	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Note: These registers are only used in E1 mode. The RDMWE1-T1 – RDMWE3-T1 registers are used in T1 mode.

Bits 7 to 0 (x4): E1 Rx Digital Milliwatt Enable for Channels 1 to 32 (CH1 to CH32). Register bit RCR3.uALAW specifies whether u-law or A-law coding is used for the digital milliwatt code. See section 10.11.13.

0 = Do not affect the Rx data associated with this channel
1 = Replace the Rx data associated with this channel with digital milliwatt code

Register Name: **RHC**
Register Description: **Receive HDLC Control Register**
Register Address: **base address + 0x040**

Bit #	7	6	5	4	3	2	1	0
Name	RCRCD	RHR	RHMS	RHCS4	RHCS3	RHCS2	RHCS1	RHCS0
Default	0	0	0	0	0	0	0	0

Bit 7: Receive CRC-16 Display (RCRCD). See section 10.12.1.

0 = Do not write received CRC-16 code to FIFO. (default)
1 = Write received CRC-16 code to FIFO after last octet of packet.

Bit 6: Receive HDLC Reset (RHR). Resets the receive HDLC controller and flushes the receive HDLC FIFO. Note that this bit is an acknowledged reset. The CPU sets this bit and the device clears it after the reset operation is complete. The device completes the HDLC reset within 2 frames. See section 10.12.1.

0 = Normal operation
1 = Reset receive HDLC controller and flush the Rx HDLC FIFO

Bit 5: Receive HDLC Mapping Select (RHMS). See section 10.12.1.

0 = Receive HDLC assigned to DS0 channel specified by RHCS[4:0] below
1 = Receive HDLC assigned to FDL (T1 mode) or Sa Bits (E1 mode)

Bit 4 to 0: Receive HDLC Channel Select 4 to 0 (RHCS[4:0]). These bits specify which DS0 is mapped to the HDLC controller when enabled with RHMS=0. RHCS[4:0]=00000 selects channel 1, while RHCS[4:0]=11111 selects channel 32. Channel numbers greater than 24 are invalid in T1 mode. A change to this field is acknowledged only after a receive HDLC reset (RHR bit above). See section 10.12.1.

Register Name: **RHBSE**
Register Description: **Receive HDLC Bit Suppress Register**
Register Address: **base address + 0x044**

Bit #	7	6	5	4	3	2	1	0
Name	BSE8	BSE7	BSE6	BSE5	BSE4	BSE3	BSE2	BSE1
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Rx Bit Suppress 8 to 1 (BSE[8:1]). These bits specify whether the corresponding bit of the DS0 channel should be included or excluded (suppressed) in the data stream sent to the Rx HDLC controller. BSE8 is the MSb of the channel. See section 10.12.1.

0 = Include this bit in the data stream
1= Don't include (suppress) this bit

Register Name: **RDS0SEL**
Register Description: **Receive DS0 Monitor Select Register**
Register Address: **base address + 0x048**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	RCM4	RCM3	RCM2	RCM1	RCM0
Default	0	0	0	0	0	0	0	0

Bits 4 to 0: Rx Channel Monitor Bits (RCM[4:0]). This field specifies which Rx DS0 channel's data is available to be read from the RDS0M register. 00000=channel 1. 11111=channel 32. See section 10.11.9.

Register Name: **RSIGC**
Register Description: **Receive Signaling Control Register**
Register Address: **base address + 0x04C**

Bit #	7	6	5	4	3	2	1	0
Name T1	-	-	-	RFSA1	-	RSFF	RSFE	RSIE
Name E1	-	-	-	*CASMS*	-	-	-	-
Default	0	0	0	0	0	0	0	0

Bit 4 (T1 Mode): Rx Force Signaling All Ones (RFSA1). See Section 10.11.3.2.
0 = Do not force robbed bit signaling to all ones on RSER
1 = Force signaling bits on RSER to all ones on a per-channel basis according to the RSAOI registers.

Bit 4 (E1 Mode): CAS Mode Select (CASMS).
0 = The framer initiates a resync when two consecutive multiframe alignment signals have been received with an error.
1 = The framer initiates a resync when two consecutive multiframe alignment signals have been received with an error, OR 1 multiframe has been received with all the bits in timeslot 16 in state 0. Alignment criteria is met when at least one bit is set to 1 in the timeslot 16 preceding the multiframe alignment signal first detected (G.732 alternate criteria).

Bit 2: Rx Signaling Force Freeze (RSFF). Freezes Rx side signaling at RSIG (and RSER if Rx Signaling Reinsertion is enabled). Overrides Rx Freeze Enable (RFE) bit below. See Section 10.11.3.2.
0 = Do not force a freeze event
1 = Force a freeze event

Bit 1: Rx Signaling Freeze Enable (RSFE). See Section 10.11.3.2.
0 = No freezing of Rx signaling data occurs
1 = Allow freezing of Rx signaling data at RSIG (and RSER if Rx signaling reinsertion is enabled).

Bit 0: Rx Signaling Integration Enable (RSIE). See Section 10.11.3.2.
0 = All signaling changes immediately reported with no integration
1 = Signaling must be stable for 3 multiframes before a change is reported

Register Name: **RCR2-T1**
Register Description: **Receive Control Register 2 (T1 Mode)**
Register Address: **base address + 0x050**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	RSLC96	OOF2	OOF1	RAIIE	RD4RM
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RSAIMR.

Bit 4: Rx SLC-96 Synchronizer Enable (RSLC96). See Section 10.11.16.2 for SLC-96 details.
0 = the SLC-96 synchronizer is disabled
1 = the SLC-96 synchronizer is enabled

Bits 3 to 2: Out-of-Frame Select Bits (OOF[2:1]).

OOF2	OOF1	OUT OF FRAME CRITERIA
0	0	2 out of 4 frame bits in error
0	1	2 out of 5 frame bits in error
1	0	2 out of 6 frame bits in error
1	1	2 out of 6 frame bits in error

Bit 1: Rx RAI Integration Enable (RAIIE). The ESF RAI indication can be interrupted for a period not to exceed 100ms per interruption (T1.403). In ESF mode, setting RAIIE causes the RAI status from the framer to be integrated for 200ms.

0 = RAI detects when 16 consecutive patterns of 0x00FF appear in the FDL. RAI clears when 14 or less patterns of 0x00FF out of 16 possible appear in the FDL
1 = RAI detects when the condition has been present for greater than 200ms. RAI clears when the condition has been absent for greater than 200ms.

Bit 0: Rx Side D4 Remote Alarm Select (RD4RM).

0 = zeros in bit 2 of all channels
1 = a one in the S-bit position of frame 12 (Japanese J1 yellow alarm mode)

Register Name: **RSAIMR**
Register Description: **Receive Sa Bit Interrupt Mask Register (E1 Mode)**
Register Address: **base address + 0x050**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	RSa4IM	RSa5IM	RSa6IM	RSa7IM	RSa8IM
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RCR2-T1.

See section 10.11.5.3.

Bit 4: Sa4 Change Detect Interrupt Mask. This bit enables the change detect interrupt for the Sa4 bit. Any change of state of the received Sa4 bit generates an interrupt (RLS7.SaXCD) to indicate the change of state.

0 = Interrupt Masked.
1 = Interrupt Enabled

Bit 3: Sa5 Change Detect Interrupt Mask. This bit enables the change detect interrupt for the Sa5 bit. Any change of state of the received Sa5 bit generates an interrupt (RLS7-E1.SaXCD) to indicate the change of state.

0 = Interrupt Masked.
1 = Interrupt Enabled.

Bit 2: Sa6 Change Detect Interrupt Mask. This bit enables the change detect interrupt for the Sa6 bit. Any change of state of the received Sa6 bit generates an interrupt (RLS7-E1.SaXCD) to indicate the change of state.

0 = Interrupt Masked.
1 = Interrupt Enabled.

Bit 1: Sa7 Change Detect Interrupt Mask. This bit enables the change detect interrupt for the Sa7 bit. Any change of state of the received Sa7 bit generates an interrupt (RLS7-E1.SaXCD) to indicate the change of state.

0 = Interrupt Masked.
1 = Interrupt Enabled.

Bit 0: Sa8 Change Detect Interrupt Mask. This bit enables the change detect interrupt for the Sa8 bit. Any change of state of the received Sa8 bit generates an interrupt (RLS7-E1.SaXCD) to indicate the change of state.

0 = Interrupt Masked.
1 = Interrupt Enabled.

Register Name: **RBOCC**
Register Description: **Receive BOC Control Register (T1 Mode Only)**
Register Address: **base address + 0x054**

Bit #	7	6	5	4	3	2	1	0
Name	RBR	-	RBD1	RBD0	RIE	RBF1	RBF0	-
Default	0	0	0	0	0	0	0	0

Bit 7: Rx BOC Reset (RBR). Setting this bit to 1 forces a reset of the BOC circuitry. Note that this is an acknowledged reset – the CPU sets the bit and the device clears it after the reset operation is complete (less than 250µs). Modifications to the RBF[1:0] and RBD[1:0] fields are ignored by the BOC controller until a BOC reset has been completed. See section 10.11.4.2.

Bits 5, 4: Rx BOC Disintegration (RBD[1:0]). The BOC disintegration filter sets the number of message bits that must be received without a valid BOC before the RLS7.BC bit is set to indicate that a valid BOC is no longer being received. See section 10.11.4.2.

RBD1	RBD0	CONSECUTIVE MESSAGE BITS FOR BOC CLEAR IDENTIFICATION
0	0	16
0	1	32
1	0	48
1	1	64[1]

Bit 3: RBOC 7/10 Integration Enable (RBI). This bit enables RBOC 7 of 10 integration. See section 10.11.4.2.
0 = 7/10 integration disable
1 = 7/10 integration enabled

Bits 2, 1: Rx BOC Filter bits (RBF[1:0]). The BOC filter sets the number of consecutive BOC codes that must be received without error before the RLS7-T1.BD bit is set to indicate that a valid BOC is being received. See section 10.11.4.2.

RBF1	RBF0	CONSECUTIVE BOC CODES FOR VALID SEQUENCE IDENTIFICATION
0	0	None
0	1	3
1	0	5
1	1	7[1]

Note 1. The BOC controller does not integrate and disintegrate concurrently. Therefore, if the maximum integration and disintegration times are taken together, BOC messages that repeat fewer than 11 times may not be detected.

Register Name: **RIDR1 to RIDR32**
Register Description: **Receive Idle Code Definition Registers 1 to 32**
Register Address: **base address + 0x080 + 0x04*(n-1), n = channel number = 1 to 32**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Per-Channel Idle Code Bits (C[7:0]). C0 is the LSB of the code (this bit is transmitted last). Address 0x80 holds the idle code for channel 1. Address 0xDC is for channel 24. Address 0xFC is for channel 32. Note that RIDR25 to RIDR32 are only for E1 mode and become the RSAOI and RDMWE registers in T1 mode. See section 10.11.12.

Register Name : **RSAOI1, RSAOI2, RSAOI3**
Register Description: **Receive Signaling All-Ones Insertion Registers (T1 Mode Only)**
Register Address: **base address + 0x0E0, 0x0E4, 0x0E8**

Bit #	7	6	5	4	3	2	1	0
RSAOI1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RSAOI2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RSAOI3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17

Note: These registers have alternate definitions for E1 mode. See E1RIDR25-27.

Bits 7 to 0 (x3): Rx Signaling All-Ones Insertion Enable for Channels 1 to 24 (CH1 to CH24). Setting any of the CH1 through CH24 bits in these registers causes signaling data on RSER to be replaced with logic ones for those channels The RSIG signal continues to report the signaling data actually received. Note that this feature must be enabled by setting RSIGC.RFSA1=1. See Section 10.11.3.2.

0 = Do not affect the signaling data on RSER for this channel
1 = Replace the signaling data for this channel on RSER with all ones

Register Name : **RDMWE1-T1, RDMWE2-T1, RDMWE3-T1**
Register Description: **Receive Digital Milliwatt Enable Registers (T1 Mode Only)**
Register Address: **base address + 0x0F0, 0x0F4, 0x0F8**

Bit #	7	6	5	4	3	2	1	0
RDMWE1-T1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RDMWE2-T1	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RDMWE3-T1	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17

Note: These registers have alternate definitions for E1 mode. See E1RIDR29-31.
Note: These registers are only used in T1 mode. The RDMWE1-E1 – RDMWE4-E1 registers are used in E1 mode.

Bits 7 to 0 (x3): T1 Rx Digital Milliwatt Enable for Channels 1 to 24 (CH1 to CH24). Register bit RCR3.uALAW specifies whether u-law or A-law coding is used for the digital milliwatt code. See section 10.11.13.

0 = Do not affect the Rx data associated with this channel
1 = Replace the Rx data associated with this channel with digital milliwatt code

Register Name: **RS1 to RS16**
Register Description: **Receive Signaling Registers**
Register Address: **base address + 0x100 + 0x04*(n-1), n = 1 to 16**

T1 Mode :

Bit #	7	6	5	4	3	2	1	0
RS1	CH1-A	CH1-B	CH1-C	CH1-D	CH13-A	CH13-B	CH13-C	CH13-D
RS2	CH2-A	CH2-B	CH2-C	CH2-D	CH14-A	CH14-B	CH14-C	CH14-D
RS3	CH3-A	CH3-B	CH3-C	CH3-D	CH15-A	CH15-B	CH15-C	CH15-D
RS4	CH4-A	CH4-B	CH4-C	CH4-D	CH16-A	CH16-B	CH16-C	CH16-D
RS5	CH5-A	CH5-B	CH5-C	CH5-D	CH17-A	CH17-B	CH17-C	CH17-D
RS6	CH6-A	CH6-B	CH6-C	CH6-D	CH18-A	CH18-B	CH18-C	CH18-D
RS7	CH7-A	CH7-B	CH7-C	CH7-D	CH19-A	CH19-B	CH19-C	CH19-D
RS8	CH8-A	CH8-B	CH8-C	CH8-D	CH20-A	CH20-B	CH20-C	CH20-D
RS9	CH9-A	CH9-B	CH9-C	CH9-D	CH21-A	CH21-B	CH21-C	CH21-D
RS10	CH10-A	CH10-B	CH10-C	CH10-D	CH22-A	CH22-B	CH22-C	CH22-D
RS11	CH11-A	CH11-B	CH11-C	CH11-D	CH23-A	CH23-B	CH23-C	CH23-D
RS12	CH12-A	CH12-B	CH12-C	CH12-D	CH24-A	CH24-B	CH24-C	CH24-D

E1 Mode:

Bit #	7	6	5	4	3	2	1	0
RS1	0	0	0	0	X	Y	X	X
RS2	CH1-A	CH1-B	CH1-C	CH1-D	CH16-A	CH16-B	CH16-C	CH16-D
RS3	CH2-A	CH2-B	CH2-C	CH2-D	CH17-A	CH17-B	CH17-C	CH17-D
RS4	CH3-A	CH3-B	CH3-C	CH3-D	CH18-A	CH18-B	CH18-C	CH18-D
RS5	CH4-A	CH4-B	CH4-C	CH4-D	CH19-A	CH19-B	CH19-C	CH19-D
RS6	CH5-A	CH5-B	CH5-C	CH5-D	CH20-A	CH20-B	CH20-C	CH20-D
RS7	CH6-A	CH6-B	CH6-C	CH6-D	CH21-A	CH21-B	CH21-C	CH21-D
RS8	CH7-A	CH7-B	CH7-C	CH7-D	CH22-A	CH22-B	CH22-C	CH22-D
RS9	CH8-A	CH8-B	CH8-C	CH8-D	CH23-A	CH23-B	CH23-C	CH23-D
RS10	CH9-A	CH9-B	CH9-C	CH9-D	CH24-A	CH24-B	CH24-C	CH24-D
RS11	CH10-A	CH10-B	CH10-C	CH10-D	CH25-A	CH25-B	CH25-C	CH25-D
RS12	CH11-A	CH11-B	CH11-C	CH11-D	CH26-A	CH26-B	CH26-C	CH26-D
RS13	CH12-A	CH12-B	CH12-C	CH12-D	CH27-A	CH27-B	CH27-C	CH27-D
RS14	CH13-A	CH13-B	CH13-C	CH13-D	CH28-A	CH28-B	CH28-C	CH28-D
RS15	CH14-A	CH14-B	CH14-C	CH14-D	CH29-A	CH29-B	CH29-C	CH29-D
RS16	CH15-A	CH15-B	CH15-C	CH15-D	CH30-A	CH30-B	CH30-C	CH30-D

In the T1 ESF framing mode, there can be up to four signaling bits per channel (A, B, C, and D). In the T1 SF (D4) framing mode, there are only two signaling bits per channel (A and B), and the framer repeats the A and B signaling data in the C and D bit locations. Therefore, when the framer is operated in SF framing mode, the CPU must retrieve the signaling bits every 1.5ms vs. every 3ms for ESF mode. The Rx signaling registers are frozen and not updated during an out-of-frame (OOF) condition.

Register Name: **LCVCR1**
Register Description: **Line Code Violation Count Register 1**
Register Address: **base address + 0x140**

Bit #	7	6	5	4	3	2	1	0
Name	LCVC15	LCVC14	LCVC13	LCVC12	LCVC11	LCVC10	LCVC9	LCCV8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Line Code Violation Counter Bits 15 to 8 (LCVC15 to LCVC8). LCV15 is the MSB of the 16-bit line code violation count. See section 10.11.8.1.

Register Name: **LCVCR2**
Register Description: **Line Code Violation Count Register 2**
Register Address: **base address + 0x144**

Bit #	7	6	5	4	3	2	1	0
Name	LCVC7	LCVC6	LCVC5	LCVC4	LCVC3	LCVC2	LCVC1	LCVC0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Line Code Violation Counter Bits 7 to 0 (LCVC7 to LCVC0). LCV0 is the LSB of the 16-bit line code violation count. See section 10.11.8.1.

Register Name: **PCVCR1**
Register Description: **Path Code Violation Count Register 1**
Register Address: **base address + 0x148**

Bit #	7	6	5	4	3	2	1	0
Name	PCVC15	PCVC14	PCVC13	PCVC12	PCVC11	PCVC10	PCVC9	PCVC8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Path Code Violation Counter Bits 15 to 8 (PCVC15 to PCVC8). PCVC15 is the MSB of the 16-bit path code violation count. See section 10.11.8.2.

Register Name: **PCVCR2**
Register Description: **Path Code Violation Count Register 2**
Register Address: **base address + 0x14C**

Bit #	7	6	5	4	3	2	1	0
Name	PCVC7	PCVC6	PCVC5	PCVC4	PCVC3	PCVC2	PCVC1	PCVC0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Path Code Violation Counter Bits 7 to 0 (PCVC7 to PCVC0). PCVC0 is the LSB of the 16-bit path code violation count. See section 10.11.8.2.

Register Name: **FOSCR1**
Register Description: **Frames Out-of-Sync Count Register 1**
Register Address: **base address + 0x150**

Bit #	7	6	5	4	3	2	1	0
Name	FOS15	FOS14	FOS13	FOS12	FOS11	FOS10	FOS9	FOS8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Frames Out of Sync Counter Bits 15 to 8 (FOS15 to FOS8). FOS15 is the MSB of the 16-bit frames out-of-sync count. See section 10.11.8.3.

Register Name: **FOSCR2**
Register Description: **Frames Out-of-Sync Count Register 2**
Register Address: **base address + 0x154**

Bit #	7	6	5	4	3	2	1	0
Name	FOS7	FOS6	FOS5	FOS4	FOS3	FOS2	FOS1	FOS0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Frames Out of Sync Counter Bits 7 to 0 (FOS7 to FOS0). FOS0 is the LSB of the 16-bit frames out-of-sync count. See section 10.11.8.3.

Register Name: **EBCR1**
Register Description: **E-Bit Count Register 1 (E1 Mode Only)**
Register Address: **base address + 0x158**

Bit #	7	6	5	4	3	2	1	0
Name	EB15	EB14	EB13	EB12	EB11	EB10	EB9	EB8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: E-Bit Counter Bits 15 to 8 (EB15 to EB8). EB15 is the MSB of the 16-bit E-bit count. See section 10.11.8.4.

Register Name: **EBCR2**
Register Description: **E-Bit Count Register 2 (E1 Mode Only)**
Register Address: **base address + 0x15C**

Bit #	7	6	5	4	3	2	1	0
Name	EB7	EB6	EB5	EB4	EB3	EB2	EB1	EB0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: E-Bit Counter Bits 7 to 0 (EB7 to EB0). EB0 is the LSB of the 16-bit E-bit count. See section 10.11.8.4.

Register Name: **FEACR1**
Register Description: **Error Count A Register 1**
Register Address: **base address + 0x160**

Bit #	7	6	5	4	3	2	1	0
Name	FEACR15	FEACR14	FEACR13	FEACR12	FEACR11	FEACR10	FEACR9	FEACR8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Error Count A Register bits 15 to 8 (FEACR[15:8]). FEACR15 is the MSB of the 16-bit Far End A Counter.

Register Name: **FEACR2**
Register Description: **Error Count A Register 2**
Register Address: **base address + 0x164**

Bit #	7	6	5	4	3	2	1	0
Name	FEACR7	FEACR6	FEACR5	FEACR4	FEACR3	FEACR2	FEACR1	FEACR0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Error Count A Register bits 7 to 0 (FEACR[7:0]). FEACR0 is the LSB of the 16-bit Far End A Counter.

Register Name: **FEBCR1**
Register Description: **Error Count B Register 1**
Register Address: **base address + 0x168**

Bit #	7	6	5	4	3	2	1	0
Name	FEBCR15	FEBCR14	FEBCR13	FEBCR12	FEBCR11	FEBCR10	FEBCR9	FEBCR8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Error Count B Register bits 15 to 8 (FEBCR[15:8]). FEBCR15 is the MSB of the 16-bit Far End Error B Counter.

Register Name: **FEBCR2**
Register Description: **Error Count B Register 2**
Register Address: **base address + 0x16C**

Bit #	7	6	5	4	3	2	1	0
Name	FEBCR7	FEBCR6	FEBCR5	FEBCR4	FEBCR3	FEBCR2	FEBCR1	FEBCR0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Error Count B Register bits 7 to 0 (FEBCR[7:0]). FEBCR0 is the LSB of the 16-bit Far End Error B Counter.

Register Name: **RDS0M**
Register Description: **Receive DS0 Monitor Register**
Register Address: **base address + 0x180**

Bit #	7	6	5	4	3	2	1	0
Name	B1	B2	B3	B4	B5	B6	B7	B8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Rx DS0 Channel Bits (B1 to B8). Rx data for the channel specified by the Rx DS0 Monitor Select Register, RDS0SEL. B8 is the LSb of the DS0 channel (last bit to be received). See section 10.11.9.

Register Name: **REVID**
Register Description: **Framer Revision ID Register**
Register Address: **base address + 0x184**

Bit #	7	6	5	4	3	2	1	0
Name	REVID7	REVID6	REVID5	REVID4	REVID3	REVID2	REVID1	REVID0
Default	0	0	0	0	0	0	1	1

Bits 7 to 0: Revision ID (REVID[7:0]). This read-only register reports the current framer revision.

Register Name: **RFDL**
Register Description: **Receive FDL Register (T1 Mode Only)**
Register Address: **base address + 0x188**

Bit #	7	6	5	4	3	2	1	0
Name	RFDL7	RFDL6	RFDL5	RFDL4	RFDL3	RFDL2	RFDL1	RFDL0
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RRTS7.

Bits 7 to 0: Rx FDL (RFDL[7:0]). This register reports the last byte received in the facilities data link. Bit 7 is the MSb. See section 10.11.4.4.

Register Name: **RRTS7**
Register Description: **Receive Real-Time Status Register 7 (E1 Mode Only)**
Register Address: **base address + 0x188**

Bit #	7	6	5	4	3	2	1	0
Name	CSC5	CSC4	CSC3	CSC2	CSC0	CRC4SA	CASSA	FASSA
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RFDL. All bits in this register are read-only real-time status (not latched).

Bits 7 to 3: CRC-4 Sync Counter (CSC[5:2] and CSC0). The CRC-4 sync counter increments each time the 8 ms CRC-4 multiframe search times out. The counter is cleared when the framer has successfully obtained synchronization at the CRC-4 level. The counter can also be cleared by disabling the CRC-4 mode (RCR1-E1.RCRC4=0). This counter is useful for determining the amount of time the framer has been searching for synchronization at the CRC-4 level. ITU-T G.706 suggests that if synchronization at the CRC-4 level cannot be obtained within 400 ms, then the search should be abandoned and proper action taken. The CRC-4 sync counter saturates (does not rollover). CSC0 is the LSB of the 6–bit counter. (Note: The next to LSB is not accessible. CSC1 is omitted to allow resolution to >400ms using 5 bits.)

Bit 2: CRC-4 MF Sync Active (CRC4SA). This real-time status bit is set while the synchronizer is searching for the CRC-4 MF alignment word.

Bit 1: CAS MF Sync Active (CASSA). This real-time status bit is set while the synchronizer is searching for the CAS MF alignment word.

Bit 0: FAS Sync Active (FASSA). This real-time status bit is set while the synchronizer is searching for alignment at the FAS level.

Register Name: **RBOC**
Register Description: **Receive Bit-Oriented Code Register (T1 Mode Only)**
Register Address: **base address + 0x18C**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	RBOC5	RBOC4	RBOC3	RBOC2	RBOC1	RBOC0
Default	0	0	0	0	0	0	0	0

Bits 5 to 0: Rx Bit-Oriented Code (RBOC[5:0]). T1 ESF mode only. After a BOC has been validated per the criteria specified by RBOCC.RBF, the BOC is stored in this field where it can be read by software. The device notifies software that a valid BOC is available by setting the BD bit in RLS7. Setting BD can optionally drive an interrupt request. Bit 0 is the first bit received. See section 10.11.4.2.

Register Name : **RSLC1, RSLC2, RSLC3**
Register Description: **Receive SLC96 Data Link Registers (T1 Mode)**
Register Address: **base address + 0x190, 0x194, 0x198**

Bit #	7	6	5	4	3	2	1	0
RSLC1	C8	C7	C6	C5	C4	C3	C2	C1
RSLC2	M2	M1	S=0	S=1	S=0	C11	C10	C9
RSLC3	S=1	S4	S3	S2	S1	A2	A1	M3

Note: These registers have an alternate definition for E1 mode. See RAF, RNAF, and RSiAF.

See section 10.11.16.

Register Name: **RAF**
Register Description: **Receive Align Frame Register (E1 Mode)**
Register Address: **base address + 0x190**

Bit #	7	6	5	4	3	2	1	0
Name	Si	FAS6	FAS5	FAS4	FAS3	FAS2	FAS1	FAS0
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RSLC1.

The align frame is the E1 frame containing the frame alignment signal (FAS). The bits of this register indicate the first eight bits received in the most recent align frame. The bits are latched into this register at the start of the align frame. The start of the align frame is indicated by the RAF status bit in RLS2-E1. See Section 10.11.5.1.

Bit 7: International Bit (Si).

Bits 6 to 0: Frame Alignment Signal (FAS[6:0]). When a normal E1 signal is being received, FAS[6:0]=0011011.

Register Name: **RNAF**
Register Description: **Receive Non-Align Frame Register (E1 Mode)**
Register Address: **base address + 0x194**

Bit #	7	6	5	4	3	2	1	0
Name	Si	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RSLC2.

The non-align frame is the E1 frame that does not contain the frame alignment signal (FAS). The bits of this register indicate the first eight bits received in the most recent non-align frame. The bits are latched into this register at the start of the align frame. The start of the align frame is indicated by the RAF status bit in RLS2-E1. See Section 10.11.5.1.

Bit 7: International Bit (Si).

Bit 6: Non-Align Frame Signal Bit. Set to 1 in a normal E1 double frame.

Bit 5: Remote Alarm Indication (RAI). This is the normal status bit for detecting RAI in the incoming E1 signal.
0 = No alarm condition
1 = Alarm condition

Bits 4 to 0: Additional Spare Bits (Sa4 to Sa8).

Register Name: **RSiAF**
Register Description: **Receive Si bits of the Align Frame (E1 Mode)**
Register Address: **base address + 0x198**

Bit #	7	6	5	4	3	2	1	0
Name	SiF14	SiF12	SiF10	SiF8	SiF6	SiF4	SiF2	SiF0
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RSLC3.

The align frame is the E1 frame containing the frame alignment signal (FAS). The bits of this register indicate the Si bits received in the align frames of the most recent CRC-4 multiframe. The Si bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Si Bit of Frame 14 (SiF14).
Bit 6: Si Bit of Frame 12 (SiF12).
Bit 5: Si Bit of Frame 10 (SiF10).
Bit 4: Si Bit of Frame 8 (SiF8).
Bit 3: Si Bit of Frame 6 (SiF6).
Bit 2: Si Bit of Frame 4 (SiF4).
Bit 1: Si Bit of Frame 2 (SiF2).
Bit 0: Si Bit of Frame 0 (SiF0).

Register Name: **RSiNAF**
Register Description: **Receive Si Bits of the Non-Align Frame (E1 Mode Only)**
Register Address: **base address + 0x19C**

Bit #	7	6	5	4	3	2	1	0
Name	SiF15	SiF13	SiF11	SiF9	SiF7	SiF5	SiF3	SiF1
Default	0	0	0	0	0	0	0	0

The non-align frame is the E1 frame that does not contain the frame alignment signal (FAS). The bits of this register indicate the Si bits received in the non-align frames of the most recent CRC-4 multiframe. The Si bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Si Bit of Frame 15 (SiF15).
Bit 6: Si Bit of Frame 13 (SiF13).
Bit 5: Si Bit of Frame 11 (SiF11).
Bit 4: Si Bit of Frame 9 (SiF9).
Bit 3: Si Bit of Frame 7 (SiF7).
Bit 2: Si Bit of Frame 5 (SiF5).
Bit 1: Si Bit of Frame 3 (SiF3).
Bit 0: Si Bit of Frame 1 (SiF1).

Register Name: **RRA**
Register Description : **Receive Remote Alarm Bits (E1 Mode Only)**
Register Address: **base address + 0x1A0**

Bit #	7	6	5	4	3	2	1	0
Name	RRAF15	RRAF13	RRAF11	RRAF9	RRAF7	RRAF5	RRAF3	RRAF1
Default	0	0	0	0	0	0	0	0

The remote alarm bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Remote Alarm Bit of Frame 15 (RRAF15).
Bit 6: Remote Alarm Bit of Frame 13 (RRAF13).
Bit 5: Remote Alarm Bit of Frame 11 (RRAF11).
Bit 4: Remote Alarm Bit of Frame 9 (RRAF9).
Bit 3: Remote Alarm Bit of Frame 7 (RRAF7).
Bit 2: Remote Alarm Bit of Frame 5 (RRAF5).
Bit 1: Remote Alarm Bit of Frame 3 (RRAF3).
Bit 0: Remote Alarm Bit of Frame 1 (RRAF1).

Register Name: **RSa4**
Register Description: **Receive Sa4 Bits (E1 Mode Only)**
Register Address: **base address + 0x1A4**

Bit #	7	6	5	4	3	2	1	0
Name	RSa4F15	RSa4F13	RSa4F11	RSa4F9	RSa4F7	RSa4F5	RSa4F3	RSa4F1
Default	0	0	0	0	0	0	0	0

The Sa4 bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Sa4 Bit of Frame 15 (RSa4F15).
Bit 6: Sa4 Bit of Frame 13 (RSa4F13).
Bit 5: Sa4 Bit of Frame 11 (RSa4F11).
Bit 4: Sa4 Bit of Frame 9 (RSa4F9).
Bit 3: Sa4 Bit of Frame 7 (RSa4F7).
Bit 2: Sa4 Bit of Frame 5 (RSa4F5).
Bit 1: Sa4 Bit of Frame 3 (RSa4F3).
Bit 0: Sa4 Bit of Frame 1 (RSa4F1).

Register Name: **RSa5**
Register Description: **Receive Sa5 Bits (E1 Mode Only)**
Register Address: **base address + 0x1A8**

Bit #	7	6	5	4	3	2	1	0
Name	RSa5F15	RSa5F13	RSa5F11	RSa5F9	RSa5F7	RSa5F5	RSa5F3	RSa5F1
Default	0	0	0	0	0	0	0	0

The Sa5 bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Sa5 Bit of Frame 15 (RSa5F15).
Bit 6: Sa5 Bit of Frame 13 (RSa5F13).
Bit 5: Sa5 Bit of Frame 11 (RSa5F11).
Bit 4: Sa5 Bit of Frame 9 (RSa5F9).
Bit 3: Sa5 Bit of Frame 7 (RSa5F7).
Bit 2: Sa5 Bit of Frame 5 (RSa5F5).
Bit 1: Sa5 Bit of Frame 3 (RSa5F3).
Bit 0: Sa5 Bit of Frame 1 (RSa5F1).

Register Name: **RSa6**
Register Description: **Receive Sa6 Bits (E1 Mode Only)**
Register Address: **base address + 0x1AC**

Bit #	7	6	5	4	3	2	1	0
Name	RSa6F15	RSa6F13	RSa6F11	RSa6F9	RSa6F7	RSa6F5	RSa6F3	RSa6F1
Default	0	0	0	0	0	0	0	0

The Sa6 bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Sa6 Bit of Frame 15 (RSa6F15).
Bit 6: Sa6 Bit of Frame 13 (RSa6F13).
Bit 5: Sa6 Bit of Frame 11 (RSa6F11).
Bit 4: Sa6 Bit of Frame 9 (RSa6F9).
Bit 3: Sa6 Bit of Frame 7 (RSa6F7).
Bit 2: Sa6 Bit of Frame 5 (RSa6F5).
Bit 1: Sa6 Bit of Frame 3 (RSa6F3).
Bit 0: Sa6 Bit of Frame 1 (RSa6F1).

Register Name: **RSa7**
Register Description: **Receive Sa7 Bits (E1 Mode Only)**
Register Address: **base address + 0x1B0**

Bit #	7	6	5	4	3	2	1	0
Name	RSa7F15	RSa7F13	RSa7F11	RSa7F9	RSa7F7	RSa7F5	RSa7F3	RSa7F1
Default	0	0	0	0	0	0	0	0

The Sa7 bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Sa7 Bit of Frame 15 (RSa4F15).
Bit 6: Sa7 Bit of Frame 13 (RSa7F13).
Bit 5: Sa7 Bit of Frame 11 (RSa7F11).
Bit 4: Sa7 Bit of Frame 9 (RSa7F9).
Bit 3: Sa7 Bit of Frame 7 (RSa7F7).
Bit 2: Sa7 Bit of Frame 5 (RSa7F5).
Bit 1: Sa7 Bit of Frame 3 (RSa7F3).
Bit 0: Sa7 Bit of Frame 1 (RSa7F1).

Register Name: **RSa8**
Register Description: **Receive Sa8 Bits (E1 Mode Only)**
Register Address: **base address + 0x1B4**

Bit #	7	6	5	4	3	2	1	0
Name	RSa8F15	RSa8F13	RSa8F11	RSa8F9	RSa8F7	RSa8F5	RSa8F3	RSa8F1
Default	0	0	0	0	0	0	0	0

The Sa8 bits received in each multiframe are saved in internal registers and latched into this register at the start of the next CRC-4 multiframe. The CRC-4 multiframe boundary is indicated by the RCMF status bit in RLS2-E1. See Section 10.11.5.2.

Bit 7: Sa8 Bit of Frame 15 (RSa8F15).
Bit 6: Sa8 Bit of Frame 13 (RSa8F13).
Bit 5: Sa8 Bit of Frame 11 (RSa8F11).
Bit 4: Sa8 Bit of Frame 9 (RSa8F9).
Bit 3: Sa8 Bit of Frame 7 (RSa8F7).
Bit 2: Sa8 Bit of Frame 5 (RSa8F5).
Bit 1: Sa8 Bit of Frame 3 (RSa8F3).
Bit 0: Sa8 Bit of Frame 1 (RSa8F1).

Register Name: **SaBITS**
Register Description: **Receive Sa Bits (E1 Mode Only)**
Register Address: **base address + 0x1B8**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	Sa4	Sa5	Sa6`	Sa7	Sa8
Default	0	0	0	0	0	0	0	0

This register indicates the last received Sa bits. This can be used to determine which Sa bits have changed. The user can program which Sa bit positions should be monitored via the RSAIMR register, and when a change is detected through an interrupt in RLS7-E1:SaXCD, the user can determine which bit has changed by reading this register and comparing it with previous known values. See section 10.11.5.3.

Bit 4: Last Received Sa4 Bit.
Bit 3: Last Received Sa5 Bit.
Bit 2: Last Received Sa6 Bit.
Bit 1: Last Received Sa7 Bit.
Bit 0: Last Received Sa8 Bit.

Register Name: **Sa6CODE**
Register Description: **Receive Sa6 Codeword (E1 Mode Only)**
Register Address: **base address + 0x1BC**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	Sa6CODE3	Sa6CODE2	Sa6C0DE1	Sa6CODE0
Default	0	0	0	0	0	0	0	0

Bits 3 to 0: Sa6 Codeword Bits (Sa6CODE[3:0]). This field reports the received Sa6 codeword per ETS 300 233. The bits are monitored on a sub-multiframe asynchronous basis, so the pattern reported could be one of multiple patterns that represent a valid codeword. The table below indicates which patterns reported in this register correspond to a given valid Sa6 codeword. See section 10.11.5.3.

Valid Sa6 Code	Possible Reported Patterns
Sa6_8	1000, 0100, 0010, 0001
Sa6_A	1010, 0101
Sa6_C	110, 0110, 0011, 1001
Sa6_E	1110, 0111, 1011, 1101
Sa6_F	1111

Register Name: **RMMR**
Register Description: **Receive Master Mode Register**
Register Address: **base address + 0x200**

Bit #	7	6	5	4	3	2	1	0
Name	FRM_EN	INIT_DONE	-	-	-	-	SFTRST	E1/T1
Default	0	0	0	0	0	0	0	0

Bit 7: Framer Enable (FRM_EN). This bit must be set to the desired state before setting the INIT_DONE bit.
0 = Rx framer disabled (held in low-power state)
1 = Rx framer enabled (all features active)

Bit 6: Initialization Done (INIT_DONE). The CPU must set the E1/T1 and FRM_EN bits prior to setting this bit. After INIT_DONE is set, the receiver is enabled if FRM_EN = 1.

Bit 1: Soft Reset (SFTRST). Level-sensitive reset. Should be set to 1, then to 0 to reset and initialize the Rx framer.
0 = Normal operation
1 = Hold the Rx framer in reset

Bit 0: Receiver E1/T1 Mode Select (E1/T1). This bit specifies the operating mode for the Rx framer only. The TMMR:E1/T1 bit specifies the operating mode for the transmit formatter. This bit must be set to the desired value before setting the INIT_DONE bit.
0 = T1 operation
1 = E1 operation

Register Name: **RCR1-T1**
Register Description: **Receive Control Register 1 (T1 Mode)**
Register Address: **base address + 0x204**

Bit #	7	6	5	4	3	2	1	0
Name	SYNCT	RB8ZS	RFM	ARC	SYNCC	RJC	SYNCE	RESYNC
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RCR1-E1.

Bit 7: Sync Time (SYNCT).
0 = Qualify 10 bits
1 = Qualify 24 bits

Bit 6: Rx B8ZS Enable (RB8ZS).
0 = B8ZS decoding disabled
1 = B8ZS decoding enabled

Bit 5: Rx Frame Mode Select (RFM).
0 = ESF framing mode
1 = D4 framing mode

Bit 4: Auto Resync Criteria (ARC).
0 = Resync on LOF or LOS event
1 = Resync on LOF only

Bit 3: Sync Criteria (SYNCC).
In D4 Framing Mode.
0 = Search for Ft pattern, then search for Fs pattern
1 = Cross couple Ft and Fs pattern (i.e. search for proper Ft and Fs pattern at the same time)
In ESF Framing Mode.
0 = Search for FPS pattern only
1 = Search for FPS and verify with CRC-6

Bit 2: Rx Japanese CRC-6 Enable (RJC).
0 = Use ANSI:AT&T:ITU CRC-6 calculation (normal operation)
1 = Use Japanese standard JT–G704 CRC-6 calculation

Bit 1: Sync Enable (SYNCE).
0 = Auto resync enabled
1 = Auto resync disabled

Bit 0: Resynchronize (RESYNC). When this bit is toggled from low to high, a resynchronization of the Rx side framer is initiated. Must be cleared and set again for a subsequent resync.

Register Name: **RCR1-E1**
Register Description: **Receive Control Register 1 (E1 Mode)**
Register Address: **base address + 0x204**

Bit #	7	6	5	4	3	2	1	0
Name	-	RHDB3	RSIGM	-	RCRC4	FRC	SYNCE	RESYNC
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RCR1-T1.

Bit 6: Rx HDB3 Enable (RHDB3).
0 = HDB3 decoding disabled
1 = HDB3 decoding enabled (decoded per O.162)

Bit 5: Rx Signaling Mode Select (RSIGM).
0 = CAS signaling mode
1 = CCS signaling mode

Bit 4: Reserved.

Bit 3: Rx CRC-4 Enable (RCRC4).
0 = CRC-4 disabled
1 = CRC-4 enabled

Bit 2: Frame Resync Criteria (FRC).
0 = resync if FAS received in error 3 consecutive times
1 = resync if FAS or bit 2 of non–FAS is received in error 3 consecutive times

Bit 1: Sync Enable (SYNCE).
0 = auto resync enabled
1 = auto resync disabled

Bit 0: Resynchronize (RESYNC). When toggled from low to high, a resynchronization of the Rx side framer is initiated. Must be cleared and set again for a subsequent resync.

Register Name: **RIBCC**
Register Description: **Receive In-Band Code Control Register (T1 Mode)**
Register Address: **base address + 0x208**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	RUP2	RUP1	RUP0	RDN2	RDN1	RDN0
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RCR2-E1.

Bits 5 to 3: Rx Up-Code Length Bits (RUP[2:0]). See Section 10.11.14.

RUP2	RUP1	RUP0	LENGTH SELECTED
0	0	0	1 bits
0	0	1	2 bits
0	1	0	3 bits
0	1	1	4 bits
1	0	0	5 bits
1	0	1	6 bits
1	1	0	7 bits
1	1	1	8 to 16 bits

Bits 2 to 0: Rx Down-Code Length Bits (RDN[2:0]). See Section 10.11.14.

RDN2	RDN1	RDN0	LENGTH SELECTED
0	0	0	1 bits
0	0	1	2 bits
0	1	0	3 bits
0	1	1	4 bits
1	0	0	5 bits
1	0	1	6 bits
1	1	0	7 bits
1	1	1	8: 16 bits

Register Name: **RCR2-E1**
Register Description: **Receive Control Register 2 (E1 Mode)**
Register Address: **base address + 0x208**

Bit #	7	6	5	4	3	2	1	0
Name	Reserved	Reserved	Reserved	Reserved	Reserved	-	-	RLOSA
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RIBCC.

Bit 0: Rx Loss-of-Signal Alternate Criteria (RLOSA). Defines the criteria for a loss-of-signal condition.
0 = LOS declared upon 255 consecutive zeros (125µs)
1 = LOS declared upon 2048 consecutive zeros (1ms)

Register Name: **RCR3**
Register Description: **Receive Control Register 3**
Register Address: **base address + 0x20C**

Bit #	7	6	5	4	3	2	1	0
Name	IDF	uALAW	RSERC	BINV1	BINV0	-	PLB	FLB
Default	0	0	0	0	0	0	0	0

Bit 7: Input Data Format (IDF). See the pos/dat and neg signals in the Rx path in Figure 6-1.
0 = Bipolar data (AMI, HDB3 or B8ZS format) is expected from the LIU on the pos and neg signals.
1 = NRZ data is expected from the LIU pos/dat signal or from the RDATFn pin. The BPV counter is disabled and the neg signal is ignored.

Bit 6: u-Law or A-Law Digital Milliwatt Code Select (uALAW)
0 = u-law code is inserted based on the RDMWE registers.
1 = A-law code is inserted based on the RDMWE registers.

Bit 5: RSER Control (RSERC). See the RSER signal in the Rx path in Figure 6-1.
0 = allow RSER to output data as received under all conditions (normal operation)
1 = force RSER to one under loss-of-frame-alignment conditions

Bits 4 to 3: Rx Bit Inversion (BINV[1:0])
00 = No inversion
01 = Invert framing
10 = Invert signaling
11 = Invert payload

Bit 1: Payload Loopback (PLB).
0 = loopback disabled
1 = loopback enabled

Bit 0: Framer Loopback (FLB).
0 = loopback disabled
1 = loopback enabled

Register Name: **RIOCR**
Register Description: **Receive I/O Configuration Register**
Register Address: **base address + 0x210**

Bit #	7	6	5	4	3	2	1	0
Name	RCLKINV	RSYNCINV	Reserved	RSCLKM	RSMS	RSIO	RSMS2	RSMS1
Default	0	0	0	0	0	1	0	0

Bit 7: RCLK Invert (RCLKINV). See the RCLK signal going into the Rx framer in Figure 6-1.
0 = No inversion
1 = Invert RCLK signal

Bit 6: RSYNC Invert (RSYNCINV). See the RSYNCin and RSYNCout signal going into/out-of the Rx framer in Figure 6-1.
0 = No inversion
1 = Invert RSYNC as either input or output

Bit 5: Reserved.
0 = Normal operation

Bit 4: RSYSCLK Mode Select (RSCLKM). See the RSYSCLK signal going into the Rx framer in Figure 6-1.
0 = RSYSCLK is 1.544MHz
1 = RSYSCLK is 2.048MHz

Bit 3: RSYNC Multiframe Skip Control (RSMS). T1 Mode Only. See the RSYNC in and RSYNC out signals going into and out of the Rx framer in Figure 6-1. This configuration bit is useful in framing format conversions from D4 to ESF. This function is not available when the Rx side elastic store is enabled. RSYNC must be set to output multiframe pulses.
0 = RSYNC outputs a pulse at every multiframe
1 = RSYNC outputs a pulse at every other multiframe

Bit 2: RSYNC I/O Select (RSIO). See the RSYNC in and RSYNC out signals going into and out of the Rx framer in Figure 6-1. This bit must be set to zero when the elastic store is disabled. The default value for this bit is 1 so that the default I/O direction of RSYNC is input.
0 = RSYNC is an output
1 = RSYNC is an input (only valid if elastic store is enabled)

Bit 1: RSYNC Mode Select 2 (RSMS2). See the RSYNC in and RSYNC out signals going into and out of the Rx framer in Figure 6-1.
T1 Mode: RSYNC must be configured in the output frame mode (RSIO=0, RSMS1=0)
0 = do not pulse double wide in signaling frames
1 = do pulse double wide in signaling frames

E1 Mode: RSYNC must be configured in the output multiframe mode (RSIO=0, RSMS=1)
0 = RSYNC outputs CAS multiframe boundaries
1 = RSYNC outputs CRC-4 multiframe boundaries

Note: In E1 mode, RSMS2 also selects which multiframe signal is available at the framer's RMSYNC output, regardless of the configuration for RSYNC. When RSMS2 = 0, RMSYNC outputs CAS multiframe boundaries; when RSMS2 = 1, RMSYNC outputs CRC-4 multiframe boundaries.

Bit 0: RSYNC Mode Select 1 (RSMS1). See the RSYNC in and RSYNC out signals going into and out of the Rx framer in Figure 6-1. When RSYNC is in output mode (RSIO=0), this bit specifies whether RSYNC outputs a frame pulse or a multiframe pulse. When RSYNC is in input mode (elastic store must be enabled) multiframe mode is only useful when Rx signaling reinsertion is enabled.
0 = frame mode
1 = multiframe mode

Register Name: **RESCR**
Register Description: **Receive Elastic Store Control Register**
Register Address: **base address + 0x214**

Bit #	7	6	5	4	3	2	1	0
Name	RDATFMT	Reserved	-	RSZS	RESALGN	RESR	RESMDM	RESE
Default	0	0	0	0	0	0	0	0

Bit 7: Receive Channel Data Format (RDATFMT).
0 = 64KBps (data contained in all 8 bits)
1 = 56KBps (data contained in 7 out of the 8 bits)

Bit 6: Reserved

Bit 4: Receive Slip Zone Select (RSZS). This bit determines the minimum distance allowed between the elastic store read and write pointers before forcing a controlled slip. This bit is only applies during T1 to E1 or E1 to T1 conversion applications. See section 10.10.
0 = Force a slip at 9 bytes or less of separation (used for clustered blank channels)
1 = Force a slip at 2 bytes or less of separation (used for distributed blank channels and minimum delay mode)

Bit 3: Receive Elastic Store Align (RESALGN). Changing this bit from zero to one forces the receive elastic store's write and read pointers to a minimum separation of half a frame. No action is taken if the pointer separation is already greater or equal to half a frame. If pointer separation is less than half a frame, the command is executed and the data is disrupted. This bit should be toggled during start-up after RSYSCLK has been applied and is stable. Must be cleared and set again for a subsequent align. See section 10.10.1.

Bit 2: Receive Elastic Store Reset (RESR). Changing this bit from zero to one forces the read pointer into the same frame that the write pointer is exiting, minimizing the delay through the elastic store. If this command should place the pointers within the slip zone (specified by RSZS above), then a slip immediately occurs and the pointers move back to opposite frames. This bit should be toggled after RSYSCLK has been applied and is stable. Do not leave this bit set high. See section 10.10.1.

Bit 1: Receive Elastic Store Minimum Delay Mode (RESMDM). See section 10.10.2.
0 = Elastic store operates at full two-frame depth
1 = Elastic store operates at 32–bit depth

Bit 0: Receive Elastic Store Enable (RESE). See section 10.10.
0 = Elastic store is bypassed
1 = Elastic store is enabled

Register Name: **ERCNT**
Register Description: **Error Counter Configuration Register**
Register Address: **base address + 0x218**

Bit #	7	6	5	4	3	2	1	0
Name	Reserved	MCUS	MECU	ECUS	EAMS	FSBE	MOSCRF	LCVCRF
Default	0	0	0	0	0	0	0	0

Bit 7: Reserved. This bit must be set to zero.

Bit 6: Manual Counter Update Select (MCUS). When manual update mode is enabled with EAMS=1, this bit can be used to allow a zero-to-one transition on GCR1.GFCLE to load the error counter registers with the latest counts and reset the counters. Useful for synchronously updating counter registers of multiple framers at the same time. See section 10.11.8.

0 = MECU bit is used to manually update error counter registers
1 = GCR1.GFCLE is used to manually update error counter registers

Bit 5: Manual Error Counter Update (MECU). When enabled by EAMS=1, changing this bit from zero to one allows the next clock cycle to load the error counter registers with the latest counts and reset the counters. The CPU must wait a minimum of 250µs before reading the error count registers to allow for proper update. See section 10.11.8.

Bit 4: Error Counter Update Select (ECUS). This field is ignored when EAMS=1. See section 10.11.8.

T1 mode:
0 = Update error counter registers once each second
1 = Update error counter registers every 42ms (333 frames)

E1 mode:
0 = Update error counter registers once a second
1 = Update error counter registers every 62.5ms (500 frames)

Bit 3: Error Accumulation Mode Select (EAMS). See section 10.11.8.

0 = Automatic update of error counter registers. The ECUS bit determines update interval.
1 = The CPU toggles the MECU bit (per-framer manual update) when MCUS=0 or the GCR1.GFCLE bit (global manual update) when MCUS=1 determines the update times.

Bit 2: PCVCR Fs-Bit Error Report Enable (FSBE). T1 Mode Only. See section 10.11.8.2.

0 = do not report bit errors in Fs bit positions; only Ft bit positions
1 = report bit errors in Fs bit positions as well as Ft bit positions

Bit 1: Multiframe Out-of -Sync Count Register Function Select (MOSCRF). T1 Mode Only. See section 10.11.8.3.

0 = count errors in the framing bit position
1 = count the number of multiframes out of sync

Bit 0: Line Code Violation Count Register Function Select (LCVCRF). See section 10.11.8.1.

T1 mode:
0 = do not count excessive zeros
1 = count excessive zeros

E1 mode:
0 = count BPVs
1 = count code violations (CVs)

Register Name: **RHFC**
Register Description: **Receive HDLC FIFO Control Register**
Register Address: **base address + 0x21C**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	RFHWM1	RFHWM0
Default	0	0	0	0	0	0	0	0

Bits 1 to 0: Receive FIFO High Watermark Select (RFHWM[1:0]). See section 10.12.1

RFHWM1	RFHWM0	Receive FIFO Watermark
0	0	4 bytes
0	1	16 bytes
1	0	32 bytes
1	1	48 bytes

Register Name: **RSCC**
Register Description: **In-Band Receive Spare Control Register (T1 Only)**
Register Address: **base address + 0x224**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	RSC2	RSC1	RSC0
Default	0	0	0	0	0	0	0	0

Bits7 to 3: Reserved, must be set to zero for proper operation

Bits 2 to 0: Receive Spare Code Length Definition Bits (RSC[2:0]).

RSC2	RSC1	RSC0	LENGTH SELECTED
0	0	0	1 bits
0	0	1	2 bits
0	1	0	3 bits
0	1	1	4 bits
1	0	0	5 bits
1	0	1	6 bits
1	1	0	7 bits
1	1	1	8 to 16 bits

Register Name: **RXPC**
Register Description: **Receive Expansion Port Control Register**
Register Address: **base address + 0x228**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	--	RBPDIR	RBPFUS	RBPEN
Default	0	0	0	0	0	0	0	0

Bit 2: Receive BERT Port Direction Control (RBPDIR). See section 10.14.3.
0 = Normal (line) operation. Rx BERT port sources data from the receive path (i.e. from the LIU direction).
1 = Reverse (system) operation. Rx BERT port sources data from the transmit path (i.e. from the TDMoP direction).

Bit 1: Receive BERT Port Framed/Unframed Select (RBPFUS). T1 Mode Only. See section 10.14.3.
0 = Don't clock data from the F-bit position (framed)
1 = Clock data from the F-bit position (unframed)

Bit 0: Receive BERT Port Enable (RBPEN). See section 10.14.3.
0 = Receive BERT port is not active
1 = Receive BERT port is active.

Register Name: **RBPBS**
Register Description: **Receive BERT Port Bit Suppress Register**
Register Address: **base address + 0x22C**

Bit #	7	6	5	4	3	2	1	0
Name	RBPBS8	RBPBS7	RBPBS6	RBPBS5	RBPBS4	RBPBS3	RBPBS2	RBPBS1
Default	0	0	0	0	0	0	0	0

Bit 7: Receive BERT Port Bit Suppress (RBPBS[8:1]). When one of these bits is set, the corresponding bit in the 64kbps channel is ignored (suppressed) by the Rx BERT when looking at the incoming pattern. RBPBS8 corresponds to the MSb of the channel. See section 10.14.3.

Register Name: **RLS1**
Register Description: **Receive Latched Status Register 1**
Register Address: **base address + 0x240**

Bit #	7	6	5	4	3	2	1	0
Name	RRAIC	RAISC	RLOSC	RLOFC	RRAID	RAISD	RLOSD	RLOFD
Default	0	0	0	0	0	0	0	0

Bit 7: Receive Remote Alarm Indication Condition Clear (RRAIC). This latched status bit is set to 1 when RRTS1.RRAI changes state from high to low. RRAIC is cleared when written with a 1. When RRAIC is set it can cause an interrupt request if the RRAIC interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 6: Receive Alarm Indication Signal Condition Clear (RAISC). This latched status bit is set to 1 when RRTS1.RAIS changes state from high to low. RAISC is cleared when written with a 1. When RAISC is set it can cause an interrupt request if the RAISC interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 5: Receive Loss of Signal Condition Clear (RLOSC). This latched status bit is set to 1 when RRTS1.RLOS changes state from high to low. RLOSC is cleared when written with a 1. When RLOSC is set it can cause an interrupt request if the RLOSC interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 4: Receive Loss of Frame Condition Clear (RLOFC). This latched status bit is set to 1 when RRTS1.RLOF changes state from high to low. RLOFC is cleared when written with a 1. When RLOFC is set it can cause an interrupt request if the RLOFC interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 3: Receive Remote Alarm Indication Condition Detect (RRAID). This latched status bit is set to 1 when RRTS1.RRAI changes state from low to high. RRAID is cleared when written with a 1. When RRAID is set it can cause an interrupt request if the RRAID interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 2: Receive Alarm Indication Signal Condition Detect (RAISD). This latched status bit is set to 1 when RRTS1.RAIS changes state from low to high. RAISD is cleared when written with a 1. When RAISD is set it can cause an interrupt request if the RAISD interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 1: Receive Loss of Signal Condition Detect (RLOSD). This latched status bit is set to 1 when RRTS1.RLOS changes state from low to high. RLOSD is cleared when written with a 1. When RLOSD is set it can cause an interrupt request if the RLOSD interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Bit 0: Receive Loss of Frame Condition Detect (RLOFD). This latched status bit is set to 1 when RRTS1.RLOF changes state from low to high. RLOFD is cleared when written with a 1. When RLOFD is set it can cause an interrupt request if the RLOFD interrupt enable bit is set in the RIM1 register. See Section 10.11.6.

Register Name: **RLS2-T1**
Register Description: **Receive Latched Status Register 2 (T1 Mode)**
Register Address: **base address + 0x244**

Bit #	7	6	5	4	3	2	1	0
Name	RPDV	-	COFA	8ZD	16ZD	SEFE	B8ZS	FBE
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS2-E1.
None of the bits in the register can cause an interrupt request.

Bit 7: Receive Pulse Density Violation Event (RPDV). This latched status bit is set to 1 when the receive data stream does not meet the ANSI T1.403 requirements for pulse density. It is cleared when written with a 1.

Bit 5: Change of Frame Alignment Event (COFA). This latched status bit is set to 1 when the last frame resync resulted in a change of frame or multiframe alignment. It is cleared when written with a 1.

Bit 4: Eight Zero Detect Event (8ZD). This latched status bit is set to 1 when a string of at least eight consecutive zeros (regardless of the length of the string) has been received at RPOS and RNEG. It is cleared when written with a 1.

Bit 3: Sixteen Zero Detect Event (16ZD). This latched status bit is set to 1 when a string of at least sixteen consecutive zeros (regardless of the length of the string) has been received at RPOS and RNEG. It is cleared when written with a 1.

Bit 2: Severely Errored Framing Event (SEFE). This latched status bit is set to 1 when 2 out of 6 framing bits (Ft or FPS) are received in error. It is cleared when written with a 1.

Bit 1: B8ZS Codeword Detect Event (B8ZS). This latched status bit is set to 1 when a B8ZS codeword is detected at RPOS and RNEG independent of whether the B8ZS mode is selected or not. Useful for automatically setting the line coding. It is cleared when written with a 1.

Bit 0: Frame Bit Error Event (FBE). This latched status bit is set to 1 when an Ft (D4) or FPS (ESF) framing bit is received in error. It is cleared when written with a 1.

Register Name: **RLS2-E1**
Register Description: **Receive Latched Status Register 2 (E1 Mode)**
Register Address: **base address + 0x244**

Bit #	7	6	5	4	3	2	1	0
Name	-	CRCRC	CASRC	FASRC	RSA1	RSA0	RCMF	RAF
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS2-T1.

Bit 6: CRC Resync Criteria Met Event (CRCRC). This latched status bit is set to 1 when 915 out 1000 codewords are received in error. It is cleared when written with a 1. This bit cannot cause an interrupt request.

Bit 5: CAS Resync Criteria Met Event (CASRC). This latched status bit is set to 1 when 2 consecutive CAS MF alignment words are received in error. It is cleared when written with a 1. This bit cannot cause an interrupt request.

Bit 4: FAS Resync Criteria Met Event (FASRC). This latched status bit is set to 1 when 3 consecutive FAS words are received in error. It is cleared when written with a 1. This bit cannot cause an interrupt request.

Bit 3: Receive Signaling All Ones Event (RSA1). This latched status bit is set to 1 when the contents of timeslot 16 contain less than three zeros over 16 consecutive frames. This alarm is not disabled in the CCS signaling mode.

It is cleared when written with a 1. When RSA1 is set it can cause an interrupt request if the RSA1 interrupt enable bit is set in the RIM2 register.

Bit 2: Receive Signaling All Zeros Event (RSA0). This latched status bit is set to 1 when, over a full MF, timeslot 16 contains all zeros. It is cleared when written with a 1. When RSA0 is set it can cause an interrupt request if the RSA0 interrupt enable bit is set in the RIM2 register.

Bit 1: Receive CRC-4 Multiframe Event (RCMF). This latched status bit is set to 1 on CRC-4 multiframe boundaries. It continues to be set every 2 ms on an arbitrary boundary if CRC-4 is disabled. It is cleared when written with a 1. When RCMF is set it can cause an interrupt request if the RCMF interrupt enable bit is set in the RIM2 register.

Bit 0: Receive Align Frame Event (RAF). This latched status bit is set to 1 approximately every 250µs to alert the CPU that Si and Sa bits are available in the RAF and RNAF registers. It is cleared when written with a 1. When RAF is set it can cause an interrupt request if the RAF interrupt enable bit is set in the RIM2 register.

Register Name: **RLS3-T1**
Register Description: **Receive Latched Status Register 3 (T1 Mode)**
Register Address: **base address + 0x248**

Bit #	7	6	5	4	3	2	1	0
Name	LORCC	LSPC	LDNC	LUPC	LORCD	LSPD	LDND	LUPD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS3-E1.

Bit 7: Loss of Receive Clock Condition Clear (LORCC). This latched status bit is set to 1 when RRTS3-T1.LORC changes state from high to low. LORCC is cleared when written with a 1. When LORCC is set it can cause an interrupt request if the LORCC interrupt enable bit is set in the RIM3-T1 register.

Bit 6: Spare Code Detected Condition Clear (LSPC). This latched status bit is set to 1 when RRTS3-T1.LSP changes state from high to low. LSPC is cleared when written with a 1. When LSPC is set it can cause an interrupt request if the LSPC interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Bit 5: Loop Down Code Detected Condition Clear (LDNC). This latched status bit is set to 1 when RRTS3-T1.LDN changes state from high to low. LDNC is cleared when written with a 1. When LDNC is set it can cause an interrupt request if the LDNC interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Bit 4: Loop Up Code Detected Condition Clear (LUPC). This latched status bit is set to 1 when RRTS3-T1.LUP changes state from high to low. LUPC is cleared when written with a 1. When LUPC is set it can cause an interrupt request if the LUPC interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Bit 3: Loss of Receive Clock Condition Detect (LORCD). This latched status bit is set to 1 when RRTS3-T1.LORC changes state from low to high. LORCD is cleared when written with a 1. When LORCD is set it can cause an interrupt request if the LORCD interrupt enable bit is set in the RIM3-T1 register.

Bit 2: Spare Code Detected Condition Detect (LSPD). This latched status bit is set to 1 when RRTS3-T1.LSP changes state from low to high. LSPD is cleared when written with a 1. When LSPD is set it can cause an interrupt request if the LSPD interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Bit 1: Loop Down Code Detected Condition Detect (LDND). This latched status bit is set to 1 when RRTS3-T1.LDN changes state from low to high. LDND is cleared when written with a 1. When LDND is set it can cause an interrupt request if the LDND interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Bit 0: Loop Up Code Detected Condition Detect (LUPD). This latched status bit is set to 1 when RRTS3-T1.LUP changes state from low to high. LUPD is cleared when written with a 1. When LUPD is set it can cause an interrupt request if the LUPD interrupt enable bit is set in the RIM3-T1 register. See Section 10.11.14.2.

Register Name: **RLS3-E1**
Register Description: **Receive Latched Status Register 3 (E1 Mode)**
Register Address: **base address + 0x248**

Bit #	7	6	5	4	3	2	1	0
Name	LORCC	-	V52LNKC	RDMAC	LORCD	-	V52LNKD	RDMAD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS3-T1.

Bit 7: Loss of Receive Clock Clear (LORCC). This latched status bit is set to 1 when RRTS3-E1.LORC changes state from high to low. LORCC is cleared when written with a 1. When LORCC is set it can cause an interrupt request if the LORCC interrupt enable bit is set in the RIM3-E1 register.

Bit 5: V5.2 Link Detected Clear (V52LNKC). This latched status bit is set to 1 when RRTS3-E1.V52LNK changes state from high to low. V52LNKC is cleared when written with a 1. When V52LNKC is set it can cause an interrupt request if the V52LNKC interrupt enable bit is set in the RIM3-E1 register.

Bit 4: Receive Distant MF Alarm Clear (RDMAC). This latched status bit is set to 1 when RRTS3-E1.RDMA changes state from high to low. RDMAC is cleared when written with a 1. When RDMAC is set it can cause an interrupt request if the RDMAC interrupt enable bit is set in the RIM3-E1 register.

Bit 3: Loss of Receive Clock Detect (LORCD). This latched status bit is set to 1 when RRTS3-E1.LORC changes state from low to high. LORCD is cleared when written with a 1. When LORCD is set it can cause an interrupt request if the LORCD interrupt enable bit is set in the RIM3-E1 register.

Bit 1: V5.2 Link Detect (V52LNKD). This latched status bit is set to 1 when RRTS3-E1.V52LNK changes state from low to high. V52LNKD is cleared when written with a 1. When V52LNKD is set it can cause an interrupt request if the V52LNKD interrupt enable bit is set in the RIM3-E1 register.

Bit 0: Receive Distant MF Alarm Detect (RDMAD). This latched status bit is set to 1 when RRTS3-E1.RDMA changes state from low to high. RDMAD is cleared when written with a 1. When RDMAD is set it can cause an interrupt request if the RDMAD interrupt enable bit is set in the RIM3-E1 register.

Register Name: **RLS4**
Register Description: **Receive Latched Status Register 4**
Register Address: **base address + 0x24C**

Bit #	7	6	5	4	3	2	1	0
Name	RESF	RESEM	RSLIP	-	RSCOS	1SEC	TIMER	RMF
Default	0	0	0	0	0	0	0	0

Bit 7: Receive Elastic Store Full Event (RESF). This latched status bit is set to 1 when the receive elastic store buffer fills and a frame is deleted. RESF is cleared when written with a 1. When RESF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. See Section 10.10.

Bit 6: Receive Elastic Store Empty Event (RESEM). This latched status bit is set to 1 when the receive elastic store buffer empties and a frame is repeated. RESEM is cleared when written with a 1. When RESEM is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. See Section 10.10.

Bit 5: Receive Elastic Store Slip Occurrence Event (RSLIP). This latched status bit is set to 1 when the receive elastic store has either repeated or deleted a frame (i.e. either RESF or RESEM set). RSLIP is cleared when written with a 1. When RSLIP is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. See Section 10.10.

Bit 3: Receive Signaling Change Of State Event (RSCOS). This latched status bit is set to 1 when any channel selected by the Receive Signaling Change Of State Interrupt Enable registers (RSCSE1 through RSCSE4),

changes signaling state. RSCOS is cleared when written with a 1. When RSCOS is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. See Section 10.11.3.2.

Bit 2: One Second Timer (1SEC). This latched status bit is set to 1 on every 1 second interval as timed by RCLK cycles. 1SEC is cleared when written with a 1. When 1SEC is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register.

Bit 1: Timer Event (TIMER). This latched status bit is set to 1 when the framer performance monitor counters have been updated and are available to be read by the CPU. TIMER is cleared when written with a 1. When TIMER is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. The error counter update interval as determined by the settings in the Error Counter Configuration Register (ERCNT). See Section 10.11.8.

T1: Set on increments of 1 second or 42ms (as timed by RCLK cycles) or a manual latch event.
E1: Set on increments of 1 second or 62.5ms (as timed by RCLK cycles), or a manual latch event.

Bit 0: Receive Multiframe Event (RMF). In T1 mode, This latched status bit is set to 1 every 1.5ms on SF (D4) MF boundaries or every 3ms on ESF MF boundaries. In E1 operation, it is set every 2ms on receive CAS multiframe boundaries to alert the CPU that signaling data is available. When CAS signaling is disabled this bit continues to be set on an arbitrary 2.0ms boundary and should be ignored and masked from causing interrupts. RMF is cleared when written with a 1. When RMF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM4 register. See Section 10.11.3.2.

Register Name: **RLS5**
Register Description: **Receive Latched Status Register 5 (HDLC)**
Register Address: **base address + 0x250**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	ROVR	RHOBT	RPE	RPS	RHWMS	RNES
Default	0	0	0	0	0	0	0	0

Bit 5: Receive FIFO Overrun (ROVR). This latched status bit is set when the receive HDLC controller has terminated packet reception because the FIFO buffer is full. ROVR is cleared when written with a 1. When ROVR is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Bit 4: Receive HDLC Opening Byte Event (RHOBT). This latched status bit is set when the next byte available in the receive FIFO is the first byte of a message. RHOBT is cleared when written with a 1. When RHOBT is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Bit 3: Receive Packet End Event (RPE). This latched status bit is set when the HDLC controller detects either the end of a valid message (i.e., CRC check complete) or when the controller has experienced a message fault such as a CRC checking error, an overrun condition, or an abort. RPE is cleared when written with a 1. When RPE is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Bit 2: Receive Packet Start Event (RPS). This latched status bit is set when the HDLC controller detects an opening byte. RPS is cleared when written with a 1. When RPS is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Bit 1: Receive FIFO Above High Watermark Set Event (RHWMS). This latched status bit is set when RRTS5.RHWM transitions from zero to one. RHWMS is cleared when written with a 1. When RHWMS is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Bit 0: Receive FIFO Not Empty Set Event (RNES). This latched status bit is set when RRTS5.RNE transitions from zero to one. RNES is cleared when written with a 1. When RNES is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM5 register. See section 10.12.1.

Register Name: **RLS7-T1**
Register Description: **Receive Latched Status Register 7 (T1 Mode)**
Register Address: **base address + 0x258**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	RRAI-CI	RAIS-CI	RSLC96	RFDLF	BC	BD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS3-E1.

Bit 5: Receive RAI-CI Detect (RRAI-CI). This latched status bit is set when an RAI-CI pattern has been detected by the receiver. This bit is active in ESF framing mode only, and sets only if an RAI condition is being detected (RRTS1.RRAI=1). RRAI-CI is cleared when written with a 1. When RRAI-CI is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1 register. See Section 10.11.6.4.

Bit 4: Receive AIS-CI Detect (RAIS-CI). This latched status bit is set when an AIS-CI pattern has been detected by the receiver. This bit is set only if an AIS condition is being detected (RRTS1.RAIS=1). RRAI-CI is cleared when written with a 1. When RAIS-CI is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1register. See Section 10.11.6.4.

Bit 3: Receive SLC-96 Alignment Event (RSLC96). This latched status bit is set when a valid SLC-96 alignment pattern is detected in the Fs bit stream, and the RSLC registers have data available for retrieval.. RSLC96 is cleared when written with a 1. When RSLC96 is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1 register. See section 10.11.16.

Bit 2: Receive FDL Register Full Event (RFDLF). This latched status bit is set when the RFDL register is full. Useful for SLC-96 operation, or manual extraction of FDL data bits. RFDLF is cleared when written with a 1. When RFDLF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1 register. See Section 10.11.4.4.

Bit 1: BOC Clear Event (BC). This latched status bit is set when a valid BOC is no longer detected (with the RBOCC.RBD disintegration filter applied). BC is cleared when written with a 1. When BC is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1 register. See section 10.11.4.2.

Bit 0: BOC Detect Event (BD). This latched status bit is set when a valid BOC has been detected (with the RBOCC.RBF filter applied). BD is cleared when written with a 1. When BD is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-T1 register. See section 10.11.4.2.

Register Name: **RLS7-E1**
Register Description: **Receive Latched Status Register 7 (E1 Mode)**
Register Address: **base address + 0x258**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	Sa6CD	SaXCD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RLS7-T1.

Bit 1: Sa6 Codeword Detect (Sa6CD). This latched status bit is set when a valid codeword (per ETS 300 233) is detected in the Sa6 bit position. Sa6CD is cleared when written with a 1. When Sa6CD is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-E1 register. See section 10.11.5.3.

Bit 0: SaX Bit Change Detect (SaXCD). This latched status bit is set when the value of a received Sa bit changes and interrupts are enabled for that Sa bit in the RSAIMR register. SaXCD is cleared when written with a 1. When SaXCD is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the RIM7-E1 register. See section 10.11.5.3.

Register Name: **RSS1, RSS2, RSS3, RSS4**
Register Description: **Receive Signaling Status Registers**
Register Address: **base address + 0x260, 0x264, 0x268, 0x26C**

Bit #	7	6	5	4	3	2	1	0
RSS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1*
RSS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RSS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17*
RSS4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Receive Signaling Change Latched Status for Channels 1 to 32 (CH1 to CH32). When a channel's signaling data changes state, the latched status bit for that channel is set to 1 in these registers. The RLS4.RSCOS bit is also set if the channel is enabled by the corresponding bit in the RSCSE registers. The setting of RLS4.RSCOS generates an interrupt request if enabled by RIM4.RSCOS. Each bit in these registers is cleared when written with a 1. See Section 10.11.3.2.

*Note that in E1CAS mode, the LSb of RSS1 typically represents the CAS alignment bits, and the LSB of RSS3 represents reserved bits and the distant multiframe alarm.

Register Name: **RSCD1**
Register Description: **Receive Spare Code Definition Register 1 (T1 Mode Only)**
Register Address: **base address + 0x270**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

Note: Writing this register resets the detector's integration period. See Section 10.11.14.

Bit 7: Receive Spare Code Definition Bit 7 (C7). First bit of the repeating pattern.
Bit 6: Receive Spare Code Definition Bit 6 (C6). Ignored if a 1-bit length is selected.
Bit 5: Receive Spare Code Definition Bit 5 (C5). Ignored if a 1 or 2 bit length is selected.
Bit 4: Receive Spare Code Definition Bit 4 (C4). Ignored if a 1 to 3 bit length is selected.
Bit 3: Receive Spare Code Definition Bit 3 (C3). Ignored if a 1 to 4 bit length is selected.
Bit 2: Receive Spare Code Definition Bit 2 (C2). Ignored if a 1 to 5 bit length is selected.
Bit 1: Receive Spare Code Definition Bit 1 (C1). Ignored if a 1 to 6 bit length is selected.
Bit 0: Receive Spare Code Definition Bit 0 (C0). Ignored if a 1 to 7 bit length is selected.

Register Name: **RSCD2**
Register Description: **Receive Spare Code Definition Register 2 (T1 Mode Only)**
Register Address: **base address + 0x274**

Bit #	7	6	5	4	3	2	1	0
Name	C15	C14	C13	C12	C11	C10	C0	C8
Default	0	0	0	0	0	0	0	0

Bit 7: Receive Spare Code Definition Bit 15 (C15). Ignored if a 1 to 7 bit length is selected.
Bit 6: Receive Spare Code Definition Bit 14 (C14). Ignored if a 1 to 7 bit length is selected.
Bit 5: Receive Spare Code Definition Bit 13 (C13). Ignored if a 1 to 7 bit length is selected.
Bit 4: Receive Spare Code Definition Bit 12 (C12). Ignored if a 1 to 7 bit length is selected.
Bit 3: Receive Spare Code Definition Bit 11 (C11). Ignored if a 1 to 7 bit length is selected.
Bit 2: Receive Spare Code Definition Bit 10 (C10). Ignored if a 1 to 7 bit length is selected.
Bit 1: Receive Spare Code Definition Bit 9 (C9). Ignored if a 1 to 7 bit length is selected.
Bit 0: Receive Spare Code Definition Bit 8 (C8). Ignored if a 1 to 7 bit length is selected.

Register Name: **RIIR**
Register Description: **Receive Interrupt Information Register**
Register Address: **base address + 0x27C**

Bit #	7	6	5	4	3	2	1	0
Name	-	RLS7	RLS6*	RLS5	RLS4	RLS3	RLS2**	RLS1
Default	0	0	0	0	0	0	0	0

The bits in this register indicate which of the framer latched status registers, RLS1 through RLS7, are currently generating interrupt requests (1=interrupt request pending). When an interrupt request occurs, the CPU can read RIIR to quickly identify the source(s) of the interrupt. Each bit in RIIR automatically clears when there are no unmasked latched status register bits set in the corresponding RLS register. RLS register bits that have been masked by a corresponding bit in the RIM registers are also masked from affecting the RIIR bits.

Notes: * RLS6 is reserved for future use.
** Currently none of the latched status bits in RLS2-T1 create interrupt requests. Therefore the RLS2 bit is not used in T1 mode.

Register Name: **RIM1**
Register Description: **Receive Interrupt Mask Register 1**
Register Address: **base address + 0x280**

Bit #	7	6	5	4	3	2	1	0
Name	RRAIC	RAISC	RLOSC	RLOFC	RRAID	RAISD	RLOSD	RLOFD
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS1.

Bit 7: Receive Remote Alarm Indication Condition Clear (RRAIC).
0 = interrupt masked
1 = interrupt enabled

Bit 6: Receive Alarm Indication Signal Condition Clear (RAISC).
0 = interrupt masked
1 = interrupt enabled

Bit 5: Receive Loss of Signal Condition Clear (RLOSC).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Receive Loss of Frame Condition Clear (RLOFC).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Receive Remote Alarm Indication Condition Detect (RRAID).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Receive Alarm Indication Signal Condition Detect (RAISD).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Receive Loss of Signal Condition Detect (RLOSD).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Receive Loss of Frame Condition Detect (RLOFD).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM2**
Register Description: **Receive Interrupt Mask Register 2 (E1 Mode Only)**
Register Address: **base address + 0x284**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	RSA1	RSA0	RCMF	RAF
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS2-E1.

Bit 3: Receive Signaling All Ones Event (RSA1).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Receive Signaling All Zeros Event (RSA0).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Receive CRC-4 Multiframe Event (RCMF).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Receive Align Frame Event (RAF).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM3-T1**
Register Description: **Receive Interrupt Mask Register 3 (T1 Mode)**
Register Address: **base address + 0x288**

Bit #	7	6	5	4	3	2	1	0
Name	LORCC	LSPC	LDNC	LUPC	LORCD	LSPD	LDND	LUPD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RIM3-E1.

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS3-T1.

Bit 7: Loss of Receive Clock Condition Clear (LORCC).
0 = interrupt masked
1 = interrupt enabled

Bit 6: Spare Code Detected Condition Clear (LSPC).
0 = interrupt masked
1 = interrupt enabled

Bit 5: Loop Down Code Detected Condition Clear (LDNC).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Loop Up Code Detected Condition Clear (LUPC).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Loss of Receive Clock Condition Detect (LORCD).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Spare Code Detected Condition Detect (LSPD).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Loop Down Code Detected Condition Detect (LDND).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Loop Up Code Detected Condition Detect (LUPD).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM3-E1**
Register Description: **Receive Interrupt Mask Register 3 (E1 Mode)**
Register Address: **base address + 0x288**

Bit #	7	6	5	4	3	2	1	0
Name	LORCC	-	V52LNKC	RDMAC	LORCD	-	V52LNKD	RDMAD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for T1 mode. See RIM3-T1.

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS3-E1.

Bit 7: Loss of Receive Clock Clear (LORCC).
0 = interrupt masked
1 = interrupt enabled

Bit 5: V5.2 Link Detected Clear (V52LNKC).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Receive Distant MF Alarm Clear (RDMAC).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Loss of Receive Clock Detect (LORCD).
0 = interrupt masked
1 = interrupt enabled

Bit 1: V5.2 Link Detect (V52LNKD).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Receive Distant MF Alarm Detect (RDMAD).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM4**
Register Description: **Receive Interrupt Mask Register 4**
Register Address: **base address + 0x28C**

Bit #	7	6	5	4	3	2	1	0
Name	RESF	RESEM	RSLIP	-	RSCOS	1SEC	TIMER	RMF
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS4.

Bit 7: Receive Elastic Store Full Event (RESF).
0 = interrupt masked
1 = interrupt enabled

Bit 6: Receive Elastic Store Empty Event (RESEM).
0 = interrupt masked
1 = interrupt enabled

Bit 5: Receive Elastic Store Slip Occurrence Event (RSLIP).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Receive Signaling Change Of State Event (RSCOS).
0 = interrupt masked
1 = interrupt enabled

Bit 2: One Second Timer (1SEC).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Timer Event (TIMER).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Receive Multiframe Event (RMF).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM5**
Register Description: **Receive Interrupt Mask 5 (HDLC)**
Register Address: **base address + 0x290**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	ROVR	RHOBT	RPE	RPS	RHWMS	RNES
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS5.

Bit 5: Receive FIFO Overrun (ROVR).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Receive HDLC Opening Byte Event (RHOBT).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Receive Packet End Event (RPE).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Receive Packet Start Event (RPS).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Receive FIFO Above High Watermark Set Event (RHWMS).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Receive FIFO Not Empty Set Event (RNES).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM7-T1**
Register Description: **Receive Interrupt Mask Register 7 (T1 Mode)**
Register Address: **base address + 0x298**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	RRAI-CI	RAIS-CI	RSLC96	RFDLF	BC	BD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RIM7-E1.

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS7-T1.

Bit 5: Receive RAI-CI Detect (RRAI-CI).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Receive AIS-CI Detect (RAIS-CI).
0 = interrupt masked
1 = interrupt enabled

Bit 3: Receive SLC-96 Alignment Event (RSLC96).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Receive FDL Register Full Event (RFDLF).
0 = interrupt masked
1 = interrupt enabled

Bit 1: BOC Clear Event (BC).
0 = interrupt masked
1 = interrupt enabled

Bit 0: BOC Detect Event (BD).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RIM7-E1**
Register Description: **Receive Interrupt Mask Register 7 (E1 Mode)**
Register Address: **base address + 0x298**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	Sa6CD	SaXCD
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RIM7-T1.

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in RLS7-E1.

Bit 1: Sa6 Codeword Detect (Sa6CD).
0 = interrupt masked
1 = interrupt enabled

Bit 0: SaX Bit Change Detect (SaXCD).
0 = interrupt masked
1 = interrupt enabled

Register Name: **RSCSE1, RSCSE2, RSCSE3, RSCSE4**
Register Description: **Receive Signaling Change of State Enable**
Register Address: **base address + 0x2A0, 0x2A4, 0x2A8, 0x2AC**

Bit #	7	6	5	4	3	2	1	0
RSCSE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RSCSE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RSCSE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RSCSE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x3): Receive Signaling Change of State Interrupt Enable for Channels 1 to 32 (CH1 to CH32). The bits in these registers are interrupt enables for the corresponding bits in the RSS1 through RSS4 registers. When a channel's signaling data changes state, the latched status bit for that channel in the RSS1 through RSS4 registers is set to 1. The RLS4.RSCOS latched status bit is also set if the channel is enabled by the corresponding bit in these RSCSE registers. The setting of RLS4.RSCOS generates an interrupt request if enabled by RIM4.RSCOS. See Section 10.11.3.2.

Register Name: **RUPCD1**
Register Description: **Receive Up Code Definition Register 1**
Register Address: **base address + 0x2B0**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

Note: Writing this register resets the detector's integration period. See Section 10.11.14.

Bit 7: Receive Up Code Definition Bit 7 (C7). First bit of the repeating pattern.

Bit 6: Receive Up Code Definition Bit 6 (C6). Ignored if a 1-bit length is selected.

Bit 5: Receive Up Code Definition Bit 5 (C5). Ignored if a 1 or 2 bit length is selected.

Bit 4: Receive Up Code Definition Bit 4 (C4). Ignored if a 1 to 3 bit length is selected.

Bit 3: Receive Up Code Definition Bit 3 (C3). Ignored if a 1 to 4 bit length is selected.

Bit 2: Receive Up Code Definition Bit 2 (C2). Ignored if a 1 to 5 bit length is selected.

Bit 1: Receive Up Code Definition Bit 1 (C1). Ignored if a 1 to 6 bit length is selected.

Bit 0: Receive Up Code Definition Bit 0 (C0). Ignored if a 1 to 7 bit length is selected.

Register Name: **RUPCD2**
Register Description: **Receive Up Code Definition Register 2**
Register Address: **base address + 0x2B4**

Bit #	7	6	5	4	3	2	1	0
Name	C15	C14	C13	C12	C11	C10	C0	C8
Default	0	0	0	0	0	0	0	0

See Section 10.11.14.

Bit 7: Receive Up Code Definition Bit 15 (C15). Ignored if a 1 to 7 bit length is selected.

Bit 6: Receive Up Code Definition Bit 14 (C14). Ignored if a 1 to 7 bit length is selected.

Bit 5: Receive Up Code Definition Bit 13 (C13). Ignored if a 1 to 7 bit length is selected.

Bit 4: Receive Up Code Definition Bit 12 (C12). Ignored if a 1 to 7 bit length is selected.

Bit 3: Receive Up Code Definition Bit 11 (C11). Ignored if a 1 to 7 bit length is selected.

Bit 2: Receive Up Code Definition Bit 10 (C10). Ignored if a 1 to 7 bit length is selected.

Bit 1: Receive Up Code Definition Bit 9 (C9). Ignored if a 1 to 7 bit length is selected.

Bit 0: Receive Up Code Definition Bit 8 (C8). Ignored if a 1 to 7 bit length is selected.

Register Name: **RDNCD1**
Register Description: **Receive Down Code Definition Register 1**
Register Address: **base address + 0x2B8**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

Note: Writing this register resets the detector's integration period. See Section 10.11.14.

Bit 7: Receive Down Code Definition Bit 7 (C7). First bit of the repeating pattern.

Bit 6: Receive Down Code Definition Bit 6 (C6). Ignored if a 1-bit length is selected.

Bit 5: Receive Down Code Definition Bit 5 (C5). Ignored if a 1 or 2 bit length is selected.

Bit 4: Receive Down Code Definition Bit 4 (C4). Ignored if a 1 to 3 bit length is selected.

Bit 3: Receive Down Code Definition Bit 3 (C3). Ignored if a 1 to 4 bit length is selected.

Bit 2: Receive Down Code Definition Bit 2 (C2). Ignored if a 1 to 5 bit length is selected.

Bit 1: Receive Down Code Definition Bit 1 (C1). Ignored if a 1 to 6 bit length is selected.

Bit 0: Receive Down Code Definition Bit 0 (C0). Ignored if a 1 to 7 bit length is selected.

Register Name: **RDNCD2**
Register Description: **Receive Down Code Definition Register 2**
Register Address: **base address + 0x2BC**

Bit #	7	6	5	4	3	2	1	0
Name	C15	C14	C13	C12	C11	C10	C0	C8
Default	0	0	0	0	0	0	0	0

See Section 10.11.14.

Bit 7: Receive Down Code Definition Bit 15 (C15). Ignored if a 1 to 7 bit length is selected.

Bit 6: Receive Down Code Definition Bit 14 (C14). Ignored if a 1 to 7 bit length is selected.

Bit 5: Receive Down Code Definition Bit 13 (C13). Ignored if a 1 to 7 bit length is selected.

Bit 4: Receive Down Code Definition Bit 12 (C12). Ignored if a 1 to 7 bit length is selected.

Bit 3: Receive Down Code Definition Bit 11 (C11). Ignored if a 1 to 7 bit length is selected.

Bit 2: Receive Down Code Definition Bit 10 (C10). Ignored if a 1 to 7 bit length is selected.

Bit 1: Receive Down Code Definition Bit 9 (C9). Ignored if a 1 to 7 bit length is selected.

Bit 0: Receive Down Code Definition Bit 8 (C8). Ignored if a 1 to 7 bit length is selected.

Register Name: **RRTS1**
Register Description: **Receive Real-Time Status Register 1**
Register Address: **base address + 0x2C0**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	RRAI	RAIS	RLOS	RLOF
Default	0	0	0	0	0	0	0	0

These bits provide real-time status information from the receive framer. See 10.11.6.2 (T1) and 10.11.6.3 (E1) for set and clear criteria for RAI, AIS, LOS and LOF. The RLS1 register has corresponding latched status registers.

Bit 3: Receive Remote Alarm Indication Condition (RRAI).
0 = RAI not detected
1 = RAI detected

Bit 2: Receive Alarm Indication Signal Condition (RAIS).
0 = AIS not detected
1 = AIS detected

Bit 1: Receive Loss of Signal Condition (RLOS).
0 = LOS not detected
1 = LOS detected

Bit 0: Receive Loss of Frame Condition (RLOF).
0 = LOF not detected
1 = LOF detected

Register Name: **RRTS3-T1**
Register Description: **Receive Real-Time Status Register 3 (T1 Mode)**
Register Address: **base address + 0x2C8**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	LORC	LSP	LDN	LUP
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RRTS3-E1.

These bits provide real-time status information from the receive framer.

Bit 3: Loss of Receive Clock Condition (LORC). Set when the RCLK pin has not transitioned for one channel time.

Bit 2: Spare Code Detected Condition (LSP). Set when the spare code as defined in the RSCD1 and RSCD2 registers is being received.

Bit 1: Loop Down Code Detected Condition (LDN). Set when the loop down code as defined in the RDNCD1 and RDNCD2 registers is being received.

Bit 0: Loop Up Code Detected Condition (LUP). Set when the loop up code as defined in the RUPCD1 and RUPCD2 registers is being received.

Register Name: **RRTS3-E1**
Register Description: **Receive Real-Time Status Register 3 (E1 Mode)**
Register Address: **base address + 0x2C8**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	LORC	-	V52LNK	RDMA
Default	0	0	0	0	0	0	0	0

Note: This register has an alternate definition for E1 mode. See RRTS3-T1.

These bits provide real-time status information from the receive framer.

Bit 3: Loss of Receive Clock Condition (LORC). Set when the RCLK pin has not transitioned for one channel time.

Bit 1: V5.2 Link Detected Condition (V52LNK). Set on detection of a V5.2 link identification signal. (G.965).

Bit 0: Receive Distant MF Alarm Condition (RDMA). Set when bit 6 of timeslot 16 in frame 0 has been set for two consecutive multiframes. This alarm is not disabled in the CCS signaling mode.

Register Name: **RRTS5**
Register Description: **Receive Real-Time Status Register 5 (HDLC)**
Register Address: **base address + 0x2D0**

Bit #	7	6	5	4	3	2	1	0
Name	-	PS2	PS1	PS0	-	-	RHWM	RNE
Default	0	0	0	0	0	0	0	0

These bits provide real-time status information from the receive framer.

Bits 6 to 4: Receive Packet Status (PS[2:0]). This field indicates Rx HDLC status as of the last FIFO read. See section 10.12.1.

PS2	PS1	PS0	PACKET STATUS
0	0	0	**In Progress:** End of message has not yet been reached.
0	0	1	**Packet OK:** Packet ended with correct CRC codeword.
0	1	0	**CRC Error:** A closing flag was detected, preceded by a corrupt CRC codeword.
0	1	1	**Abort:** Packet ended because abort signal was detected. (7 or more ones in a row).
1	0	0	**Overrun:** HDLC controller terminated reception of packet because receive FIFO is full.

Bit 1: Receive FIFO Above High Watermark Condition (RHWM). Set when the 64-byte receive FIFO fills beyond the high watermark set by RHFC.RFHWM. See section 10.12.1.

Bit 0: Receive FIFO Not Empty Condition (RNE). Set when the 64-byte receive FIFO has at least one byte available to be read. See section 10.12.1.

Register Name: **RHPBA**
Register Description: **Receive HDLC Packet Bytes Available Register**
Register Address: **base address + 0x2D4**

Bit #	7	6	5	4	3	2	1	0
Name	MS	RPBA6	RPBA5	RPBA4	RPBA3	RPBA2	RPBA1	RPBA0
Default	0	0	0	0	0	0	0	0

Bit 7: Message Status (MS). This bit has is set to 1 when the Rx HDLC FIFO is empty. See section 10.12.1.
0 = Bytes indicated by RPBA[6:0] are the end of a message. The CPU must check the HDLC status register (RRTS5) for details.
1 = Bytes indicated by RPBA[6:0] are the beginning or continuation of a message. The CPU does not need to check the HDLC status.

Bits 6 to 0: Receive FIFO Packet Bytes Available Count (RPBA[6:0]). This field indicates the number of bytes available to be read in the receive HLDC FIFO (RHF). RPBA0 is the LSb. See section 10.12.1.

Register Name: **RHF**
Register Description: **Receive HDLC FIFO Register**
Register Address: **base address + 0x2D8**

Bit #	7	6	5	4	3	2	1	0
Name	RHD7	RHD6	RHD5	RHD4	RHD3	RHD2	RHD1	RHD0
Default	0	0	0	0	0	0	0	0

Bit 7 to 0: Receive HDLC Data (RHD[7:0]). A read of this register returns the next byte in the receive HDLC FIFO. Bit 7 is the MSb. This register is read-only. See section 10.12.1.

Register Name: **RBCS1, RBCS2, RBCS3, RBCS4**
Register Description: **Receive Blank Channel Select Registers**
Register Address: **base address + 0x300, 0x304, 0x308, 0x30C**

Bit #	7	6	5	4	3	2	1	0
RBCS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RBCS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RBCS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RBCS4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25
Default	0	0	0	0	0	0	0	0

Bit 7 to 0 (x4): Receive Blank Channel Select for Channels 1 to 32 (CH1 to CH32).
0 = do not blank this channel (channel data is available on RSER)
1 = data on RSER is forced to all ones for this channel

Note that when two or more sequential channels are chosen to be blanked, the receive slip zone select bit (RESCR.RSZS) should be set to zero. If the blank channels are distributed (such as 1, 5, 9, 13, 17, 21, 25, 29) then the RSZS bit can be set to one, which may provide a lower occurrence of slips in certain applications.

Register Name: **RSI1, RSI2, RSI3, RSI4**
Register Description: **Receive Signaling Reinsertion Enable Registers**
Register Address: **base address + 0x320, 0x324, 0x328, 0x32C**

Bit #	7	6	5	4	3	2	1	0
RSI1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RSI2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RSI3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RSI4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25
Default	0	0	0	0	0	0	0	0

Bit 7 to 0 (x4): Receive Signaling Reinsertion Enable for Channels 1 to 32 (CH1 to CH32). Setting any of these bits to one causes signaling data to be reinserted for the associated channel. RSI4 is used for 2.048MHz system TDM interface operation. See Section 10.11.3.2.

Register Name: **RCICE1, RCICE2, RCICE3, RCICE4**
Register Description: **Receive Channel Idle Code Enable Registers**
Register Address: **base address + 0x340, 0x344, 0x348, 0x34C**

Bit #	7	6	5	4	3	2	1	0
RCICE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RCICE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RCICE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RCICE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Receive Idle Code Insertion Enable for Channels 1 to 32 (CH1 to CH32). See section 10.11.12.

0 = Do not insert data from the idle code array (RIDR registers) into the receive data stream.
1 = Insert data from the idle code array into the receive data stream

Register Name: **RBPCS1, RBPCS2, RBPCS3, RBPCS4**
Register Description: **Receive BERT Port Channel Select Registers**
Register Address: **base address + 0x350, 0x354, 0x358, 0x35C**

Bit #	7	6	5	4	3	2	1	0
RBPCS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
RBPCS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
RBPCS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
RBPCS4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Receive BERT Port Channel Select for Channels 1 to 32 (CH1 to CH32). These bits specify for which channels data is forwarded to the receive BERT. Any combination of channels may be selected simultaneously. See section 10.14.3.

0 = Do not map the selected channel to the receive BERT port.
1 = Map the selected channel to the receive BERT Port.

11.5.2 Transmit Formatter Registers

Table 11-21 lists the transmit formatter registers. Some of these registers change function depending on whether E1 mode or T1/J1 mode is specified in the TMMR register. These dual-function registers are shown below using two lines of text, one for E1 and one for T1/J1. All addresses not listed in the table are reserved and should be initialized with a value of 0x00 for proper operation. The base address for the port **n** formatter is **0x100,400+0x800*(n-1)** (where n=1-8 for DS34T108, n=1-4 for DS34T104, n=1-2 for DS34T102, n=1 for DS34T101). The formatter block was originally designed for an 8-bit data bus. In this device, each 8-bit register is mapped to the least significant byte of the dword.

Table 11-21. Transmit Formatter Registers

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
400	TDMWE1	Tx Digital MilliWatt Enable Register 1	R/W	274
404	TDMWE2	Tx Digital MilliWatt Enable Register 2	R/W	274
408	TDMWE3	Tx Digital MilliWatt Enable Register 3	R/W	274
40C	TDMWE4	Tx Digital MilliWatt Enable Register 4	R/W	274
410	TJBE1	Tx Jammed Bit Eight Stuffing Register 1	R/W	275
414	TJBE2	Tx Jammed Bit Eight Stuffing Register 2	R/W	275
418	TJBE3	Tx Jammed Bit Eight Stuffing Register 3	R/W	275
41C	TJBE4	Tx Jammed Bit Eight Stuffing Register 4	R/W	275
420	TDDS1	Tx DDS Zero Code Register 1 (T1 Mode Only)	R/W	275
424	TDDS2	Tx DDS Zero Code Register 2 (T1 Mode Only)	R/W	275
428	TDDS3	Tx DDS Zero Code Register 3 (T1 Mode Only)	R/W	275
440	THC1	Tx HDLC Control Register 1	R/W	275
444	THBSE	Tx HDLC Bit Suppress Register	R/W	276
44C	THC2	Tx HDLC Control Register 2	R/W	277
450	TSACR	Tx Sa Bit Control Register (E1 Mode Only)	R/W	277
460	TSSIE1	Tx Software Signaling Insertion Enable 1	R/W	278
464	TSSIE2	Tx Software Signaling Insertion Enable 2	R/W	278
468	TSSIE3	Tx Software Signaling Insertion Enable 3	R/W	278
46C	TSSIE4	Tx Software Signaling Insertion Enable 4 (E1 Only)	R/W	278
480	TIDR1	Tx Idle Definition Register 1	R/W	278
f484	TIDR1	Tx Idle Definition Register 2	R/W	278
488	TIDR1	Tx Idle Definition Register 3	R/W	278
48C	TIDR1	Tx Idle Definition Register 4	R/W	278
490	TIDR1	Tx Idle Definition Register 5	R/W	278
494	TIDR1	Tx Idle Definition Register 6	R/W	278
498	TIDR1	Tx Idle Definition Register 7	R/W	278
49C	TIDR1	Tx Idle Definition Register 8	R/W	278
4A0	TIDR1	Tx Idle Definition Register 9	R/W	278
4A4	TIDR1	Tx Idle Definition Register 10	R/W	278
4A8	TIDR1	Tx Idle Definition Register 11	R/W	278
4AC	TIDR1	Tx Idle Definition Register 12	R/W	278
4B0	TIDR1	Tx Idle Definition Register 13	R/W	278
4B4	TIDR1	Tx Idle Definition Register 14	R/W	278
4B8	TIDR1	Tx Idle Definition Register 15	R/W	278
4BC	TIDR1	Tx Idle Definition Register 16	R/W	278
4C0	TIDR1	Tx Idle Definition Register 17	R/W	278
4C4	TIDR1	Tx Idle Definition Register 18	R/W	278
4C8	TIDR1	Tx Idle Definition Register 19	R/W	278
4CC	TIDR1	Tx Idle Definition Register 20	R/W	278
4D0	TIDR1	Tx Idle Definition Register 21	R/W	278
4D4	TIDR1	Tx Idle Definition Register 22	R/W	278
4D8	TIDR1	Tx Idle Definition Register 23	R/W	278
4DC	TIDR1	Tx Idle Definition Register 24	R/W	278
4E0	TIDR1	Tx Idle Definition Register 25 (E1 Mode Only)	R/W	278
4E4	TIDR1	Tx Idle Definition Register 26 (E1 Mode Only)	R/W	278

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
4E8	TIDR1	Tx Idle Definition Register 27 (E1 Mode Only)	R/W	278
4EC	TIDR1	Tx Idle Definition Register 28 (E1 Mode Only)	R/W	278
4F0	TIDR1	Tx Idle Definition Register 29 (E1 Mode Only)	R/W	278
4F4	TIDR1	Tx Idle Definition Register 30 (E1 Mode Only)	R/W	278
4F8	TIDR1	Tx Idle Definition Register 31 (E1 Mode Only)	R/W	278
4FC	TIDR1	Tx Idle Definition Register 32 (E1 Mode Only)	R/W	278
500	TS1	Tx Signaling Register 1	R/W	279
504	TS2	Tx Signaling Register 2	R/W	279
508	TS3	Tx Signaling Register 3	R/W	279
50C	TS4	Tx Signaling Register 4	R/W	279
510	TS5	Tx Signaling Register 5	R/W	279
514	TS6	Tx Signaling Register 6	R/W	279
518	TS7	Tx Signaling Register 7	R/W	279
51C	TS8	Tx Signaling Register 8	R/W	279
520	TS9	Tx Signaling Register 9	R/W	279
524	TS10	Tx Signaling Register 10	R/W	279
528	TS11	Tx Signaling Register 11	R/W	279
52C	TS12	Tx Signaling Register 12	R/W	279
530	TS13	Tx Signaling Register 13	R/W	279
534	TS14	Tx Signaling Register 14	R/W	279
538	TS15	Tx Signaling Register 15	R/W	279
53C	TS16	Tx Signaling Register 16	R/W	279
540	TCICE1	Tx Channel Idle Code Enable 1	R/W	280
544	TCICE2	Tx Channel Idle Code Enable 2	R/W	280
548	TCICE3	Tx Channel Idle Code Enable 3	R/W	280
54C	TCICE4	Tx Channel Idle Code Enable 4 (E1 Mode Only)	R/W	280
588	TFDL	Tx FDL Register (T1 Mode Only)	R/W	280
58C	TBOC	Tx BOC Register (T1 Mode Only)	R/W	280
590	TSLC1 TAF	Tx SLC96 Data Link Register 1 (T1 Mode) Tx Align Frame (E1 Mode)	R/W	280 281
594	TSLC2 TNAF	Tx SLC96 Data Link Register 2 (T1 Mode) Tx Non-Align Frame (E1 Mode)	R/W	280 281
598	TSLC3 TSiAF	Tx SLC96 Data Link Register 3 (T1 Mode) Tx Si bits of the Align Frames (E1 Mode)	R/W	280 282
59C	TSiNAF	Tx Si bits of the Non-Align Frames (E1 Mode Only)	R/W	282
5A0	TRA	E1 Tx Remote Alarm Bits (E1 Mode Only)	R/W	283
5A4	TSa4	E1 Tx Sa4 Bits (E1 Mode Only)	R/W	283
5A8	TSa5	E1 Tx Sa5 Bits (E1 Mode Only)	R/W	284
5AC	TSa6	E1 Tx Sa6 Bits (E1 Mode Only)	R/W	284
5B0	TSa7	E1 Tx Sa7 Bits (E1 Mode Only)	R/W	285
5B4	TSa8	E1 Tx Sa8 Bits (E1 Mode Only)	R/W	285
600	TMMR	Tx Master Mode Register	R/W	286
604	TCR1-T1 TCR1-E1	Tx Control Register 1 (T1 Mode) Tx Control Register 1 (E1 Mode)	R/W	286 287
608	TCR2-T1 TCR2-E1	Tx Control Register 2 (T1 Mode) Tx Control Register 2 (E1 Mode)	R/W	288 289
60C	TCR3	Tx Control Register 3	R/W	290
610	TIOCR	Tx I/O Configuration Register	R/W	291
614	TESCR	Tx Elastic Store Control Register	R/W	292
618	TCR4	Tx Control 4 Register (T1 Mode Only)	R/W	293
61C	THFC	Tx HDLC FIFO Control Register	R/W	294
624	TDS0SEL	Tx DS0 Monitor Select Register	R/W	294
628	TXPC	Tx eXpansion Port Control Register	R/W	294
62C	TBPBS	Tx BERT Port Bit Suppress Register	R/W	295
638	TSYNCC	Tx Synchronizer Control Register	R/W	295
640	TLS1	Tx Latched Status Register 1	R/W	296
644	TLS2	Tx Latched Status Register 2 (HDLC)	R/W	297
648	TLS3	Tx Latched Status Register 3 (SYNC)	R/W	297

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
67C	TIIR	Tx Interrupt Information Register	R/W	298
680	TIM1	Tx Interrupt Mask Register 1	R/W	298
684	TIM2	Tx Interrupt Mask Register 2 (HDLC)	R/W	299
688	TIM3	Tx Interrupt Mask Register 3 (SYNC)	R/W	299
6B0	TCD1	Tx Code Definition Register 1 (T1 Mode Only)	R/W	300
6B4	TCD2	Tx Code Definition Register 2 (T1 Mode Only)	R/W	300
6C4	TRTS2	Tx Real-Time Status Register 2 (HDLC)	R	300
6CC	TFBA	Tx HDLC FIFO Buffer Available Register	R	301
6D0	THF	Tx HDLC FIFO Register	W	301
6EC	TDS0M	Tx DS0 Monitor Register	R	301
700	TBCS1	Tx Blank Channel Select Register 1	R/W	302
704	TBCS2	Tx Blank Channel Select Register 2	R/W	302
708	TBCS3	Tx Blank Channel Select Register 3	R/W	302
70C	TBCS4	Tx Blank Channel Select Register 4 (E1 Mode Only)	R/W	302
720	THSCS1	Tx Hardware Signaling Channel Select 1	R/W	302
724	THSCS2	Tx Hardware Signaling Channel Select 2	R/W	302
728	THSCS3	Tx Hardware Signaling Channel Select 3	R/W	302
72C	THSCS4	Tx Hardware Signaling Channel Select 4 (E1 Only)	R/W	302
740	PCL1	Per-Channel Loopback Enable Register 1	R/W	302
744	PCL2	Per-Channel Loopback Enable Register 2	R/W	302
748	PCL3	Per-Channel Loopback Enable Register 3	R/W	302
74C	PCL4	Per-Channel Loopback Enable Register 4 (E1 Only)	R/W	302
750	TBPCS1	Tx BERT Port Channel Select Register 1	R/W	303
754	TBPCS2	Tx BERT Port Channel Select Register 2	R/W	303
758	TBPCS3	Tx BERT Port Channel Select Register 3	R/W	303
75C	TBPCS4	Tx BERT Port Channel Select Register 4 (E1 Only)	R/W	303

Register Name : **TDMWE1, TDMWE2, TDMWE3, TDMWE4**
Register Description: **Transmit Digital Milliwatt Enable Registers (E1 and T1)**
Register Address: **base address + 0x400, 0x404, 0x408, 0x40C**

Bit #	7	6	5	4	3	2	1	0
TDMWE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TDMWE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TDMWE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
TDMWE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Transmit Digital Milliwatt Enable for Channels 1 to 32 (CH1 to CH32). Configuration bit TCR4.uALAW specifies whether u-law coding or A-law coding is used. See section 10.11.13.

0 = Do not affect the transmit data associated with this channel
1 = Replace the transmit data associated with this channel with digital milliwatt code

Register Name: **TJBE1, TJBE2, TJBE3, TJBE4**
Register Description: **Transmit Jammed Bit Eight Registers**
Register Address: **base address + 0x410, 0x404, 0x410, 0x41C**

Bit #	7	6	5	4	3	2	1	0
TJBE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TJBE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TJBE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
TJBE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0: Transmit Jammed Bit Eight Stuffing Control Bits for Channels 1 to 32 (CH1 to CH32). These registers are enabled by TCR4.TJBEN. CH25 through CH32 are only used in E1 mode. Transmit jammed bit eight, also known as GTE zero code suppression, is a pulse density enforcement mechanism. When jammed bit eight is enabled for a channel, in any frame where all eight bits of the channel are zero, bit 8 (bit 7 in T1 signaling frames) is set to 1.

0 = Do not affect the transmit data associated with this channel
1 = Set bit 8 (bit 7 in T1 signaling frames) to 1 when all eight bits of the channel are zero

Register Name: **TDDS1, TDDS2, TDDS3**
Register Description: **Transmit DDS Zero Code Registers (T1 Mode Only)**
Register Address: **base address + 0x420, 0x424, 0x428**

Bit #	7	6	5	4	3	2	1	0
TDDS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TDDS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TDDS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17

Bits 7 to 0: Transmit DDS Zero Code Control Bits for Channels 1 to 24 (CH1 to CH24). These registers are enabled by TCR2.TDDSEN. DDS is a pulse density enforcement mechanism. When DDS is enabled for a channel, in any frame where all eight bits of the channel are zero, the channel data is replaced with 10011000b.

0 = Do not affect the transmit data associated with this channel
1 = Replace channel data with 10011000b when all eight bits of the channel are zero

Register Name: **THC1**
Register Description: **Transmit HDLC Control Register 1**
Register Address: **base address + 0x440**

Bit #	7	6	5	4	3	2	1	0
Name	NOFS	TEOML	THR	THMS	TFS	TEOM	TZSD	TCRCD
Default	0	0	0	0	0	0	0	0

Bit 7: Number Of Flags Select (NOFS). See section 10.12.2.

0 = send one flag between consecutive messages
1 = send two flags between consecutive messages

Bit 6: Transmit End of Message and Loop (TEOML). The term “loop” means to transmit the message repeatedly until instructed to stop. To loop on a message, set this bit to one just before the last data byte of an HDLC packet is written into the transmit FIFO. The Tx HDLC controller then repeats the message until the CPU clears this bit or a new message is written to the Tx HDLC FIFO. When the CPU clears this bit, the HDLC controller transmits the remainder of the in-progress copy of the message and then transmits flags until a new message is written to the Tx HDLC FIFO. If the CPU ends the loop by writing a new message to the FIFO, the Tx HDLC controller ends the loop, transmits one or two flags and then transmits the new message. If not disabled via THC1.TCRCD, the Tx HDLC controller automatically appends a two-byte CRC code to the end of all messages. See section 10.12.2.

Bit 5: Transmit HDLC Reset (THR). A low-to-high transition of this bit resets the Tx HDLC controller and flushes the Tx HDLC FIFO. The Tx HDLC controller transmits an abort followed by intermessage fill (determined by the THC1.TFS bit) until a new packet transmission is initiated by writing new data into the FIFO. This is an acknowledged reset, that is, the CPU sets the bit to cause the reset, and the device clears the bit once the reset operation is complete. Total time for the reset is less than 250µs. See section 10.12.2.

0 = Normal operation
1 = Reset Tx HDLC controller and flush the Tx HDLC FIFO

Bit 4: Transmit HDLC Mapping Select (THMS). See section 10.12.2.

0 = Tx HDLC assigned to DS0 channel(s)
1 = Tx HDLC assigned to FDL (T1 mode) or Sa Bits (E1 mode).

Bit 3: Transmit Flag/Idle Select (TFS). This bit selects the inter-message fill character after the closing and before the opening flags (7Eh). See section 10.12.2.

0 = 0x7E
1 = 0xFF

Bit 2: Transmit End of Message (TEOM). This bit must be set to a one just before the last data byte of an HDLC packet is written into the transmit FIFO at THF. If not disabled via THC1.TCRCD, the transmitter automatically appends a two-byte CRC code to the end of the message. See section 10.12.2.

Bit 1: Transmit Zero Stuffer Defeat (TZSD). The zero stuffer function automatically inserts a zero in the message field (between the flags) after 5 consecutive ones to prevent the emulation of a flag or abort sequence by the data pattern. The receiver automatically removes (de-stuffs) any zero after 5 ones in the message field. See section 10.12.2.

0 = enable the zero stuffer (normal operation)
1 = disable the zero stuffer

Bit 0: Transmit CRC Defeat (TCRCD). In normal operation a two-byte CRC code is automatically appended to the outbound message. This bit can be used to disable the CRC generation function. See section 10.12.2.

0 = enable CRC generation (normal operation)
1 = disable CRC generation

Register Name: **THBSE**
Register Description: **Transmit HDLC Bit Suppress Register**
Register Address: **base address + 0x444**

Bit #	7	6	5	4	3	2	1	0
Name	TBSE8	TBSE7	TBSE6	TBSE5	TBSE4	TBSE3	TBSE2	TBSE1
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Receive Bit Suppress 8 to 1 (BSE[8:1]). These bits specify whether the corresponding bit of the DS0 channel should be included or excluded (suppressed) in carrying the data stream generated by the transmit HDLC controller. BSE8 is the MSb of the channel. See section 10.12.2.

0 = Include this bit in the data stream
1= Don't include (suppress) this bit

Register Name: **THC2**
Register Description: **Transmit HDLC Control Register 2**
Register Address: **base address + 0x44C**

Bit #	7	6	5	4	3	2	1	0
Name	TABT	SBOC	THCEN	THCS4	THCS3	THCS2	THCS1	THCS0
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit Abort (TABT). A zero-to-one transition of this bit causes the Tx FIFO contents to be dumped and one 0xFE abort to be sent followed by 0x7E or 0xFF flags/idle until a new packet is initiated by writing new data into the FIFO. Must be cleared and set again for a subsequent abort to be sent.

Bit 6: Send BOC (SBOC). T1 Mode Only. Set this bit to one to transmit the bit-oriented code stored in TBOC[5:0]. See Section 10.11.4.1.

Bit 5: Transmit HDLC Controller Enable (THCEN). See section 10.12.2.
0 = Transmit HDLC controller is not enabled
1 = Transmit HDLC controller is enabled

Bits 4 to 0: Transmit HDLC Channel Select (THCS4-0). These bits specify which DS0 is mapped to the HDLC controller when enabled with RHMS=0. THCS[4:0]=00000 selects channel 1, while THCS[4:0]=11111 selects channel 32. Channel numbers greater than 24 are invalid in T1 mode. A change to this field is acknowledged only after a Transmit HDLC Reset (THC1.THR bit above). See section 10.12.2

Register Name: **TSACR**
Register Description: **Transmit Sa Bit Control Register (E1 Mode Only)**
Register Address: **base address + 0x450**

Bit #	7	6	5	4	3	2	1	0
Name	SiAF	SiNAF	RA	Sa4	Sa5	Sa6	Sa7	Sa8
Default	0	0	0	0	0	0	0	0

Bit 7: International Bit in Align Frame Insertion Control Bit (SiAF).
0 = Do not insert data from the TSiAF register into the transmit data stream
1 = Insert data from the TSiAF register into the transmit data stream

Bit 6: International Bit in Non-Align Frame Insertion Control Bit (SiNAF).
0 = Do not insert data from the TSiNAF register into the transmit data stream
1 = Insert data from the TSiNAF register into the transmit data stream

Bit 5: Remote Alarm Insertion Control Bit (RA).
0 = Do not insert data from the TRA register into the transmit data stream
1 = Insert data from the TRA register into the transmit data stream

Bit 4: Additional Bit 4 Insertion Control Bit (Sa4).
0 = Do not insert data from the TSa4 register into the transmit data stream
1 = Insert data from the TSa4 register into the transmit data stream

Bit 3: Additional Bit 5 Insertion Control Bit (Sa5).
0 = Do not insert data from the TSa5 register into the transmit data stream
1 = Insert data from the TSa5 register into the transmit data stream

Bit 2: Additional Bit 6 Insertion Control Bit (Sa6).
0 = Do not insert data from the TSa6 register into the transmit data stream
1 = Insert data from the TSa6 register into the transmit data stream

Bit 1: Additional Bit 7 Insertion Control Bit (Sa7).
0 = Do not insert data from the TSa7 register into the transmit data stream
1 = Insert data from the TSa7 register into the transmit data stream

Bit 0: Additional Bit 8 Insertion Control Bit (Sa8).
0 = Do not insert data from the TSa8 register into the transmit data stream
1 = Insert data from the TSa8 register into the transmit data stream

Register Name : **TSSIE1, TSSIE2, TSSIE3, TSSIE4**
Register Description: **Transmit Software Signaling Insertion Enable Registers**
Register Address: **base address + 0x460, 0x464, 0x468, 0x46C**

Bit #	7	6	5	4	3	2	1	0
SSIE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
SSIE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
SSIE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
SSIE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0: Software Signaling Insertion Enable for Channels 1 to 32 (SSIEx). When TCR1-T1.TSSE=1, these bits determine which DS0 channels are to have signaling inserted form the transmit signaling registers (TS1 through TS16). When TCR1-T1.TSSE=0, these bits are ignored. In addition, in T1 mode, when TCR2-T1.TB7ZS=1 and TCR1-T1.GB7S=0 these bits specify which channels are bit-7 stuffed when all-zeros occurs. In E1 mode, when TCR1-E1.T16S=0 these bits determine which DS0 channels are to have signaling inserted form the TS registers. When T16S=1, these bits are ignored. See section 10.11.3.1.1.
0 = Do not source signaling data from the transmit signaling register for this channel.
1 = Source signaling data from the transmit signaling register for this channel.

Register Name: **TIDR1 to TIDR32**
Register Description: **Transmit Idle Code Definition Registers 1 to 32**
Register Address: **base address + 0x480 + 0x04*(n-1), n = channel number = 1 to 32**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Per-Channel Idle Code Bits (C[7:0]). C0 is the LSB of the code (this bit is transmitted last). Address 0x480 holds the idle code for channel 1. Address 0x4DC is for channel 24. Address 0x4FC is for channel 32. Note that TIDR25 to TIDR32 are only for E1 mode. See section 10.11.12.

Register Name: **TS1 to TS16**
Register Description: **Transmit Signaling Registers**
Register Address: **base address + 0x500 + 0x04*(n-1), n = 1 to 16**

T1 Mode:

Bit #	7	6	5	4	3	2	1	0
TS1	CH1-A	CH1-B	CH1-C	CH1-D	CH13-A	CH13-B	CH13-C	CH13-D
TS2	CH2-A	CH2-B	CH2-C	CH2-D	CH14-A	CH14-B	CH14-C	CH14-D
TS3	CH3-A	CH3-B	CH3-C	CH3-D	CH15-A	CH15-B	CH15-C	CH15-D
TS4	CH4-A	CH4-B	CH4-C	CH4-D	CH16-A	CH16-B	CH16-C	CH16-D
TS5	CH5-A	CH5-B	CH5-C	CH5-D	CH17-A	CH17-B	CH17-C	CH17-D
TS6	CH6-A	CH6-B	CH6-C	CH6-D	CH18-A	CH18-B	CH18-C	CH18-D
TS7	CH7-A	CH7-B	CH7-C	CH7-D	CH19-A	CH19-B	CH19-C	CH19-D
TS8	CH8-A	CH8-B	CH8-C	CH8-D	CH20-A	CH20-B	CH20-C	CH20-D
TS9	CH9-A	CH9-B	CH9-C	CH9-D	CH21-A	CH21-B	CH21-C	CH21-D
TS10	CH10-A	CH10-B	CH10-C	CH10-D	CH22-A	CH22-B	CH22-C	CH22-D
TS11	CH11-A	CH11-B	CH11-C	CH11-D	CH23-A	CH23-B	CH23-C	CH23-D
TS12	CH12-A	CH12-B	CH12-C	CH12-D	CH24-A	CH24-B	CH24-C	CH24-D

E1 Mode :

Bit #	7	6	5	4	3	2	1	0
TS1	0	0	0	0	X	Y	X	X
TS2	CH1-A	CH1-B	CH1-C	CH1-D	CH16-A	CH16-B	CH16-C	CH16-D
TS3	CH2-A	CH2-B	CH2-C	CH2-D	CH17-A	CH17-B	CH17-C	CH17-D
TS4	CH3-A	CH3-B	CH3-C	CH3-D	CH18-A	CH18-B	CH18-C	CH18-D
TS5	CH4-A	CH4-B	CH4-C	CH4-D	CH19-A	CH19-B	CH19-C	CH19-D
TS6	CH5-A	CH5-B	CH5-C	CH5-D	CH20-A	CH20-B	CH20-C	CH20-D
TS7	CH6-A	CH6-B	CH6-C	CH6-D	CH21-A	CH21-B	CH21-C	CH21-D
TS8	CH7-A	CH7-B	CH7-C	CH7-D	CH22-A	CH22-B	CH22-C	CH22-D
TS9	CH8-A	CH8-B	CH8-C	CH8-D	CH23-A	CH23-B	CH23-C	CH23-D
TS10	CH9-A	CH9-B	CH9-C	CH9-D	CH24-A	CH24-B	CH24-C	CH24-D
TS11	CH10-A	CH10-B	CH10-C	CH10-D	CH25-A	CH25-B	CH25-C	CH25-D
TS12	CH11-A	CH11-B	CH11-C	CH11-D	CH26-A	CH26-B	CH26-C	CH26-D
TS13	CH12-A	CH12-B	CH12-C	CH12-D	CH27-A	CH27-B	CH27-C	CH27-D
TS14	CH13-A	CH13-B	CH13-C	CH13-D	CH28-A	CH28-B	CH28-C	CH28-D
TS15	CH14-A	CH14-B	CH14-C	CH14-D	CH29-A	CH29-B	CH29-C	CH29-D
TS16	CH15-A	CH15-B	CH15-C	CH15-D	CH30-A	CH30-B	CH30-C	CH30-D

In the T1 ESF framing mode, there can be up to four signaling bits per channel (A, B, C, and D). In the T1 SF (D4) framing mode, there are only two signaling bits per channel (A and B); the C and D bit positions are ignored. See section 10.11.3.1.1.

Register Name: **TCICE1, TCICE2, TCICE3, TCICE4**
Register Description: **Transmit Channel Idle Code Enable Registers**
Register Address: **base address + 0x540, 0x544, 0x548, 0x54C**

Bit #	7	6	5	4	3	2	1	0
TCICE1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TCICE2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TCICE3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
TCICE4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Transmit Idle Code Insertion Enable for Channels 1 to 32 (CH1 to CH32). See section 10.11.12.

0 = Do not insert data from the idle code array (TIDR registers) into the transmit data stream
1 = Insert data from the idle code array into the transmit data stream

Register Name: **TFDL**
Register Description: **Transmit FDL Register (T1 Mode Only)**
Register Address: **base address + 0x588**

Bit #	7	6	5	4	3	2	1	0
Name	TFDL7	TFDL6	TFDL5	TFDL4	TFDL3	TFDL2	TFDL1	TFDL0
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Transmit FDL (TFDL[7:0]). In ESF mode this register holds the facility data link (FDL) information that is inserted into the outgoing data stream. The LSb is transmitted first. In SF mode, bits [5:0] hold the Fs framing pattern that is inserted into the outgoing data stream. Bit 7 is the MSb. See section 10.11.4.3 and section 10.11.16.

Register Name: **TBOC**
Register Description: **Transmit Bit-Oriented Code Register (T1 Mode Only)**
Register Address: **base address + 0x58C**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	TBOC5	TBOC4	TBOC3	TBOC2	TBOC1	TBOC0
Default	0	0	0	0	0	0	0	0

Bits 5 to 0: Transmit Bit-Oriented Code (TBOC[5:0]). T1 ESF mode only. This register holds the bit-oriented code (BOC) information that is inserted into the outgoing data stream. The LSb (TBOC0) is transmitted first. See Section 10.11.4.1.

Register Name : **TSLC1, TSLC2, TSLC3**
Register Description: **Transmit SLC96 Data Link Registers (T1 Mode)**
Register Address: **base address + 0x590, 0x594, 0x598**

Bit #	7	6	5	4	3	2	1	0
T1TSLC1	C8	C7	C6	C5	C4	C3	C2	C1
T1TSLC2	M2	M1	S=0	S=1	S=0	C11	C10	C9
T1TSLC3	S=1	S4	S3	S2	S1	A2	A1	M3

Note: These registers have an alternate definition for E1 mode. See TAF, TNAF, and TSiAF.

See section 10.11.16.

Register Name: **TAF**
Register Description: **Transmit Align Frame (E1 Mode)**
Register Address: **base address + 0x590**

Bit #	7	6	5	4	3	2	1	0
Name	Si	0	0	1	1	0	1	1
Default	0	0	0	1	1	0	1	1

Note: This register has an alternate definition for T1 mode. See TSLC1.

The align frame is the E1 frame containing the frame alignment signal (FAS). The bits of this register specify the first eight bits of the align frame in the outgoing E1 data stream. The bits are sampled from this register at the start of the align frame, which is indicated by the TAF status bit in TLS1. Various control fields can cause some of these bits to be sourced from elsewhere. See Section 10.11.5.1.

Bit 7: International Bit (Si).

Bits 6 to 0: Frame Alignment Signal (FAS[6:0]. Should be set to 0011011 for normal E1 operation.

Register Name: **TNAF**
Register Description: **Transmit Non-Align Frame (E1 Mode)**
Register Address: **base address + 0x594**

Bit #	7	6	5	4	3	2	1	0
Name	Si	1	A	Sa4	Sa5	Sa6	Sa7	Sa8
Default	0	1	0	0	0	0	0	0

The non-align frame is the E1 frame that does not contain the frame alignment signal (FAS). The bits of this register specify the first eight bits of the non-align frame in the outgoing E1 data stream. The bits are sampled from this register at the start of the align frame, which is indicated by the TAF status bit in TLS1. Various control fields can cause some of these bits to be sourced from elsewhere. See Section 10.11.5.1.

Bit 7: International Bit (Si).

Bit 6: Non-Align Frame Signal Bit. Should be set to 1 for normal E1 operation.

Bit 5: Remote Alarm Indication (RAI). This is the normal control bit for manipulating the RAI bit in the outgoing E1 frames.

0 = No alarm condition
1 = Alarm condition

Bits 4 to 0: Additional Spare Bits (Sa4 to Sa8).

Register Name: **TSiAF**
Register Description: **Transmit Si Bits of the Align Frames (E1 Mode)**
Register Address: **base address + 0x598**

Bit #	7	6	5	4	3	2	1	0
Name	TsiF14	TsiF12	TsiF10	TsiF8	TsiF6	TsiF4	TsiF2	TsiF0
Default	0	0	0	0	0	0	0	0

The align frame is the E1 frame containing the frame alignment signal (FAS). When SiAF=1 in TSACR, the bits of this register specify the Si bits to be transmitted in the align frames of outgoing multiframes. The Si bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Si Bit of Frame 14 (TsiF14).
Bit 6: Si Bit of Frame 12 (TsiF12).
Bit 5: Si Bit of Frame 10 (TsiF10).
Bit 4: Si Bit of Frame 8 (TsiF8).
Bit 3: Si Bit of Frame 6 (TsiF6).
Bit 2: Si Bit of Frame 4 (TsiF4).
Bit 1: Si Bit of Frame 2 (TsiF2).
Bit 0: Si Bit of Frame 0 (TsiF0).

Register Name: **TSiNAF**
Register Description: **Transmit Si Bits of the Non-Align Frames (E1 Mode Only)**
Register Address: **base address + 0x59C**

Bit #	7	6	5	4	3	2	1	0
Name	TsiF15	TsiF13	TsiF11	TsiF9	TsiF7	TsiF5	TsiF3	TsiF1
Default	0	0	0	0	0	0	0	0

The non-align frame is the E1 frame that does not contain the frame alignment signal (FAS). When SiNAF=1 in TSACR, the bits of this register specify the Si bits to be transmitted in the non-align frames of outgoing multiframes. The Si bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Si Bit of Frame 15 (TsiF15).
Bit 6: Si Bit of Frame 13 (TsiF13).
Bit 5: Si Bit of Frame 11 (TsiF11).
Bit 4: Si Bit of Frame 9 (TsiF9).
Bit 3: Si Bit of Frame 7 (TsiF7).
Bit 2: Si Bit of Frame 5 (TsiF5).
Bit 1: Si Bit of Frame 3 (TsiF3).
Bit 0: Si Bit of Frame 1 (TsiF1).

Register Name: **TRA**
Register Description: **Transmit Remote Alarm Bits (E1 Mode Only)**
Register Address: **base address + 0x5A0**

Bit #	7	6	5	4	3	2	1	0
Name	TRAF15	TRAF13	TRAF11	TRAF9	TRAF7	TRAF5	TRAF3	TRAF1
Default	0	0	0	0	0	0	0	0

When RA=1 in TSACR, the bits of this register specify the remote alarm bits to be transmitted in outgoing multiframes. The remote alarm bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Remote Alarm Bit of Frame 15 (TRAF15).
Bit 6: Remote Alarm Bit of Frame 13 (TRAF13).
Bit 5: Remote Alarm Bit of Frame 11 (TRAF11).
Bit 4: Remote Alarm Bit of Frame 9 (TRAF9).
Bit 3: Remote Alarm Bit of Frame 7 (TRAF7).
Bit 2: Remote Alarm Bit of Frame 5 (TRAF5).
Bit 1: Remote Alarm Bit of Frame 3 (TRAF3).
Bit 0: Remote Alarm Bit of Frame 1 (TRAF1).

Register Name: **TSa4**
Register Description: **Transmit Sa4 Bits (E1 Mode Only)**
Register Address: **base address + 0x5A4**

Bit #	7	6	5	4	3	2	1	0
Name	Tsa4F15	Tsa4F13	Tsa4F11	Tsa4F9	Tsa4F7	Tsa4F5	Tsa4F3	Tsa4F1
Default	0	0	0	0	0	0	0	0

When Sa4=1 in TSACR, the bits of this register specify the Sa4 bits to be transmitted in outgoing multiframes. The Sa4 bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Sa4 Bit of Frame 15 (Tsa4F15).
Bit 6: Sa4 Bit of Frame 13 (Tsa4F13).
Bit 5: Sa4 Bit of Frame 11 (Tsa4F11).
Bit 4: Sa4 Bit of Frame 9 (Tsa4F9).
Bit 3: Sa4 Bit of Frame 7 (Tsa4F7).
Bit 2: Sa4 Bit of Frame 5 (Tsa4F5).
Bit 1: Sa4 Bit of Frame 3 (Tsa4F3).
Bit 0: Sa4 Bit of Frame 1 (Tsa4F1).

Register Name: **TSa5**
Register Description: **Transmitted Sa5 Bits (E1 Mode Only)**
Register Address: **base address + 0x5A8**

Bit #	7	6	5	4	3	2	1	0
Name	Tsa5F15	Tsa5F13	Tsa5F11	Tsa5F9	Tsa5F7	Tsa5F5	Tsa5F3	Tsa5F1
Default	0	0	0	0	0	0	0	0

When Sa5=1 in TSACR, the bits of this register specify the Sa5 bits to be transmitted in outgoing multiframes. The Sa5 bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Sa5 Bit of Frame 15 (Tsa5F15).
Bit 6: Sa5 Bit of Frame 13 (Tsa5F13).
Bit 5: Sa5 Bit of Frame 11 (Tsa5F11).
Bit 4: Sa5 Bit of Frame 9 (Tsa5F9).
Bit 3: Sa5 Bit of Frame 7 (Tsa5F7).
Bit 2: Sa5 Bit of Frame 5 (Tsa5F5).
Bit 1: Sa5 Bit of Frame 3 (Tsa5F3).
Bit 0: Sa5 Bit of Frame 1 (Tsa5F1).

Register Name: **TSa6**
Register Description: **Transmit Sa6 Bits (E1 Mode Only)**
Register Address: **base address + 0x5AC**

Bit #	7	6	5	4	3	2	1	0
Name	Tsa6F15	Tsa6F13	Tsa6F11	Tsa6F9	Tsa6F7	Tsa6F5	Tsa6F3	Tsa6F1
Default	0	0	0	0	0	0	0	0

When Sa6=1 in TSACR, the bits of this register specify the Sa6 bits to be transmitted in outgoing multiframes. The Sa6 bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Sa6 Bit of Frame 15 (Tsa6F15).
Bit 6: Sa6 Bit of Frame 13 (Tsa6F13).
Bit 5: Sa6 Bit of Frame 11 (Tsa6F11).
Bit 4: Sa6 Bit of Frame 9 (Tsa6F9).
Bit 3: Sa6 Bit of Frame 7 (Tsa6F7).
Bit 2: Sa6 Bit of Frame 5 (Tsa6F5).
Bit 1: Sa6 Bit of Frame 3 (Tsa6F3).
Bit 0: Sa6 Bit of Frame 1 (Tsa6F1).

Register Name: **TSa7**
Register Description: **Transmit Sa7 Bits (E1 Mode Only)**
Register Address: **base address + 0x5B0**

Bit #	7	6	5	4	3	2	1	0
Name	Tsa7F15	Tsa7F13	Tsa7F11	Tsa7F9	Tsa7F7	Tsa7F5	Tsa7F3	Tsa7F1
Default	0	0	0	0	0	0	0	0

When Sa7=1 in TSACR, the bits of this register specify the Sa7 bits to be transmitted in outgoing multiframes. The Sa7 bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. S See Section 10.11.5.2.

Bit 7: Sa7 Bit of Frame 15 (Tsa4F15).
Bit 6: Sa7 Bit of Frame 13 (Tsa7F13).
Bit 5: Sa7 Bit of Frame 11 (Tsa7F11).
Bit 4: Sa7 Bit of Frame 9 (Tsa7F9).
Bit 3: Sa7 Bit of Frame 7 (Tsa7F7).
Bit 2: Sa7 Bit of Frame 5 (Tsa7F5).
Bit 1: Sa7 Bit of Frame 3 (Tsa7F3).
Bit 0: Sa7 Bit of Frame 1 (Tsa7F1).

Register Name: **TSa8**
Register Description: **Transmit Sa8 Bits (E1 Mode Only)**
Register Address: **base address + 0x5B4**

Bit #	7	6	5	4	3	2	1	0
Name	Tsa8F15	Tsa8F13	Tsa8F11	Tsa8F9	Tsa8F7	Tsa8F5	Tsa8F3	Tsa8F1
Default	0	0	0	0	0	0	0	0

When Sa8=1 in TSACR, the bits of this register specify the Sa8 bits to be transmitted in outgoing multiframes. The Sa8 bits are sampled from this register at the start of the multiframe. The multiframe boundary is indicated by the TMF status bit in TLS1. See Section 10.11.5.2.

Bit 7: Sa8 Bit of Frame 15 (Tsa8F15).
Bit 6: Sa8 Bit of Frame 13 (Tsa8F13).
Bit 5: Sa8 Bit of Frame 11 (Tsa8F11).
Bit 4: Sa8 Bit of Frame 9 (Tsa8F9).
Bit 3: Sa8 Bit of Frame 7 (Tsa8F7).
Bit 2: Sa8 Bit of Frame 5 (Tsa8F5).
Bit 1: Sa8 Bit of Frame 3 (Tsa8F3).
Bit 0: Sa8 Bit of Frame 1 (Tsa8F1).

Register Name: **TMMR**
Register Description: **Transmit Master Mode Register**
Register Address: **base address + 0x600**

Bit #	7	6	5	4	3	2	1	0
Name	FRM_EN	INIT_DONE	-	-	-	-	SFTRST	E1/T1
Default	0	0	0	0	0	0	0	0

Bit 7: Formatter Enable (FRM_EN). This bit must be set to the desired state before setting the INIT_DONE bit.
0 = Framer disabled – held in low-power state
1 = Framer enabled – all features active

Bit 6: Initialization Done (INIT_DONE). The CPU must set the E1/T1 and FRM_EN bits prior to setting this bit. After INIT_DONE is set, the transmitter is enabled if FRM_EN = 1.

Bit 1: Soft Reset (SFTRST). Level sensitive reset. Should be set to 1, then to 0 to reset and initialize the transmit formatter .
0 = Normal operation
1 = Reset the transmit formatter in reset

Bit 0: Transmitter E1/T1 Mode Select (E1/T1). This bit specifies the operating mode for the transmit formatter only. The RMMR:E1/T1 bit specifies the operating mode for the receive framer. This bit must be set to the desired value before setting the INIT_DONE bit.
0 = T1 operation
1 = E1 operation

Register Name: **TCR1-T1**
Register Description: **Transmit Control Register 1 (T1 Mode)**
Register Address: **base address + 0x604**

Bit #	7	6	5	4	3	2	1	0
Name	TJC	TFPT	TCPT	TSSE	GB7S	TB8ZS	TAIS	TRAI
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit Japanese CRC-6 Enable (TJC).
0 = Use ANSI/AT&T:ITU CRC-6 calculation (normal operation)
1 = Use Japanese standard JT–G704 CRC-6 calculation

Bit 6: Transmit F–Bit Pass Through (TFPT).
0 = F bits sourced internally
1 = F bits sampled at framer input TSER

Bit 5: Transmit CRC Pass Through (TCPT).
0 = Source CRC-6 bits internally
1 = Sample CRC-6 bits at framer input TSER during F-bit times

Bit 4: Transmit Software Signaling Enable (TSSE).
0 = Do not source signaling data from the TS registers regardless of the TSSIE registers. The TSSIE registers can still define which channels are to have bit 7 stuffing performed (when TCR1-T1.GB7S=0).
1 = Source signaling data as enabled by the TSSIE registers. See section 10.11.3.1.1.

Bit 3: Global Bit 7 Stuffing (GB7S). When TCR2-T1.TB7ZS=0, no bit 7 stuffing occurs and this bit is ignored.
0 = Allow the TSSIE registers to determine which channels containing all zeros are to be bit 7 stuffed
1 = Force bit 7 stuffing in all zero byte channels of the port, regardless of how the TSSIE registers are configured.

Bit 2: Transmit B8ZS Enable (TB8ZS).
0 = B8ZS encoding disabled
1 = B8ZS encoding enabled

Bit 1: Transmit Alarm Indication Signal (TAIS). Configuration bit TCR4.TAISM specifies the type of AIS signal.
0 = Transmit data normally
1 = Transmit an unframed all-ones code at TPOS and TNEG

Bit 0: Transmit Remote Alarm Indication (TRAI). Configuration bit TCR4.TRAIM specifies the type of RAI signal.
0 = Do not transmit remote alarm indication
1 = Transmit remote alarm indication

Register Name: **TCR1-E1**
Register Description: **Transmit Control Register 1 (E1 Mode)**
Register Address: **base address + 0x604**

Bit #	7	6	5	4	3	2	1	0
Name	TTPT	T16S	-	TSiS	TSA1	THDB3	TAIS	TCRC4
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit Timeslot 0 Pass Through (TTPT).
0 = FAS bits/Sa bits/Remote Alarm sourced internally from the TAF and TNAF registers
1 = FAS bits/Sa bits/Remote Alarm sourced from the formatter's TSER input

Bit 6: Transmit Timeslot 16 Data Select (T16S). See section 10.11.3.1.1..
0 = timeslot 16 determined by the TSSIE and THSCS registers
1 = source timeslot 16 from the TS registers

Bit 4: Transmit International Bit Select (TSiS).
0 = sample Si bits at formatter's TSER input
1 = source Si bits from TAF and TNAF registers (in this mode, TCR1-E1.TTPT must be set to 0)

Bit 3: Transmit Signaling All Ones (TSA1).
0 = normal operation
1 = force timeslot 16 in every frame to all-ones

Bit 2: Transmit HDB3 Enable (THDB3).
0 = HDB3 encoding disabled
1 = HDB3 encoding enabled

Bit 1: Transmit AIS (TAIS).
0 = transmit data normally
1 = transmit an unframed all-ones code at TPOS and TNEG

Bit 0: Transmit CRC-4 Enable (TCRC4).
0 = CRC-4 disabled
1 = CRC-4 enabled

Register Name: **TCR2-T1**
Register Description: **Transmit Control Register 2 (T1 Mode)**
Register Address: **base address + 0x608**

Bit #	7	6	5	4	3	2	1	0
Name	TFDLS	TSLC96	TDDSEN	FBCT2	FBCT1	TD4RM	PDE	TB7ZS
Default	0	0	0	0	0	0	0	0

Bit 7: TFDL Register Select (TFDLS).
0 = Source FDL or Fs bits from the internal TFDL register or the SLC-96 data formatter (if TCR2-T1.TSLC96=1)
1 = Reserved

Bit 6: Transmit SLC–96 (TSLC96). Set this bit to a one in SLC-96 framing applications. Must be set to source the SLC-96 alignment pattern and data from the TSLC registers. See section 10.11.16.
0 = SLC–96 insertion disabled
1 = SLC–96 insertion enabled

Bit 5: Transmit DDS Zero Suppression Enable (TDDSEN). When set to 1, this bit enables the transmit DDS zero suppression function to operate for the channels specified by the TDDS registers.
0 = Disabled
1 = Enabled

Bit 4: F-Bit Corruption Type 2 (FBCT2). Setting this bit to one enables the corruption of one out of every 128 Ft bits (SF framing mode) or one out of every 128 FPS bits (ESF framing mode). F-bit corruption continues as long as FBCT2=1.

Bit 3: F-Bit Corruption Type 1 (FBCT1). A zero-to-one transition causes the next three consecutive Ft bits (SF framing mode) or FPS bits (ESF framing mode) to be corrupted. This corruption is sufficient to cause the remote end to experience a loss of frame synchronization.

Bit 2: Transmit D4 RAI Select (TD4RM). When the transmit formatter is in superframe mode this bit specifies the type of RAI signal to transmit.
0 = Zeros in bit 2 of all channels (normal T1 operation)
1 = A one in the Fs bit position of frame 12 (J1 operation)

Bit 1: Pulse Density Enforcer Enable (TPDE). The framer always examines both the transmit and receive data streams for violations of the ANSI T1.403 pulse density rules: no more than 15 consecutive zeros and at least N ones in each and every time window of 8 x (N +1) bits where N = 1 through 23. Violations for the transmit and receive data streams are reported in the TLS1.TPDV and RLS2-T1.RPDV bits respectively. When this bit is set to one, the transmit formatter forces the transmitted stream to meet this requirement no matter the content of the transmitted stream. When B8ZS encoding is enabled (TCR1-T1.TB8ZS=1), this bit should be set to zero since B8ZS-encoded data streams cannot violate the pulse density requirements.
0 = Disable transmit pulse density enforcer
1 = Enable transmit pulse density enforcer

Bit 0: Transmit Side Bit 7 Zero Suppression Enable (TB7ZS).
0 = No stuffing occurs
1 = Force bit 7 to a one as specified by TCR1-T1.GB7S.

Register Name: **TCR2-E1**
Register Description: **Transmit Control Register 2 (E1 Mode)**
Register Address: **base address + 0x608**

Bit #	7	6	5	4	3	2	1	0
Name	AEBE	AAIS	ARA	Sa4S	Sa5S	Sa6S	Sa7S	Sa8S
Default	0	0	0	0	0	0	0	0

Bit 7: Automatic E–Bit Enable (AEBE).
0 = E–bits not automatically set in the transmit direction
1 = E–bits automatically set in the transmit direction

Bit 6: Automatic AIS Generation (AAIS). See section 10.11.7.
0 = Disabled
1 = Enabled

Bit 5: Automatic Remote Alarm Generation (ARA). See section 10.11.7.
0 = Disabled
1 = Enabled

Bit 4: Sa4 Bit Select (Sa4S). Set to one option is reserved; set to zero to not source the Sa4 bit.

Bit 3: Sa5 Bit Select (Sa5S). Set to one option is reserved; set to zero to not source the Sa5 bit.

Bit 2: Sa6 Bit Select (Sa6S). Set to one option is reserved; set to zero to not source the Sa6 bit.

Bit 1: Sa7 Bit Select (Sa7S). Set to one option is reserved; set to zero to not source the Sa7 bit.

Bit 0: Sa8 Bit Select (Sa8S). Set to one option is reserved; set to zero to not source the Sa8 bit.

Register Name: **TCR3**
Register Description: **Transmit Control Register 3**
Register Address: **base address + 0x60C**

Bit #	7	6	5	4	3	2	1	0
Name	ODF	--	TCSS1	TCSS0	MFRS	TFM	IBPV	TLOOP *CRC4R*
Default	0	0	0	0	0	0	0	0

Bit 7: Output Data Format (ODF). See the pos/dat and neg signals in the receive path in Figure 6-1.
0 = Bipolar data (AMI, HDB3 or B8ZS format) is output on the pos and neg signals.
1 = NRZ data is output from on the pos/dat signal. The neg signal is not used.

Bit 6: Reserved, must be set to zero for proper operation.

Bits 5, 4: Transmit Clock Source Select 1, 0 (TCSS[1:0]).

TCSS1	TCSS0	Transmit Clock Source
0	0	The formatter TCLK input is always the source of transmit clock.
0	1	Switch to the clock present on the receive framer's RCLK input when the signal at the formatter's TCLK input fails to transition for channel time (8 bits)
1	0	Reserved
1	1	Use the signal present on the receive framer's RCLK input as the transmit clock and ignore the TCLK input to the transmit formatter.

Bit 3: Multiframe Reference Select (MFRS). This bit selects the source for the transmit formatter multiframe boundary.
0 = Normal Operation. Transmit multiframe boundary is determined by 'line-side' counters referenced to the Tx formatter's TSYNC signal when TSYNC is an input. Free-running when TSYNC is an output.
1 = Pass-Forward Operation. Tx multiframe boundary determined by 'system-side' counters referenced to the Tx formatter's TSSYNC signal, which is then 'passed forward' to the line side clock domain. This mode can only be used when the transmit elastic store is enabled with TSYSCLK frequency-locked to TCLK.(i.e. no frame slips allowed). This mode must be used to allow Tx hardware signaling insertion while the Tx elastic store is enabled.

Bit 2: Transmit Frame Mode Select (TFM). T1 Mode Only.
0 = ESF framing mode
1 = SF (D4) framing mode

Bit 1: Insert BPV (IBPV). A zero-to-one transition on this bit causes a single bipolar violation (BPV) to be inserted into the transmit data stream. After this bit has been toggled from a 0 to a 1, the device waits for the next occurrence of three consecutive ones to insert the BPV. This bit must be cleared and set again for a subsequent error to be inserted.

Bit 0 (T1 Mode): Transmit Loop Code Enable (TLOOP). See Section 10.11.14.
0 = Transmit data normally
1 = Replace normal transmitted data with repeating code as defined in registers TCD1 and TCD2

Bit 0 (E1 Mode): CRC-4 Recalculate (CRC4R). See Section 0.
0 = Transmit CRC-4 generation and insertion operates in normal mode
1 = Transmit CRC-4 generation operates according to G.706 Intermediate Path Recalculation method.

Register Name: **TIOCR**
Register Description: **Transmit I/O Configuration Register**
Register Address: **base address + 0x610**

Bit #	7	6	5	4	3	2	1	0
Name	TCLKINV	TSYNCINV	TSSYNCINV	TSCLKM	TSSM	TSIO	TSDW	TSM
Default	0	0	0	0	0	0	0	0

Bit 7: TCLKF Invert (TCLKINV). See the TCLK signal going into the transmit formatter in Figure 6-1.
0 = No inversion
1 = Invert TCLK signal

Bit 6: TSYNC Invert (TSYNCINV). See the TSYNC signal from the transmit formatter in Figure 6-1.
0 = No inversion
1 = Invert TSYNC

Bit 5: TSSYNC Invert (TSSYNCINV). See the TSSYNC signal going into the transmit formatter in Figure 6-1.
0 = No inversion
1 = Invert TSSYNC

Bit 4: TSYSCLK Mode Select (TSCLKM). See the TSYSCLK signal going into the transmit formatter in Figure 6-1. See also 10.10.3.1.
0 = TSYSCLK is 1.544MHz
1 = TSYSCLK is 2.048MHz

Bit 3: TSSYNC Mode Select (TSSM). Selects frame or multiframe mode for the TSSYNC signal going into the transmit formatter in Figure 6-1.
0 = Frame mode
1 = Multiframe mode

Bit 2: TSYNC I/O Select (TSIO). Figure 6-1.Configures the direction of the TSYNC signal going into/out-of the transmit formatter in Figure 6-1.
0 = TSYNC is an input
1 = TSYNC is an output

Bit 1: TSYNC Double-Wide (TSDW). See the TSYNC out signal from the transmit formatter in Figure 6-1. (Note: this bit must be set to zero when TSM = 1 or when TSIO = 0)
0 = Do not pulse double-wide in signaling frames
1 = Do pulse double-wide in signaling frames

Bit 0: TSYNC Mode Select (TSM). Selects frame or multiframe mode for the TSYNC pin. See the TSYNC out signal going out-of the transmit formatter in Figure 6-1.
0 = Frame mode
1 = Multiframe mode

Register Name: **TESCR**
Register Description: **Transmit Elastic Store Control Register**
Register Address: **base address + 0x614**

Bit #	7	6	5	4	3	2	1	0
Name	TDATFMT	-	-	TSZS	TESALGN	TESR	TESMDM	TESE
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit Channel Data Format (TDATFMT).
0 = 64kBps (data contained in all 8 bits)
1 = 56kBps (data contained in 7 out of the 8 bits)

Bit 6: Reserved, must be set to zero for proper operation.

Bit 5: Reserved, must be set to zero for proper operation.

Bit 4: Transmit Slip Zone Select (TSZS). This bit determines the minimum distance allowed between the elastic store read and write pointers before forcing a controlled slip. This bit is only applies during T1 to E1 or E1 to T1 conversion applications. See section 10.10.
0 = Force a slip at 9 bytes or less of separation (used for clustered blank channels)
1 = Force a slip at 2 bytes or less of separation (used for distributed blank channels)

Bit 3: Transmit Elastic Store Align (TESALGN). Changing this bit from zero to one forces the transmit elastic store's write and read pointers to a minimum separation of half a frame. No action is taken if the pointer separation is already greater or equal to half a frame. If pointer separation is less than half a frame, the command is executed and the data is disrupted. This bit should be toggled after TSYSCLK has been applied and is stable. Must be cleared and set again for a subsequent align. See section 10.10.1.

Bit 2: Transmit Elastic Store Reset (TESR). Changing this bit from zero to one forces the read pointer into the same frame that the write pointer is exiting, minimizing the delay through the elastic store. If this command should place the pointers within the slip zone (specified by TSZS above), then an immediate slip occurs and the pointers move back to opposite frames. This bit should be toggled after TSYSCLK has been applied and is stable. Do not leave this bit set high. See section 10.10.1.

Bit 1: Transmit Elastic Store Minimum Delay Mode (TESMDM). See section 10.10.2.
0 = Elastic store operates at full two frame depth
1 = Elastic store operates at 32-bit depth

Bit 0: Transmit Elastic Store Enable (TESE). See section 10.10.
0 = Elastic store is bypassed
1 = Elastic store is enabled

Register Name: **TCR4**
Register Description: **Transmit Control Register 4 (T1 Mode Only)**
Register Address: **base address + 0x618**

Bit #	7	6	5	4	3	2	1	0
Name	uALAW	BINV1	BINV0	TJBEN	TRAIM	TAISM	TC1	TC0
Default	0	0	0	0	0	0	0	0

Bit 7: u-Law or A-Law Digital Milliwatt Code Select (uALAW).
0 = u-law code is inserted based on TDMWE registers.
1 = A-law code is inserted based on TDMWE registers.

Bits 6 to 5: Transmit Bit Inversion (BINV[1:0])
00 = No inversion
01 = Invert framing
10 = Invert signaling
11 = Invert payload

Bit 4: Transmit Jammed Bit 8 Enable (TJBEN). When set to 1, this bit enables the transmit jammed bit 8 function to operate for the channels specified by the TJBE registers.
0 = Disabled
1 = Enabled

Bits 3: Transmit RAI Mode (TRAIM). T1 ESF Mode Only. Determines the pattern sent when TCR1-T1.TRAI is set to 1.
0 = Normal RAI
1 = RAI-CI (ANSI T1.403)

Bits 2: Transmit AIS Mode (TAISM). Determines the pattern sent when TCR1-T1. TAIS is set to 1.
0 = Normal AIS (unframed all ones)
1 = AIS-CI (ANSI T1.403)

Bits 1 to 0: Transmit Code Length Definition Bits (TC[1:0]). This field specifies the length of the code in the TCD1 and TCD2 registers. See section 10.11.14.
00 = 5 bits
01 = 3 or 6 bits
10 = 7 bits
11 = 1, 2, 4 or 8 bits

Register Name: **THFC**
Register Description: **Transmit HDLC FIFO Control Register**
Register Address: **base address + 0x61C**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	TFLWM1	TFLWM2
Default	0	0	0	0	0	0	0	0

Bits 1 to 0: Transmit HDLC FIFO Low Watermark Select (TFLWM[1:0]). See section 10.12.2.

TFLWM1	TFLWM0	Transmit FIFO Watermark
0	0	4 bytes
0	1	16 bytes
1	0	32 bytes
1	1	48 bytes

Register Name: **TDS0SEL**
Register Description: **Transmit DS0 Monitor Select Register**
Register Address: **base address + 0x624**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	TCM4	TCM3	TCM2	TCM1	TCM0
Default	0	0	0	0	0	0	0	0

Bits 4 to 0: Transmit Channel Monitor Bits (TCM[4:0]). This field specifies which transmit DS0 channel's data is available to be read from the TDS0M register. 00000=channel 1. 11111=channel 32. See section 10.11.9.

Register Name: **TXPC**
Register Description: **Transmit Expansion Port Control Register**
Register Address: **base address + 0x628**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	--	TBPDIR	TBPFUS	TBPEN
Default	0	0	0	0	0	0	0	0

Bit 2: Transmit BERT Port Direction Control (TBPDIR).
0 = Normal (line) operation. Tx BERT port sources data into the transmit path (i.e. toward the LIU).
1 = Reverse (system) operation. Tx BERT port sources data into the receive path (i.e. toward the TDMoP block).

Bit 1: Transmit BERT Port Framed/Unframed Select (TBPFUS). T1 Mode Only. See section 10.14.3.
0 = Don't clock data into the F-bit position (framed)
1 = Clock data into the F-bit position (unframed)

Bit 0: Transmit BERT Port Enable (TBPEN). See section 10.14.3.
0 = Transmit BERT Port is not active
1 = Transmit BERT Port is active.

Register Name: **TBPBS**
Register Description: **Transmit BERT Port Bit Suppress Register**
Register Address: **base address + 0x62C**

Bit #	7	6	5	4	3	2	1	0
Name	BPBSE8	BPBSE7	BPBSE6	BPBSE5	BPBSE4	BPBSE3	BPBSE2	BPBSE1
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit BERT Port Bit Suppress (TBPBS[8:1]). When one of these bits is set, the corresponding bit in the 64kbps channel is not used (suppressed) by the Tx BERT when sending the outgoing pattern. TBPBS8 corresponds to the MSb of the channel. See section 10.14.3.

Register Name: **TSYNCC**
Register Description: **Transmit Synchronizer Control Register**
Register Address: **base address + 0x638**

Bit #	7	6	5	4	3	2	1	0
Name	PMONR	PMONC	PMONE	-	CRC4	TSEN	SYNCE	RESYNC
Default	0	0	0	0	0	0	0	0

Bit 7: Performance Monitor Reset (PMONR).
0 = Performance monitor operational
1 = Performance monitor in reset

Bit 6: Performance Monitor Control (PMONC).
0 = Performance monitor control deselected
1 = Performance monitor control selected

Bit 5: Performance Monitor Enable (PMONE).
0 = Performance monitor disabled
1 = Performance monitor enabled

Bit 3: CRC-4 Enable (CRC4). E1 Mode Only.
0 = Do not search for the CRC-4 multiframe word
1 = Search for the CRC-4 multiframe word

Bit 2: Transmit Synchronizer Enable (TSEN).
0 = Transmit synchronizer disabled
1 = Transmit synchronizer enabled

Bit 1: Sync Enable (SYNCE).
0 = Auto resync enabled
1 = Auto resync disabled

Bit 0: Resynchronize (RESYNC). When this bit is toggled from low to high, a resynchronization of the transmit side framer is initiated. Must be cleared and set again for a subsequent resync.

Register Name: **TLS1**
Register Description: **Transmit Latched Status Register 1**
Register Address: **base address + 0x640**

Bit #	7	6	5	4	3	2	1	0
Name	TESF	TESEM	TSLIP	TSLC96	TPDV *TAF*	TMF	LOTCC	LOTC
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit Elastic Store Full Event (TESF). This latched status bit is set to 1 when the transmit elastic store buffer fills and a frame is deleted. TESF is cleared when written with a 1. When TESF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register. See Section 10.10.

Bit 6: Transmit Elastic Store Empty Event (TESEM). This latched status bit is set to 1 when the transmit elastic store buffer empties and a frame is repeated. TESEM is cleared when written with a 1. When TESEM is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register. See Section 10.10.

Bit 5: Transmit Elastic Store Slip Occurrence Event (TSLIP). This latched status bit is set to 1 when the transmit elastic store has either repeated or deleted a frame (i.e. either TESF or TESEM set). TSLIP is cleared when written with a 1. When TSLIP is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register. See Section 10.10.

Bit 4: Transmit SLC-96 Multiframe Event (TSLC96). T1 Mode Only. When enabled by TCR2-T1.TSLC96, this latched status bit is set once per SLC-96 multiframe (72 frames) to alert the CPU that new data may be written to the TSLC1-TSLC3 registers. This bit is cleared when written with a 1. When it is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register. See section 10.11.16.

Bit 3 (T1 Mode): Transmit Pulse Density Violation Event (TPDV). This latched status bit is set to 1 when the transmit data stream does not meet the ANSI T1.403 requirements for pulse density. TPDV is cleared when written with a 1. When TPDV is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register.

Bit 3 (E1 Mode): Transmit Align Frame Event (TAF). This latched status bit is set to 1every 250µs to alert the CPU that the TAF and TNAF registers can be updated. It is cleared when written with a 1. When TAF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register. See Section 10.11.5.1.

Bit 2: Transmit Multiframe Event (TMF). In T1 mode, this latched status bit is set to 1 every 1.5ms on SF (D4) MF boundaries or every 3ms on ESF MF boundaries. In E1 operation, it t is set every 2ms (regardless of whether CRC-4 is enabled or not) on transmit multiframe boundaries to alert the CPU that signaling data can be updated. TMF is cleared when written with a 1. When TMF is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register.

Bit 1: Loss of Transmit Clock Condition Clear (LOTCC). This latched status bit is set to 1 when a loss of transmit clock condition has cleared (a clock has been sensed at formatter's TCLK input). LOTCC is cleared when written with a 1. When LOTCC is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register.

Bit 0: Loss of Transmit Clock Condition (LOTC). This latched status bit is set to 1 when the formatter's TCLK input has not transitioned for approximately 3 clock periods. LOTC is cleared when written with a 1 and can be cleared by the CPU even if the condition is still present. When LOTC is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM1 register.

Register Name: **TLS2**
Register Description: **Transmit Latched Status Register 2 (HDLC)**
Register Address: **base address + 0x644**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	TFDLE	TUDR	TMEND	TLWMS	TNFS
Default	0	0	0	0	0	0	0	0

Bit 4: Transmit FDL Register Empty (TFDLE). T1 Mode Only. This latched status bit is set when the TFDL register has shifted out all 8 bits. Useful if the user wants to manually use the TFDL register to send messages, instead of using the HDLC or BOC controller circuits. TFDLE is cleared when written with a 1. When TFDLE is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM2 register. See section 10.11.4.3.

Bit 3: Transmit FIFO Underrun Event (TUDR). This latched status bit is set when the transmit HDLC controller has terminated packet transmission because the FIFO buffer is empty (TRTS2.TEMPTY=1). When this happens the Tx HDLC automatically sends an abort. TUDR is cleared when written with a 1. When TUDR is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM2 register. See section 10.12.2.

Bit 2: Transmit Message End Event (TMEND). This latched status bit is set when the transmit HDLC controller has finished sending a message. TMEND is cleared when written with a 1. When TMEND is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM2 register. See section 10.12.2.

Bit 1: Transmit FIFO Below Low Watermark Set Event (TLWMS). This latched status bit is set when TRTS2.TLWM transitions from zero to one. TLWMS is cleared when written with a 1. When TLWMS is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM2 register. See section 10.12.2.

Bit 0: Transmit FIFO Not Full Set Event (TNFS). This latched status bit is set when TRTS2.TNF transitions from zero to one. TNFS is cleared when written with a 1. When TNFS is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM2 register. See section 10.12.2.

Register Name: **TLS3**
Register Description: **Transmit Latched Status Register 3 (Synchronizer)**
Register Address: **base address + 0x648**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	LOF	LOFD
Default	0	0	0	0	0	0	0	0

Bit 1: Loss of Frame (LOF). This real-time status bit indicates that the transmit synchronizer is searching for the sync pattern in the incoming data stream.

0 = LOF not detected
1 = LOF detected

Bit 0: Loss Of Frame Synchronization Detect (LOFD). This latched status bit is set when the transmit synchronizer is searching for the sync pattern in the incoming data stream. LOFD is cleared when written with a 1. When LOFD is set it can cause an interrupt request if the corresponding interrupt enable bit is set in the TIM3 register. See Section 10.11.2.

Register Name: **TIIR**
Register Description: **Transmit Interrupt Information Register**
Register Address: **base address + 0x67C**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	TLS3	TLS2	TLS1
Default	0	0	0	0	0	0	0	0

The bits in this register indicate which of the framer latched status registers, TLS1 through TLS3, are currently generating interrupt requests (1=interrupt request pending). When an interrupt request occurs, the CPU can read TIIR to quickly identify the source(s) of the interrupt. Each bit in TIIR automatically clears when there are no unmasked latched status register bits set in the corresponding TLS register. TLS register bits that have been masked by a corresponding bit in the TIM registers are also masked from affecting the TIIR bits.

Register Name: **TIM1**
Register Description: **Transmit Interrupt Mask Register 1**
Register Address: **base address + 0x680**

Bit #	7	6	5	4	3	2	1	0
Name	TESF	TESEM	TSLIP	TSLC96	TPDV *TAF*	TMF	LOTCC	LOTC
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in TLS1.

Bit 7: Transmit Elastic Store Full Event (TESF).
0 = interrupt masked
1 = interrupt enabled

Bit 6: Transmit Elastic Store Empty Event (TESEM).
0 = interrupt masked
1 = interrupt enabled

Bit 5: Transmit Elastic Store Slip Occurrence Event (TSLIP).
0 = interrupt masked
1 = interrupt enabled

Bit 4: Transmit SLC96 Multiframe Event (TSLC96). T1 Mode Only.
0 = interrupt masked
1 = interrupt enabled

Bit 3 (T1 Mode): Transmit Pulse Density Violation Event (TPDV).
0 = interrupt masked
1 = interrupt enabled

Bit 3 (E1 Mode): Transmit Align Frame Event (TAF).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Transmit Multiframe Event (TMF).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Loss of Transmit Clock Clear Condition (LOTCC).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Loss of Transmit Clock Condition (LOTC).
0 = interrupt masked
1 = interrupt enabled

Register Name: **TIM2**
Register Description: **Transmit Interrupt Mask Register 2**
Register Address: **base address + 0x684**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	TFDLE	TUDR	TMEND	TLWMS	TNFS
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in TLS2.

Bit 4: Transmit FDL Register Empty (TFDLE). T1 Mode Only.
0 = interrupt masked
1 = interrupt enabled

Bit 3: Transmit FIFO Underrun Event (TUDR).
0 = interrupt masked
1 = interrupt enabled

Bit 2: Transmit Message End Event (TMEND).
0 = interrupt masked
1 = interrupt enabled

Bit 1: Transmit FIFO Below Low Watermark Set Event (TLWMS).
0 = interrupt masked
1 = interrupt enabled

Bit 0: Transmit FIFO Not Full Set Event (TNFS).
0 = interrupt masked
1 = interrupt enabled

Register Name: **TIM3**
Register Description: **Transmit Interrupt Mask Register 3 (Synchronizer)**
Register Address: **base address + 0x688**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	-	-	-	LOFD
Default	0	0	0	0	0	0	0	0

The bits in the register are interrupt mask/enable bits for corresponding latched status bits in TLS3.

Bit 0: Loss Of Frame Synchronization Detect (LOFD).
0 = Interrupt Masked
1 = Interrupt Enabled

Register Name: **TCD1**
Register Description: **Transmit Code Definition Register 1 (T1 Mode Only)**
Register Address: **base address + 0x6B0**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

This register and TCD2 specify the code to be transmitted when TCR3.TLOOP is set to one. The length of the code is specified by TCR4.TC[1:0]. See section 10.11.14.

Bit 7: Transmit Code Definition Bit 7 (C7). First bit of the repeating pattern.
Bit 6: Transmit Code Definition Bit 6 (C6).
Bit 5: Transmit Code Definition Bit 5 (C5).
Bit 4: Transmit Code Definition Bit 4 (C4).
Bit 3: Transmit Code Definition Bit 3 (C3).
Bit 2: Transmit Code Definition Bit 2 (C2). Ignored if a 5 bit length is selected.
Bit 1: Transmit Code Definition Bit 1 (C1). Ignored if a 5 or 6 bit length is selected.
Bit 0: Transmit Code Definition Bit 0 (C0). Ignored if a 5, 6 or 7 bit length is selected.

Register Name: **TCD2**
Register Description: **Transmit Code Definition Register 2 (T1 Mode Only)**
Register Address: **base address + 0x6B4**

Bit #	7	6	5	4	3	2	1	0
Name	C7	C6	C5	C4	C3	C2	C1	C0
Default	0	0	0	0	0	0	0	0

This register and TCD1 specify the code to be transmitted when TCR3.TLOOP is set to one. The length of the code is specified by TCR4.TC[1:0]. See section 10.11.14.

Bit 7: Transmit Code Definition Bit 7 (C7). Ignored if a 5, 6 or 7 bit length is selected.
Bit 6: Transmit Code Definition Bit 6 (C6). Ignored if a 5, 6 or 7 bit length is selected.
Bit 5: Transmit Code Definition Bit 5 (C5). Ignored if a 5, 6 or 7 bit length is selected.
Bit 4: Transmit Code Definition Bit 4 (C4). Ignored if a 5, 6 or 7 bit length is selected.
Bit 3: Transmit Code Definition Bit 3 (C3). Ignored if a 5, 6 or 7 bit length is selected.
Bit 2: Transmit Code Definition Bit 2 (C2). Ignored if a 5, 6 or 7 bit length is selected.
Bit 1: Transmit Code Definition Bit 1 (C1). Ignored if a 5, 6 or 7 bit length is selected.
Bit 0: Transmit Code Definition Bit 0 (C0). Ignored if a 5, 6 or 7 bit length is selected.

Register Name: **TRTS2**
Register Description: **Transmit Real-Time Status Register 2 (HDLC)**
Register Address: **base address + 0x6C4**

Bit #	7	6	5	4	3	2	1	0
Name	-	-	-	-	TEMPTY	TFULL	TLWM	TNF
Default	0	0	0	0	0	0	0	0

Bit 3: Transmit FIFO Empty (TEMPTY). This real-time bit is set to 1 when the Tx HDLC FIFO is empty. See section 10.12.2.

Bit 2: Transmit FIFO Full (TFULL). This real-time bit that is set to 1 when the Tx HDLC FIFO is full. See section 10.12.2.

Bit 1: Transmit FIFO Below Low Watermark Condition (TLWM). This real-time status bit is set to 1 when the Tx HDLC FIFO empties beyond the low watermark specified by THFC.TFLWM. See section 10.12.2.

Bit 0: Transmit FIFO Not Full Condition (TNF). This real-time status bit is set to 1 when the Tx HDLC FIFO has at least one byte available to accept new data. The TFBA register reports the actual number of bytes available. See section 10.12.2.

Register Name: **TFBA**
Register Description: **Transmit HDLC FIFO Buffer Available Register**
Register Address: **base address + 0x6CC**

Bit #	7	6	5	4	3	2	1	0
Name	--	TFBA6	TFBA5	TFBA4	TFBA3	TFBA2	TFBA1	TFBA0
Default	0	0	0	0	0	0	0	0

Bits 6 to 0: Transmit FIFO Bytes Available (TFBA[6:0]). TFBA0 is the LSB. This real-time status field indicates the number of bytes in the Tx HDLC FIFO available to accept new data. See section 10.12.2.

Register Name: **THF**
Register Description: **Transmit HDLC FIFO Register**
Register Address: **base address + 0x6D0**

Bit #	7	6	5	4	3	2	1	0
Name	THD7	THD6	THD5	THD4	THD3	THD2	THD1	THD0
Default	0	0	0	0	0	0	0	0

Bit 7 to 0: Transmit HDLC Data (THD[7:0]). A write to this register stores the value written in the Tx HDLC FIFO. Bit 7 is the MSb. See section 10.12.2.

Register Name: **TDS0M**
Register Description: **Transmit DS0 Monitor Register**
Register Address: **base address + 0x6EC**

Bit #	7	6	5	4	3	2	1	0
Name	B1	B2	B3	B4	B5	B6	B7	B8
Default	0	0	0	0	0	0	0	0

Bits 7 to 0: Transmit DS0 Channel Bits (B1 to B8). Transmit data for the channel that has been selected by the Transmit Channel Monitor Select Register, TDS0SEL. B8 is the LSb of the DS0 channel (last bit to be transmitted). See section 10.11.9.

Register Name: **TBCS1, TBCS2, TBCS3, TBCS4**
Register Description: **Transmit Blank Channel Select Registers**
Register Address: **base address + 0x700, 0x704, 0x708, 0x70C**

Bit #	7	6	5	4	3	2	1	0
TBCS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TBCS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TBCS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
TBCS4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Transmit Blank Channel Select for Channels 1 to 32 (CH1 to CH32). Reset defaults: CH1 to C24 default to 0 while CH25 to CH32 default to 1. See section 10.10.

0 = Transmit data from the formatter's TSER input for this channel
1 = Ignore data from the formatter's TSER input for this channel

Note that when two or more sequential channels are chosen to be ignored, the transmit slip zone select bit (TESCR.TSZS) should be set to zero. If the blank channels are distributed (such as 1, 5, 9, 13, 17, 21, 25, 29) then the RSZS bit can be set to one, which may provide a lower occurrence of slips in certain applications.

Register Name: **THSCS1, THSCS2, THSCS3, THSCS4**
Register Description: **Transmit Hardware Signaling Channel Select Registers**
Register Address: **base address + 0x720, 0x724, 0x728, 0x72C**

Bit #	7	6	5	4	3	2	1	0
THSCS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
THSCS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
THSCS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
THSCS4*	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Transmit Hardware Signaling Select for Channels 1 to 32 (CH1 to CH32). These bits determine which channels have signaling data inserted from the formatter's TSIG input.

0 = Do not source signaling data for this channel from the TSIG input
1 = Source signaling data for this channel from the TSIG input

*Note that THSCS4 is only used in applications where the system TDM interface is configured for 2.048MHz..

Register Name: **PCL1, PCL2, PCL3, PCL4**
Register Description: **Per-Channel Loopback Enable Registers**
Register Address: **base address + 0x740, 0x744, 0x748, 0x74C**

Bit #	7	6	5	4	3	2	1	0
PCL1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
PCL2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
PCL3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
PCL4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0: Per-Channel Loopback Enable for Channels 1 to 32 (CH1 to CH32). See section 10.11.11.

0 = Loopback disabled
1 = Enable loopback. Source data for the channel from the corresponding channel in the receive framer.

Register Name: **TBPCS1, TBPCS2, TBPCS3, TBPCS4**
Register Description: **Transmit BERT Channel Select Registers**
Register Address: **base address + 0x750, 0x754, 0x758, 0x75C**

Bit #	7	6	5	4	3	2	1	0
TBPCS1	CH8	CH7	CH6	CH5	CH4	CH3	CH2	CH1
TBPCS2	CH16	CH15	CH14	CH13	CH12	CH11	CH10	CH9
TBPCS3	CH24	CH23	CH22	CH21	CH20	CH19	CH18	CH17
TBPCS4	CH32	CH31	CH30	CH29	CH28	CH27	CH26	CH25

Bits 7 to 0 (x4): Transmit BERT Port Channel Select for Channels 1 to 32 (CH1 to CH32). These bits specify for which channels data is sourced from the transmit BERT. Any combination of channels may be selected simultaneously. See section 10.14.3.

0 = Do not map the selected channel to the transmit BERT port.
1 = Map the selected channel to the transmit BERT Port.

11.5.3 LIU Registers

Table 11-22 lists the LIU registers. All addresses not listed in the table are reserved and should be initialized with a value of 0x00 for proper operation. **The base address for the port n LIU is 0x104,000+0x80*(n-1)** (where n=1-8 for DS34T108, n=1-4 for DS34T104, n=1-2 for DS34T102, n=1 only for DS34T101). The LIU block was originally designed for an 8-bit data bus. In this device, each 8-bit register is mapped to the least significant byte of the dword.

Table 11-22. LIU Registers

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
0x00	LTRCR	LIU Transmit Receive Control Register	R/W	304
04	LTISR	LIU Transmit Impedance Selection Register	R/W	305
08	LMCR	LIU Maintenance Control Register	R/W	306
0C	LRSR	LIU Real-Time Status Register	RO	307
10	LSIMR	LIU Status Interrupt Mask Register	R/W	308
14	LLSR	LIU Latched Status Register	R/W	309
18	LRSL	LIU Receive Signal Level	RO	310
1C	LRISMR	LIU Receive Impedance and Sensitivity Monitor Reg	R/W	311
20	LDET	LIU Detect	RO	312

Register Name: **LTRCR**
Register Description: **LIU Transmit Receive Control Register**
Register Addresses: **base address + 0x00**

Bit #	7	6	5	4	3	2	1	0
Name	RTR	RHPM	JADS1	JADS0	JAPS1	JAPS0	T1J1E1S	LCS
Default	0	0	0	0	0	0	0	0

Bit 7: Receiver Turns Ratio (RTR). This bit specifies the turns ratio for the LIU receiver. Internal termination is only available with the 1:1 transformer setting. The 2:1 transformer setting requires external termination. See section 10.13.3.1.

0 = 1:1 turns ratio for the receiver
1 = 2:1 turns ratio for the receiver

Bit 6: Receiver Hitless Protection Mode (RHPM). If this bit is set to one, the LIU receiver's internal termination circuitry grants control to the RXTSEL pin, which is used for hitless protection switching under hardware control. When this bit is set to zero, the LIU receiver's internal termination circuitry is controlled by software via the LRISMR.RIMPON bit for hitless protection switching.

0 = Normal operation using software for hitless protection
1 = Hitless protection switching mode using the RXTSEL pin

Bit 5 to 4: Jitter Attenuator Depth Select (JADS[1:0]). These bits are used to select the total depth of the jitter attenuator (JA) FIFO.

JADS1	JADS0	Function
0	0	JA FIFO depth set to 128 bits
0	1	JA FIFO depth set to 64 bits
1	0	JA FIFO depth set to 32 bits
1	1	JA FIFO depth set to 16 bits

Bit 3, 2: Jitter Attenuator Position Select (JAPS[1:0]). These bits are used to select the position of the jitter attenuator (JA).

JAPS1	JAPS0	Function
0	0	Disable JA
0	1	Insert JA into the Receive path
1	0	Insert JA into the Transmitter path
1	1	Insert JA into the Transmitter path

Bit 1: T1J1E1 Selection (T1J1E1S). This bit configures the LIU for E1 or T1/J1 operation.

0 = E1
1 = T1 or J1

Bit 0: LOS Criteria Selection (LCS). This bit specifies the LIU receiver's loss-of-signal (LOS) criteria. See section 10.13.3.6.

E1 Mode
0 = G.775
1 = ETSI (300233)

T1 / J1 Mode
0 = T1.231
1 = T1.231

Register Name : **LTISR**
Register Description: **LIU Transmit Impedance Selection Register**
Register Address: **base address + 0x04**

Bit #	7	6	5	4	3	2	1	0
Name	TXG703	TIMPOFF	TIMPL1	TIMPL0	--	L2	L1	L0
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit 2.048kHz G.703 Synchronous Mode (TXG703). Setting this bit to 1 configures the LIU to transmit the 2048kHz synchronization signal described in G.703 section 13 on TTIP/TRING. When this bit is set to 1, data from the transmit formatter is ignored.

Bit 6: Transmit Impedance Off (TIMPOFF). See section 10.13.2.4.
0 = Enable internal impedance (termination) for the transmitter
1 = Disable internal impedance (termination) for the transmitter

Bits 5 to 4: Transmit Load Impedance (TIMPL[1:0]). These bits are used to select the transmit load impedance. These bits must be set to match the cable impedance. Even if internal impedance is turned off (TIMPOFF=1), the external cable impedance must be specified in this field for proper operation. For J1 applications, use 110Ω. See section 10.13.2.4.

TIMPL1	TIMPL0	IMPEDANCE SELECTION
0	0	75Ω
0	1	100Ω
1	0	110Ω
1	1	120Ω

Bits 2 to 0: Line Build-Out Select (L[2:0]). Used to select the transmit waveshape. The actual waveshape depends on the values of this field and the T1J1E1S bit in the LTRCR register. See section 10.13.2.2.

E1 Mode

L2	L1	L0	IMPEDANCE	NOMINAL VOLTAGE
0	0	0	75Ω	2.37V
0	0	1	120Ω	3.0V

T1/J1 Mode

L2	L1	L0	CABLE LENGTH	MAX ALLOWED CABLE LOSS
0	0	0	DSX-1, 0ft–133ft ABAM 100Ω / 0dB CSU	0.6dB
0	0	1	DSX-1, 133ft–266ft ABAM 100Ω	1.2dB
0	1	0	DSX-1, 266ft–399ft ABAM 100Ω	1.8dB
0	1	1	DSX-1, 399ft–533ft ABAM 100Ω	2.4dB
1	0	0	DSX-1, 533ft–655ft ABAM 100Ω	3.0dB
1	0	1	-7.5dB CSU	
1	1	0	-15dB CSU	
1	1	1	-22.5dB CSU	

Register Name: **LMCR**
Register Description: **LIU Maintenance Control Register**
Register Address: **base address + 0x08**

Bit #	7	6	5	4	3	2	1	0
Name	TAIS	ATAIS	LB2	LB1	LB0	TPDE	RPDE	TXEN
Default	0	0	0	0	0	0	0	0

Bit 7: Transmit AIS (TAIS). Alarm Indication Signal (AIS) is sent timed by T1CLK or E1CLK. The transmit clock and data coming from the framer are ignored. See section 10.13.2.5.
0 = Normal operation
1 = Transmit unframed all-ones pattern (AIS) on TTIP/TRING.

Bit 6: Automatic Transmit AIS (ATAIS). See section 10.13.2.5.
0 = Normal operation
1 = Automatically transmit AIS on the occurrence of an LIU LOS

Bits 5 to 3: Loopback Selection (LB[2:0] See Section 10.13.5 for more details on each loopback.

LB2	LB1	LB0	Loopback Selection
0	0	0	No Loopback Selected
0	0	1	Remote Loopback 2 (includes Jitter Attenuator, See Section **10.13.5.3**)
0	1	0	Analog Loopback (See Section **10.13.5.1**)
0	1	1	Reserved
1	0	0	Local Loopback (includes Jitter Attenuator, See Section **10.13.5.2**)
1	0	1	Dual Loopback – Remote Loopback 1 and Local Loopback (jitter attenuator is included in Local Loopback, See Section 10.13.5.4)
1	1	0	Reserved
1	1	1	Reserved

Bit 2: Transmit Power-Down Enable (TPDE). See section 10.13.2.8.
0 = Normal operation
1 = LIU transmitter powered down. TTIP/TRING outputs are high impedance..

Bit 1: Receiver Power-Down Enable (**RPDE).** See section 10.13.3.7.
0 = Normal
1 = LIU receiver powered down.

Bit 0: Transmit Enable (TXEN). This function can be overridden by the TXENABLE pin. See section 10.13.2.3.
0 = TTIP/TRING outputs are high impedance. The internal circuitry of the LIU transmitter is still active.
1 = TTIP/TRING outputs enabled.

Register Name: **LRSR**
Register Description: **LIU Real-Time Status Register**
Register Address: **base address + 0x0C**

Bit #	7	6	5	4	3	2	1	0
Name	JAO	JAU	OEQ	UEQ	JALT	SCS	OCS	LOS
Default	0	0	0	0	0	0	0	0

These bit are read-only real-time status bits.

Bit 7: JA Overflow (JAO). The jitter attenuator FIFO is currently in an overflow state. See section 10.13.4.

Bit 6: JA Underflow (JAU). The jitter attenuator FIFO is currently in an underflow state. See section 10.13.4.

Bit 5: Over Equalized (OEQ). The receiver is over-equalized. This can happen if there is a very large unexpected resistive loss. This could happen in a monitor mode application if the device is not placed in monitor mode (see LRISMR.RMONEN). This indicator provides more qualitative information to the receive loss indicators.

Bit 4: Under Equalized (UEQ). The receiver is under-equalized. A signal with a very high resistive gain is being applied. This indicator provides more qualitative information to the receive loss indicators.

Bits 3: Jitter Attenuator Limit Trip (JALT). This bit indicates the occurrence of an underflow or an overflow from the jitter attenuator FIFO. See section 10.13.4.

0 = No FIFO underflow or overflow event is occurring
1 = A FIFO underflow or overflow event is occurring

Bit 2: Short Circuit Status (SCS). This bit is set when the LIU detects that the TTIP and TRING outputs are short-circuited. The load resistance has to be 25Ω (typically) or less for a short-circuit to be indicated. See section 10.13.2.6.

Bit 1: Open Circuit Status (OCS). This bit is set when the LIU detects that the TTIP and TRING outputs are open-circuited. See section 10.13.2.7.

Bit 0: Loss of Signal Status (LOS). This bit is set when the LIU detects a loss-of-signal condition on the RTIP and RRING inputs. See section 10.13.3.6.

Register Name: **LSIMR**
Register Description: **LIU Status Interrupt Mask Register**
Register Address: **base address + 0x10**

Bit #	7	6	5	4	3	2	1	0
Name	JALTCIM	OCCIM	SCCIM	LOSCIM	JALTSIM	OCDIM	SCDIM	LOSDIM
Default	0	0	0	0	0	0	0	0

This bits in this register mask or enable interrupts caused by the latched status bits in the LLSR register.

Bit 7: Jitter Attenuator Limit Trip Clear Interrupt Mask (JALTCIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 6: Open Circuit Clear Interrupt Mask (OCCIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 5: Short Circuit Clear Interrupt Mask (SCCIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 4: Loss of Signal Clear Interrupt Mask (LOSCIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 3: Jitter Attenuator Limit Trip Set Interrupt Mask (JALTSIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 2: Open Circuit Detect Interrupt Mask (OCDIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 1: Short Circuit Detect Interrupt Mask (SCDIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Bit 0: Loss of Signal Detect Interrupt Mask (LOSDIM).
0 = Interrupt masked.
1 = Interrupt enabled.

Register Name: **LLSR**
Register Description: **LIU Latched Status Register**
Register Address: **base address + 0x14**

Bit #	7	6	5	4	3	2	1	0
Name	JALTC	OCC	SCC	LOSC	JALTS	OCD	SCD	LOSD
Default	0	0	0	0	0	0	0	0

The bits in this register are latched status bits. Each bit is set when the associated event occurs and is only cleared when the CPU writes 1 to it. These bits can create interrupts when enabled by the corresponding bit in the LSIMR register.

Bit 7: Jitter Attenuator Limit Trip Clear (JALTC). This latched status bit is set when a jitter attenuator limit trip condition is removed. See section 10.13.4.

Bit 6: Open Circuit Clear (OCC). This latched status bit is set when an open circuit condition is removed. See section 10.13.2.7.

Bit 5: Short Circuit Clear (SCC). This latched status bit is set when a short circuit condition is removed. See section 10.13.2.6.

Bit 4: Loss of Signal Clear (LOSC). This latched status bit is set when a loss-of-signal condition is removed. See section 10.13.3.6.

Bit 3: Jitter Attenuator Limit Trip Set (JALTS). This latched status bit is set when a jitter attenuator limit trip condition is detected. See section 10.13.4.

Bit 2: Open Circuit Detect (OCD). This latched status bit is set when an open circuit condition is detected on TTIP/TRING. This bit is not functional in T1 CSU operating modes (i.e. when LTRCR:T1J1E1S=1 and LTISR:L[2:0]=101, 110 or 111). See section 10.13.2.7.

Bit 1: Short Circuit Detect (SCD). This latched status bit is set when short circuit condition is detected on TTIP/TRING. This bit is not functional in T1 CSU operating mode. See section 10.13.2.6.

Bit 0: Loss of Signal Detect (LOSD). This latched status bit is set when a loss-of-signal condition is detected on RTIP/RRING. See section 10.13.3.6.

Register Name: **LRSL**
Register Description: **LIU Receive Signal Level**
Register Address: **base address + 0x18**

Bit #	7	6	5	4	3	2	1	0
Name	RSL3	RSL2	RLS1	RLS0	--	--	--	RFAIL
Default	0	0	0	0	0	0	0	0

Bit 7 to 4: Receiver Signal Level 3 to 0 (RSL[3:0]). This read-only real-time status field indicates the incoming signal level at the LIU receiver. Note that the range of signal levels reported this field is limited by the equalizer gain limit (EGL) in short-haul applications. See section 10.13.3.3.

RSL3	RSL2	RSL1	RSL0	Receiver Level T1 and E1 (dB)
0	0	0	0	> -2.5
0	0	0	1	-2.5 to –5.0
0	0	1	0	-5.0 to –7.5
0	0	1	1	-7.5 to –10.0
0	1	0	0	-10.0 to –12.5
0	1	0	1	-12.5 to –15.0
0	1	1	0	-15.0 to –17.5
0	1	1	1	-17.5 to –20.0
1	0	0	0	-20.0 to –22.5
1	0	0	1	-22.5 to –25.0
1	0	1	0	-25.0 to –27.5
1	0	1	1	-27.5 to –30.0
1	1	0	0	-30.0 to –32.5
1	1	0	1	-32.5 to –35.0
1	1	1	0	-35.0 to –37.5
1	1	1	1	<-37.5

Bit 0: Receive Failure (RFAIL). This is a read-only real-time status bit.
0 = No short detected on the RTIP/RRING pins
1 = Short detected on the RTIP/RRING pins

Register Name: **LRISMR**
Register Description: **LIU Receive Impedance and Sensitivity Monitor Register**
Register Address: **base address + 0x1C**

Bit #	7	6	5	4	3	2	1	0
Name	RG703	RIMPON	RIMPM2	RIMPM1	RIMPM0	RMONEN	RSMS1	RSMS0
Default	0	0	0	0	0	0	0	0

Bit 7: Receive G.703 Clock (RG703). Setting this bit to 1 configures the LIU to receive the 2048kHz synchronization signal described in G.703 section 13 on RTIP/RRING.

Bit 6: Receive Impedance On (RIMPON). See section 10.13.3.1.
0 = Disable internal impedance match (termination) for the receiver
1 = Enable internal impedance match (termination) for the receiver

Bit 5 to 3: Receive Impedance Match (RIMPM[2:0]). These bits are used to select the receive impedance match (i.e. termination) value. These bits must be set to match the cable impedance. Even if the internal impedance is turned off (RIMPON=0), the external cable impedance must be specified in this field for proper operation. See section 10.13.3.1.

RIMPM[2:0]	RECEIVE IMPEDANCE SELECTED (Ω)
000	External 120Ω resistor parallel with internal impedance to make 75Ω termination
001	External 120Ω resistor parallel with internal impedance to make 100Ω termination
010	External 120Ω resistor parallel with internal impedance to make 110Ω termination
011	External 120Ω and no internal impedance
100	75Ω internal termination
101	100Ω internal termination
110	110Ω internal termination
111	120Ω internal termination

Bit 2: Receiver Monitor Mode Enable (RMONEN). See section 10.13.3.4.
0 = Disable receive monitor mode.
1 = Enable receive monitor mode. Resistive gain is added with the maximum sensitivity. The receiver sensitivity is determined by RSMS[1:0] below.

Bit 1, 0: Receiver Sensitivity / Monitor Gain Select 1, 0 (RSMS[1:0]). These bits are used to select the receiver sensitivity level and additional gain in monitoring applications. The monitor mode bit (RMONEN above) adds resistive gain to compensate for the signal loss caused by the isolation resistors. See sections 10.13.3.2.

Monitor Mode Disabled (RMONEN=0)

RSMS[1:0]	RECEIVER MONITOR MODE GAIN (dB)	RECEIVER SENSITIVITY (MAX CABLE LOSS ALLOWED) (dB)
00	0	12
01	0	18
10	0	30
11	0	36 for T1; 43 for E1

Monitor Mode Enabled (RMONEN=1)

RSMS[1:0]	RECEIVER MONITOR MODE GAIN (dB)	RECEIVER SENSITIVITY (MAX CABLE LOSS ALLOWED) (dB)
00	14	30
01	20	22.5
10	26	17.5
11	32	12

Register Name: **LDET**
Register Description: **LIU Detect**
Register Address: **base address + 0x20**

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	--	--	--	RFAIL
Default	0	0	0	0	0	0	0	0

Bit 0: Receive Failure (RFAIL). This is a read-only real-time status bit.
0 = No short detected on the RTIP/RRING pins
1 = Short detected on the RTIP/RRING pins

11.5.4 BERT Registers

Table 11-23 lists the BERT registers. All addresses not listed in the table are reserved and should be initialized with a value of 0x00 for proper operation. **The base address for the port n BERT is 0x104,400+0x80*(n-1)** (where n=1-8 for DS34T108, n=1-4 for DS34T104, n=1-2 for DS34T102, n=1 only for DS34T101). The BERT block was originally designed for a 16-bit data bus. In this device, each 16-bit register is mapped to the least significant bytes of the dword.

Table 11-23. BERT Registers

Addr Offset	Register Name	Description	Read/Write or Read Only	Page
0x00	BCR	BERT Control Register	R/W	313
04	BPCR	BERT Pattern Configuration Register	R/W	314
08	BSPR1	BERT Seed/Pattern Register #1	R/W	315
0C	BSPR2	BERT Seed/Pattern Register #2	R/W	315
10	TEICR	Transmit Error Insertion Control Register	R/W	316
18	BSR	BERT Status Register	RO	316
1C	BSRL	BERT Status Register Latched	R/W	317
20	BSRIE	BERT Status Register Interrupt Enable	R/W	317
28	RBECR1	Receive Bit Error Count Register 1	RO	318
2C	RBECR2	Receive Bit Error Count Register 2	RO	318
30	RBCR1	Receive Bit Count Register 1	RO	319
34	RBCR2	Receive Bit Count Register 2	RO	319

Register Name: **BCR**
Register Description: **BERT Control Register**
Register Address: **base address + 0x00**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	PMUM	LPMU	RNPL	RPIC	MPR	APRD	TNPL	TPIC
Default	0	0	0	0	0	0	0	0

Bit 7: Performance Monitoring Update Mode (PMUM). When 0, a local performance monitoring update is initiated by the LPMU register bit. When 1, a global performance monitoring update is initiated by the GCR2.BRPMU bit. Note: If BRPMU or LPMU is one, changing the state of this bit may cause a performance monitoring update to occur.

Bit 6: Local Performance Monitoring Update (LPMU). This bit causes a performance monitoring update to be initiated if local performance monitoring update is enabled (PMUM = 0). A 0 to 1 transition causes the performance monitoring registers to be updated with the latest data, and the counters reset. For a second performance monitoring update to be initiated, this bit must be set to 0, and back to 1. If LPMU goes low before the BSR.PMS bit goes high, an update might not be performed. This bit has no affect when PMUM=1.

Bit 5: Receive New Pattern Load (RNPL). A zero to one transition of this bit causes the programmed test pattern (QRSS, PTS, PLF[4:0], PTF[4:0], and BSP[31:0]) to be loaded into the receive pattern generator. This bit must be changed to zero and back to one for another pattern to be loaded. Loading a new pattern forces the receive pattern generator out of the “Sync” state which causes a resynchronization to be initiated. Note: QRSS, PTS, PLF[4:0], PTF[4:0], and BSP[31:0] must not change from the time this bit transitions from 0 to 1 until four RCLK clock cycles after this bit transitions from 0 to 1.

Bit 4: Receive Pattern Inversion Control (RPIC). When 0, the receive incoming data stream is not altered. When 1, the receive incoming data stream is inverted.

Bit 3: Manual Pattern Resynchronization (MPR). A zero to one transition of this bit causes the receive pattern generator to resynchronize to the incoming pattern. This bit must be changed to zero and back to one for another resynchronization to be initiated. Note: A manual resynchronization forces the receive pattern generator out of the “Sync” state.

Bit 2: Automatic Pattern Resynchronization Disable (APRD). When 0, the receive pattern generator automatically resynchronizes to the incoming pattern if six or more times during the current 64-bit window the incoming data stream bit and the receive pattern generator output bit did not match. When 1, the receive pattern generator does not automatically resynchronize to the incoming pattern. Note: Automatic synchronization is prevented by not allowing the receive pattern generator to automatically exit the “Sync” state.

Bit 1: Transmit New Pattern Load (TNPL). A zero to one transition of this bit causes the programmed test pattern (QRSS, PTS, PLF[4:0], PTF[4:0], and BSP[31:0]) to be loaded in to the transmit pattern generator. This bit must be changed to zero and back to one for another pattern to be loaded. Note: QRSS, PTS, PLF[4:0}, PTF[4:0], and BSP[31:0] must not change from the time this bit transitions from 0 to 1 until four TCLKFn clock cycles after this bit transitions from 0 to 1.

Bit 0: Transmit Pattern Inversion Control (TPIC). When 0, the transmit outgoing data stream is not altered. When 1, the transmit outgoing data stream is inverted.

Register Name: **BPCR**
Register Description: **BERT Pattern Configuration Register**
Register Address: **base address + 0x04**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	PTF4	PTF3	PTF2	PTF1	PTF0
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	--	QRSS	PTS	PLF4	PLF3	PLF2	PLF1	PLF0
Default	0	0	0	0	0	0	0	0

Bits 12-8: Pattern Tap Feedback (PTF[4:0]). These five bits control the PRBS “tap” feedback of the pattern generator. The “tap” feedback is from bit y of the pattern generator (y = PTF[4:0] +1). These bits are ignored when programmed for a repetitive pattern. For a PRBS signal, the feedback is an XOR of bit n and bit y. The factor n is specified by the PLF field below.

Bit 6: QRSS Enable (QRSS). When 0, the pattern generator configuration is controlled by PTS, PLF[4:0], PTF[4:0], and BSP[31:0]. When 1, the pattern generator configuration is forced to a PRBS pattern with a generating polynomial of $x^{20} + x^{17} + 1$. The output of the pattern generator is forced to one if the next fourteen output bits are all zero.

Bit 5: Pattern Type Select (PTS). When 0, the pattern is a PRBS pattern. When 1, the pattern is a repetitive pattern.

Bits 4-0: Pattern Length Feedback (PLF[4:0]). These five bits control the “length” feedback of the pattern generator. The “length” feedback is from bit n of the pattern generator (n = PLF[4:0] +1). For a PRBS signal, the feedback is an XOR of bit n and bit y. For a repetitive pattern the feedback is bit n. The factor y is specified by the PTF field above.

Register Name: **BSPR1**
Register Description: **BERT Seed/Pattern Register 1**
Register Address: **base address + 0x08**

Bit #	15	14	13	12	11	10	9	8
Name	BSP15	BSP14	BSP13	BSP12	BSP11	BSP10	BSP9	BSP8
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BSP7	BSP6	BSP5	BSP4	BSP3	BSP2	BSP1	BSP0
Default	0	0	0	0	0	0	0	0

Bits 15-0: BERT Seed/Pattern (BSP[15:0]). See the BSP[31:0] description below.

Register Name: **BSPR2**
Register Description: **BERT Seed/Pattern Register 2**
Register Address: **base address + 0x0C**

Bit #	15	14	13	12	11	10	9	8
Name	BSP31	BSP30	BSP29	BSP28	BSP27	BSP26	BSP25	BSP24
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BSP23	BSP22	BSP21	BSP20	BSP19	BSP18	BSP17	BSP16
Default	0	0	0	0	0	0	0	0

Bits 15-0: BERT Seed/Pattern (BSP[31:16]).

BERT Seed/Pattern (BSP[31:0]). These 32 bits are the programmable seed for a transmit PRBS pattern, or the programmable pattern for a transmit or receive repetitive pattern. BSP(31) is the first bit output on the transmit side for a 32-bit repetitive pattern or 32-bit length PRBS. BSP(31) is the first bit input on the receive side for a 32-bit repetitive pattern.

Register Name: **TEICR**
Register Description: **Transmit Error Insertion Control Register**
Register Address: **base address + 0x10**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	--	--	TEIR2	TEIR1	TEIR0	BEI	TSEI	--
Default	0	0	0	0	0	0	0	0

Bits 5-3: Transmit Error Insertion Rate (TEIR[2:0]). These three bits indicate the rate at which errors are inserted in the output data stream. One out of every 10^n bits is inverted. TEIR[2:0] is the value n. A TEIR[2:0] value of 0 disables error insertion at a specific rate. A TEIR[2:0] value of 1 result in every 10^{th} bit being inverted. A TEIR[2:0] value of 2 result in every 100^{th} bit being inverted. Error insertion starts when this register is written to with a TEIR[2:0] value that is non-zero. If this register is written to during the middle of an error insertion process, insertion at the new error rate is started after the next error is inserted.

Bit 2: Bit Error Insertion Enable (BEI). When 0, single bit error insertion is disabled. When 1, single bit error insertion is enabled.

Bit 1: Transmit Single Error Insert (TSEI). This bit causes a bit error to be inserted in the transmit data stream if single bit error insertion is enabled (BEI=1). A 0-to-1 transition causes a single bit error to be inserted. For a second bit error to be inserted, this bit must be set to 0, and back to 1. Note: If this bit transitions more than once between error insertion opportunities, only one error is inserted.

Register Name: **BSR**
Register Description: **BERT Status Register**
Register Address: **base address + 0x18**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	PMS	--	BEC	OOS
Default	0	0	0	0	0	0	0	0

Bit 3: Performance Monitoring Update Status (PMS). This bit indicates the status of the receive performance monitoring register (counters) update. This bit transitions from low to high when the update is completed. PMS is asynchronously forced low when the BCR.LPMU bit goes low (BCR.PMUM = 0) or when the GCR2.BRPMU bit goes low (BCR.PMUM=1).

Bit 1: Bit Error Count (BEC). When 0, the bit error count (RBECR registers) is zero. When 1, the bit error count is one or more.

Bit 0: Out Of Synchronization (OOS). When 0, the receive pattern generator is synchronized to the incoming pattern. When 1, the receive pattern generator is not synchronized to the incoming pattern.

Register Name: **BSRL**
Register Description: **BERT Status Register Latched**
Register Address: **base address + 0x1C**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	PMSL	BEL	BECL	OOSL
Default	0	0	0	0	0	0	0	0

The bits in this register are latched status bits. Each bit is set when the associated event occurs and is only cleared when the CPU writes 1 to it. These bits can create interrupts when enabled by the corresponding bit in the BSRIE register.

Bit 3: Performance Monitoring Update Status Latched (PMSL). This bit is set when the BSR.PMS bit transitions from 0 to 1.

Bit 2: Bit Error Latched (BEL). This bit is set when a bit error is detected.

Bit 1: Bit Error Count Latched (BECL). This bit is set when the BSR.BEC bit transitions from 0 to 1.

Bit 0: Out Of Synchronization Latched (OOSL). This bit is set when the BSR.OOS bit changes state.

Register Name: **BSRIE**
Register Description: **BERT Status Register Interrupt Enable**
Register Address: **base address + 0x20**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	--	--	--	--	PMSIE	BEIE	BECIE	OOSIE
Default	0	0	0	0	0	0	0	0

Bit 3: Performance Monitoring Update Status Interrupt Enable (PMSIE). This bit enables an interrupt if the BSRL.PMSL bit is set.
0 = interrupt disabled
1 = interrupt enabled

Bit 2: Bit Error Interrupt Enable (BEIE). This bit enables an interrupt if the BSRL.BEL bit is set.
0 = interrupt disabled
1 = interrupt enabled

Bit 1: Bit Error Count Interrupt Enable (BECIE). This bit enables an interrupt if the BSRL.BECL bit is set.
0 = interrupt disabled
1 = interrupt enabled

Bit 0: Out Of Synchronization Interrupt Enable (OOSIE). This bit enables an interrupt if the BSRL.OOSL bit is set.
0 = interrupt disabled
1 = interrupt enabled

Register Name: **RBECR1**
Register Description: **Receive Bit Error Count Register 1**
Register Address: **base address + 0x28**

Bit #	15	14	13	12	11	10	9	8
Name	BEC15	BEC14	BEC13	BEC12	BEC11	BEC10	BEC9	BEC8
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BEC7	BEC6	BEC5	BEC4	BEC3	BEC2	BEC1	BEC0
Default	0	0	0	0	0	0	0	0

Bit 15-0: Bit Error Count (BEC[15:0]). See the BEC[23:0] description below.

Register Name: **RBECR2**
Register Description: **Receive Bit Error Count Register 2**
Register Address: **base address + 0x2C**

Bit #	15	14	13	12	11	10	9	8
Name	--	--	--	--	--	--	--	--
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BEC23	BEC22	BEC21	BEC20	BEC19	BEC18	BEC17	BEC16
Default	0	0	0	0	0	0	0	0

Bit 7-0: Bit Error Count (BEC[23:16]).

Bit Error Count (BEC[23:0]). This field indicates the number of bit errors detected in the incoming data stream by the Rx BERT since the last performance monitoring update (see BCR.PMUM and BCR.LPMU). This count stops incrementing when it reaches a count of 0xFFFFFF. The bit error counter does not increment when an OOS condition exists. This field and the bit count field below can be used to calculate bit error rate.

Register Name: **RBCR1**
Register Description: **Receive Bit Count Register 1**
Register Address: **base address + 0x30**

Bit #	15	14	13	12	11	10	9	8
Name	BC15	BC14	BC13	BC12	BC11	BC10	BC9	BC8
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BC7	BC6	BC5	BC4	BC3	BC2	BC1	BC0
Default	0	0	0	0	0	0	0	0

Bit 15-0: Bit Count (BC[15:0]) . See the BC[31:0] description below.

Register Name: **RBCR2**
Register Description: **Receive Bit Count Register 2**
Register Address: **base address + 0x34**

Bit #	15	14	13	12	11	10	9	8
Name	BC31	BC30	BC29	BC28	BC27	BC26	BC25	BC24
Default	0	0	0	0	0	0	0	0

Bit #	7	6	5	4	3	2	1	0
Name	BC23	BC22	BC21	BC20	BC19	BC18	BC17	BC16
Default	0	0	0	0	0	0	0	0

Bit 15-0: Bit Count (BC[31:16]).

Bit Count (BC[31:0]). This field indicates the total number of bits that have been received by the Rx BERT since the last performance monitoring update (see BCR.PMUM and BCR.LPMU). This count stops incrementing when it reaches a count of 0xFFFF FFFF. The bit counter does not increment when an OOS condition exists. This field and the bit error count field above can be used to calculate bit error rate.

12 JTAG Information

For the latest JTAG model, search under http://www.maxim-ic.com/tools/bsdl/.

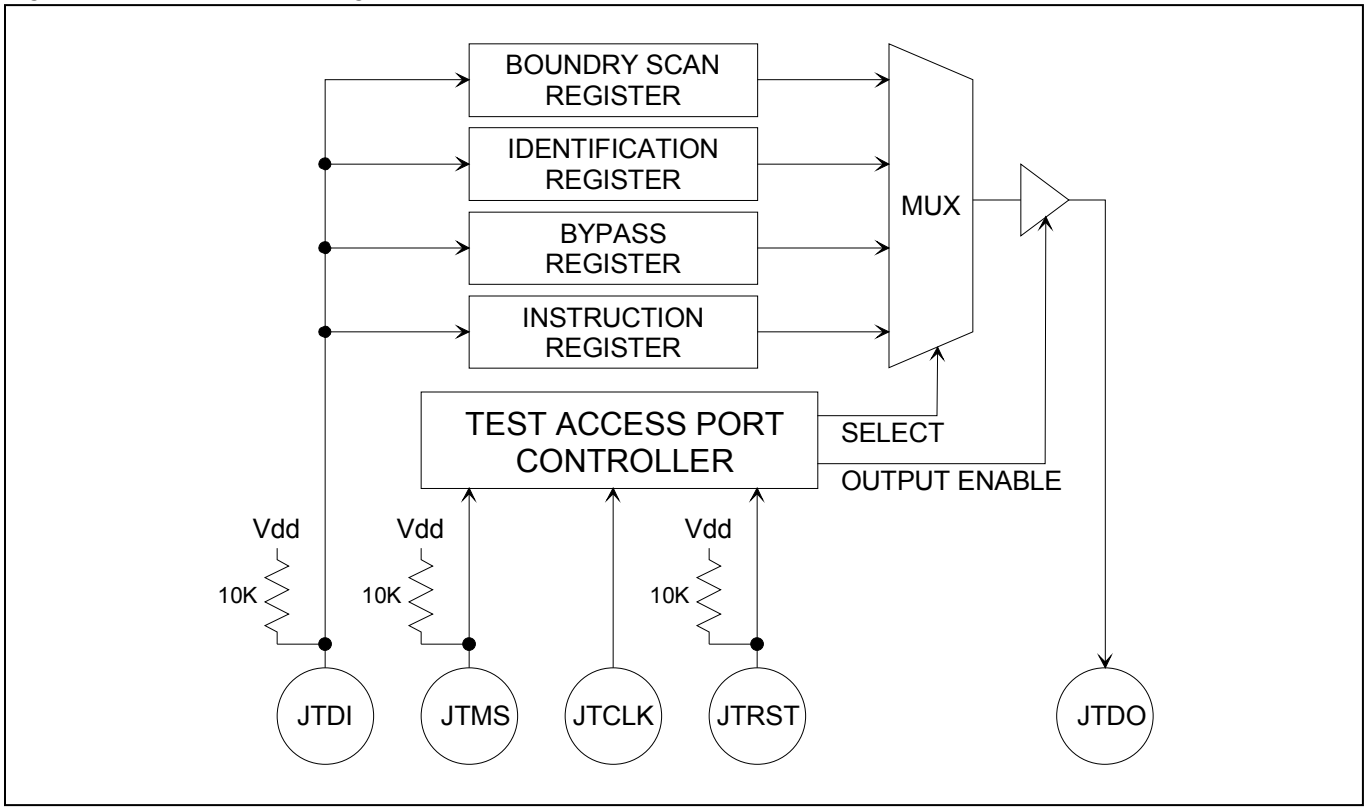
JTAG Description

The device supports the standard instruction codes SAMPLE/PRELOAD, BYPASS, and EXTEST. Optional public instructions included are HIGHZ, CLAMP and IDCODE. See Figure 12-1 for a block diagram. The device contains the following items which meet the requirements set by the IEEE 1149.1 Standard Test Access Port and Boundary Scan Architecture:

Test Access Port (TAP)	TAP Controller
Instruction Register	Bypass Register
Boundary Scan Register	Device Identification Register

The Test Access Port has the necessary interface pins, namely JTCLK, JTRST_N, JTDI, JTDO, and JTMS. Details on these pins can be found in Table 9-10. Details on the Boundary Scan Architecture and the Test Access Port can be found in IEEE 1149.1-1990, IEEE 1149.1a-1993, and IEEE 1149.1b-1994.

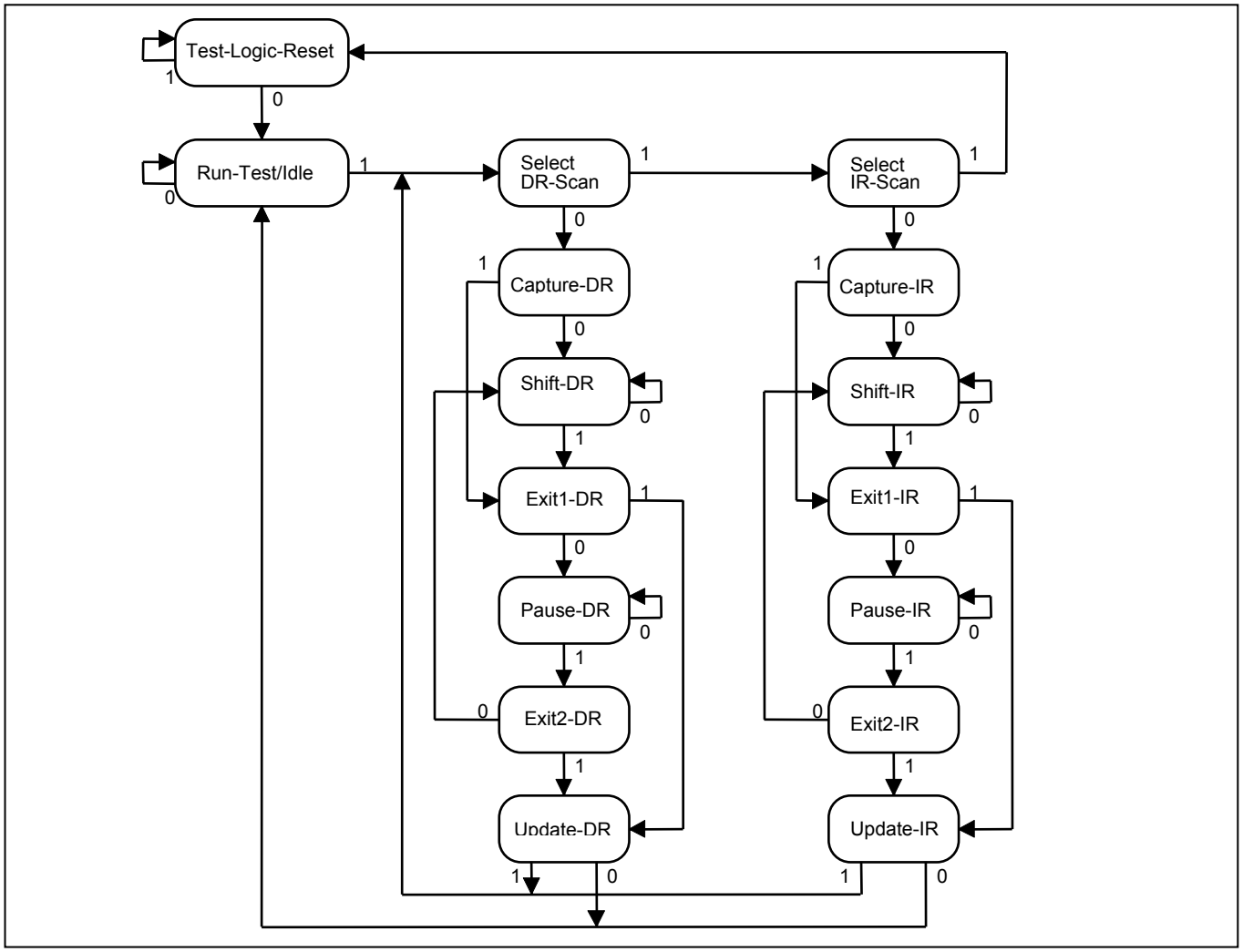
Figure 12-1. JTAG Block Diagram



JTAG TAP Controller State Machine Description

This section covers the details on the operation of the Test Access Port (TAP) Controller State Machine. See Figure 12-2 for details on each of the states described below. The TAP controller is a finite state machine which responds to the logic level at JTMS on the rising edge of JTCLK.

Figure 12-2. JTAG TAP Controller State Machine



Test-Logic-Reset. Upon power-up of the device, the TAP controller starts in the Test-Logic-Reset state. The Instruction Register contains the IDCODE instruction. All system logic on the device operates normally.

Run-Test-Idle. Run-Test-Idle is used between scan operations or during specific tests. The Instruction Register and Test Register remain idle.

Select-DR-Scan. All test registers retain their previous state. With JTMS low, a rising edge of JTCLK moves the controller into the Capture-DR state and initiates a scan sequence. JTMS high moves the controller to the Select-IR-SCAN state.

Capture-DR. Data may be parallel loaded into the Test Data registers selected by the current instruction. If the instruction does not call for a parallel load or the selected register does not allow parallel loads, the Test Register remains at its current value. On the rising edge of JTCLK, the controller goes to the Shift-DR state if JTMS is low or it to the Exit1-DR state if JTMS is high.

Shift-DR. The Test Data Register selected by the current instruction is connected between JTDI and JTDO and shifts data one stage towards its serial output on each rising edge of JTCLK. If a Test Register selected by the current instruction is not placed in the serial path, it maintains its previous state.

Exit1-DR. While in this state, a rising edge on JTCLK with JTMS high puts the controller in the Update-DR state which terminates the scanning process. A rising edge on JTCLK with JTMS low puts the controller in the Pause-DR state.

Pause-DR. Shifting of the Test registers is halted while in this state. All Test registers selected by the current instruction retain their previous state. The controller remains in this state while JTMS is low. A rising edge on JTCLK with JTMS high puts the controller in the Exit2-DR state.

Exit2-DR. While in this state, a rising edge on JTCLK with JTMS high puts the controller in the Update-DR state and terminate the scanning process. A rising edge on JTCLK with JTMS low puts the controller in the Shift-DR state.

Update-DR. A falling edge on JTCLK while in the Update-DR state latches the data from the shift register path of the Test registers into the data output latches. This prevents changes at the parallel output due to changes in the shift register. A rising edge on JTCLK with JTMS low, puts the controller in the Run-Test-Idle state. With JTMS high, the controller enters the Select-DR-Scan state.

Select-IR-Scan. All Test registers retain their previous state. The Instruction register remains unchanged during this state. With JTMS low, a rising edge on JTCLK moves the controller into the Capture-IR state and initiates a scan sequence for the Instruction register. JTMS high during a rising edge on JTCLK puts the controller back into the Test-Logic-Reset state.

Capture-IR. The Capture-IR state is used to load the shift register in the Instruction register with a fixed value. This value is loaded on the rising edge of JTCLK. If JTMS is high on the rising edge of JTCLK, the controller enters the Exit1-IR state. If JTMS is low on the rising edge of JTCLK, the controller enters the Shift-IR state.

Shift-IR. In this state, the shift register in the Instruction register is connected between JTDI and JTDO and shifts data one stage for every rising edge of JTCLK towards the serial output. The parallel register, as well as all Test registers remain at their previous states. A rising edge on JTCLK with JTMS high moves the controller to the Exit1-IR state. A rising edge on JTCLK with JTMS low keeps the controller in the Shift-IR state while moving data one stage through the Instruction shift register.

Exit1-IR. A rising edge on JTCLK with JTMS low puts the controller in the Pause-IR state. If JTMS is high on the rising edge of JTCLK, the controller enters the Update-IR state and terminate the scanning process.

Pause-IR. Shifting of the Instruction register is halted temporarily. With JTMS high, a rising edge on JTCLK puts the controller in the Exit2-IR state. The controller remains in the Pause-IR state if JTMS is low during a rising edge on JTCLK.

Exit2-IR. A rising edge on JTCLK with JTMS high put the controller in the Update-IR state. The controller loops back to the Shift-IR state if JTMS is low during a rising edge of JTCLK in this state.

Update-IR. The instruction shifted into the Instruction shift register is latched into the parallel output on the falling edge of JTCLK as the controller enters this state. Once latched, this instruction becomes the current instruction. A rising edge on JTCLK with JTMS low, puts the controller in the Run-Test-Idle state. With JTMS high, the controller enters the Select-DR-Scan state.

JTAG Instruction Register and Instructions

The Instruction register contains a shift register as well as a latched parallel output and is 3 bits in length. When the TAP controller enters the Shift-IR state, the instruction shift register is connected between JTDI and JTDO. While in the Shift-IR state, a rising edge on JTCLK with JTMS low shifts data one stage towards the serial output at JTDO. A rising edge on JTCLK in the Exit1-IR state or the Exit2-IR state with JTMS high moves the controller to the Update-IR state. The falling edge of that same JTCLK latches the data in the instruction shift register to the instruction parallel output. Instructions supported by the device and their respective operational binary codes are shown in Table 12-1.

Table 12-1. JTAG Instruction Codes

Instructions	Selected Register	Instruction Codes
SAMPLE/PRELOAD	Boundary Scan	010
BYPASS	Bypass	111
EXTEST	Boundary Scan	000
CLAMP	Bypass	011
HIGHZ	Bypass	100
IDCODE	Device Identification	001

SAMPLE/PRELOAD. A mandatory instruction for the IEEE 1149.1 specification. This instruction supports two functions. The digital I/Os of the device can be sampled at the Boundary Scan register without interfering with the normal operation of the device by using the Capture-DR state. SAMPLE/PRELOAD also allows the device to shift data into the Boundary Scan register via JTDI using the Shift-DR state.

EXTEST. EXTEST allows testing of all interconnections to the device. When the EXTEST instruction is latched in the instruction register, the following actions occur. Once enabled via the Update-IR state, the parallel outputs of all digital output pins are driven. The Boundary Scan register is connected between JTDI and JTDO. The Capture-DR samples all digital inputs into the Boundary Scan register.

BYPASS. When the BYPASS instruction is latched into the parallel Instruction register, JTDI connects to JTDO through the one-bit Bypass Test register. This allows data to pass from JTDI to JTDO not affecting the device's normal operation.

IDCODE. When the IDCODE instruction is latched into the parallel Instruction register, the Identification Test register is selected. The device identification code is loaded into the Identification register on the rising edge of JTCLK following entry into the Capture-DR state. Shift-DR can be used to shift the identification code out serially via JTDO. During Test-Logic-Reset, the identification code is forced into the instruction register's parallel output. The device ID code always has a one in the LSB position. The device ID codes are listed in Table 12-2.

Table 12-2. JTAG ID Code

Device	ID Code (hex)		
	Rev[31:28]	Device ID [27:12]	Manu[11:0]
DS34T108	0	0093	143
DS34T104	0	0092	143
DS34T102	0	0091	143
DS34T101	0	0090	143

HIGHZ. All digital outputs are placed into a high impedance state. The Bypass Register is connected between JTDI and JTDO.

CLAMP. All digital outputs pins output data from the boundary scan parallel output while connecting the Bypass Register between JTDI and JTDO. The outputs do not change during the CLAMP instruction.

JTAG Test Registers

IEEE 1149.1 requires a minimum of two Test registers; the Bypass register and the Boundary Scan register. An optional Test register has been included in the device design. This Test register is the Identification register and is used in conjunction with the IDCODE instruction and the Test-Logic-Reset state of the TAP controller.

Bypass Register. This is a single one-bit shift register used in conjunction with the BYPASS, CLAMP, and HIGHZ instructions, which provides a short path between JTDI and JTDO.

Identification Register. The Identification register contains a 32-bit shift register and a 32-bit latched parallel output. This register is selected during the IDCODE instruction and when the TAP controller is in the Test-Logic-Reset state.

Boundary Scan Register. This register contains both a shift register path and a latched parallel output for all control cells and digital I/O cells and is 32 bits in length. The BSDL file found at http://www.maxim-ic.com/tools/bsdl/ shows the entire cell bit locations and definitions.

13 DC Electrical Characteristics

ABSOLUTE MAXIMUM RATINGS

Voltage Range on Any Input, Bi-directional or Open Drain
Output Lead with Respect to DVSS ..... -0.5V to +5.5V
Supply Voltage (DVDDIO, DVDDLIU, ATVDDn, ARVDDn) with Respect to DVSS ..... -0.5V to +3.6V
Supply Voltage (DVDDC, ACVDD1, ACVDD2) with Respect to DVSS ..... -0.5V to +2.0V
Ambient Operating Temperature Range ..... -40°C to +85°C
Junction Operating Temperature Range ..... -40°C to +125°C
Storage Temperature Range ..... -55°C to +125°C
Soldering Temperature Range ..... See IPC/JEDEC J-STD-020 Specification

These are stress ratings only and functional operation of the device at these or any other conditions beyond those indicated in the operation sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods can affect reliability. Ambient Operating Temperature Range is assuming the device is mounted on a JEDEC standard test board in a convection cooled JEDEC test enclosure.

Note: *The typical values listed below are not production tested.*

Table 13-1. Recommended DC Operating Conditions
(T_j = -40°C to +85°C.)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
Output Logic 1	V_{IH}		2.4		3.465	V
Output Logic 0	V_{IL}		-0.3		+0.8	V
Power Supply Voltage	DVDDIO, DVDDLIU, ATVDDn, ARVDDn		3.135	3.300	3.465	V
Power Supply Voltage	DVDDC, ACVDD1, ACVDD2		1.71	1.8	1.89	V

Table 13-2. DC Electrical Characteristics
(T_j = -40°C to +85°C.)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
3.3V Supply Current (@ 3.465V) DS34T108 DS34T104 DS34T102 DS34T101	I_{ddio}	Note 1		 400 200 120 75	 550 300 175 115	mA
1.8V Supply Current (@1.89V)	I_{ddc}	Note 1		300	350	mA
Lead Capacitance	C_{IO}			7		pF
Input Leakage	I_{IL}		-10		+10	µA
Input Leakage, Internal Pull-Down	I_{ILP}		-100		-10	µA
Output Leakage (when Hi-Z)	I_{LO}		-10		+10	µA
Output Voltage (I_{OH} = -4.0mA)	V_{OH}	4 mA output	2.4			V
Output Voltage (I_{OL} = +4.0mA)	V_{OL}	4 mA output			0.4	V
Output Voltage (I_{OH} = -8.0mA)	V_{OH}	8 mA output	2.4			V
Output Voltage (I_{OL} = -8.0mA)	V_{OL}	8 mA output			0.4	V
Output Voltage (I_{OH} = -12.0mA)	V_{OH}	12 mA output	2.4			V
Output Voltage (I_{OL} = +12.0mA)	V_{OL}	12 mA output			0.4	V
Input Voltage Logic 1	V_{IH}		2.0			V
Input Voltage Logic 0	V_{IL}				0.8	V

NOTES:
1. All outputs loaded with rated capacitance; all inputs between DVDDIO and DVSS; inputs with pull-ups connected to DVDDIO.

14 AC Timing Characteristics

Table 14-1. Input Pin Transition Time Requirements

PARAMETER	SYMBOL	CONDITIONS	MIN	TYP	MAX	UNITS
Rise Time	tr	10 to 90% of DVDDIO			6	ns
Fall Time	tf	90 to 10% of DVDDIO			6	ns

14.1 LIU Characteristics

Table 14-2. Transmitter Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS	NOTES
Output Mark Amplitude	Vm				V	
E1 75 ohms		2.13	2.37	2.61		
E1 120 ohms		2.70	3.00	3.30		
T1 100 ohms		2.40	3.00	3.60		
T1 110 ohms		2.40	3.00	3.60		
Output Zero Amplitude	Vs	-0.3		+0.3	V	1
Transmit Amplitude Variation with Supply		-1%		1%		

Table 14-2. Receiver Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS	NOTES
Cable Attenuation	Attn					
E1				43	dB	
T1				36	dB	
Consecutive Zeros to Declare LOS			192			1
			192			
			2048			

NOTES:
1. LOS=loss of signal. 192 Zeros for T1 and T1.231 Specification Compliance. 192 Zeros for E1 and G.775 Specification Compliance. 2048 Zeros for ETSI 300 233 compliance

14.2 LIU and Framer TDM Interface Timing

Table 14-3. Receiver AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS	NOTES
RCLK/RCLKF Period	t_{CP}		648		ns	1
	t_{CP}		488		ns	2
RCLK/RCLKF Pulse Width	t_{CH}	259		389	ns	1
	t_{CL}	259		389	ns	1
	t_{CH}	195		289	ns	2
	t_{CL}	195		289	ns	2
RSYSCLK Period	t_{SP}		648		ns	3
	t_{SP}		488		ns	4
RSYSCLK Pulse Width	t_{SH}	259		389	ns	1
	t_{SL}	259		389	ns	1
	t_{SH}	195		289	ns	2
	t_{SL}	195		289	ns	2
RSYNC Set Up to RSYSCLK Falling	t_{SU1}	20			ns	
RSYNC Hold from RSYSCLK Falling	t_{HD1}	20			ns	
RDATF or RSYNC Set Up to RCLK or RCLKF or RSYSCLK Falling	t_{SU}	20			ns	
RDATF or RSYNC Hold From RCLK or RCLKF or RSYSCLK Falling	t_{HD}	20			ns	
Delay RCLKF to RSER	t_{D1}			50	ns	
Delay RCLKF to RSYNC, RFSYNC/RMSYNC	t_{D2}			50	ns	5
Delay RSYSCLK to RSER	t_{D3}			50	ns	
Delay RSYSCLK to RMSYNC, RSYNC	t_{D4}			50	ns	5
Delay RCLK to RSER	t_{D5}			50	ns	
Delay RCLK to RSYNC, RFSYNC/RMSYNC	t_{D6}			50	ns	5

NOTES:
1. T1 Mode
2. E1 Mode
3. RSYSCLK = 1.544 MHz.
4. RSYSCLK = 2.048 MHz.
5. RSYNC in output mode.
   The output timing specification for each receive framer signal is with a 30pF load.

Figure 14-1. Receive Framer Timing Using the RCLKF Pin

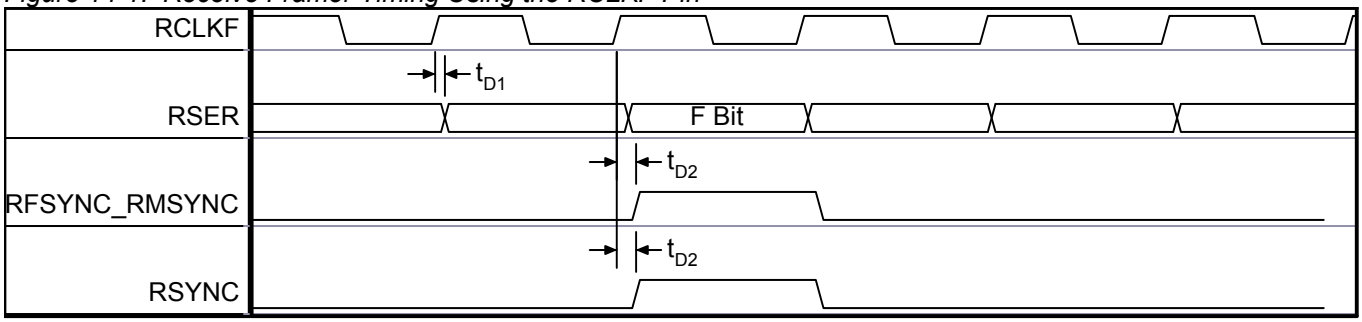


Figure 14-2. Receive Framer Timing Using the RCLK Pin

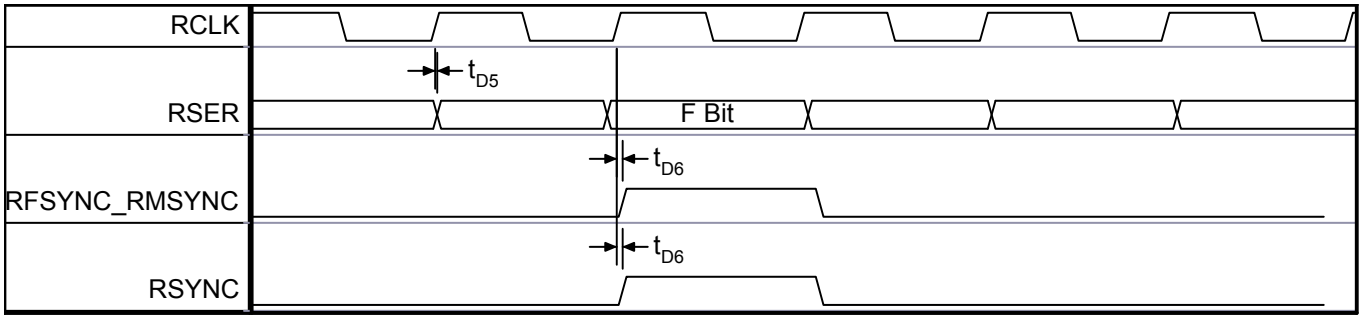
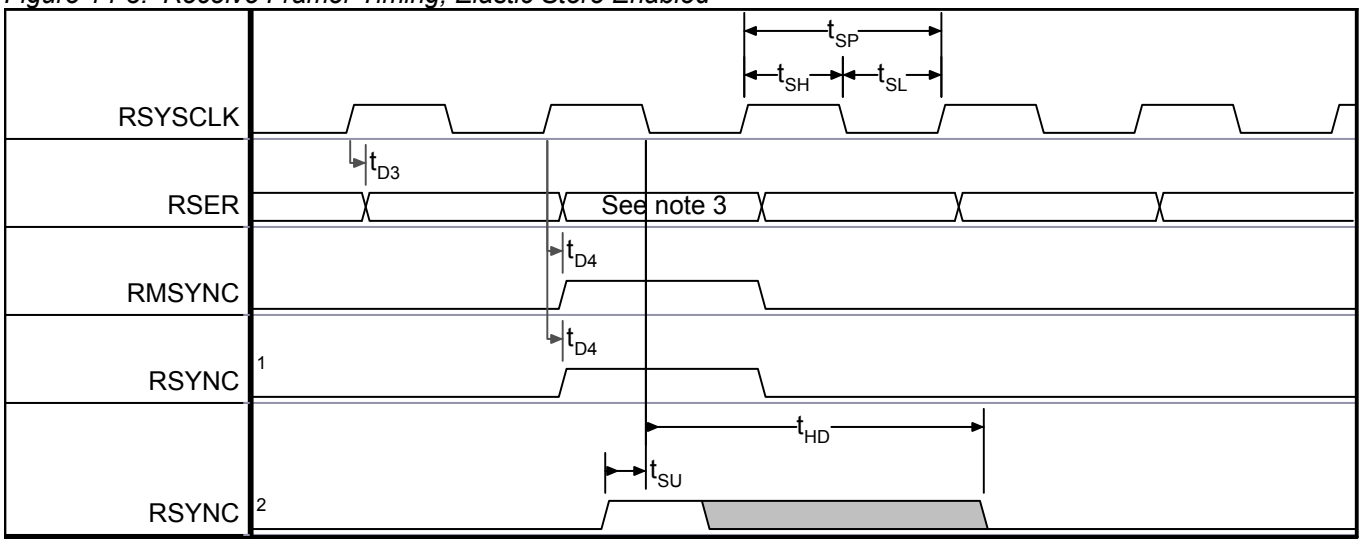


Figure 14-3. Receive Framer Timing, Elastic Store Enabled



NOTES:
1. RSYNC is in the output mode
2. RSYNC is in the input mode
3. F-bit when RIOCR.RSCLKM=0, MSB of timeslot 0 when RIOCR.RSCLKM=1

Figure 14-4. Receive Framer Timing, Line Side with LIU Not Used

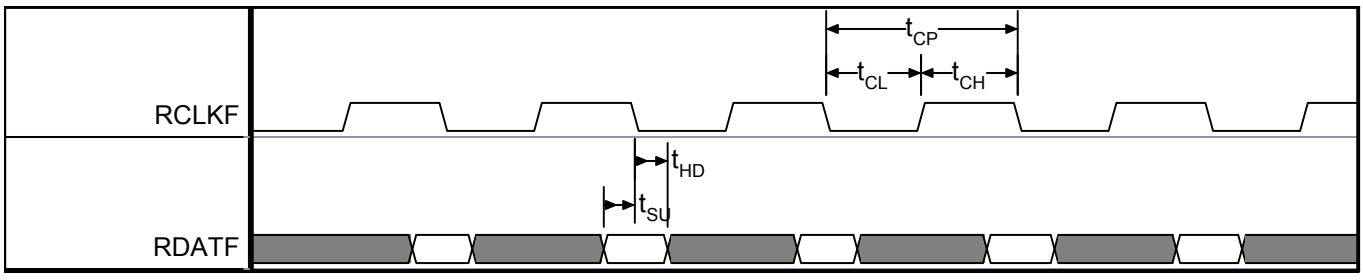


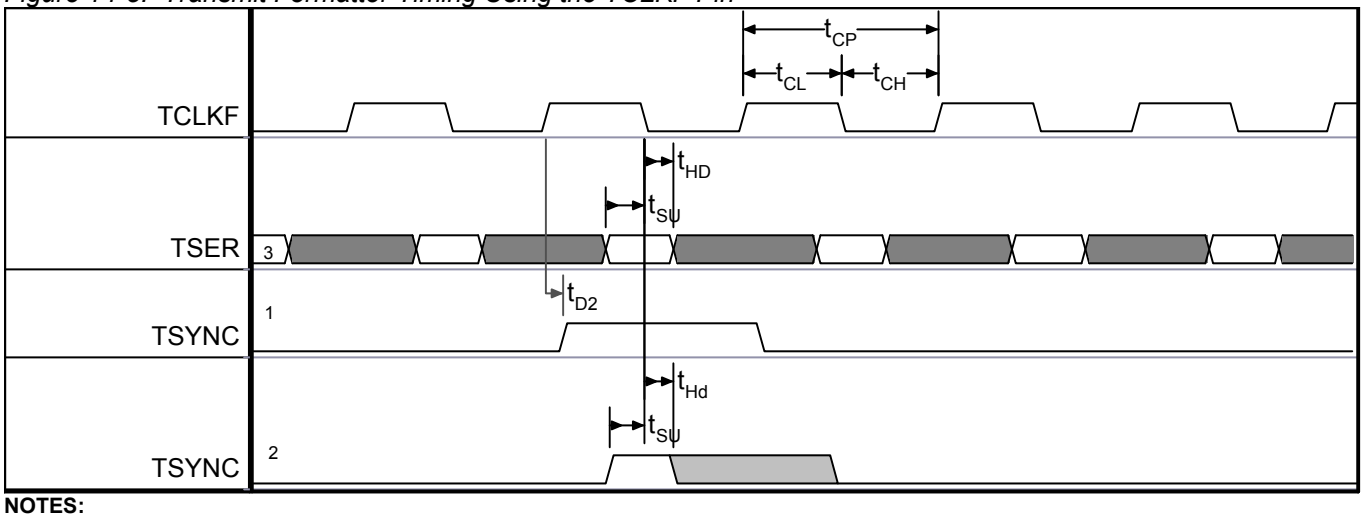
Table 14-4. Transmit AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS	NOTES
TCLKF or TCLKO Period	t_{CP}		648		ns	1
	t_{CP}		488		ns	2
TCLKF or TCLKO Pulse Width	t_{CH}	259		389	ns	1
	t_{CL}	259		389	ns	1
	t_{CH}	195		289	ns	2
	t_{CL}	195		289	ns	2
TSYSCLK Period	t_{SP}		648		ns	3
	t_{SP}		448		ns	4
TSYSCLK Pulse Width	t_{SH}	259		389	ns	1
	t_{SL}	259		389	ns	1
	t_{SH}	195		289	ns	2
	t_{SL}	195		289	ns	2
TSER, TSYNC/TSSYNC Set Up to TCLKF or TSYSCLK Falling	t_{SU}	20			ns	
TSER, TSYNC/TSSYNC Hold from TCLKF or TSYSCLK Falling	t_{HD}	20			ns	
Delay TCLKF or TCLKO to TSYNC	t_{D2}			50	ns	
Delay TCLKO to TDATF	t_{D3}			50	ns	

NOTES:
1. T1 Mode
2. E1 Mode
3. TSYSCLK = 1.544 MHz.
4. TSYSCLK = 2.048 MHz.

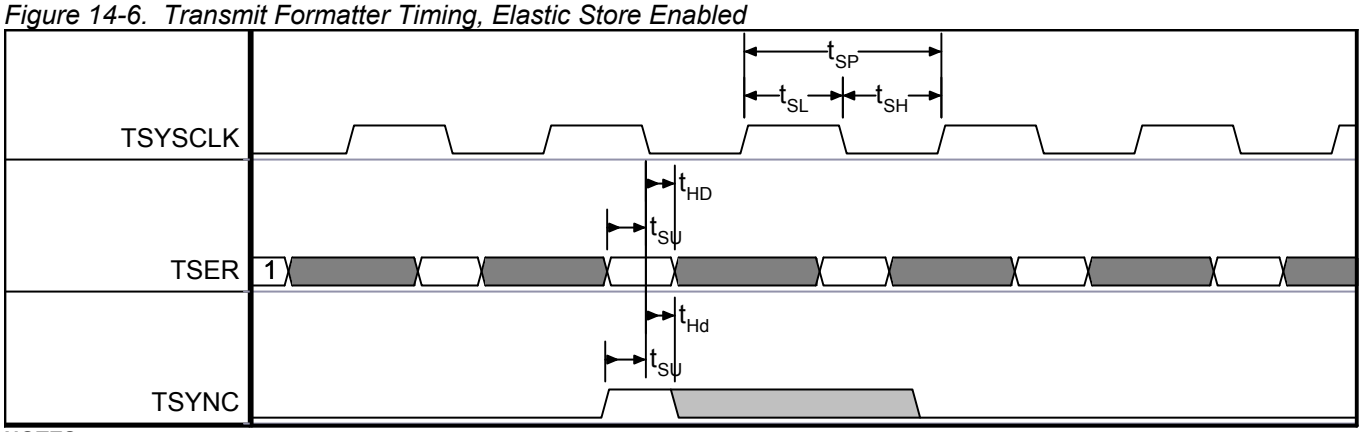
The output timing specification for each transmit formatter signal is with a 30pF load.

Figure 14-5. Transmit Formatter Timing Using the TCLKF Pin



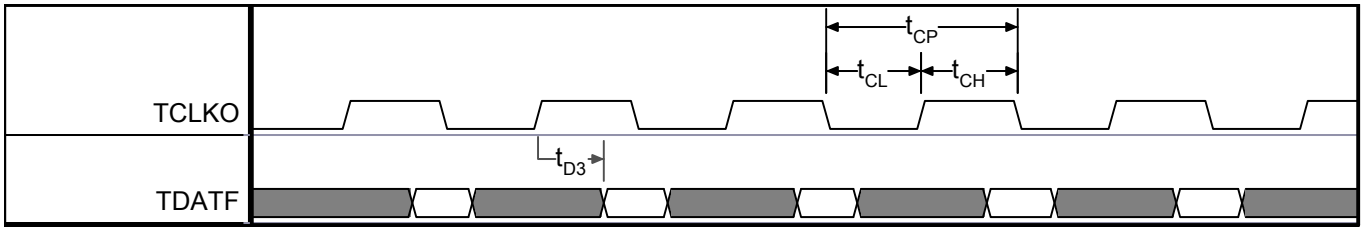
NOTES:
1. TSYNC is in the output mode.
2. TSYNC is in the input mode.
3. TSER is sampled on the falling edge of TCLK when the transmit side elastic store is disabled.

Figure 14-6. Transmit Formatter Timing, Elastic Store Enabled



NOTES:
1. TSER is only sampled on the falling edge of TSYSCLK when the transmit side elastic store is enabled.

Figure 14-7. Transmit Formatter Timing, Line Side with LIU Not Used



14.3 CPU Interface Timing

Table 14-5. CPU Interface AC characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
RST_SYS_N Active Low Pulse Width	T5	50			µs
H_CS_N Deasserted or H_R_W_N Low to H_D[31:0] High-Z	T22			16.2	ns
H_READY_N Active Pull-Up Pulse Width	T26	2.9		6.8	ns
Latest of H_WR_BEx_N Asserted or H_CS_N Asserted to H_D[31:0] Valid	T31			0	ns
H_CS_N Deasserted to H_D[31:0] Not Valid	T32			0	ns
H_CS_N Asserted to H_AD[24:1] Valid	T33			0	ns
H_CS_N Deasserted to H_AD[24:1] Not Valid	T34			0	ns
H_CS_N Asserted to H_R_W_N Valid	T35			0	ns
H_CS_N Deasserted to H_R_W_N Not Valid	T36			0	ns
H_CS_N Deasserted to H_READY_N High	T37			12	ns
H_CS_N Deasserted to H_WR_BEx_N[3:0] Not Valid	T40			0	ns
Delay Between Two Successive Accesses	T43	1.5			Internal CLK_SYS cycles
H_D[31:0] Valid before H_READY_N Active Low	T44	1.5			ns

NOTE: The output timing specified assumes 50 pF load.

Figure 14-8. RST_SYS_N Timing

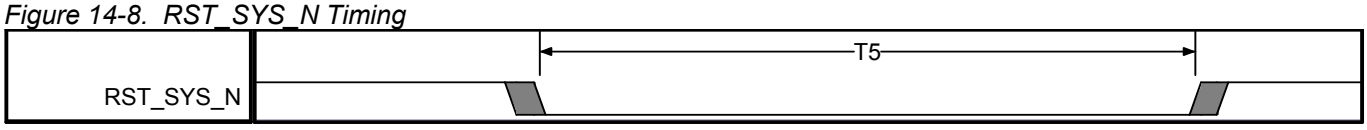


Figure 14-9. CPU Interface Write Cycle Timing

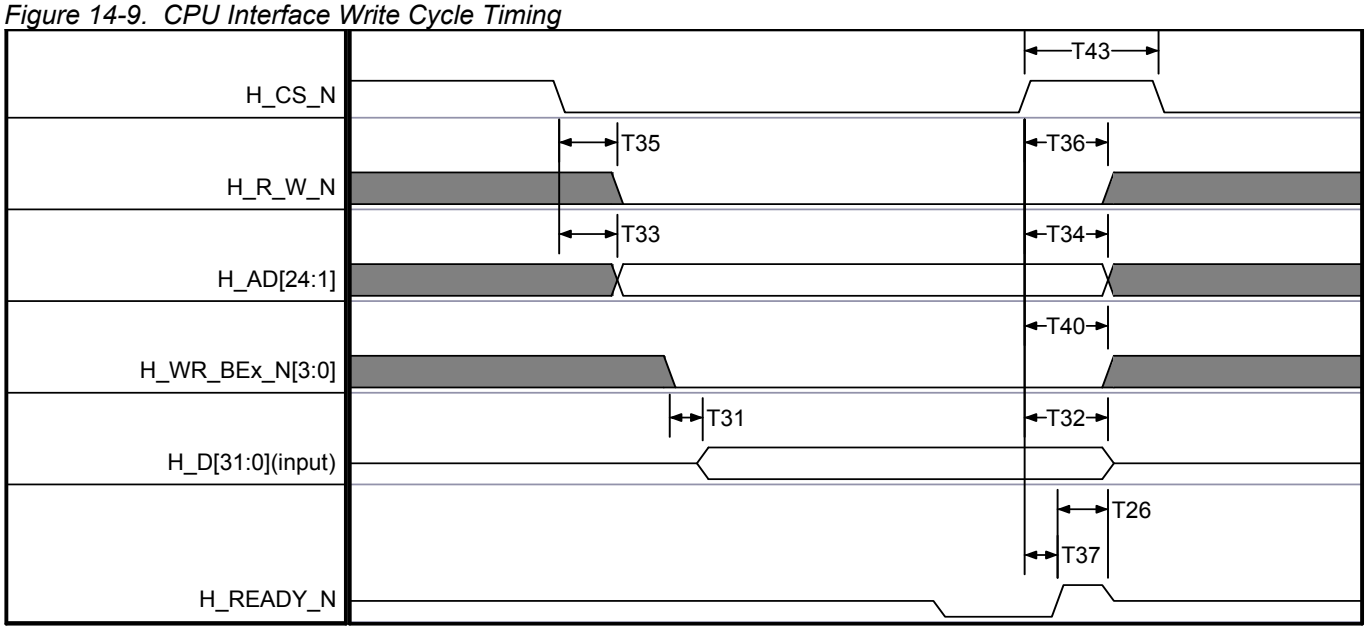
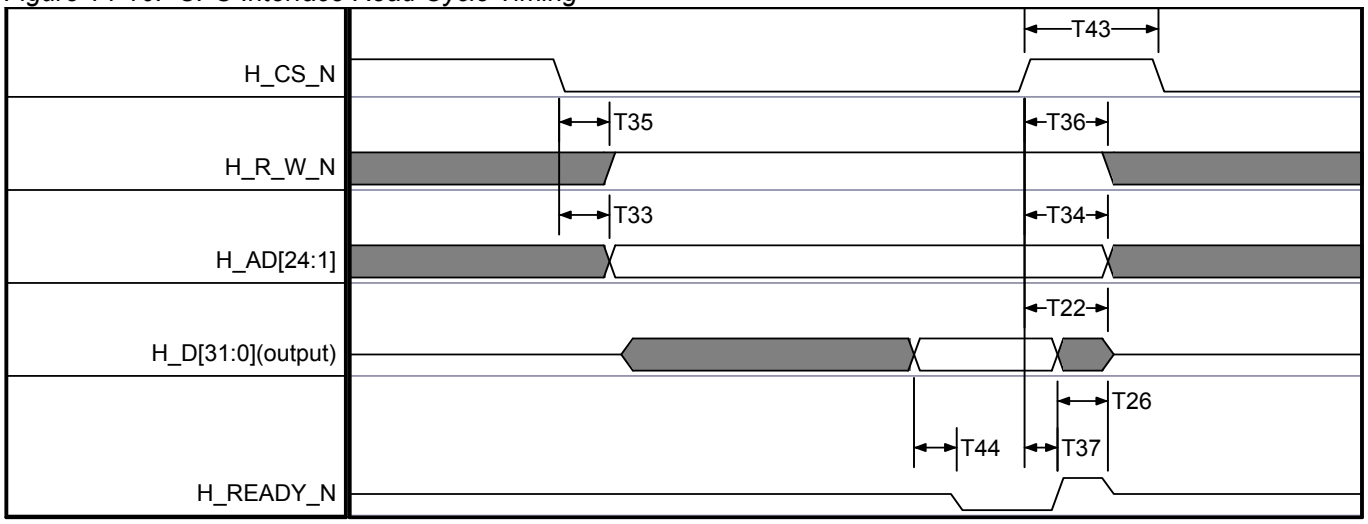


Figure 14-10. CPU Interface Read Cycle Timing



14.4 SPI Interface Timing

Table 14-6. SPI Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
SPI_SEL_N Deasserted to SPI_SEL_N Asserted	T230	70			ns
SPI_CLK Frequency	T231			12.09	MHz
SPI_CLK Period	T231	82.7			ns
SPI_CLK to SPI_MISO Output Hold	T232	5.3			ns
SPI_CLK to SPI_MISO Output Valid	T233			17.5	ns
SPI_MOSI Input Hold After SPI_CLK Edge	T234	5			ns
SPI_MOSI Input Setup Prior to SPI_CLK Edge	T235	5			ns
SPI_SEL_N Asserted to SPI_MISO Active	T236			15	ns
SPI_SEL_N Deasserted to SPI_MISO High-Z	T237			12	ns

NOTE: The output timing specified assumes 50pf load.

Figure 14-11. SPI interface Timing (SPI_CP = 0)

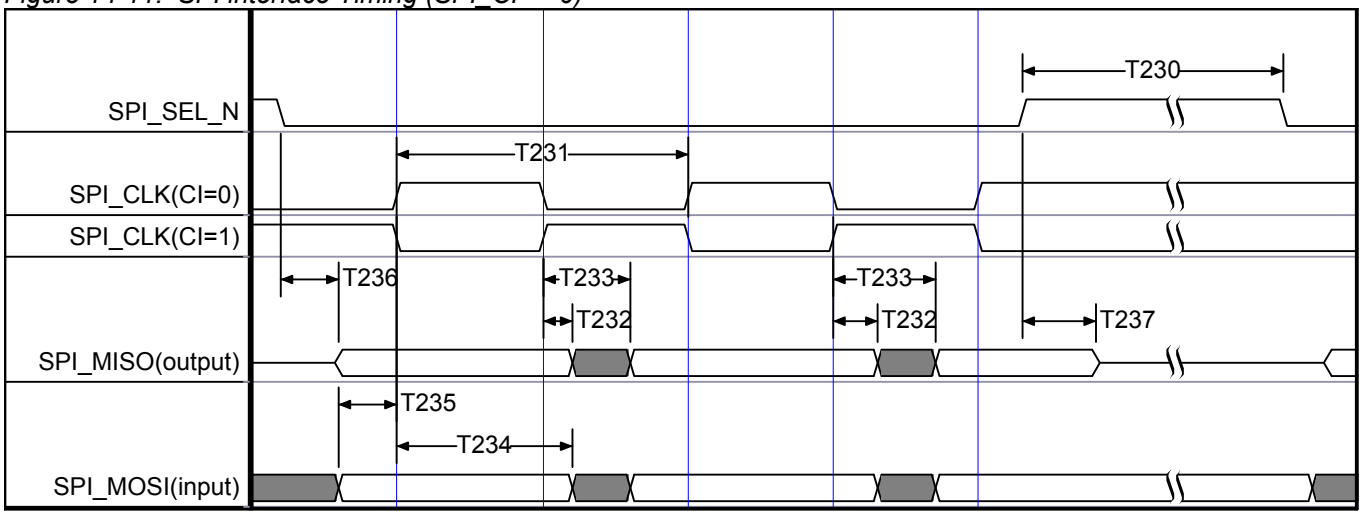
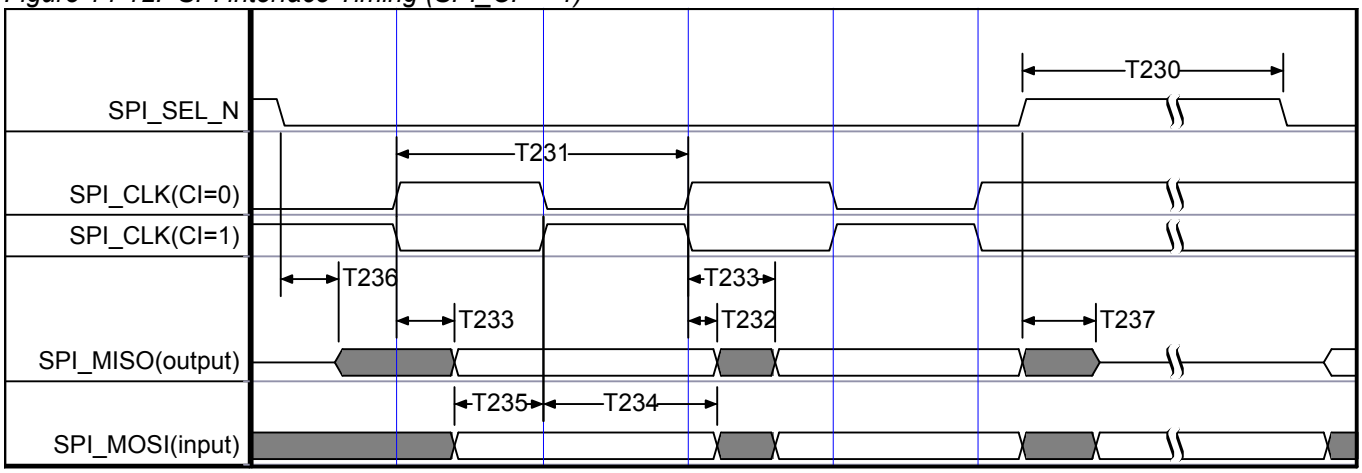


Figure 14-12. SPI interface Timing (SPI_CP = 1)



14.5 SDRAM Interface Timing

Table 14-7. SDRAM Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
SD_CLK to SD_CS_N, SD_RAS_N, SD_CAS_N, SD_WE_N, SD_DQM[3:0], SD_A[11:0], SD_BA[1:0] Output Hold	T51	1.9			ns
SD_CLK to SD_CS_N, SD_RAS_N, SD_CAS_N, SD_WE_N, SD_DQM[3:0], SD_A[11:0], SD_BA[1:0] Output Valid	T52			8	ns
SD_CLK to SD_D[31:0] Output Hold	T59	2			ns
SD_CLK to SD_D[31:0] Output Valid	T60			8	ns
SD_D[31:0] Input Setup Prior to SD_CLK	T69	4			ns
SD_D[31:0] Input Hold After SD_CLK	T70	1			ns

NOTE: The output timing specified assumes 30 pF load.

Figure 14-13. SDRAM Interface Write Cycle Timing

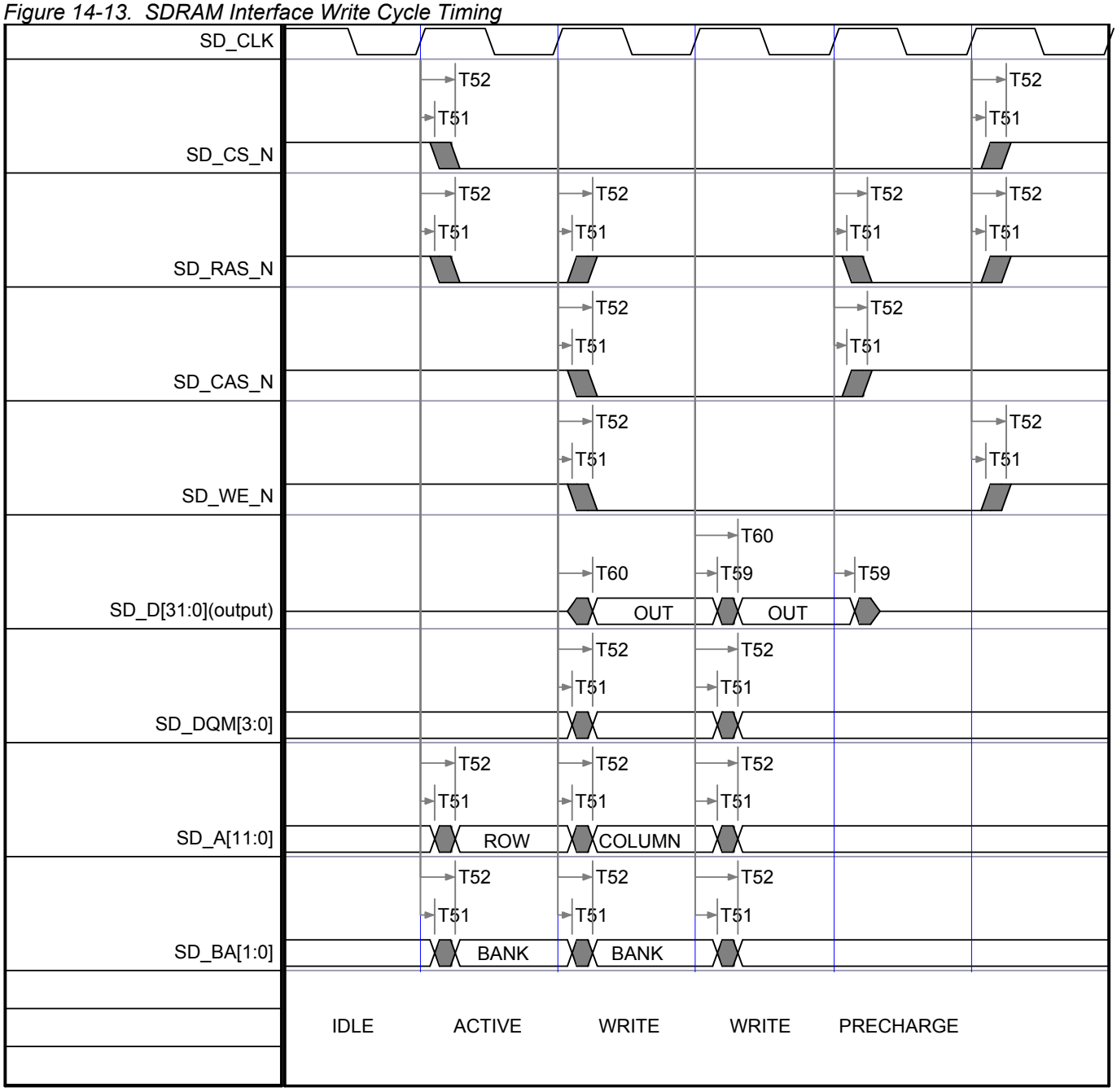
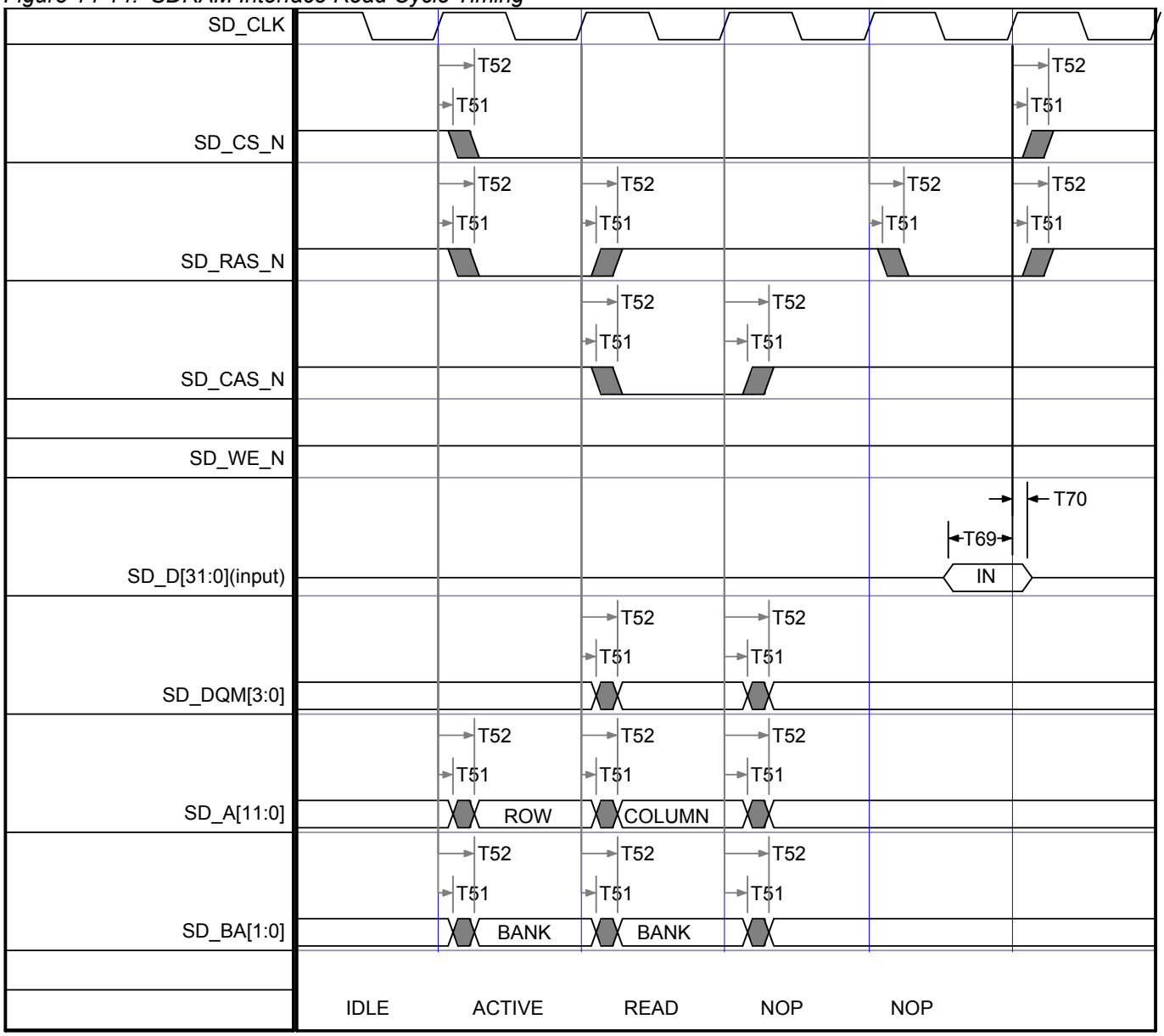


Figure 14-14. SDRAM Interface Read Cycle Timing



14.6 TDM-over-Packet TDM Interface Timing

Table 14-8. TDMoP TDM Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
TDMn_TX_SYNC, TDMn_TX_MF_CD, TDMn_RX, TDMn_RX_SYNC, TDMn_RSIG_RTS Input Setup Prior to TDMn_TCLK for E1/T1/Serial Interface	T101	1.8			ns
TDMn_TX_SYNC, TDMn_TX_MF_CD, TDMn_RX, TDMn_RX_SYNC, TDMn_RSIG_RTS Input Hold After TDMn_TCLK for E1/T1/Serial Interface	T102	1.1			ns
TDMn_TCLK to TDMn_TX, TDMn_TSIG_CTS Output Hold for E1/T1/Serial Interface	T103	2.8			ns
TDMn_TCLK to TDMn_TX, TDMn_TSIG_CTS Output Valid for E1/T1/Serial Interface	T104			13.3	ns
TDM1_TCLK to TDM1_TX Output Hold for High Speed \Interface	T103	4.5 (Note 1)			ns
TDM1_TCLK to TDM1_TX Output Valid for High Speed \Interface	T104			12.5 (Note 1)	ns
TDMn_RX, TDMn_RX_SYNC, TDMn_RSIG_RTS Input Setup Prior to TDMn_RCLK for E1/T1/Serial Interface	T109	1.8			ns
TDMn_RX, TDMn_RX_SYNC, TDMn_RSIG_RTS Input Hold After TDMn_RCLK for E1/T1/Serial Interface	T110	0			ns
TDM1_RX Input Setup Prior to TDM1_RCLK for High Speed Interface	T109	1.8			ns
TDM1_RX Input Hold After TDM1_RCLK for High Speed Interface	T110	1.1			ns

NOTES:
1. The output timing specified for TDM1_TX assumes 20 pF load.

Table 14-9. TDMoP TDM Clock AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
TDMn_TCLK Frequency for E1 Interface	T100		2.048		MHz
TDMn_TCLK Frequency for T1 Interface	T100		1.544		MHz
TDMn_RCLK, TDMn_TCLK Frequency for Serial Interface	T106	16k		4.65M	Hz
TDM1_RCLK, TDM1_TCLK Frequency for High Speed Interface	T106	16k		51.84M	Hz
TDMn_RCLK, TDMn_TCLK Duty Cycle for 1/T1 Serial Interface	T107	40		60	%
TDM1_RCLK, TDM1_TCLK Duty Cycle for High Speed Interface	T107	40		60	%

NOTE: The output timing specified for TDM interfaces assumes 30 pF load.

Figure 14-15. TDMoP TDM Timing, One-Clock Mode (Two_clocks=0, Tx_sample=1)

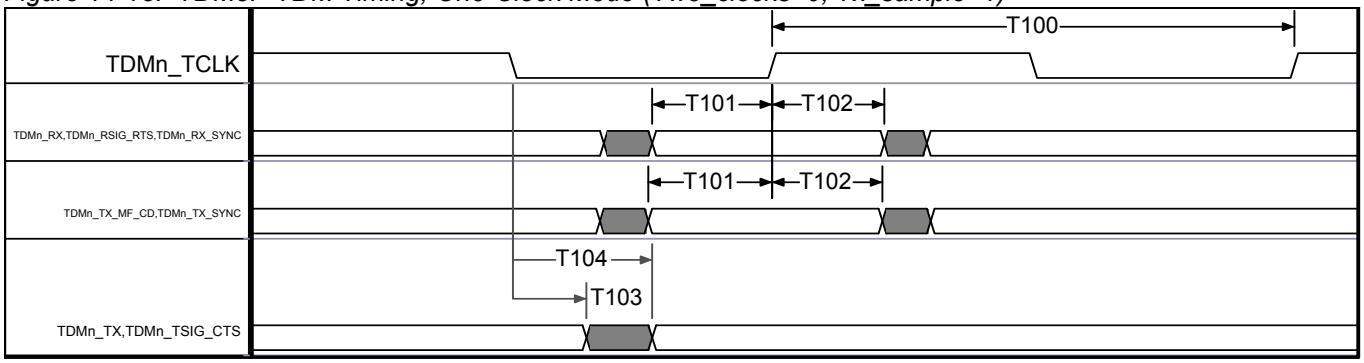


Figure 14-16. TDMoP TDM Timing, One Clock Mode (Two_clocks=0, Tx_sample=0)

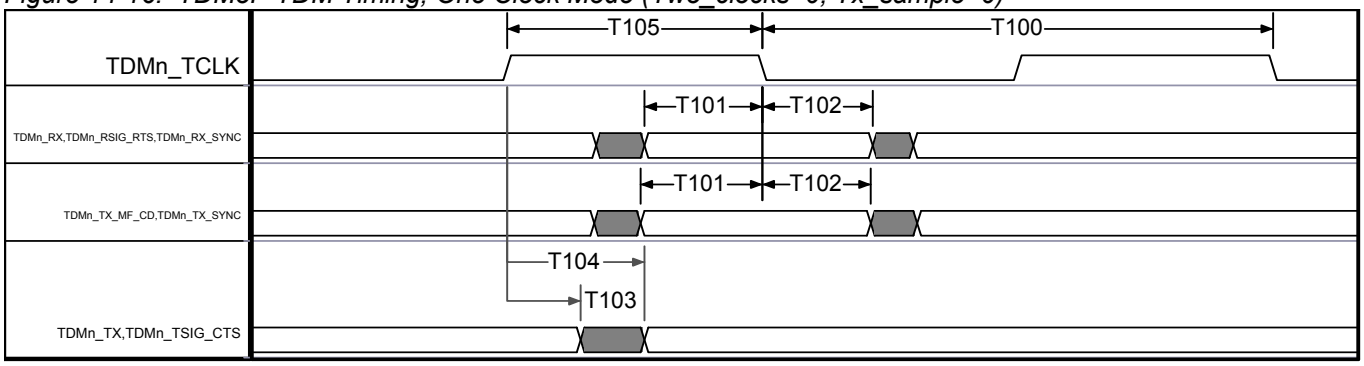


Figure 14-17. TDMoP TDM Timing, Two Clock Mode (Two_clocks=1, Tx_sample=1, Rx_sample=1)

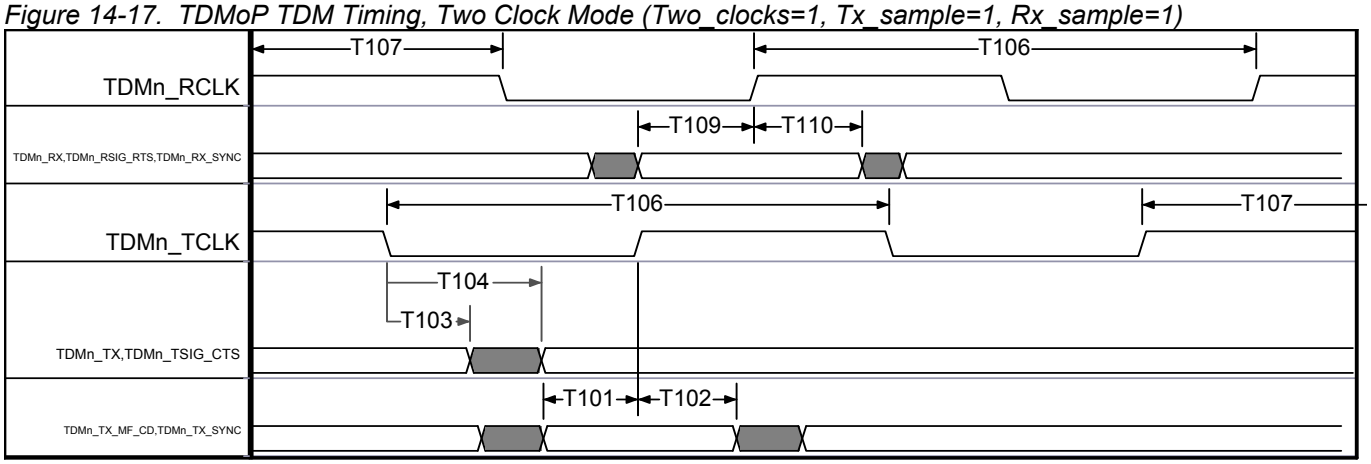


Figure 14-18. TDMoP TDM Timing, Two Clocks Mode (Two_clocks=1, Tx_sample=0, Rx_sample=0)

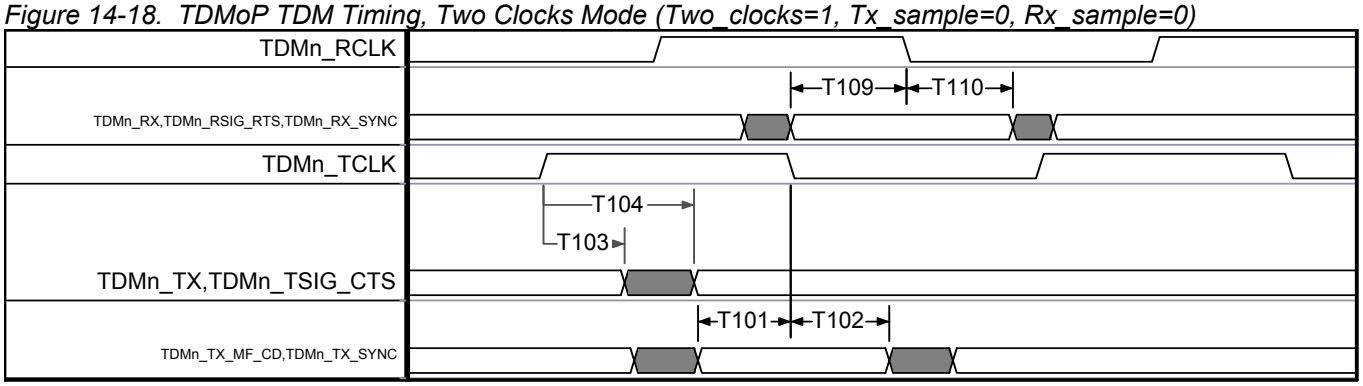


Figure 14-19. TDMoP TDM Timing, Two Clocks Mode (Two_clocks=1, Tx_sample=0, Rx_sample=1)

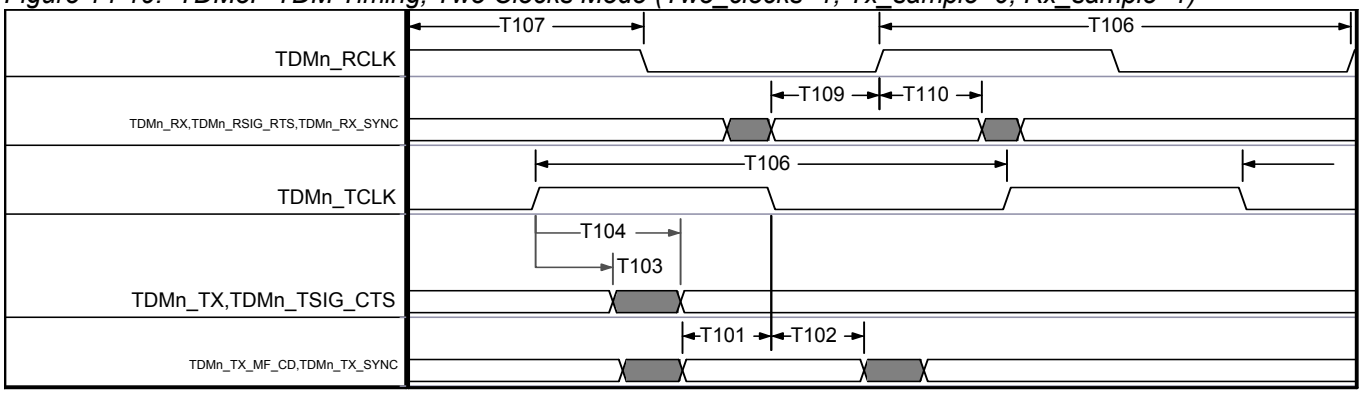
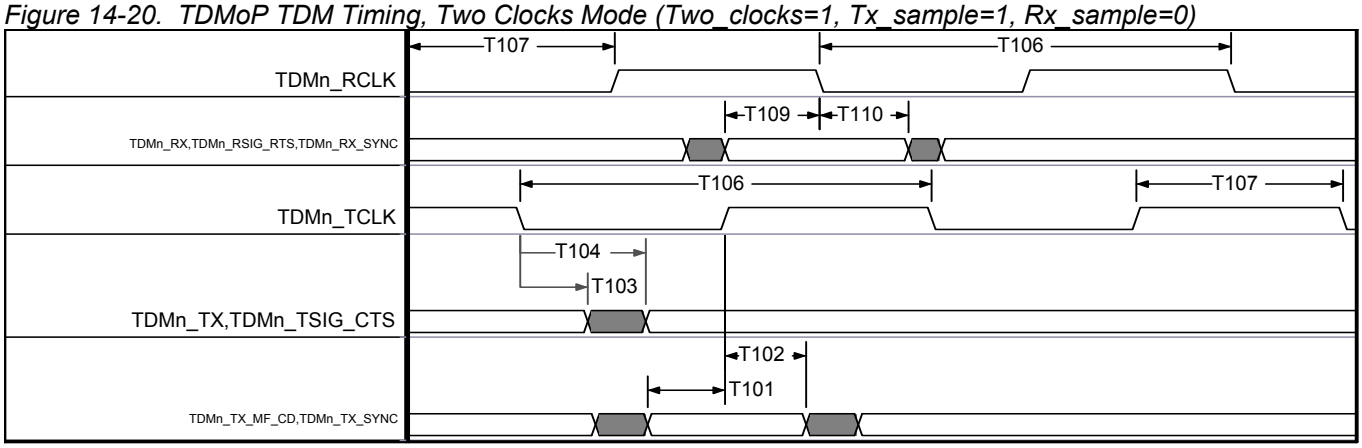


Figure 14-20. TDMoP TDM Timing, Two Clocks Mode (Two_clocks=1, Tx_sample=1, Rx_sample=0)



14.7 Ethernet MII/RMII/SSMII Interface Timing

Table 14-10. MII Management Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
MDC Period (Note 1)	T150		320		ns
MDC to MDIO Output Hold (Note 1)	T151	10			ns
MDC to MDIO Output Valid (Note 1)	T152			180	ns
MDIO Input Setup Prior to MDC Rising	T153	20			ns
MDIO Input Hold After MDC Rising	T154	0			ns

NOTES:
1. Valid for 50 MHz CLK_SYS and MDC_frequency = 0x02.

Figure 14-21. MII Management Interface Timing

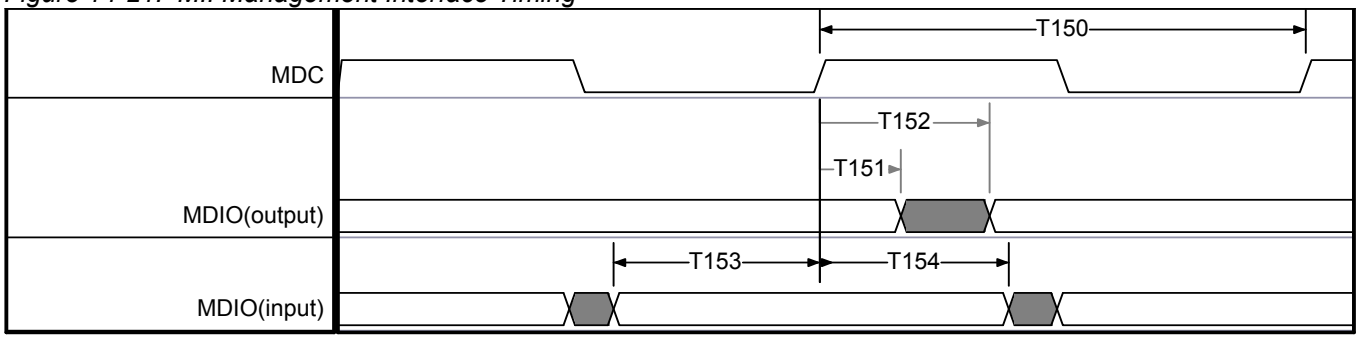


Table 14-11. MII Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_MII_TX Rising to MII_TXD, MII_TX_ERR, MII_TX_EN Output Hold	T156	0			ns
CLK_MII_TX Rising to MII_TXD, MII_TX_ERR, MII_TX_EN Output Valid	T157			25	ns
MII_RXD, MII_RX_DV, MII_RX_ERR Input Setup Prior to CLK_MII_RX Rising	T159	10			ns
MII_RXD, MII_RX_DV, MII_RX_ERR Input Hold After to CLK_MII_RX Rising	T160	0			ns

Table 14-12. MII Clock Timing

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_MII_TX Frequency	T158		25		MHz
CLK_MII_RX Frequency	T158		25		MHz
CLK_MII_TX Duty Cycle	T180	40		60	%
CLK_MII_RX duty Cycle	T180	40		60	%

Figure 14-22. MII Interface Output Signal Timing

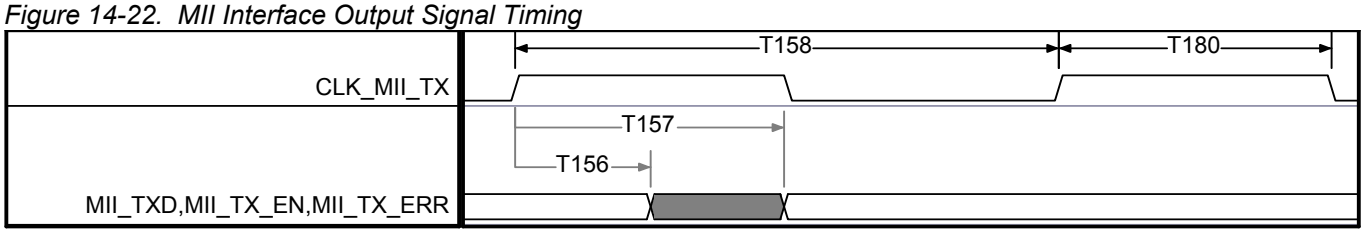


Figure 14-23. MII Interface Input Signal Timing

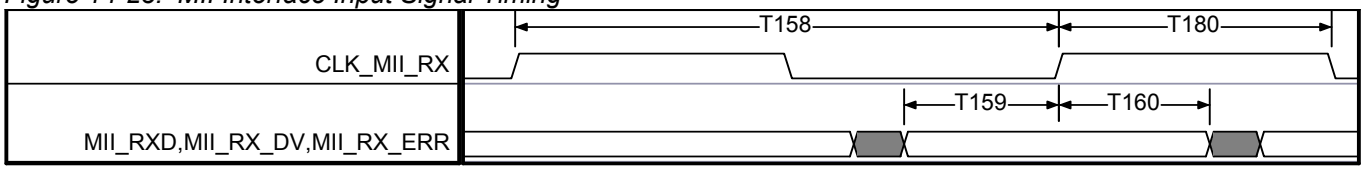


Table 14-13. RMII Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_MII_TX Rising to MII_TXD[3:2], MII_TX_EN Output Hold	T162	2			ns
CLK_MII_TX Rising to MII_TXD[3:2], MII_TX_EN Output Valid	T163			13.5	ns
MII_RXD[3:2], MII_RX_DV, MII_RX_ERR Input Setup Prior to CLK_MII_TX Rising	T164	7			ns
MII_RXD(3:2], MII_RX_DV, MII_RX_ERR Input Hold After CLK_MII_TX Rising	T165	0			ns

Table 14-14. RMII Clock Timing

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_MII_TX Frequency	T161		50		MHz
CLK_MII_TX Duty Cycle	T183	40		60	%

Figure 14-24. RMII Interface Output Signal Timing

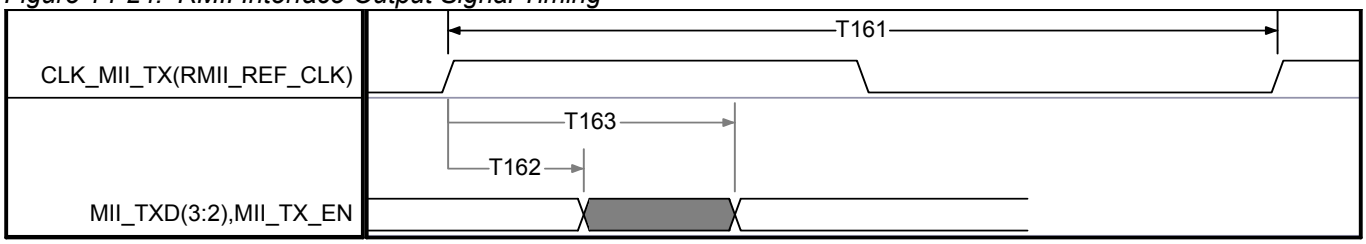


Figure 14-25. RMII Interface Input Signal Timing

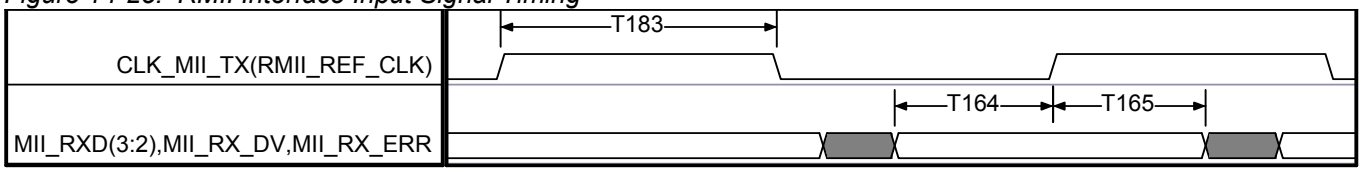


Table 14-15. SSMII Interface AC Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_SSMII_TX Rising to MII_TXD[1:0] Output	T172	1.5		5	ns
MII_RXD[1:0] Input Setup Prior to CLK_MII_RX Rising	T175	1.5			ns
MII_RXD[1:0] Input Hold After CLK_MII_RX Rising	T176	1.3			ns

Table 14-16. SSMII Clock Timing

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS
CLK_SSMII_TX Frequency	T171		125		MHz
CLK_SSMII_TX Duty Cycle	T189	40		60	%
CLK_MII_RX Frequency	T171		125		MHz
CLK_MII_RX Duty Cycle	T189	40		60	%

Figure 14-26. SSMII Interface Output Signal Timing

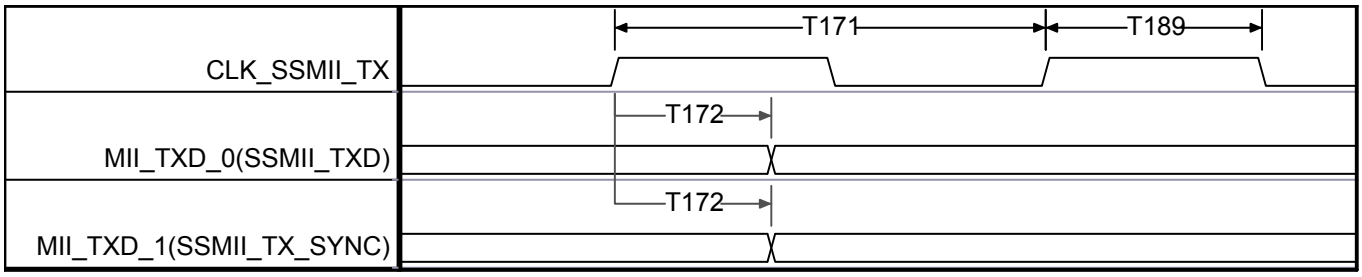
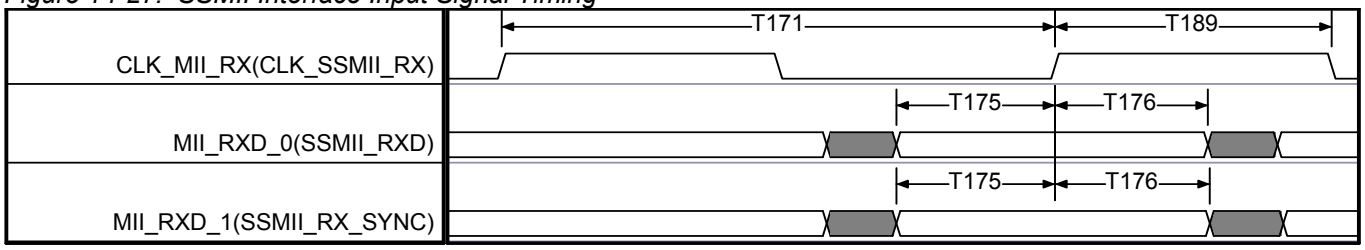


Figure 14-27. SSMII Interface Input Signal Timing



NOTES FOR SECTION 14.7:
1. The output timing specified for MII/RMII/SSMII interfaces assumes 20pf load for MII_TXD[3:0], MII_TX_EN, and MII_TX_ERR.
2. The output timing specified for MII/RMII/SSMII interfaces assumes 30pf load for MDC and MDIO.
3. The output timing specified for SSMII interface assumes 25pf load for CLK_SSMII_TX.

14.8 CLAD and System Clock Timing

Table 14-17. CLAD1 and CLAD2 Input Clock Specifications

PARAMETER	MIN	TYP	MAX	UNITS	ACCURACY
CLK_SYS Frequency		25 or 50		MHz	±50ppm
CLK_SYS Duty Cycle	40		60	%	
CLK_HIGH Frequency		10.00 19.44 38.88 77.76		MHz	Traceable to Stratum 3E or higher
CLK_HIGH Duty Cycle	40		60	%	
MCLK Frequency		1.544 2.048		MHz	±32ppm ±50ppm
MCLK Duty Cycle	40		60	%	
CLK_SYS Frequency		25 50 75		MHz	±50ppm
CLK_SYS Duty Cycle	40		60	%	

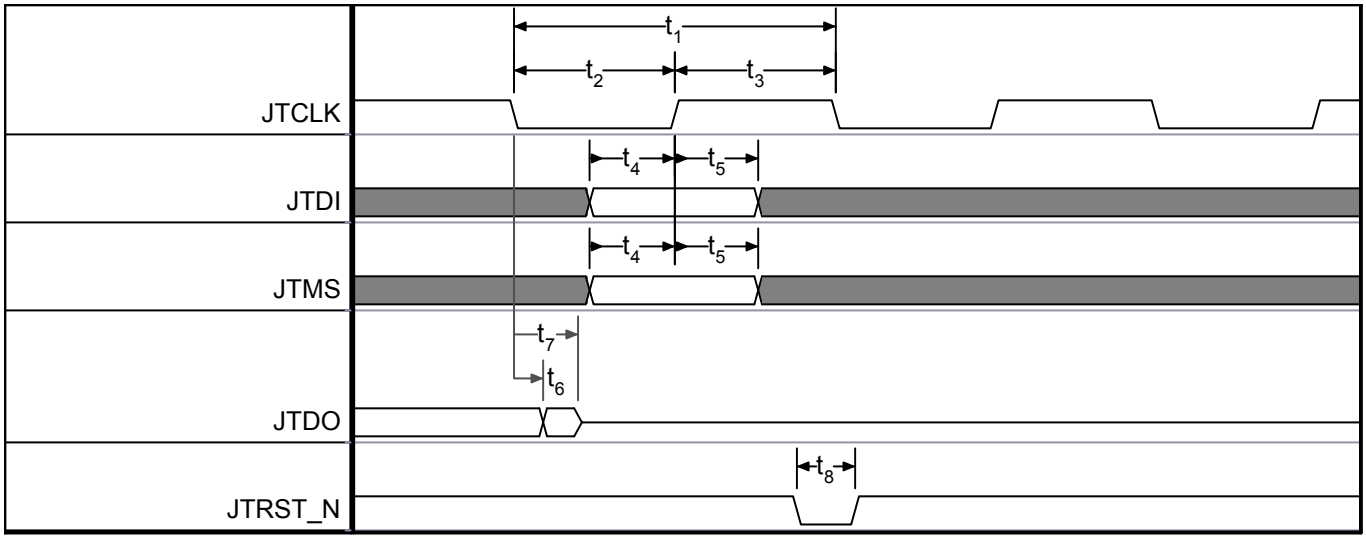
14.9 JTAG Interface Timing

Table 14-18. JTAG Interface Timing

PARAMETER	SYMBOL	MIN	TYP	MAX	UNITS	NOTES
JTCLK Clock Period	t1		1000		ns	
JTCLK Clock High / Low Time	t2 / t3	100	500		ns	1
JTCLK to JTDI, JTMS Setup Time	t4	5			ns	
JTCLK to JTDI, JTMS Hold Time	t5	2			ns	
JTCLK to JTDO Delay	t6	2		50	ns	
JTCLK to JTDO Hi-Z Delay	t7	2		50	ns	2
JTRST_N Width Low Time	t8	100				

NOTES:
1. Clock can be stopped high or low.
2. Not tested during production test.

Figure 14-28. JTAG Interface Timing Diagram



15 Applications

15.1 Connecting a Serial Interface Transceiver

Figure 15-1 below shows the connection of one port of a DS34T10x chip to a serial interface transceiver such as V.35 or RS-530. The figure shows one port in a DCE (Data Communications Equipment) application. All other ports can be connected in the same way.

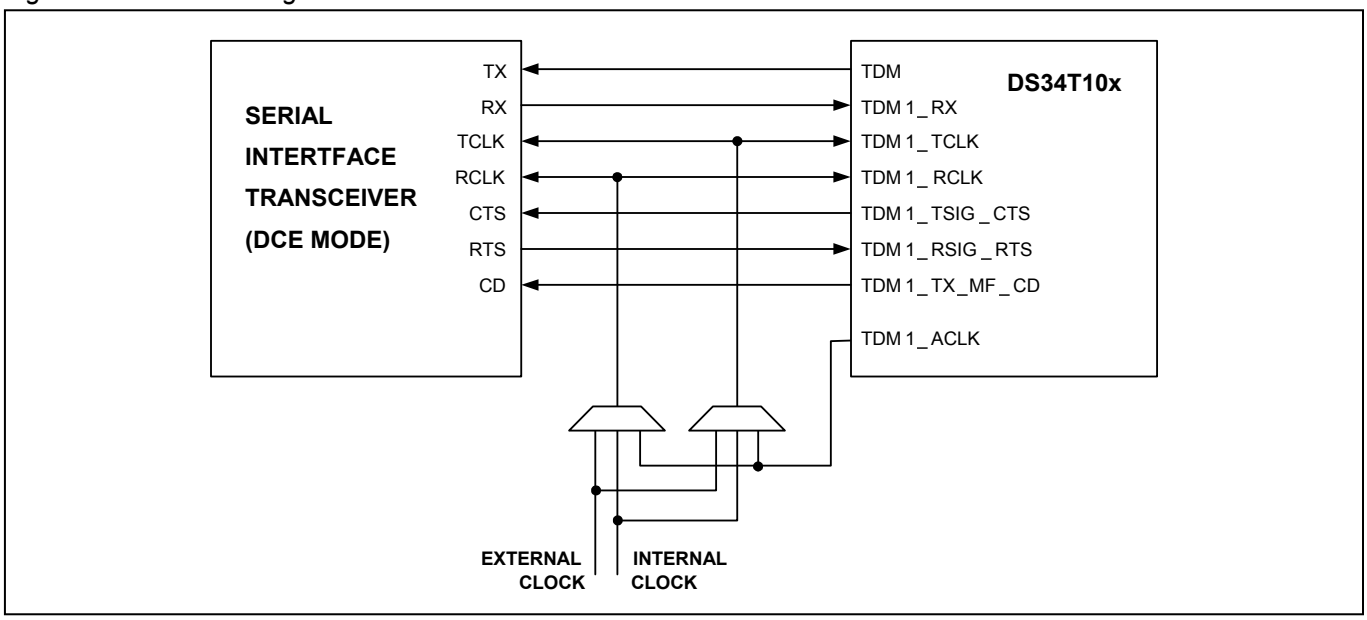
Each direction (Tx and Rx) has its own clock. However, TDM1_RCLK is optional, as the DS34T10x chip may work in one clock mode (GCR1.CLKMODE=0) in which both directions are clocked by TDM1_TCLK. The clock source of TDM1_RCLK or TDM1_TCLK can be:

- Internal (from the local oscillator)
- External
- Recovered from the packet network (provided by the chip on TDM1_ACLK).

The control input signal TDMn_RSIG_RTS does not affect the data reception, but its value can be read by the CPU from register field Port[n]_stat_reg1.RTS.

The TDMn_TSIG_CTS and TDMn_TX_MF_CD outputs can be controlled by software using registers fields CTS and CD in the Port[n]_cfg_reg register.

Figure 15-1. Connecting Port 1 to a Serial Transceiver



15.2 Connecting an Ethernet PHY or MAC

The figures below show the connection of the Ethernet port to a PHY or MAC device, in MII, RMII, and SSMII modes.

Figure 15-2. Connecting the Ethernet Port to a PHY in MII Mode

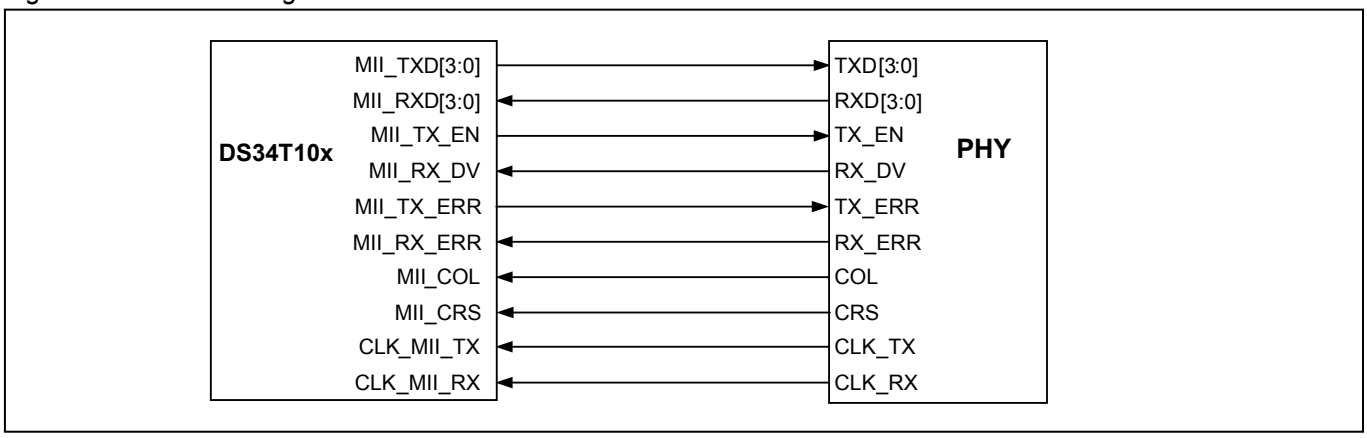


Figure 15-3. Connecting the Ethernet Port to a MAC in MII Mode

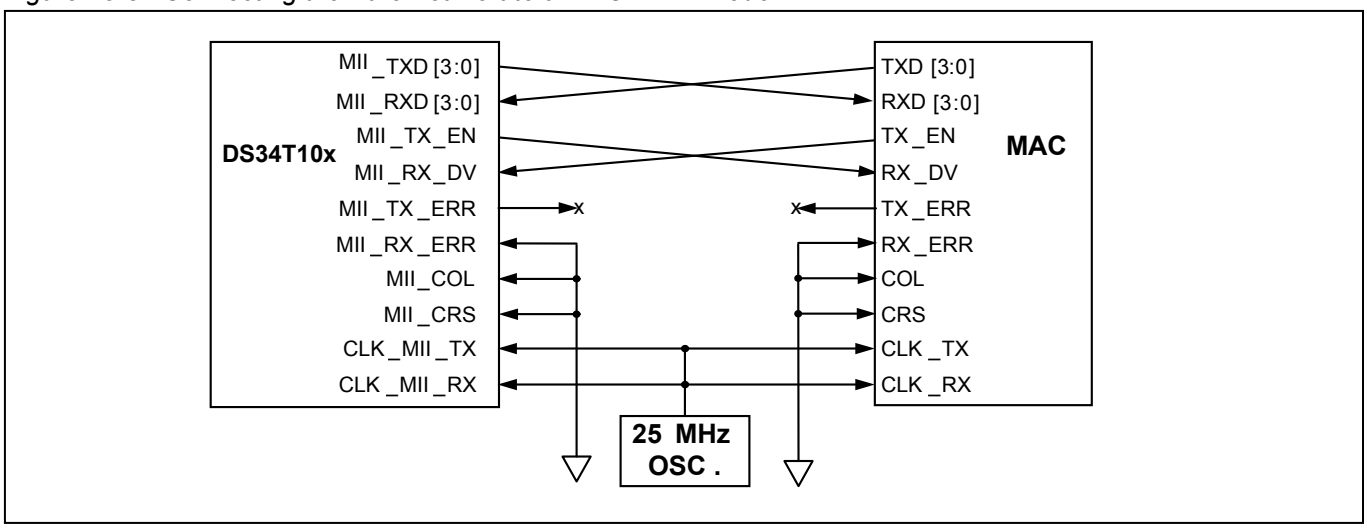


Figure 15-4. Connecting the Ethernet Port to a PHY in RMII Mode

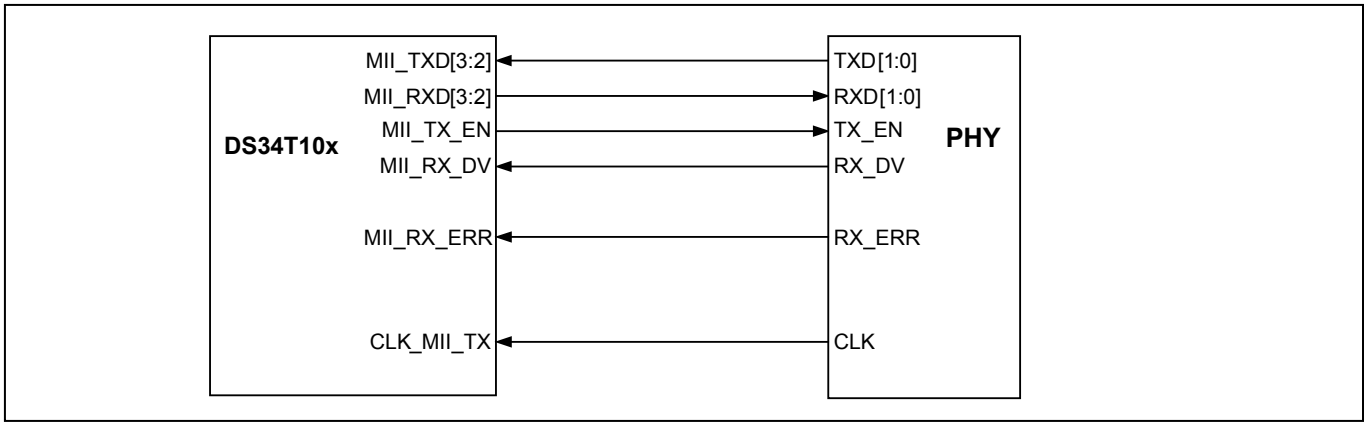


Figure 15-5. Connecting the Ethernet Port to a MAC in RMII Mode

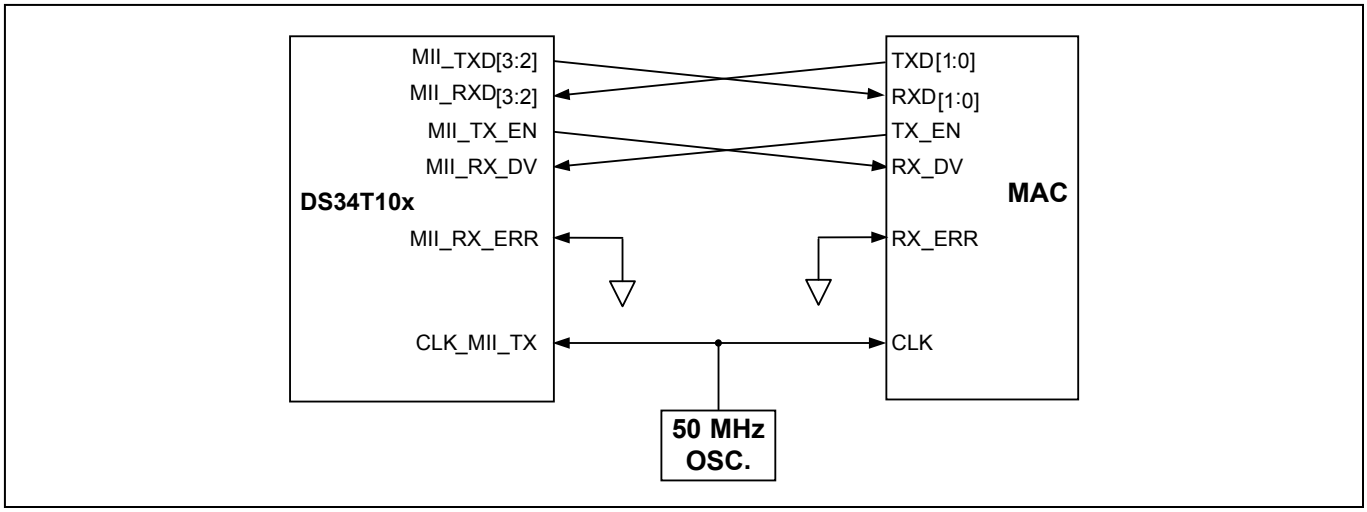


Figure 15-6. Connecting the Ethernet Port to a PHY in SSMII Mode

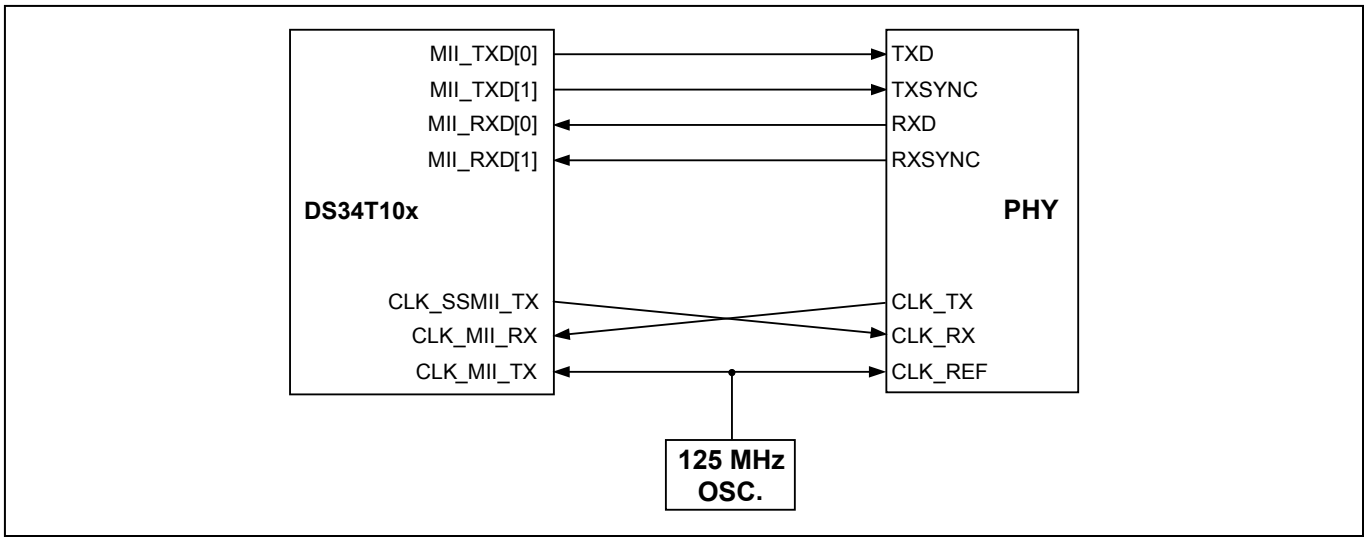
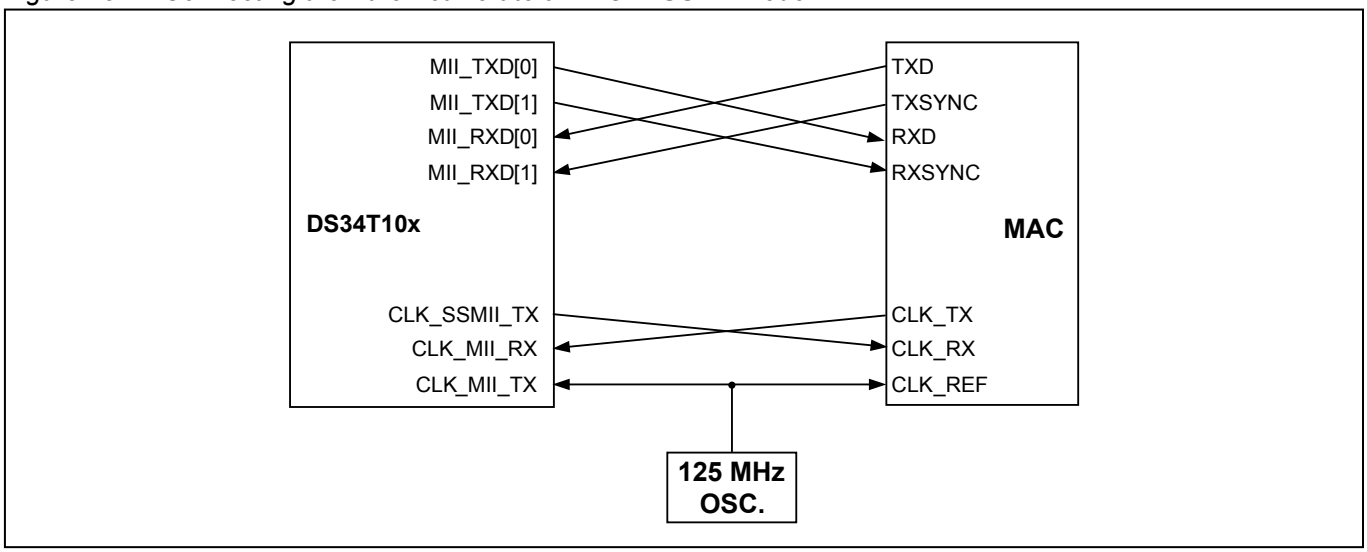


Figure 15-7. Connecting the Ethernet Port to a MAC in SSMII Mode



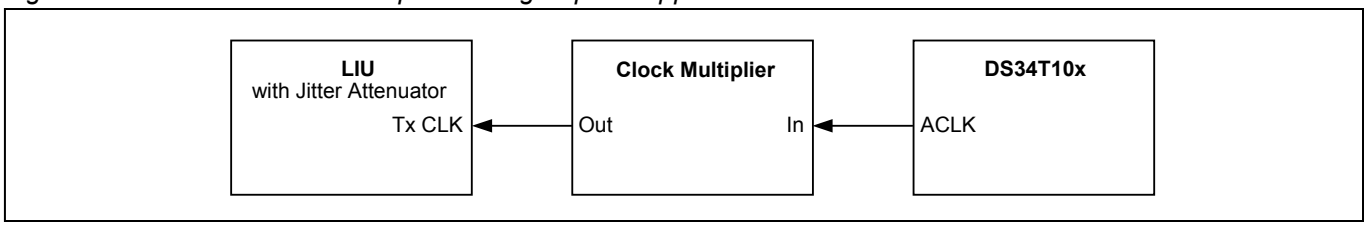
For the applications above, apply the following layout considerations:

- Provide termination on all high-speed interface signals and clock lines.
- Provide impedance matching on long traces to prevent reflections.
- Keep the clock traces away from all other signals to minimize mutual interference.
- In RMII mode, a very low skew clock buffer/driver is recommended to maximize the timing budget. In this mode it is recommended to keep all traces as short as possible.
- In SSMII mode there are two clock signals, one for each direction (Rx and Tx), routed together with the sync and data signals. Since the delay between the clock and these signals is lower, the designer can apply a longer trace delay in this mode. Keep data/sync traces and clock traces at the same length to maximize the timing budget.

15.3 Implementing Clock Recovery in High Speed Applications

For the high-speed interface (up to 51.84 MHz), an external clock multiplier and jitter attenuator are needed. Clock recovery in high-speed applications is depicted below:

Figure 15-8. External Clock Multiplier for High Speed Applications



The clock multiplier converts the low speed clock at ACLK to a clock at the frequency of the emulated high-speed circuit. The multiplication factor in the external clock multiplier must be 12 for an E3 or T3 interface and 10 for an STS-1 interface. The clock multiplier should be tuned to add minimal jitter. The jitter attenuator can be part of the LIU or an independent component.

15.4 Connecting a Motorola MPC860 Processor

The device is easily connected to a Motorola MPC860 processor by means of the MPC860 GPCM (General Purpose Chip Select Machine) module.

15.4.1 Connecting the Bus Signals

Since the MPC860 address bus MSb is always 0 while the DS34T10x address bus LSb is always 0, the signal order can be reversed as shown in the following figures.

Figure 15-9. 32-Bit CPU Bus Connections

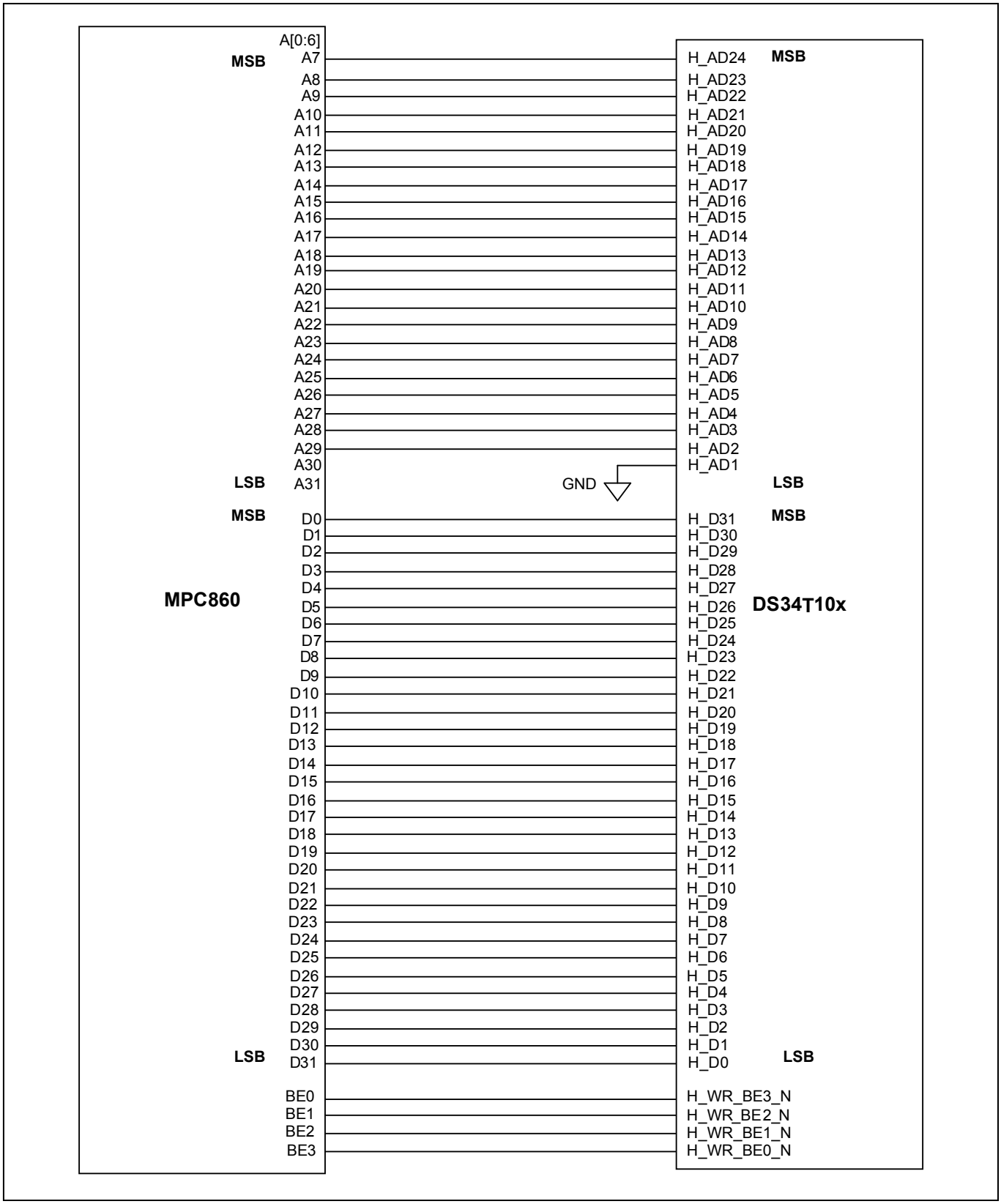
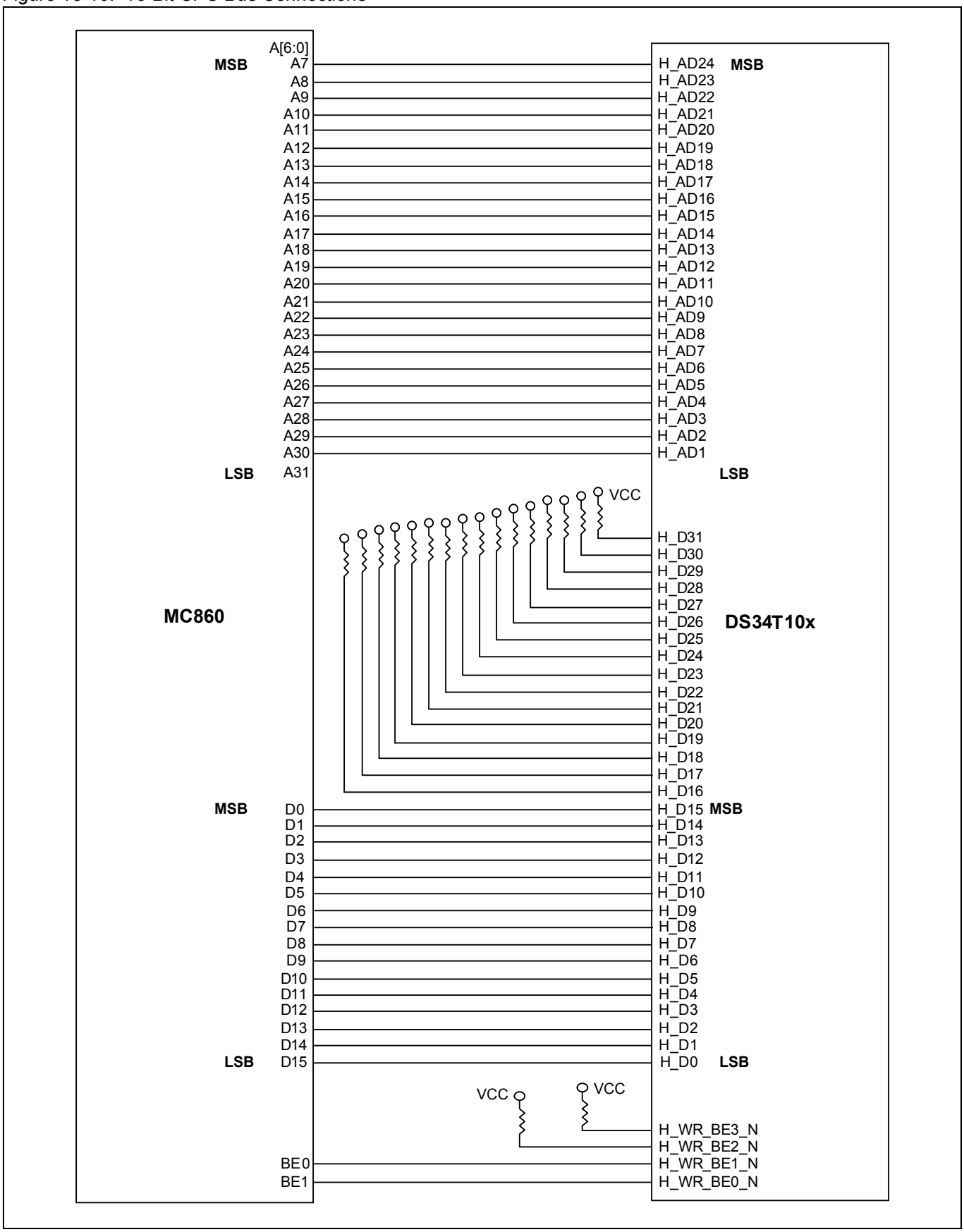


Figure 15-10. 16-Bit CPU Bus Connections



15.4.2 Connecting the H_READY_N Signal

The H_READY_N output should be connected to the MPC860 TA input. The CPU bus operates asynchronously. The TA of the MPC860 is a synchronous input (i.e., needs to meet set-up and hold times). The designer should synchronize H_READY_N to the MPC860 clock by means of a CPLD, which uses the MPC860 reference clock. The internal logic in the CPLD also uses the MPC860 CS (chip select) output. Both the H_READY_N output and the MPC860 TA input should have a 1kΩ pull-up resistor.

Figure 15-11. Connecting the H_READY_N Signal to the MPC860 TA Pin

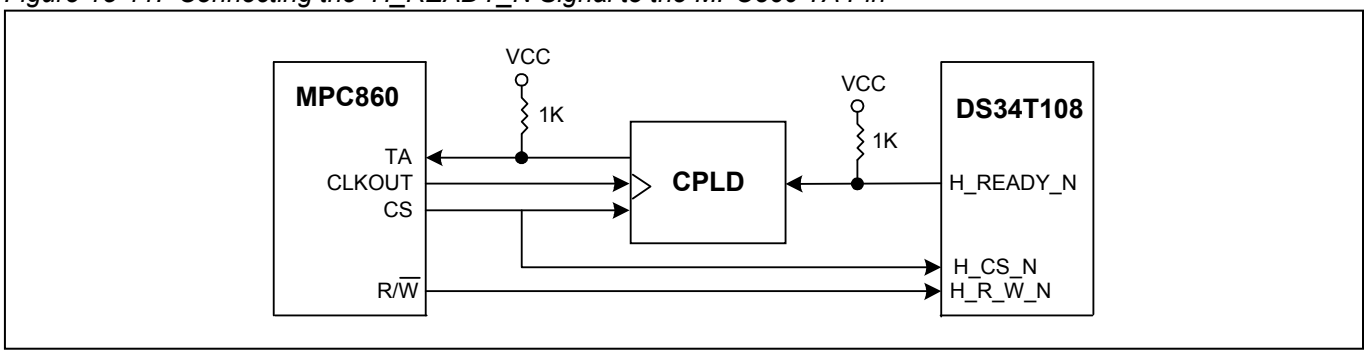
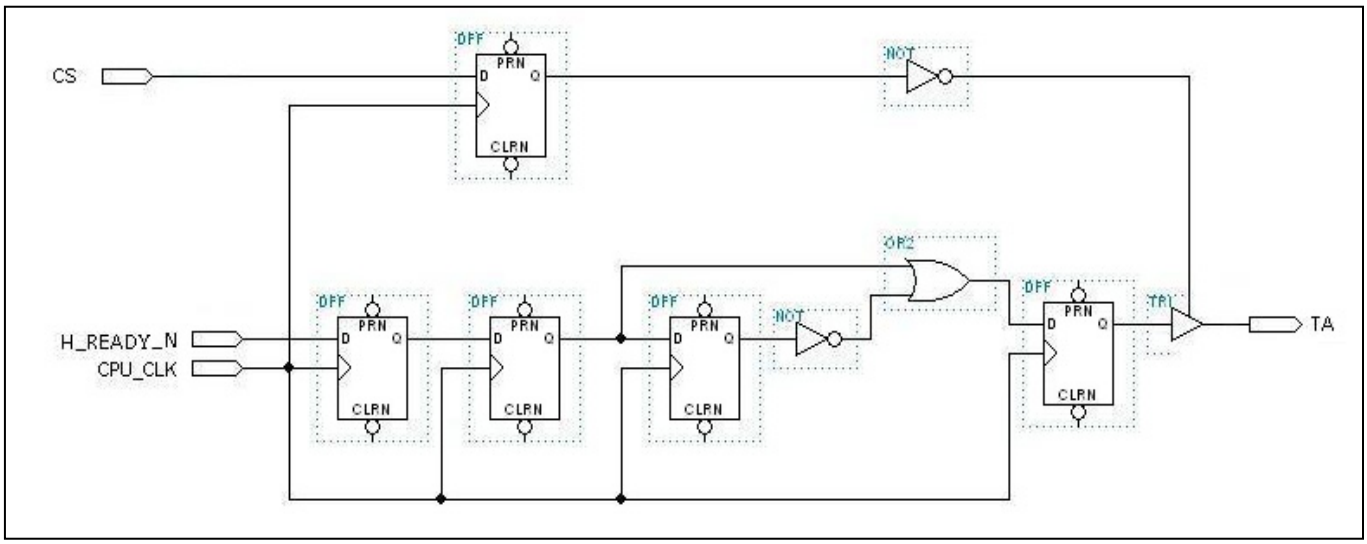


Figure 15-12. Internal CPLD Logic to Synchronize H_READY_N to the MPC860 Clock



Another alternative for connecting the H_READY_N signal is using the MPC860 UPM. In this option the H_READY_N output should be connected to the MPC860 UPWAIT (GPL4) signal, and no external timing adjustment is needed. The H_READY_N output should have a 1kΩ pull-up resistor. Refer to the MPC860 user manual for additional details.

15.5 Working in SPI Mode

The following table shows the I/O connections for operating in SPI mode.

Table 15-1. SPI Mode I/O Connections

Signal name	Connect to	Comments
H_CPU_SPI_N	VSS (logic 0)	Selects SPI mode.
DAT_32_16_N	DVDDIO or DVSS	Ignored in SPI mode.
H_CS_N	DVDDIO or DVSS	Ignored in SPI mode.
H_AD[24:1]	DVDDIO or DVSS	Ignored in SPI mode.
H_D[31:1]	DVDDIO or DVSS	Ignored in SPI mode.
H_D[0] / SPI_MISO	Master MISO	
H_WR_BE0_N / SPI_CLK	Master SPI clock	
H_WR_BE1_N / SPI_MOSI	Master MOSI	
H_WR_BE2_N / SPI_SEL_N	Master SPI select	
H_WR_BE3_N / SPI_CI	DVDDIO (logic 1) or DVSS (logic 0)	According to required SPI mode
H_R_W_N / SPI_CP	DVDDIO (logic 1) or DVSS (logic 0)	According to required SPI mode

15.6 Connecting SDRAM Devices

The following table lists suggested SDRAM devices to use in conjunction with the DS34T10x devices.

Table 15-2. List of Suggested SDRAM Devices

Vendor	64 Mb Device	128 Mb Device
Micron	MT48LC2M32B2TG-6	MT48LC4M32B2TG-6
Samsung	K4S643232H-TC/L60	K4S283232E-TC/L60
Hynix	HY57V653220BTC-6 or HY57V643220CT-6	HY57V283220T-6
Elpida	N/A	EDS1232AATA-60
Winbond	W986432DH-6	N/A
ICSI	IC42S32200/L-6T or IC42S32200/L-6TI	N/A
ISSI	IS42S32200C1-6T	IS42S32400B-6T

When connecting the device to an external SDRAM, it is advised to connect SD_CLK through a serial termination resistor.

When connecting the device to a 64 Mb external SDRAM, it is advised to connect SD_A[11] through a serial resistor to the SDRAM “NC” pin that is used for address pin A11 for a 128 Mb SDRAM. In this way, the 64Mb SDRAM could be replaced by a 128 Mb SDRAM later, if needed.

16 PIN ASSIGNMENT

16.1 Board Design for Multiple DS34T10x Devices

All devices in the DS34T10x family require the same footprint on the board. It is recommended that boards be design to support the use of higher port-count devices in a lower port-count socket. If this is done, unused inputs, input/outputs, and outputs must be biased appropriately. Generally, unused inputs are tied directly to the ground plane, unused outputs are not connected, and unused input/outputs are tied to ground through a 10kΩ resistor. Unused inputs with internal pull-ups or pull-downs are not connected. Table 16-1 designates how each ball on the package should be connected to implement a common board design. Shading indicates balls for the unused inputs, input/outputs, and outputs of higher port-count devices.

If a common board design is not done, the balls for the unused inputs, input/outputs, and outputs need not be connected, and the stuffing of higher port-count devices into a lower port-count socket is not recommended.

Note: When a higher port-count device is used in a socket, the BSDL file of the higher port-count device must be used. BSDL files are available from the factory upon request.

Table 16-1. Common Board Design Connections

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
M2	ACVDD1	ACVDD1	ACVDD1	ACVDD1
K2	ACVDD2	ACVDD2	ACVDD2	ACVDD2
M1	ACVSS1	ACVSS1	ACVSS1	ACVSS1
K1	ACVSS2	ACVSS2	ACVSS2	ACVSS2
B14	ARVDD1	ARVDD1	ARVDD1	ARVDD1
B10	ARVDD2	ARVDD2	ARVDD2	ARVDD2
B2	ARVDD3	ARVDD3	ARVDD3	ARVDD3
F2	ARVDD4	ARVDD4	ARVDD4	ARVDD4
U2	ARVDD5	ARVDD5	ARVDD5	ARVDD5
AA2	ARVDD6	ARVDD6	ARVDD6	ARVDD6
AA11	ARVDD7	ARVDD7	ARVDD7	ARVDD7
AA13	ARVDD8	ARVDD8	ARVDD8	ARVDD8
A14	ARVSS1	ARVSS1	ARVSS1	ARVSS1
A10	ARVSS2	ARVSS2	ARVSS2	ARVSS2
B1	ARVSS3	ARVSS3	ARVSS3	ARVSS3
F1	ARVSS4	ARVSS4	ARVSS4	ARVSS4
U1	ARVSS5	ARVSS5	ARVSS5	ARVSS5
AA1	ARVSS6	ARVSS6	ARVSS6	ARVSS6
AB11	ARVSS7	ARVSS7	ARVSS7	ARVSS7
AB13	ARVSS8	ARVSS8	ARVSS8	ARVSS8
B16	ATVDD1	ATVDD1	ATVDD1	ATVDD1
B8	ATVDD2	ATVDD2	ATVDD2	ATVDD2
D1	ATVDD3	ATVDD3	ATVDD3	ATVDD3
H2	ATVDD4	ATVDD4	ATVDD4	ATVDD4
R2	ATVDD5	ATVDD5	ATVDD5	ATVDD5
W1	ATVDD6	ATVDD6	ATVDD6	ATVDD6
AA9	ATVDD7	ATVDD7	ATVDD7	ATVDD7
AA15	ATVDD8	ATVDD8	ATVDD8	ATVDD8
A16	ATVSS1	ATVSS1	ATVSS1	ATVSS1

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
A8	ATVSS2	ATVSS2	ATVSS2	ATVSS2
D2	ATVSS3	ATVSS3	ATVSS3	ATVSS3
H1	ATVSS4	ATVSS4	ATVSS4	ATVSS4
R1	ATVSS5	ATVSS5	ATVSS5	ATVSS5
W2	ATVSS6	ATVSS6	ATVSS6	ATVSS6
AB9	ATVSS7	ATVSS7	ATVSS7	ATVSS7
AB15	ATVSS8	ATVSS8	ATVSS8	ATVSS8
P1	CLK_CMN	CLK_CMN	CLK_CMN	CLK_CMN
L1	CLK_HIGH	CLK_HIGH	CLK_HIGH	CLK_HIGH
V16	CLK_MII_RX	CLK_MII_RX	CLK_MII_RX	CLK_MII_RX
AA18	CLK_MII_TX	CLK_MII_TX	CLK_MII_TX	CLK_MII_TX
Y19	CLK_SSMII_TX	CLK_SSMII_TX	CLK_SSMII_TX	CLK_SSMII_TX
J1	CLK_SYS/SCCLK	CLK_SYS/SCCLK	CLK_SYS/SCCLK	CLK_SYS/SCCLK
J2	CLK_SYS_S	CLK_SYS_S	CLK_SYS_S	CLK_SYS_S
L21	DAT_32_16_N	DAT_32_16_N	DAT_32_16_N	DAT_32_16_N
L2	DVDDC	DVDDC	DVDDC	DVDDC
T5	DVDDC	DVDDC	DVDDC	DVDDC
V5	DVDDC	DVDDC	DVDDC	DVDDC
Y20	DVDDC	DVDDC	DVDDC	DVDDC
Y10	DVDDC	DVDDC	DVDDC	DVDDC
T18	DVDDC	DVDDC	DVDDC	DVDDC
G18	DVDDC	DVDDC	DVDDC	DVDDC
V18	DVDDC	DVDDC	DVDDC	DVDDC
V20	DVDDC	DVDDC	DVDDC	DVDDC
A12	DVDDC	DVDDC	DVDDC	DVDDC
E18	DVDDC	DVDDC	DVDDC	DVDDC
E20	DVDDC	DVDDC	DVDDC	DVDDC
C20	DVDDC	DVDDC	DVDDC	DVDDC
B11	DVDDC	DVDDC	DVDDC	DVDDC
G5	DVDDC	DVDDC	DVDDC	DVDDC
E5	DVDDC	DVDDC	DVDDC	DVDDC
C4	DVDDC	DVDDC	DVDDC	DVDDC
M9	DVDDIO	DVDDIO	DVDDIO	DVDDIO
N9	DVDDIO	DVDDIO	DVDDIO	DVDDIO
P10	DVDDIO	DVDDIO	DVDDIO	DVDDIO
P13	DVDDIO	DVDDIO	DVDDIO	DVDDIO
N14	DVDDIO	DVDDIO	DVDDIO	DVDDIO
P12	DVDDIO	DVDDIO	DVDDIO	DVDDIO
M14	DVDDIO	DVDDIO	DVDDIO	DVDDIO
L14	DVDDIO	DVDDIO	DVDDIO	DVDDIO
P11	DVDDIO	DVDDIO	DVDDIO	DVDDIO
K14	DVDDIO	DVDDIO	DVDDIO	DVDDIO
J12	DVDDIO	DVDDIO	DVDDIO	DVDDIO
J13	DVDDIO	DVDDIO	DVDDIO	DVDDIO
J11	DVDDIO	DVDDIO	DVDDIO	DVDDIO
J10	DVDDIO	DVDDIO	DVDDIO	DVDDIO
L9	DVDDIO	DVDDIO	DVDDIO	DVDDIO
K9	DVDDIO	DVDDIO	DVDDIO	DVDDIO

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
C3	DVDDLIU	DVDDLIU	DVDDLIU	DVDDLIU
V3	DVDDLIU	DVDDLIU	DVDDLIU	DVDDLIU
M10	DVSS	DVSS	DVSS	DVSS
L13	DVSS	DVSS	DVSS	DVSS
H15	DVSS	DVSS	DVSS	DVSS
U17	DVSS	DVSS	DVSS	DVSS
L11	DVSS	DVSS	DVSS	DVSS
M11	DVSS	DVSS	DVSS	DVSS
K12	DVSS	DVSS	DVSS	DVSS
K11	DVSS	DVSS	DVSS	DVSS
K10	DVSS	DVSS	DVSS	DVSS
M12	DVSS	DVSS	DVSS	DVSS
N11	DVSS	DVSS	DVSS	DVSS
D4	DVSS	DVSS	DVSS	DVSS
H8	DVSS	DVSS	DVSS	DVSS
K13	DVSS	DVSS	DVSS	DVSS
M13	DVSS	DVSS	DVSS	DVSS
B12	DVSS	DVSS	DVSS	DVSS
N2	DVSS	DVSS	DVSS	DVSS
F6	DVSS	DVSS	DVSS	DVSS
L10	DVSS	DVSS	DVSS	DVSS
U6	DVSS	DVSS	DVSS	DVSS
W4	DVSS	DVSS	DVSS	DVSS
R8	DVSS	DVSS	DVSS	DVSS
N12	DVSS	DVSS	DVSS	DVSS
F17	DVSS	DVSS	DVSS	DVSS
L12	DVSS	DVSS	DVSS	DVSS
N10	DVSS	DVSS	DVSS	DVSS
R15	DVSS	DVSS	DVSS	DVSS
W19	DVSS	DVSS	DVSS	DVSS
N13	DVSS	DVSS	DVSS	DVSS
Y12	DVSS	DVSS	DVSS	DVSS
D19	DVSS	DVSS	DVSS	DVSS
Y3	DVSSLIU	DVSSLIU	DVSSLIU	DVSSLIU
E3	DVSSLIU	DVSSLIU	DVSSLIU	DVSSLIU
L18	H_AD[1]	H_AD[1]	H_AD[1]	H_AD[1]
N22	H_AD[10]	H_AD[10]	H_AD[10]	H_AD[10]
L15	H_AD[11]	H_AD[11]	H_AD[11]	H_AD[11]
P21	H_AD[12]	H_AD[12]	H_AD[12]	H_AD[12]
N16	H_AD[13]	H_AD[13]	H_AD[13]	H_AD[13]
N20	H_AD[14]	H_AD[14]	H_AD[14]	H_AD[14]
P22	H_AD[15]	H_AD[15]	H_AD[15]	H_AD[15]
N19	H_AD[16]	H_AD[16]	H_AD[16]	H_AD[16]
R21	H_AD[17]	H_AD[17]	H_AD[17]	H_AD[17]
M19	H_AD[18]	H_AD[18]	H_AD[18]	H_AD[18]
N21	H_AD[19]	H_AD[19]	H_AD[19]	H_AD[19]
M21	H_AD[2]	H_AD[2]	H_AD[2]	H_AD[2]
M17	H_AD[20]	H_AD[20]	H_AD[20]	H_AD[20]

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
P20	H_AD[21]	H_AD[21]	H_AD[21]	H_AD[21]
R22	H_AD[22]	H_AD[22]	H_AD[22]	H_AD[22]
N17	H_AD[23]	H_AD[23]	H_AD[23]	H_AD[23]
T21	H_AD[24]	H_AD[24]	H_AD[24]	H_AD[24]
K16	H_AD[3]	H_AD[3]	H_AD[3]	H_AD[3]
M22	H_AD[4]	H_AD[4]	H_AD[4]	H_AD[4]
T20	H_AD[5]	H_AD[5]	H_AD[5]	H_AD[5]
M18	H_AD[6]	H_AD[6]	H_AD[6]	H_AD[6]
M16	H_AD[7]	H_AD[7]	H_AD[7]	H_AD[7]
M20	H_AD[8]	H_AD[8]	H_AD[8]	H_AD[8]
L16	H_AD[9]	H_AD[9]	H_AD[9]	H_AD[9]
K19	H_CPU_SPI_N	H_CPU_SPI_N	H_CPU_SPI_N	H_CPU_SPI_N
L17	H_CS_N	H_CS_N	H_CS_N	H_CS_N
T22	H_D[0]/SPI_MISO	H_D[0]/SPI_MISO	H_D[0]/SPI_MISO	H_D[0]/SPI_MISO
U21	H_D[1]	H_D[1]	H_D[1]	H_D[1]
V22	H_D[10]	H_D[10]	H_D[10]	H_D[10]
P18	H_D[11]	H_D[11]	H_D[11]	H_D[11]
W22	H_D[12]	H_D[12]	H_D[12]	H_D[12]
Y21	H_D[13]	H_D[13]	H_D[13]	H_D[13]
P19	H_D[14]	H_D[14]	H_D[14]	H_D[14]
Y22	H_D[15]	H_D[15]	H_D[15]	H_D[15]
AA21	H_D[16]	H_D[16]	H_D[16]	H_D[16]
AA22	H_D[17]	H_D[17]	H_D[17]	H_D[17]
AB21	H_D[18]	H_D[18]	H_D[18]	H_D[18]
U20	H_D[19]	H_D[19]	H_D[19]	H_D[19]
N18	H_D[2]	H_D[2]	H_D[2]	H_D[2]
R19	H_D[20]	H_D[20]	H_D[20]	H_D[20]
AB22	H_D[21]	H_D[21]	H_D[21]	H_D[21]
P17	H_D[22]	H_D[22]	H_D[22]	H_D[22]
V21	H_D[23]	H_D[23]	H_D[23]	H_D[23]
R17	H_D[24]	H_D[24]	H_D[24]	H_D[24]
V19	H_D[25]	H_D[25]	H_D[25]	H_D[25]
T19	H_D[26]	H_D[26]	H_D[26]	H_D[26]
W21	H_D[27]	H_D[27]	H_D[27]	H_D[27]
U16	H_D[28]	H_D[28]	H_D[28]	H_D[28]
R18	H_D[29]	H_D[29]	H_D[29]	H_D[29]
R20	H_D[3]	H_D[3]	H_D[3]	H_D[3]
W20	H_D[30]	H_D[30]	H_D[30]	H_D[30]
U19	H_D[31]	H_D[31]	H_D[31]	H_D[31]
T17	H_D[4]	H_D[4]	H_D[4]	H_D[4]
P16	H_D[5]	H_D[5]	H_D[5]	H_D[5]
U18	H_D[6]	H_D[6]	H_D[6]	H_D[6]
R16	H_D[7]	H_D[7]	H_D[7]	H_D[7]
U22	H_D[8]	H_D[8]	H_D[8]	H_D[8]
T16	H_D[9]	H_D[9]	H_D[9]	H_D[9]
J17	H_INT[0]	H_INT[0]	H_INT[0]	H_INT[0]
L22	H_INT[1]	H_INT[1]	H_INT[1]	H_INT[1]
K17	H_R_W_N/SPI_CP	H_R_W_N/SPI_CP	H_R_W_N/SPI_CP	H_R_W_N/SPI_CP

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
K18	H_READY_N	H_READY_N	H_READY_N	H_READY_N
L19	H_WR_BE0_N/SPI_CLK	H_WR_BE0_N/SPI_CLK	H_WR_BE0_N/SPI_CLK	H_WR_BE0_N/SPI_CLK
J16	H_WR_BE1_N/SPI_MOSI	H_WR_BE1_N/SPI_MOSI	H_WR_BE1_N/SPI_MOSI	H_WR_BE1_N/SPI_MOSI
J18	H_WR_BE2_N/SPI_SEL_N	H_WR_BE2_N/SPI_SEL_N	H_WR_BE2_N/SPI_SEL_N	H_WR_BE2_N/SPI_SEL_N
L20	H_WR_BE3_N/SPI_CI	H_WR_BE3_N/SPI_CI	H_WR_BE3_N/SPI_CI	H_WR_BE3_N/SPI_CI
T3	HiZ_N	HiZ_N	HiZ_N	HiZ_N
L3	JTCLK	JTCLK	JTCLK	JTCLK
M3	JTDI	JTDI	JTDI	JTDI
N3	JTDO	JTDO	JTDO	JTDO
K3	JTMS	JTMS	JTMS	JTMS
P3	JTRST_N	JTRST_N	JTRST_N	JTRST_N
M15	MBIST_DONE	MBIST_DONE	MBIST_DONE	MBIST_DONE
P15	MBIST_EN	MBIST_EN	MBIST_EN	MBIST_EN
N15	MBIST_FAIL	MBIST_FAIL	MBIST_FAIL	MBIST_FAIL
N1	MCLK	MCLK	MCLK	MCLK
AB17	MDC	MDC	MDC	MDC
AA20	MDIO	MDIO	MDIO	MDIO
AA17	MII_COL	MII_COL	MII_COL	MII_COL
Y18	MII_CRS	MII_CRS	MII_CRS	MII_CRS
Y17	MII_RX_DV	MII_RX_DV	MII_RX_DV	MII_RX_DV
V17	MII_RX_ERR	MII_RX_ERR	MII_RX_ERR	MII_RX_ERR
AA16	MII_RXD[0]	MII_RXD[0]	MII_RXD[0]	MII_RXD[0]
W16	MII_RXD[1]	MII_RXD[1]	MII_RXD[1]	MII_RXD[1]
AB16	MII_RXD[2]	MII_RXD[2]	MII_RXD[2]	MII_RXD[2]
Y16	MII_RXD[3]	MII_RXD[3]	MII_RXD[3]	MII_RXD[3]
W17	MII_TX_EN	MII_TX_EN	MII_TX_EN	MII_TX_EN
AB20	MII_TX_ERR	MII_TX_ERR	MII_TX_ERR	MII_TX_ERR
AB18	MII_TXD[0]	MII_TXD[0]	MII_TXD[0]	MII_TXD[0]
W18	MII_TXD[1]	MII_TXD[1]	MII_TXD[1]	MII_TXD[1]
AA19	MII_TXD[2]	MII_TXD[2]	MII_TXD[2]	MII_TXD[2]
AB19	MII_TXD[3]	MII_TXD[3]	MII_TXD[3]	MII_TXD[3]
C10	NC	NC	NC	NC
L4	RCLKF1/RCLK1	RCLKF1/RCLK1	RCLKF1/RCLK1	RCLKF1/RCLK1
C9	RCLKF2/RCLK2	RCLKF2/RCLK2	RCLKF2/RCLK2	10K to GND
K5	RCLKF3/RCLK3	RCLKF3/RCLK3	10K to GND	10K to GND
D7	RCLKF4/RCLK4	RCLKF4/RCLK4	10K to GND	10K to GND
P6	RCLKF5/RCLK5	10K to GND	10K to GND	10K to GND
Y6	RCLKF6/RCLK6	10K to GND	10K to GND	10K to GND
P5	RCLKF7/RCLK7	10K to GND	10K to GND	10K to GND
AB3	RCLKF8/RCLK8	10K to GND	10K to GND	10K to GND
A6	RDATF1	RDATF1	RDATF1	RDATF1
L7	RDATF2	RDATF2	RDATF2	GND
C5	RDATF3	RDATF3	GND	GND
F4	RDATF4	RDATF4	GND	GND
P4	RDATF5	N.C.	GND	GND
Y4	RDATF6	GND	GND	GND
AA5	RDATF7	GND	GND	GND

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
AA3	RDATF8	GND	GND	GND
A11	RESREF	RESREF	RESREF	RESREF
K8	RF/RMSYNC1	RF/RMSYNC1	RF/RMSYNC1	RF/RMSYNC1
E7	RF/RMSYNC2	RF/RMSYNC2	RF/RMSYNC2	NC
G4	RF/RMSYNC3	RF/RMSYNC3	NC	NC
E4	RF/RMSYNC4	RF/RMSYNC4	NC	NC
M6	RF/RMSYNC5	NC	NC	NC
W8	RF/RMSYNC6	NC	NC	NC
T4	RF/RMSYNC7	NC	NC	NC
AB5	RF/RMSYNC8	NC	NC	NC
M8	RLOF/RLOS1	RLOF/RLOS1	RLOF/RLOS1	RLOF/RLOS1
A4	RLOF/RLOS2	RLOF/RLOS2	RLOF/RLOS2	NC
H4	RLOF/RLOS3	RLOF/RLOS3	NC	NC
D5	RLOF/RLOS4	RLOF/RLOS4	NC	NC
U4	RLOF/RLOS5	NC	NC	NC
U3	RLOF/RLOS6	NC	NC	NC
N7	RLOF/RLOS7	NC	NC	NC
V7	RLOF/RLOS8	NC	NC	NC
B13	RRING1	RRING1	RRING1	RRING1
B9	RRING2	RRING2	RRING2	NC
A2	RRING3	RRING3	NC	NC
E2	RRING4	RRING4	NC	NC
V2	RRING5	NC	NC	NC
AB2	RRING6	NC	NC	NC
AA10	RRING7	NC	NC	NC
AA12	RRING8	NC	NC	NC
J5	RSER1	RSER1	RSER1	RSER1
D6	RSER2	RSER2	RSER2	NC
H7	RSER3	RSER3	NC	NC
D3	RSER4	RSER4	NC	NC
N6	RSER5	NC	NC	NC
W6	RSER6	NC	NC	NC
T8	RSER7	NC	NC	NC
AB4	RSER8	NC	NC	NC
P2	RST_SYS_N	RST_SYS_N	RST_SYS_N	RST_SYS_N
A5	RSYNC1	RSYNC1	RSYNC1	RSYNC1
L6	RSYNC2	RSYNC2	RSYNC2	10K to GND
A3	RSYNC3	RSYNC3	10K to GND	10K to GND
H6	RSYNC4	RSYNC4	10K to GND	10K to GND
W3	RSYNC5	10K to GND	10K to GND	10K to GND
R4	RSYNC6	10K to GND	10K to GND	10K to GND
AA6	RSYNC7	10K to GND	10K to GND	10K to GND
M5	RSYNC8	10K to GND	10K to GND	10K to GND
C6	RSYSCLK1	RSYSCLK1	RSYSCLK1	RSYSCLK1
K7	RSYSCLK2	RSYSCLK2	RSYSCLK2	GND
F8	RSYSCLK3	RSYSCLK3	GND	GND
H5	RSYSCLK4	RSYSCLK4	GND	GND

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
W5	RSYSCLK5	GND	GND	GND
U5	RSYSCLK6	GND	GND	GND
Y8	RSYSCLK7	GND	GND	GND
N8	RSYSCLK8	GND	GND	GND
A13	RTIP1	RTIP1	RTIP1	RTIP1
A9	RTIP2	RTIP2	RTIP2	NC
A1	RTIP3	RTIP3	NC	NC
E1	RTIP4	RTIP4	NC	NC
V1	RTIP5	NC	NC	NC
AB1	RTIP6	NC	NC	NC
AB10	RTIP7	NC	NC	NC
AB12	RTIP8	NC	NC	NC
R3	RXTSEL	RXTSEL	RXTSEL	RXTSEL
J15	SCEN	SCEN	SCEN	SCEN
A17	SD_A[0]	SD_A[0]	SD_A[0]	SD_A[0]
F18	SD_A[1]	SD_A[1]	SD_A[1]	SD_A[1]
B19	SD_A[10]	SD_A[10]	SD_A[10]	SD_A[10]
D17	SD_A[11]	SD_A[11]	SD_A[11]	SD_A[11]
F16	SD_A[2]	SD_A[2]	SD_A[2]	SD_A[2]
B18	SD_A[3]	SD_A[3]	SD_A[3]	SD_A[3]
E17	SD_A[4]	SD_A[4]	SD_A[4]	SD_A[4]
A19	SD_A[5]	SD_A[5]	SD_A[5]	SD_A[5]
H17	SD_A[6]	SD_A[6]	SD_A[6]	SD_A[6]
F19	SD_A[7]	SD_A[7]	SD_A[7]	SD_A[7]
F20	SD_A[8]	SD_A[8]	SD_A[8]	SD_A[8]
D18	SD_A[9]	SD_A[9]	SD_A[9]	SD_A[9]
G17	SD_BA[0]	SD_BA[0]	SD_BA[0]	SD_BA[0]
C19	SD_BA[1]	SD_BA[1]	SD_BA[1]	SD_BA[1]
E16	SD_CAS_N	SD_CAS_N	SD_CAS_N	SD_CAS_N
H16	SD_CLK	SD_CLK	SD_CLK	SD_CLK
B17	SD_CS_N	SD_CS_N	SD_CS_N	SD_CS_N
C18	SD_D[0]	SD_D[0]	SD_D[0]	SD_D[0]
F21	SD_D[1]	SD_D[1]	SD_D[1]	SD_D[1]
B22	SD_D[10]	SD_D[10]	SD_D[10]	SD_D[10]
H20	SD_D[11]	SD_D[11]	SD_D[11]	SD_D[11]
C21	SD_D[12]	SD_D[12]	SD_D[12]	SD_D[12]
H18	SD_D[13]	SD_D[13]	SD_D[13]	SD_D[13]
C22	SD_D[14]	SD_D[14]	SD_D[14]	SD_D[14]
D21	SD_D[15]	SD_D[15]	SD_D[15]	SD_D[15]
G20	SD_D[16]	SD_D[16]	SD_D[16]	SD_D[16]
D22	SD_D[17]	SD_D[17]	SD_D[17]	SD_D[17]
J20	SD_D[18]	SD_D[18]	SD_D[18]	SD_D[18]
G21	SD_D[19]	SD_D[19]	SD_D[19]	SD_D[19]
G19	SD_D[2]	SD_D[2]	SD_D[2]	SD_D[2]
J21	SD_D[20]	SD_D[20]	SD_D[20]	SD_D[20]
E22	SD_D[21]	SD_D[21]	SD_D[21]	SD_D[21]
J19	SD_D[22]	SD_D[22]	SD_D[22]	SD_D[22]

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
H21	SD_D[23]	SD_D[23]	SD_D[23]	SD_D[23]
F22	SD_D[24]	SD_D[24]	SD_D[24]	SD_D[24]
K21	SD_D[25]	SD_D[25]	SD_D[25]	SD_D[25]
G22	SD_D[26]	SD_D[26]	SD_D[26]	SD_D[26]
K20	SD_D[27]	SD_D[27]	SD_D[27]	SD_D[27]
H22	SD_D[28]	SD_D[28]	SD_D[28]	SD_D[28]
G16	SD_D[29]	SD_D[29]	SD_D[29]	SD_D[29]
A21	SD_D[3]	SD_D[3]	SD_D[3]	SD_D[3]
K22	SD_D[30]	SD_D[30]	SD_D[30]	SD_D[30]
J22	SD_D[31]	SD_D[31]	SD_D[31]	SD_D[31]
C16	SD_D[4]	SD_D[4]	SD_D[4]	SD_D[4]
A22	SD_D[5]	SD_D[5]	SD_D[5]	SD_D[5]
A18	SD_D[6]	SD_D[6]	SD_D[6]	SD_D[6]
B21	SD_D[7]	SD_D[7]	SD_D[7]	SD_D[7]
E21	SD_D[8]	SD_D[8]	SD_D[8]	SD_D[8]
H19	SD_D[9]	SD_D[9]	SD_D[9]	SD_D[9]
A20	SD_DQM[0]	SD_DQM[0]	SD_DQM[0]	SD_DQM[0]
E19	SD_DQM[1]	SD_DQM[1]	SD_DQM[1]	SD_DQM[1]
B20	SD_DQM[2]	SD_DQM[2]	SD_DQM[2]	SD_DQM[2]
D20	SD_DQM[3]	SD_DQM[3]	SD_DQM[3]	SD_DQM[3]
D16	SD_RAS_N	SD_RAS_N	SD_RAS_N	SD_RAS_N
C17	SD_WE_N	SD_WE_N	SD_WE_N	SD_WE_N
K15	STMD	STMD	STMD	STMD
B6	TCLKF1	TCLKF1	TCLKF1	TCLKF1
K4	TCLKF2	TCLKF2	TCLKF2	GND
D8	TCLKF3	TCLKF3	GND	GND
J6	TCLKF4	TCLKF4	GND	GND
T6	TCLKF5	GND	GND	GND
T7	TCLKF6	GND	GND	GND
U8	TCLKF7	GND	GND	GND
M4	TCLKF8	GND	GND	GND
L8	TCLKO1	TCLKO1	TCLKO1	TCLKO1
B5	TCLKO2	TCLKO2	TCLKO2	NC
J7	TCLKO3	TCLKO3	NC	NC
E6	TCLKO4	TCLKO4	NC	NC
N4	TCLKO5	NC	NC	NC
U7	TCLKO6	NC	NC	NC
P7	TCLKO7	NC	NC	NC
AA7	TCLKO8	NC	NC	NC
C7	TDATF1	TDATF1	TDATF1	TDATF1
J8	TDATF2	TDATF2	TDATF2	NC
B4	TDATF3	TDATF3	NC	NC
K6	TDATF4	TDATF4	NC	NC
R6	TDATF5	NC	NC	NC
N5	TDATF6	NC	NC	NC
Y7	TDATF7	NC	NC	NC
P8	TDATF8	NC	NC	NC

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
E10	TDM1_ACLK	TDM1_ACLK	TDM1_ACLK	TDM1_ACLK
D12	TDM1_RCLK	TDM1_RCLK	TDM1_RCLK	TDM1_RCLK
C11	TDM1_RSIG_RTS	TDM1_RSIG_RTS	TDM1_RSIG_RTS	TDM1_RSIG_RTS
D10	TDM1_RX	TDM1_RX	TDM1_RX	TDM1_RX
D11	TDM1_RX_SYNC	TDM1_RX_SYNC	TDM1_RX_SYNC	TDM1_RX_SYNC
F12	TDM1_TCLK	TDM1_TCLK	TDM1_TCLK	TDM1_TCLK
E11	TDM1_TSIG_CTS	TDM1_TSIG_CTS	TDM1_TSIG_CTS	TDM1_TSIG_CTS
C12	TDM1_TX	TDM1_TX	TDM1_TX	TDM1_TX
F13	TDM1_TX_MF_CD	TDM1_TX_MF_CD	TDM1_TX_MF_CD	TDM1_TX_MF_CD
E13	TDM1_TX_SYNC	TDM1_TX_SYNC	TDM1_TX_SYNC	TDM1_TX_SYNC
E9	TDM2_ACLK	TDM2_ACLK	TDM2_ACLK	NC
E12	TDM2_RCLK	TDM2_RCLK	TDM2_RCLK	NC
C14	TDM2_RSIG_RTS	TDM2_RSIG_RTS	TDM2_RSIG_RTS	NC
D13	TDM2_RX	TDM2_RX	TDM2_RX	NC
C13	TDM2_RX_SYNC	TDM2_RX_SYNC	TDM2_RX_SYNC	NC
G10	TDM2_TCLK	TDM2_TCLK	TDM2_TCLK	NC
F11	TDM2_TSIG_CTS	TDM2_TSIG_CTS	TDM2_TSIG_CTS	NC
G11	TDM2_TX	TDM2_TX	TDM2_TX	NC
F10	TDM2_TX_MF_CD	TDM2_TX_MF_CD	TDM2_TX_MF_CD	NC
E14	TDM2_TX_SYNC	TDM2_TX_SYNC	TDM2_TX_SYNC	NC
G14	TDM3_ACLK	TDM3_ACLK	NC	NC
C15	TDM3_RCLK	TDM3_RCLK	NC	NC
G13	TDM3_RSIG_RTS	TDM3_RSIG_RTS	NC	NC
D15	TDM3_RX	TDM3_RX	NC	NC
D14	TDM3_RX_SYNC	TDM3_RX_SYNC	NC	NC
G9	TDM3_TCLK	TDM3_TCLK	NC	NC
G12	TDM3_TSIG_CTS	TDM3_TSIG_CTS	NC	NC
E15	TDM3_TX	TDM3_TX	NC	NC
F9	TDM3_TX_MF_CD	TDM3_TX_MF_CD	NC	NC
F14	TDM3_TX_SYNC	TDM3_TX_SYNC	NC	NC
H12	TDM4_ACLK	TDM4_ACLK	NC	NC
J14	TDM4_RCLK	TDM4_RCLK	NC	NC
F15	TDM4_RSIG_RTS	TDM4_RSIG_RTS	NC	NC
H9	TDM4_RX	TDM4_RX	NC	NC
H14	TDM4_RX_SYNC	TDM4_RX_SYNC	NC	NC
H11	TDM4_TCLK	TDM4_TCLK	NC	NC
G15	TDM4_TSIG_CTS	TDM4_TSIG_CTS	NC	NC
J9	TDM4_TX	TDM4_TX	NC	NC
H13	TDM4_TX_MF_CD	TDM4_TX_MF_CD	NC	NC
H10	TDM4_TX_SYNC	TDM4_TX_SYNC	NC	NC
V11	TDM5_ACLK	NC	NC	NC
V9	TDM5_RCLK	NC	NC	NC
T9	TDM5_RSIG_RTS	NC	NC	NC
R11	TDM5_RX	NC	NC	NC
U14	TDM5_RX_SYNC	NC	NC	NC
T13	TDM5_TCLK	NC	NC	NC

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
P14	TDM5_TSIG_CTS	NC	NC	NC
R12	TDM5_TX	NC	NC	NC
R10	TDM5_TX_MF_CD	NC	NC	NC
R14	TDM5_TX_SYNC	NC	NC	NC
W14	TDM6_ACLK	NC	NC	NC
T12	TDM6_RCLK	NC	NC	NC
R9	TDM6_RSIG_RTS	NC	NC	NC
V12	TDM6_RX	NC	NC	NC
T15	TDM6_RX_SYNC	NC	NC	NC
V15	TDM6_TCLK	NC	NC	NC
V13	TDM6_TSIG_CTS	NC	NC	NC
W15	TDM6_TX	NC	NC	NC
U15	TDM6_TX_MF_CD	NC	NC	NC
T10	TDM6_TX_SYNC	NC	NC	NC
V14	TDM7_ACLK	NC	NC	NC
U13	TDM7_RCLK	NC	NC	NC
T14	TDM7_RSIG_RTS	NC	NC	NC
U12	TDM7_RX	NC	NC	NC
R13	TDM7_RX_SYNC	NC	NC	NC
Y11	TDM7_TCLK	NC	NC	NC
W9	TDM7_TSIG_CTS	NC	NC	NC
W12	TDM7_TX	NC	NC	NC
Y15	TDM7_TX_MF_CD	NC	NC	NC
U11	TDM7_TX_SYNC	NC	NC	NC
Y13	TDM8_ACLK	NC	NC	NC
U9	TDM8_RCLK	NC	NC	NC
Y9	TDM8_RSIG_RTS	NC	NC	NC
V10	TDM8_RX	NC	NC	NC
T11	TDM8_RX_SYNC	NC	NC	NC
Y14	TDM8_TCLK	NC	NC	NC
W11	TDM8_TSIG_CTS	NC	NC	NC
W10	TDM8_TX	NC	NC	NC
W13	TDM8_TX_MF_CD	NC	NC	NC
U10	TDM8_TX_SYNC	NC	NC	NC
J3	TEST_CLK	TEST_CLK	TEST_CLK	TEST_CLK
B15	TRING1	TRING1	TRING1	TRING1
B7	TRING2	TRING2	TRING2	NC
C2	TRING3	TRING3	NC	NC
G2	TRING4	TRING4	NC	NC
T2	TRING5	NC	NC	NC
Y2	TRING6	NC	NC	NC
AA8	TRING7	NC	NC	NC
AA14	TRING8	NC	NC	NC
D9	TSER1	TSER1	TSER1	TSER1
J4	TSER2	TSER2	TSER2	GND
B3	TSER3	TSER3	GND	GND

BALL	DS34T108 Socket	DS34T104 Socket	DS34T102 Socket	DS34T101 Socket
F3	TSER4	TSER4	GND	GND
V6	TSER5	GND	GND	GND
R7	TSER6	GND	GND	GND
V8	TSER7	GND	GND	GND
P9	TSER8	GND	GND	GND
G3	TST_CLD	TST_CLD	TST_CLD	TST_CLD
L5	TSYNC/TSSYNC1	TSYNC/TSSYNC1	TSYNC/TSSYNC1	TSYNC/TSSYNC1
E8	TSYNC/TSSYNC2	TSYNC/TSSYNC2	TSYNC/TSSYNC2	10K to GND
G7	TSYNC/TSSYNC3	TSYNC/TSSYNC3	10K to GND	10K to GND
F5	TSYNC/TSSYNC4	TSYNC/TSSYNC4	10K to GND	10K to GND
M7	TSYNC/TSSYNC5	10K to GND	10K to GND	10K to GND
Y5	TSYNC/TSSYNC6	10K to GND	10K to GND	10K to GND
R5	TSYNC/TSSYNC7	10K to GND	10K to GND	10K to GND
AB6	TSYNC/TSSYNC8	10K to GND	10K to GND	10K to GND
C8	TSYSCLK1/ECLK1	TSYSCLK1/ECLK1	TSYSCLK1/ECLK1	TSYSCLK1/ECLK1
G8	TSYSCLK2/ECLK2	TSYSCLK2/ECLK2	TSYSCLK2/ECLK2	GND
F7	TSYSCLK3/ECLK3	TSYSCLK3/ECLK3	GND	GND
G6	TSYSCLK4/ECLK4	TSYSCLK4/ECLK4	GND	GND
V4	TSYSCLK5/ECLK5	GND	GND	GND
AA4	TSYSCLK6/ECLK6	GND	GND	GND
W7	TSYSCLK7/ECLK7	GND	GND	GND
AB7	TSYSCLK8/ECLK8	GND	GND	GND
A15	TTIP1	TTIP1	TTIP1	TTIP1
A7	TTIP2	TTIP2	TTIP2	NC
C1	TTIP3	TTIP3	NC	NC
G1	TTIP4	TTIP4	NC	NC
T1	TTIP5	NC	NC	NC
Y1	TTIP6	NC	NC	NC
AB8	TTIP7	NC	NC	NC
AB14	TTIP8	NC	NC	NC
H3	TXENABLE	TXENABLE	TXENABLE	TXENABLE

16.2 DS34T101 Pin Assignment

Figure 16-1. DS34T101 Pin Assignment (TE-CSBGA Package)

	1	2	3	4	5	6	7	8	9	10	11
A	NC	NC	NC	NC	RSYNC1	RDATF1	NC	ATVSS2	NC	ARVSS2	RESREF
B	ARVSS3	ARVDD3	NC	NC	NC	TCLKF1	NC	ATVDD2	NC	ARVDD2	DVDDC
C	NC	NC	DVDDLIU	DVDDC	NC	RSYSCLK1	TDATF1	TSYSCLK1/ECLK1	NC	NC	TDM1_RSIG_RTS
D	ATVDD3	ATVSS3	NC	DVSS	NC	NC	NC	NC	TSER1	TDM1_RX	TDM1_RX_SYNC
E	NC	NC	DVSSLIU	NC	DVDDC	NC	NC	NC	NC	TDM1_ACLK	TDM1_TSIG_CTS
F	ARVSS4	ARVDD4	NC	NC	NC	DVSS	NC	NC	NC	NC	NC
G	NC	NC	TST_CLD	NC	DVDDC	NC	NC	NC	NC	NC	NC
H	ATVSS4	ATVDD4	TXENABLE	NC	NC	NC	NC	DVSS	NC	NC	NC
J	CLK_SYS/SCCLK	CLK_SYS_S	TEST_CLK	NC	RSER1	NC	NC	NC	NC	DVDDIO	DVDDIO
K	ACVSS2	ACVDD2	JTMS	NC	NC	NC	NC	RF/RMSYNC1	DVDDIO	DVSS	DVSS
L	CLK_HIGH	DVDDC	JTCLK	RCLKF1/RCLK1	TSYNC/TSSYNC1	NC	NC	TCLKO1	DVDDIO	DVSS	DVSS
M	ACVSS1	ACVDD1	JTDI	NC	NC	NC	NC	RLOF/RLOS1	DVDDIO	DVSS	DVSS
N	MCLK	DVSS	JTDO	NC	NC	NC	NC	NC	DVDDIO	DVSS	DVSS
P	CLK_CMN	RST_SYS_N	JTRST_N	NC	NC	NC	NC	NC	NC	DVDDIO	DVDDIO
R	ATVSS5	ATVDD5	RXTSEL	NC	NC	NC	NC	DVSS	NC	NC	NC
T	NC	NC	HiZ_N	NC	DVDDC	NC	NC	NC	NC	NC	NC
U	ARVSS5	ARVDD5	NC	NC	NC	DVSS	NC	NC	NC	NC	NC
V	NC	NC	DVDDLIU	NC	DVDDC	NC	NC	NC	NC	NC	NC
W	ATVDD6	ATVSS6	NC	DVSS	NC	NC	NC	NC	NC	NC	NC
Y	NC	NC	DVSSLIU	NC	NC	NC	NC	NC	NC	DVDDC	NC
AA	ARVSS6	ARVDD6	NC	NC	NC	NC	NC	NC	ATVDD7	NC	ARVDD7
AB	NC	NC	NC	NC	NC	NC	NC	NC	ATVSS7	NC	ARVSS7

12	13	14	15	16	17	18	19	20	21	22	
DVDDC	RTIP1	ARVSS1	TTIP1	ATVSS1	SD_A[0]	SD_D[6]	SD_A[5]	SD_DQM[0]	SD_D[3]	SD_D[5]	A
DVSS	RRING1	ARVDD1	TRING1	ATVDD1	SD_CS_N	SD_A[3]	SD_A[10]	SD_DQM[2]	SD_D[7]	SD_D[10]	B
TDM1_TX	NC	NC	NC	SD_D[4]	SD_WE_N	SD_D[0]	SD_BA[1]	DVDDC	SD_D[12]	SD_D[14]	C
TDM1_RCLK	NC	NC	NC	SD_RAS_N	SD_A[11]	SD_A[9]	DVSS	SD_DQM[3]	SD_D[15]	SD_D[17]	D
NC	TDM1_TX_SYNC	NC	NC	SD_CAS_N	SD_A[4]	DVDDC	SD_DQM[1]	DVDDC	SD_D[8]	SD_D[21]	E
TDM1_TCLK	TDM1_TX_MF_CD	NC	NC	SD_A[2]	DVSS	SD_A[1]	SD_A[7]	SD_A[8]	SD_D[1]	SD_D[24]	F
NC	NC	NC	NC	SD_D[29]	SD_BA[0]	DVDDC	SD_D[2]	SD_D[16]	SD_D[19]	SD_D[26]	G
NC	NC	NC	DVSS	SD_CLK	SD_A[6]	SD_D[13]	SD_D[9]	SD_D[11]	SD_D[23]	SD_D[28]	H
DVDDIO	DVDDIO	NC	SCEN	H_WR_BE1_N/SPI_MOSI	H_INT[0]	H_WR_BE2_N/SPI_SEL_N	SD_D[22]	SD_D[18]	SD_D[20]	SD_D[31]	J
DVSS	DVSS	DVDDIO	STMD	H_AD[3]	H_R_W_N/SPI_CP	H_READY_N	H_CPU_SPI_N	SD_D[27]	SD_D[25]	SD_D[30]	K
DVSS	DVSS	DVDDIO	H_AD[11]	H_AD[9]	H_CS_N	H_AD[1]	H_WR_BE0_N/SPI_CLK	H_WR_BE3_N/SPI_CI	DAT_32_16_N	H_INT[1]	L
DVSS	DVSS	DVDDIO	MBIST_DONE	H_AD[7]	H_AD[20]	H_AD[6]	H_AD[18]	H_AD[8]	H_AD[2]	H_AD[4]	M
DVSS	DVSS	DVDDIO	MBIST_FAIL	H_AD[13]	H_AD[23]	H_D[2]	H_AD[16]	H_AD[14]	H_AD[19]	H_AD[10]	N
DVDDIO	DVDDIO	NC	MBIST_EN	H_D[5]	H_D[22]	H_D[11]	H_D[14]	H_AD[21]	H_AD[12]	H_AD[15]	P
NC	NC	NC	DVSS	H_D[7]	H_D[24]	H_D[29]	H_D[20]	H_D[3]	H_AD[17]	H_AD[22]	R
NC	NC	NC	NC	H_D[9]	H_D[4]	DVDDC	H_D[26]	H_AD[5]	H_AD[24]	H_D[0]/SPI_MISO	T
NC	NC	NC	NC	H_D[28]	DVSS	H_D[6]	H_D[31]	H_D[19]	H_D[1]	H_D[8]	U
NC	NC	NC	NC	CLK_MII_RX	MII_RX_ERR	DVDDC	H_D[25]	DVDDC	H_D[23]	H_D[10]	V
NC	NC	NC	NC	MII_RXD[1]	MII_TX_EN	MII_TXD[1]	DVSS	H_D[30]	H_D[27]	H_D[12]	W
DVSS	NC	NC	NC	MII_RXD[3]	MII_RX_DV	MII_CRS	CLK_SSMII_TX	DVDDC	H_D[13]	H_D[15]	Y
NC	ARVDD8	NC	ATVDD8	MII_RXD[0]	MII_COL	CLK_MII_TX	MII_TXD[2]	MDIO	H_D[16]	H_D[17]	AA
NC	ARVSS8	NC	ATVSS8	MII_RXD[2]	MDC	MII_TXD[0]	MII_TXD[3]	MII_TX_ERR	H_D[18]	H_D[21]	AB

16.3 DS34T102 Pin Assignment

Figure 16-2. DS34T102 Pin Assignment (TE-CSBGA Package)

	1	2	3	4	5	6	7	8	9	10	11
A	NC	NC	NC	RLOF/RLOS2	RSYNC1	RDATF1	TTIP2	ATVSS2	RTIP2	ARVSS2	RESREF
B	ARVSS3	ARVDD3	NC	NC	TCLKO2	TCLKF1	TRING2	ATVDD2	RRING2	ARVDD2	DVDDC
C	NC	NC	DVDDLIU	DVDDC	NC	RSYSCLK1	TDATF1	TSYSCLK1/ECLK1	RCLKF2/RCLK2	NC	TDM1_RSIG_RTS
D	ATVDD3	ATVSS3	NC	DVSS	NC	RSER2	NC	NC	TSER1	TDM1_RX	TDM1_RX_SYNC
E	NC	NC	DVSSLIU	NC	DVDDC	NC	RF/RMSYNC2	TSYNC/TSSYNC2	TDM2_ACLK	TDM1_ACLK	TDM1_TSIG_CTS
F	ARVSS4	ARVDD4	NC	NC	NC	DVSS	NC	NC	NC	TDM2_TX_MF_CD	TDM2_TSIG_CTS
G	NC	NC	TST_CLD	NC	DVDDC	NC	NC	TSYSCLK2/ECLK2	NC	TDM2_TCLK	TDM2_TX
H	ATVSS4	ATVDD4	TXENABLE	NC	NC	NC	NC	DVSS	NC	NC	NC
J	CLK_SYS/SCCLK	CLK_SYS_S	TEST_CLK	TSER2	RSER1	NC	NC	TDATF2	NC	DVDDIO	DVDDIO
K	ACVSS2	ACVDD2	JTMS	TCLKF2	NC	NC	RSYSCLK2	RF/RMSYNC1	DVDDIO	DVSS	DVSS
L	CLK_HIGH	DVDDC	JTCLK	RCLKF1/RCLK1	TSYNC/TSSYNC1	RSYNC2	RDATF2	TCLKO1	DVDDIO	DVSS	DVSS
M	ACVSS1	ACVDD1	JTDI	NC	NC	NC	NC	RLOF/RLOS1	DVDDIO	DVSS	DVSS
N	MCLK	DVSS	JTDO	NC	NC	NC	NC	NC	DVDDIO	DVSS	DVSS
P	CLK_CMN	RST_SYS_N	JTRST_N	NC	NC	NC	NC	NC	NC	DVDDIO	DVDDIO
R	ATVSS5	ATVDD5	RXTSEL	NC	NC	NC	NC	DVSS	NC	NC	NC
T	NC	NC	HiZ_N	NC	DVDDC	NC	NC	NC	NC	NC	NC
U	ARVSS5	ARVDD5	NC	NC	NC	DVSS	NC	NC	NC	NC	NC
V	NC	NC	DVDDLIU	NC	DVDDC	NC	NC	NC	NC	NC	NC
W	ATVDD6	ATVSS6	NC	DVSS	NC	NC	NC	NC	NC	NC	NC
Y	NC	NC	DVSSLIU	NC	NC	NC	NC	NC	NC	DVDDC	NC
AA	ARVSS6	ARVDD6	NC	NC	NC	NC	NC	NC	ATVDD7	NC	ARVDD7
AB	NC	NC	NC	NC	NC	NC	NC	NC	ATVSS7	NC	ARVSS7

	12	13	14	15	16	17	18	19	20	21	22	
A	DVDDC	RTIP1	ARVSS1	TTIP1	ATVSS1	SD_A[0]	SD_D[6]	SD_A[5]	SD_DQM[0]	SD_D[3]	SD_D[5]	A
B	DVSS	RRING1	ARVDD1	TRING1	ATVDD1	SD_CS_N	SD_A[3]	SD_A[10]	SD_DQM[2]	SD_D[7]	SD_D[10]	B
C	TDM1_TX	TDM2_RX_SYNC	TDM2_RSIG_RTS	NC	SD_D[4]	SD_WE_N	SD_D[0]	SD_BA[1]	DVDDC	SD_D[12]	SD_D[14]	C
D	TDM1_RCLK	TDM2_RX	NC	NC	SD_RAS_N	SD_A[11]	SD_A[9]	DVSS	SD_DQM[3]	SD_D[15]	SD_D[17]	D
E	TDM2_RCLK	TDM1_TX_SYNC	TDM2_TX_SYNC	NC	SD_CAS_N	SD_A[4]	DVDDC	SD_DQM[1]	DVDDC	SD_D[8]	SD_D[21]	E
F	TDM1_TCLK	TDM1_TX_MF_CD	NC	NC	SD_A[2]	DVSS	SD_A[1]	SD_A[7]	SD_A[8]	SD_D[1]	SD_D[24]	F
G	NC	NC	NC	NC	SD_D[29]	SD_BA[0]	DVDDC	SD_D[2]	SD_D[16]	SD_D[19]	SD_D[26]	G
H	NC	NC	NC	DVSS	SD_CLK	SD_A[6]	SD_D[13]	SD_D[9]	SD_D[11]	SD_D[23]	SD_D[28]	H
J	DVDDIO	DVDDIO	NC	SCEN	H_WR_BE1_N/SPI_MOSI	H_INT[0]	H_WR_BE2_N/SPI_SEL_N	SD_D[22]	SD_D[18]	SD_D[20]	SD_D[31]	J
K	DVSS	DVSS	DVDDIO	STMD	H_AD[3]	H_R_W_N/SPI_CP	H_READY_N	H_CPU_SPI_N	SD_D[27]	SD_D[25]	SD_D[30]	K
L	DVSS	DVSS	DVDDIO	H_AD[11]	H_AD[9]	H_CS_N	H_AD[1]	H_WR_BE0_N/SPI_CLK	H_WR_BE3_N/SPI_CI	DAT_32_16_N	H_INT[1]	L
M	DVSS	DVSS	DVDDIO	MBIST_DONE	H_AD[7]	H_AD[20]	H_AD[6]	H_AD[18]	H_AD[8]	H_AD[2]	H_AD[4]	M
N	DVSS	DVSS	DVDDIO	MBIST_FAIL	H_AD[13]	H_AD[23]	H_D[2]	H_AD[16]	H_AD[14]	H_AD[19]	H_AD[10]	N
P	DVDDIO	DVDDIO	NC	MBIST_EN	H_D[5]	H_D[22]	H_D[11]	H_D[14]	H_AD[21]	H_AD[12]	H_AD[15]	P
R	NC	NC	NC	DVSS	H_D[7]	H_D[24]	H_D[29]	H_D[20]	H_D[3]	H_AD[17]	H_AD[22]	R
T	NC	NC	NC	NC	H_D[9]	H_D[4]	DVDDC	H_D[26]	H_AD[5]	H_AD[24]	H_D[0]/SPI_MISO	T
U	NC	NC	NC	NC	H_D[28]	DVSS	H_D[6]	H_D[31]	H_D[19]	H_D[1]	H_D[8]	U
V	NC	NC	NC	NC	CLK_MII_RX	MII_RX_ERR	DVDDC	H_D[25]	DVDDC	H_D[23]	H_D[10]	V
W	NC	NC	NC	NC	MII_RXD[1]	MII_TX_EN	MII_TXD[1]	DVSS	H_D[30]	H_D[27]	H_D[12]	W
Y	DVSS	NC	NC	NC	MII_RXD[3]	MII_RX_DV	MII_CRS	CLK_SSMII_TX	DVDDC	H_D[13]	H_D[15]	Y
AA	NC	ARVDD8	NC	ATVDD8	MII_RXD[0]	MII_COL	CLK_MII_TX	MII_TXD[2]	MDIO	H_D[16]	H_D[17]	AA
AB	NC	ARVSS8	NC	ATVSS8	MII_RXD[2]	MDC	MII_TXD[0]	MII_TXD[3]	MII_TX_ERR	H_D[18]	H_D[21]	AB

16.4 DS34T104 Pin Assignment

Figure 16-3. DS34T104 Pin Assignment (TE-CSBGA Package)

	1	2	3	4	5	6	7	8	9	10	11
A	RTIP3	RRING3	RSYNC3	RLOF/RLOS2	RSYNC1	RDATF1	TTIP2	ATVSS2	RTIP2	ARVSS2	RESREF
B	ARVSS3	ARVDD3	TSER3	TDATF3	TCLKO2	TCLKF1	TRING2	ATVDD2	RRING2	ARVDD2	DVDDC
C	TTIP3	TRING3	DVDDLIU	DVDDC	RDATF3	RSYSCLK1	TDATF1	TSYSCLK1/ECLK1	RCLKF2/RCLK2	NC	TDM1_RSIG_RTS
D	ATVDD3	ATVSS3	RSER4	DVSS	RLOF/RLOS4	RSER2	RCLKF4/RCLK4	TCLKF3	TSER1	TDM1_RX	TDM1_RX_SYNC
E	RTIP4	RRING4	DVSSLIU	RF/RMSYNC4	DVDDC	TCLKO4	RF/RMSYNC2	TSYNC/TSSYNC2	TDM2_ACLK	TDM1_ACLK	TDM1_TSIG_CTS
F	ARVSS4	ARVDD4	TSER4	RDATF4	TSYNC/TSSYNC4	DVSS	TSYSCLK3/ECLK3	RSYSCLK3	TDM3_TX_MF_CD	TDM2_TX_MF_CD	TDM2_TSIG_CTS
G	TTIP4	TRING4	TST_CLD	RF/RMSYNC3	DVDDC	TSYSCLK4/ECLK4	TSYNC/TSSYNC3	TSYSCLK2/ECLK2	TDM3_TCLK	TDM2_TCLK	TDM2_TX
H	ATVSS4	ATVDD4	TXENABLE	RLOF/RLOS3	RSYSCLK4	RSYNC4	RSER3	DVSS	TDM4_RX	TDM4_TX_SYNC	TDM4_TCLK
J	CLK_SYS/SCCLK	CLK_SYS_S	TEST_CLK	TSER2	RSER1	TCLKF4	TCLKO3	TDATF2	TDM4_TX	DVDDIO	DVDDIO
K	ACVSS2	ACVDD2	JTMS	TCLKF2	RCLKF3/RCLK3	TDATF4	RSYSCLK2	RF/RMSYNC1	DVDDIO	DVSS	DVSS
L	CLK_HIGH	DVDDC	JTCLK	RCLKF1/RCLK1	TSYNC/TSSYNC1	RSYNC2	RDATF2	TCLKO1	DVDDIO	DVSS	DVSS
M	ACVSS1	ACVDD1	JTDI	NC	NC	TST_RB	TST_TC	RLOF/RLOS1	DVDDIO	DVSS	DVSS
N	MCLK	DVSS	JTDO	NC	TST_TA	TST_RA	NC	NC	DVDDIO	DVSS	DVSS
P	CLK_CMN	RST_SYS_N	JTRST_N	TST_TB	NC	NC	NC	NC	NC	DVDDIO	DVDDIO
R	ATVSS5	ATVDD5	RXTSEL	NC	NC	TST_RC	NC	DVSS	NC	NC	NC
T	NC	NC	HiZ_N	NC	DVDDC	NC	NC	NC	NC	NC	NC
U	ARVSS5	ARVDD5	NC	NC	NC	DVSS	NC	NC	NC	NC	NC
V	NC	NC	DVDDLIU	NC	DVDDC	NC	NC	NC	NC	NC	NC
W	ATVDD6	ATVSS6	NC	DVSS	NC	NC	NC	NC	NC	NC	NC
Y	NC	NC	DVSSLIU	NC	NC	NC	NC	NC	NC	DVDDC	NC
AA	ARVSS6	ARVDD6	NC	NC	NC	NC	NC	NC	ATVDD7	NC	ARVDD7
AB	NC	NC	NC	NC	NC	NC	NC	NC	ATVSS7	NC	ARVSS7

	12	13	14	15	16	17	18	19	20	21	22
A	DVDDC	RTIP1	ARVSS1	TTIP1	ATVSS1	SD_A[0]	SD_D[6]	SD_A[5]	SD_DQM[0]	SD_D[3]	SD_D[5]
B	DVSS	RRING1	ARVDD1	TRING1	ATVDD1	SD_CS_N	SD_A[3]	SD_A[10]	SD_DQM[2]	SD_D[7]	SD_D[10]
C	TDM1_TX	TDM2_RX_SYNC	TDM2_RSIG_RTS	TDM3_RCLK	SD_D[4]	SD_WE_N	SD_D[0]	SD_BA[1]	DVDDC	SD_D[12]	SD_D[14]
D	TDM1_RCLK	TDM2_RX	TDM3_RX_SYNC	TDM3_RX	SD_RAS_N	SD_A[11]	SD_A[9]	DVSS	SD_DQM[3]	SD_D[15]	SD_D[17]
E	TDM2_RCLK	TDM1_TX_SYNC	TDM2_TX_SYNC	TDM3_TX	SD_CAS_N	SD_A[4]	DVDDC	SD_DQM[1]	DVDDC	SD_D[8]	SD_D[21]
F	TDM1_TCLK	TDM1_TX_MF_CD	TDM3_TX_SYNC	TDM4_RSIG_RTS	SD_A[2]	DVSS	SD_A[1]	SD_A[7]	SD_A[8]	SD_D[1]	SD_D[24]
G	TDM3_TSIG_CTS	TDM3_RSIG_RTS	TDM3_ACLK	TDM4_TSIG_CTS	SD_D[29]	SD_BA[0]	DVDDC	SD_D[2]	SD_D[16]	SD_D[19]	SD_D[26]
H	TDM4_ACLK	TDM4_TX_MF_CD	TDM4_RX_SYNC	DVSS	SD_CLK	SD_A[6]	SD_D[13]	SD_D[9]	SD_D[11]	SD_D[23]	SD_D[28]
J	DVDDIO	DVDDIO	TDM4_RCLK	SCEN	H_WR_BE1_N/SPI_MOSI	H_INT[0]	H_WR_BE2_N/SPI_SEL_N	SD_D[22]	SD_D[18]	SD_D[20]	SD_D[31]
K	DVSS	DVSS	DVDDIO	STMD	H_AD[3]	H_R_W_N/SPI_CP	H_READY_N	H_CPU_SPI_N	SD_D[27]	SD_D[25]	SD_D[30]
L	DVSS	DVSS	DVDDIO	H_AD[11]	H_AD[9]	H_CS_N	H_AD[1]	H_WR_BE0_N/SPI_CLK	H_WR_BE3_N/SPI_CI	DAT_32_16_N	H_INT[1]
M	DVSS	DVSS	DVDDIO	MBIST_DONE	H_AD[7]	H_AD[20]	H_AD[6]	H_AD[18]	H_AD[8]	H_AD[2]	H_AD[4]
N	DVSS	DVSS	DVDDIO	MBIST_FAIL	H_AD[13]	H_AD[23]	H_D[2]	H_AD[16]	H_AD[14]	H_AD[19]	H_AD[10]
P	DVDDIO	DVDDIO	NC	MBIST_EN	H_D[5]	H_D[22]	H_D[11]	H_D[14]	H_AD[21]	H_AD[12]	H_AD[15]
R	NC	NC	NC	DVSS	H_D[7]	H_D[24]	H_D[29]	H_D[20]	H_D[3]	H_AD[17]	H_AD[22]
T	NC	NC	NC	NC	H_D[9]	H_D[4]	DVDDC	H_D[26]	H_AD[5]	H_AD[24]	H_D[0]/SPI_MISO
U	NC	NC	NC	NC	H_D[28]	DVSS	H_D[6]	H_D[31]	H_D[19]	H_D[1]	H_D[8]
V	NC	NC	NC	NC	CLK_MII_RX	MII_RX_ERR	DVDDC	H_D[25]	DVDDC	H_D[23]	H_D[10]
W	NC	NC	NC	NC	MII_RXD[1]	MII_TX_EN	MII_TXD[1]	DVSS	H_D[30]	H_D[27]	H_D[12]
Y	DVSS	NC	NC	NC	MII_RXD[3]	MII_RX_DV	MII_CRS	CLK_SSMII_TX	DVDDC	H_D[13]	H_D[15]
AA	NC	ARVDD8	NC	ATVDD8	MII_RXD[0]	MII_COL	CLK_MII_TX	MII_TXD[2]	MDIO	H_D[16]	H_D[17]
AB	NC	ARVSS8	NC	ATVSS8	MII_RXD[2]	MDC	MII_TXD[0]	MII_TXD[3]	MII_TX_ERR	H_D[18]	H_D[21]

16.5 DS34T108 Pin Assignment

Figure 16-4. DS34T108 Pin Assignment (HSBGA Package)

	1	2	3	4	5	6	7	8	9	10	11
A	RTIP3	RRING3	RSYNC3	RLOF/RLOS2	RSYNC1	RDATF1	TTIP2	ATVSS2	RTIP2	ARVSS2	RESREF
B	ARVSS3	ARVDD3	TSER3	TDATF3	TCLKO2	TCLKF1	TRING2	ATVDD2	RRING2	ARVDD2	DVDDC
C	TTIP3	TRING3	DVDDLIU	DVDDC	RDATF3	RSYSCLK1	TDATF1	TSYSCLK1/ECLK1	RCLKF2/RCLK2	NC	TDM1_RSIG_RTS
D	ATVDD3	ATVSS3	RSER4	DVSS	RLOF/RLOS4	RSER2	RCLKF4/RCLK4	TCLKF3	TSER1	TDM1_RX	TDM1_RX_SYNC
E	RTIP4	RRING4	DVSSLIU	RF/RMSYNC4	DVDDC	TCLKO4	RF/RMSYNC2	TSYNC/TSSYNC2	TDM2_ACLK	TDM1_ACLK	TDM1_TSIG_CTS
F	ARVSS4	ARVDD4	TSER4	RDATF4	TSYNC/TSSYNC4	DVSS	TSYSCLK3/ECLK3	RSYSCLK3	TDM3_TX_MF_CD	TDM2_TX_MF_CD	TDM2_TSIG_CTS
G	TTIP4	TRING4	TST_CLD	RF/RMSYNC3	DVDDC	TSYSCLK4/ECLK4	TSYNC/TSSYNC3	TSYSCLK2/ECLK2	TDM3_TCLK	TDM2_TCLK	TDM2_TX
H	ATVSS4	ATVDD4	TXENABLE	RLOF/RLOS3	RSYSCLK4	RSYNC4	RSER3	DVSS	TDM4_RX	TDM4_TX_SYNC	TDM4_TCLK
J	CLK_SYS/SCCLK	CLK_SYS_S	TEST_CLK	TSER2	RSER1	TCLKF4	TCLKO3	TDATF2	TDM4_TX	DVDDIO	DVDDIO
K	ACVSS2	ACVDD2	JTMS	TCLKF2	RCLKF3/RCLK3	TDATF4	RSYSCLK2	RF/RMSYNC1	DVDDIO	DVSS	DVSS
L	CLK_HIGH	DVDDC	JTCLK	RCLKF1/RCLK1	TSYNC/TSSYNC1	RSYNC2	RDATF2	TCLKO1	DVDDIO	DVSS	DVSS
M	ACVSS1	ACVDD1	JTDI	TCLKF8	RSYNC8	RF/RMSYNC5	TSYNC/TSSYNC5	RLOF/RLOS1	DVDDIO	DVSS	DVSS
N	MCLK	DVSS	JTDO	TCLKO5	TDATF6	RSER5	RLOF/RLOS7	RSYSCLK8	DVDDIO	DVSS	DVSS
P	CLK_CMN	RST_SYS_N	JTRST_N	RDATF5	RCLKF7/RCLK7	RCLKF5/RCLK5	TCLKO7	TDATF8	TSER8	DVDDIO	DVDDIO
R	ATVSS5	ATVDD5	RXTSEL	RSYNC6	TSYNC/TSSYNC7	TDATF5	TSER6	DVSS	TDM6_RSIG_RTS	TDM5_TX_MF_CD	TDM5_RX
T	TTIP5	TRING5	HiZ_N	RF/RMSYNC7	DVDDC	TCLKF5	TCLKF6	RSER7	TDM5_RSIG_RTS	TDM6_TX_SYNC	TDM8_RX_SYNC
U	ARVSS5	ARVDD5	RLOF/RLOS6	RLOF/RLOS5	RSYSCLK6	DVSS	TCLKO6	TCLKF7	TDM8_RCLK	TDM8_TX_SYNC	TDM7_TX_SYNC
V	RTIP5	RRING5	DVDDLIU	TSYSCLK5/ECLK5	DVDDC	TSER5	RLOF/RLOS8	TSER7	TDM5_RCLK	TDM8_RX	TDM5_ACLK
W	ATVDD6	ATVSS6	RSYNC5	DVSS	RSYSCLK5	RSER6	TSYSCLK7/ECLK7	RF/RMSYNC6	TDM7_TSIG_CTS	TDM8_TX	TDM8_TSIG_CTS
Y	TTIP6	TRING6	DVSSLIU	RDATF6	TSYNC/TSSYNC6	RCLKF6/RCLK6	TDATF7	RSYSCLK7	TDM8_RSIG_RTS	DVDDC	TDM7_TCLK
AA	ARVSS6	ARVDD6	RDATF8	TSYSCLK6/ECLK6	RDATF7	RSYNC7	TCLKO8	TRING7	ATVDD7	RRING7	ARVDD7
AB	RTIP6	RRING6	RCLKF8/RCLK8	RSER8	RF/RMSYNC8	TSYNC/TSSYNC8	TSYSCLK8/ECLK8	TTIP7	ATVSS7	RTIP7	ARVSS7
	1	2	3	4	5	6	7	8	9	10	11

12	13	14	15	16	17	18	19	20	21	22	
DVDDC	RTIP1	ARVSS1	TTIP1	ATVSS1	SD_A[0]	SD_D[6]	SD_A[5]	SD_DQM[0]	SD_D[3]	SD_D[5]	A
DVSS	RRING1	ARVDD1	TRING1	ATVDD1	SD_CS_N	SD_A[3]	SD_A[10]	SD_DQM[2]	SD_D[7]	SD_D[10]	B
TDM1_TX	TDM2_RX_SYNC	TDM2_RSIG_RTS	TDM3_RCLK	SD_D[4]	SD_WE_N	SD_D[0]	SD_BA[1]	DVDDC	SD_D[12]	SD_D[14]	C
TDM1_RCLK	TDM2_RX	TDM3_RX_SYNC	TDM3_RX	SD_RAS_N	SD_A[11]	SD_A[9]	DVSS	SD_DQM[3]	SD_D[15]	SD_D[17]	D
TDM2_RCLK	TDM1_TX_SYNC	TDM2_TX_SYNC	TDM3_TX	SD_CAS_N	SD_A[4]	DVDDC	SD_DQM[1]	DVDDC	SD_D[8]	SD_D[21]	E
TDM1_TCLK	TDM1_TX_MF_CD	TDM3_TX_SYNC	TDM4_RSIG_RTS	SD_A[2]	DVSS	SD_A[1]	SD_A[7]	SD_A[8]	SD_D[1]	SD_D[24]	F
TDM3_TSIG_CTS	TDM3_RSIG_RTS	TDM3_ACLK	TDM4_TSIG_CTS	SD_D[29]	SD_BA[0]	DVDDC	SD_D[2]	SD_D[16]	SD_D[19]	SD_D[26]	G
TDM4_ACLK	TDM4_TX_MF_CD	TDM4_RX_SYNC	DVSS	SD_CLK	SD_A[6]	SD_D[13]	SD_D[9]	SD_D[11]	SD_D[23]	SD_D[28]	H
DVDDIO	DVDDIO	TDM4_RCLK	SCEN	H_WR_BE1_N/SPI_MOSI	H_INT[0]	H_WR_BE2_N/SPI_SEL_N	SD_D[22]	SD_D[18]	SD_D[20]	SD_D[31]	J
DVSS	DVSS	DVDDIO	STMD	H_AD[3]	H_R_W_N/SPI_CP	H_READY_N	H_CPU_SPI_N	SD_D[27]	SD_D[25]	SD_D[30]	K
DVSS	DVSS	DVDDIO	H_AD[11]	H_AD[9]	H_CS_N	H_AD[1]	H_WR_BE0_N/SPI_CLK	H_WR_BE3_N/SPI_CI	DAT_32_16_N	H_INT[1]	L
DVSS	DVSS	DVDDIO	MBIST_DONE	H_AD[7]	H_AD[20]	H_AD[6]	H_AD[18]	H_AD[8]	H_AD[2]	H_AD[4]	M
DVSS	DVSS	DVDDIO	MBIST_FAIL	H_AD[13]	H_AD[23]	H_D[2]	H_AD[16]	H_AD[14]	H_AD[19]	H_AD[10]	N
DVDDIO	DVDDIO	TDM5_TSIG_CTS	MBIST_EN	H_D[5]	H_D[22]	H_D[11]	H_D[14]	H_AD[21]	H_AD[12]	H_AD[15]	P
TDM5_TX	TDM7_RX_SYNC	TDM5_TX_SYNC	DVSS	H_D[7]	H_D[24]	H_D[29]	H_D[20]	H_D[3]	H_AD[17]	H_AD[22]	R
TDM6_RCLK	TDM5_TCLK	TDM7_RSIG_RTS	TDM6_RX_SYNC	H_D[9]	H_D[4]	DVDDC	H_D[26]	H_AD[5]	H_AD[24]	H_D[0]/SPI_MISO	T
TDM7_RX	TDM7_RCLK	TDM5_RX_SYNC	TDM6_TX_MF_CD	H_D[28]	DVSS	H_D[6]	H_D[31]	H_D[19]	H_D[1]	H_D[8]	U
TDM6_RX	TDM6_TSIG_CTS	TDM7_ACLK	TDM6_TCLK	CLK_MII_RX	MII_RX_ERR	DVDDC	H_D[25]	DVDDC	H_D[23]	H_D[10]	V
TDM7_TX	TDM8_TX_MF_CD	TDM6_ACLK	TDM6_TX	MII_RXD[1]	MII_TX_EN	MII_TXD[1]	DVSS	H_D[30]	H_D[27]	H_D[12]	W
DVSS	TDM8_ACLK	TDM8_TCLK	TDM7_TX_MF_CD	MII_RXD[3]	MII_RX_DV	MII_CRS	CLK_SSMII_TX	DVDDC	H_D[13]	H_D[15]	Y
RRING8	ARVDD8	TRING8	ATVDD8	MII_RXD[0]	MII_COL	CLK_MII_TX	MII_TXD[2]	MDIO	H_D[16]	H_D[17]	AA
RTIP8	ARVSS8	TTIP8	ATVSS8	MII_RXD[2]	MDC	MII_TXD[0]	MII_TXD[3]	MII_TX_ERR	H_D[18]	H_D[21]	AB
12	13	14	15	16	17	18	19	20	21	22	

17 Package Information

For the latest package outline information and land patterns, go to **www.maxim-ic.com/packages**.

DS34T101, DS34T102 and DS34T108 have a 484-lead thermally enhanced ball grid array (TEBGA) package. The TEBGA package dimensions are shown in Maxim document 56-G6038-001.

DS34T108 has a 484-lead ball grid array with embedded heat sink (HSBGA) package. The HSBGA package dimensions are shown in Maxim document 56-G6038-002.

18 Thermal Information

Parameter		TEBGA-484 DS34T101 DS34T102 DS34T104	HSBGA-484 DS34T108
Target Ambient Temperature Range		-40 to 85°C	-40 to 85°C
Die Junction Temperature Range		-40 to 125°C	-40 to 125°C
Theta Jc (junction to top of case)		4.2 °C/W	2.5 °C/W
Theta Jb (junction to bottom pins)		7.1 °C/W	5.5 °C/W
Theta Ja, Still Air (Note 1)		16.1 °C/W	13.0 °C/W
Theta Ja, Moving Air (Note 1)	1m/s	13.3 °C/W	10.7 °C/W
	2m/s	12.5 °C/W	9.6 °C/W

Note 1: These numbers are estimates using JEDEC standard PCB and enclosure dimensions.

19 Data Sheet Revision History

Date	Description
04/20/07	Initial Release
07/11/08	Major revision. Extensive clean-up and corrections throughout. Many clarifications and cross-references added. Some structural reorganization. Added G.8261 to list of ITU-T References on page 1. Changed number of pointers for ETH to CPU queue and pool from 64 each to 128 each (section 10.6.11.14). Max aggregate rate of 18.6 Mbps rather than 9.3 (section 7). Added board design section (16.1). Changed SSMII AC timing T172 max from 7ns to 5ns and T175 min from 2.8ns to 1.5ns. This creates an errata, but matches the SMII specification. Changed T172 min from 1.2ns to 1.5ns. In Table 14-8, changed T102 and T110 min to 1.1ns. Changed Figure 10-68 and Table 10-59 to show the latest recommended LIU external components. In section 18, changed TEBGA theta-JA and theta-JB numbers for to match data from new IC assembly contractor.
10/1/08	In the Ordering Information table on page 1, removed the asterisks and footnotes that indicated DS34T101, DS34T102 and DS34T104 were future products. In Table 11-11, Table 11-13, and Table 11-14 and corrected the index variable in the Description column from **n** to **ts** to match the other columns. Updated Figure 6-1 and Figure 8-1 to show all CPU interface pins including SPI bus pin names. In section 11.4.8, changed the index into the jitter buffer control registers from j = 0 to 255 to port = 1 to 8 and ts = 0 to 31 for additional clarity. In the register field description for GCR1.INTMODEn and in section 8.1 added notes to indicate that these bit are only available on the DS34T108.
10/14/08	Removed all references to AAL2 mode. Replaced the incorrect terms “cell” and “cells” with “AAL1 SAR PDU” throughout the document except in register names and register field names. Edited section 10.6.6 for additional clarity about the AAL1 mapping methods. Corrected some spelling errors and other minor typos.
8/19/09	Corrected typo in Table 16-1, row P4, column DS34T104.

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